













Transition Design

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Current Discussion Topic: What is Design's Role in Amplifying the Commons?



Short Course & Symposium

Transition Design Short Course and Symposium, June 2016 at Schumacher College's Dartington Hall, Devon, England.

More >>



Transition Design Overview

Download a 32 page monograph that provides an overview of Transition Design, a list of useful resources and teaching materials.

More >>



Video Lecture: Transition Design

Terry Irwin, Cameron Tonkinwise and Gideon Kossoff delivered a lecture introducing Transition Design at the AIGA conference in 2013.

More >>







Design, When Everybody Designs

An Introduction to Design for Social Innovation

Ezio Manzini

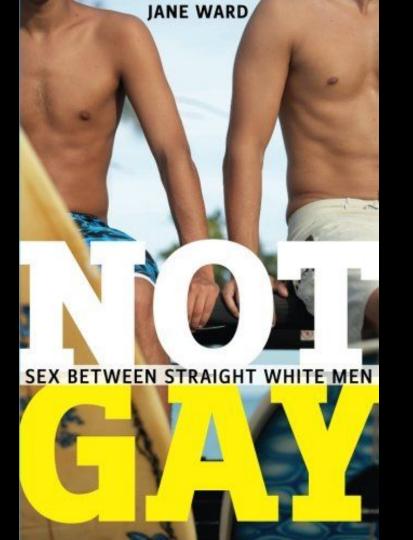








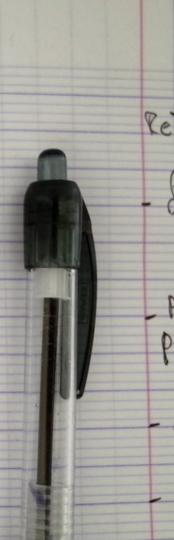




Far from Ephemeral (working title)
Real Identity Production
Impression Management
The True Self

Rules:

- The two parties engaging in the relationship will have no prior knowledge of each other.
- · After initial contact and agreement, relationship will begin and end in person.
- · Relationship will not exceed 24 hours. Frendship
- There is no minimum requirement of time for relationship.
- · Participants are welcome to walk away from friendship during any point.
- Any and all activities performed during the friendship will be agreed upon together and any
 physical contact must be consensual.
- · Participants may be recorded during the friendship but never without the participants consent
- Participants will be asked not to pursue or maintain a post physical "online" friendship following the in person relationship.
- Participants will be asked to fill out a short survey and/or record their thoughts at the end of the
 friendship...



strategic use?	for engaging with deeper systemic issues?	over marginalized people?
How and why does play manifest outside of leisure time and for non-entertainment purposes?	How can we rethink design conventions to be useful for artists and activist by imagining an alternate history where it was only used for social impact?	How do we dismantle the supremacy of erotic capital in assigning positive value on intimate, social, institutional, public, national, and global scales?
How is play blocked as a form of	How does design thinking deal	How is erotic capital both sustained and challenged in

with varying scales of social

problems that other methods lack?

How can we use the values of the

designer to create new kinds of

design thinking more appropriate

How do beauty standards form

and evolve and how can society

change to dismantle their power

societies that promote hegemonic

and "inner" beauty narratives?

How can play be used to

communicate values and

messages for aesthetic and

communication on both personal

and public levels?