







5 The Hierophant



16 The Tower



10 Wheel of Fortune



8 The Chalice



17 The Star



1 The Fool



14 The Knight of Swords



11 The Strength



13 The Death



9 The Hermit



10 The Wheel of Fortune



4 The Emperor



7 The Chariot



20 The Judgment



2 The High Priestess



5 The Hierophant



12 The Hanged Man



6 The Lovers











A new area of design research,
study and practice that proposes
design-led societal transition
toward more sustainable futures.

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

[Read/Contribute](#)



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 >>](#)

CAPITALISM

TRUE

269

≡ *works for me!* ≡

FALSE

502

fietsenstalling
gratis

Tilburg fiets





Design, When Everybody Designs

An Introduction to Design for Social Innovation

Ezio Manzini











JANE WARD

NOT SEX BETWEEN STRAIGHT WHITE MEN GAY

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

Rules:

- The two parties engaging in the ~~relationship~~ ^{friendship} 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. ^{friendship}
- 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~~ ^{friendship}.
- ~~Participants will be asked to fill out a short survey and/or record their thoughts at the end of the friendship..~~

<p>How can play be used to communicate values and messages for aesthetic and strategic use?</p>	<p>How can we use the values of the designer to create new kinds of design thinking more appropriate for engaging with deeper systemic issues?</p>	<p>How do beauty standards form and evolve and how can society change to dismantle their power over marginalized people?</p>
<p>How and why does play manifest outside of leisure time and for non-entertainment purposes?</p>	<p>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?</p>	<p>How do we dismantle the supremacy of erotic capital in assigning positive value on intimate, social, institutional, public, national, and global scales?</p>
<p>How is play blocked as a form of communication on both personal and public levels?</p>	<p>How does design thinking deal with varying scales of social problems that other methods lack?</p>	<p>How is erotic capital both sustained and challenged in societies that promote hegemonic and “inner” beauty narratives?</p>