Some Things Are Hard To Say

An Exploration of Critical Making, Speculative Design, and Configuration.

- by Rachel Max

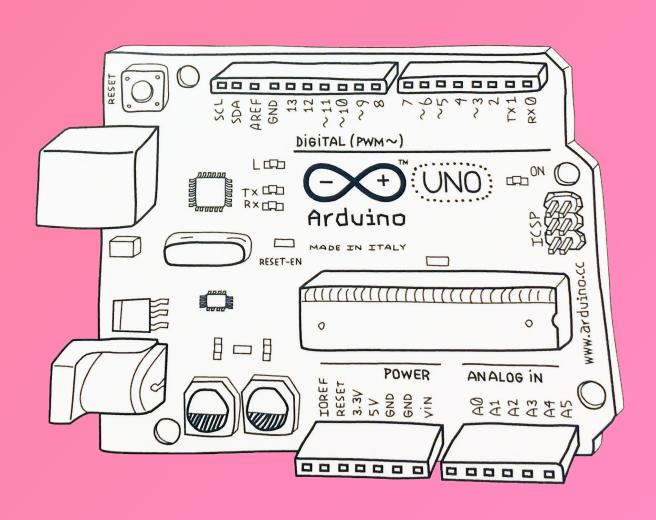
Overarching Area of Interest:

Relationships between humans and machines

Critical Making

"The main goals of critical making are to use material forms of engagement with technologies to supplement and extend critical reflection and, in doing so, to reconnect our lived experiences with technologies to social and conceptual critique."

- Matt Ratto



Design as Inquiry

"Design in this context describes the process and the outcome of design exploration that is not criticising the status quo, but rather tries to gain an understanding of the complex relationships between humans, artefacts and technology."

- Björn Franke

Critical Design

"The term critical design grew out of our concerns with the uncritical drive behind technological progress, when technology is always assumed to be good and capable of solving any problem. Our definition then was that critical design uses speculative design proposals to challenge narrow assumptions, preconceptions, and givens about the role products play in everyday life."

- Anthony Dunne & Fiona Raby

Interrogative Design

"Interrogative design takes a risk, explores, articulates, and responds to the questionable conditions of life in today's world, and does so in a questioning manner"

- Krzysztof Wodiczko

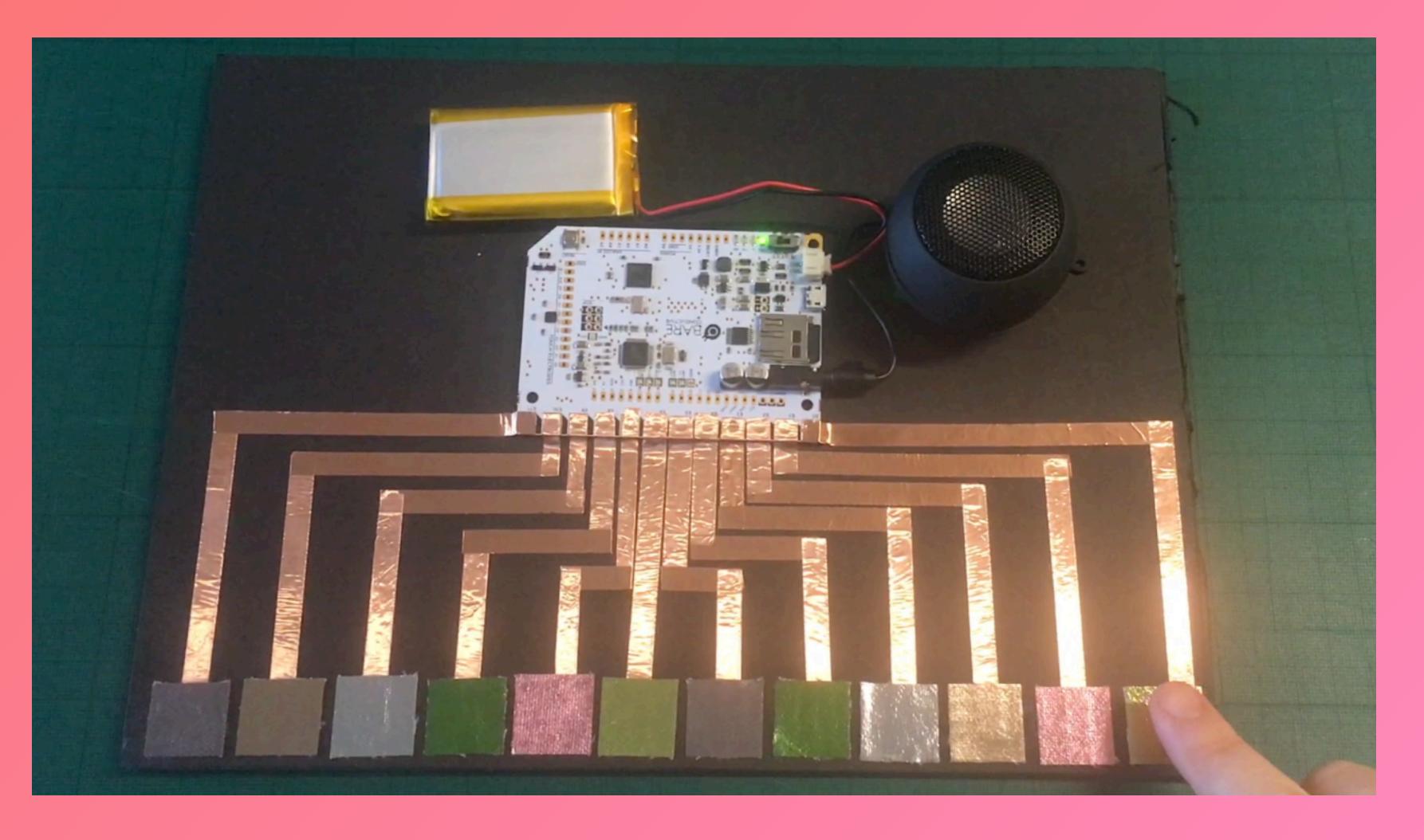
Reconfiguration





ARTEFACT:

"Some Things Are Hard To Say" interactive device



https://vimeo.com/306411354

Outcomes

In all my years of designing, I knew something was missing but I didn't know what is was!

References

Dunne, Anthony. Hertzian Tales: Electronic Products, Aesthetic Experience, and Critical Design. The MIT Press. Kindle Edition.

Dunne, Anthony, and Fiona Raby. Speculative Everything: Design, Fiction, and Social Dreaming, The MIT Press, 2013. Digital.

Franke, Björn. Design as a Medium for Inquiry. Fifth Swiss Design Network Symposium, Multiple Ways to Design Research - Research Cases that Reshape the Design Discipline (2009), pp. 225-232

Malpass, Matthew. Critical Design in Context: History, Theory, and Practices. Bloomsbury Academic, an Imprint of Bloomsbury Publishing Plc, 2017. Digital. Kindle Edition.

Ratto, Matt. "Critical Making: Conceptual and Material Studies in Technology and Social Life." The Information Society, vol. 27, no. 4, 2011, pp. 252-260

Ratto, Matt, et al. "Introduction to the Special Forum on Critical Making as Research Program." The Information Society, vol. 30, no. 2, 2014, pp. 85-95

Suchman, Lucy. Human-Machines Reconfigurations: Plans and Situated Actions. Cambridge University Press, 2009.

Wodiczko, Krzysztof. Critical Vehicles: Writings, Projects, Interviews, Cambridge: The MIT Press, 1999.