

Design Revolution By Emily Pilloton

Delve deep into the complex issues surrounding humanitarian design Ground Rules in Humanitarian Design establishes essential foundations for thinking about humanitarian design and its role in global change. Outlining a vital framework for designing for impoverished and disaster-stricken communities, this informative guide explores the integration of culture, art, architecture, economy, ecology, health, and education. Experts on land, health, water, housing, education, and planning weigh in with best practices and critical considerations during the design process, and discussion of the environmental considerations and local materials/skills will broaden your understanding of this nuanced specialty. Richly illustrated, this guide combines graphic documentation of projects, maps, and data-tracking developments from Asia, Africa, and the Americas to underscore the complexities of this emerging and evolving field. The ambition to provide humanitarian architecture for areas in acute need is driving design innovation worldwide among both practitioners and educators. This book provides an indispensable resource for those engaged in the search for the sustainable inclusion of cultural code and compassion as a technology for design innovation. Learn how to approach the problem of humanitarian design Understand the cultural factors that play into development Develop a new framework for planning post-disaster design See how humanitarian design is pushing the industry forward While still in college, students are being given the opportunity to directly participate in programmes that provide vital facilities for communities abroad. While these international initiatives remain largely ad hoc, this book provides parameters for engagement and establishes best practices for approaching these projects with a global perspective. With expert insight and practical strategies on the ground, Ground Rules in Humanitarian Design is an essential resource for architects at any level.

Ethics in business is a major topic both in the social sciences and in business itself. Anthropologists, long attendant to the intersection of ethics and practice, are particularly well suited to offer vital insights on the subject. This timely collection considers a range of ethical issues in business through the examination of anthropologically informed theory and case examples. The meaning of ethical values, practices, and education are explored, as well as practical ways of implementing them, while the specific ethical challenges of industries such as advertising, market research, and design are considered. Contributions from anthropologists in business and academia promise a broad range of perspectives and add to the growing discussion on the ways anthropologists study, work, teach, and engage in a variety of industry settings. Engagingly written, Ethics in the Anthropology of Business will be of interest to a wide variety of audiences, including practicing anthropologists, current and future business leaders, and scholars and students from a range of social sciences.

Hello World is Alice Rawsthorn's definitive guide to design and modern life Design is one of the most powerful forces in our lives. When deployed wisely, it can bring us pleasure, choice, strength, decency and much more. But if its power is abused, the outcome can be wasteful, confusing, humiliating, even dangerous. None of us can avoid being affected by design, whether or not we wish to. It is so ubiquitous that it determines how we feel and what we do, often without our noticing. Hello World explores design's influence on our lives. Written by the renowned design critic Alice Rawsthorn and designed by the award-winning book designer Irma Boom, it describes how warlords, scientists, farmers, hackers, activists and designers have used design to different ends throughout history: from the macabre symbol invented by 18th century pirates to terrorise their victims into surrender, to one woman's quest for the best possible prosthetic legs and the evolution of the World Cup ball. At a time when we face colossal changes, unprecedented in their speed, scale and intensity - from the deepening environmental crisis, to giant leaps in science and technology - Hello World explains how design can help us to make sense of them and to turn them to our advantage. 'Hello World is a new book by Alice Rawsthorn, the one and only, the best design critic in the entire world. She keeps the banner of design flying high. Irma Boom designed it, and Irma is simply the best book designer alive' Paola Antonelli, Senior Curator of Architecture and Design at the Museum of Modern Art, New York Praise for Alice Rawsthorn's Yves Saint Laurent 'As gripping as a thriller, packed with plot, character and atmosphere' The Times 'Rawsthorn's excellent biography isn't merely a story about clothes, but of crises, comebacks and drug clinics, and as a document of the time it is compulsive' Evening Standard 'The best book I have ever read about the mesmerising cruelty of fashion' The Spectator 'Intelligent and pragmatic... this is a page-turner of a book' New Statesman 'What a story! A skilful interweaving of the artistic, business and emotional life of a great couture house' Mail on Sunday Alice Rawsthorn is the design critic of the International Herald Tribune, the global edition of the New York Times. Her weekly Design column is syndicated worldwide. A trustee of Arts Council England and the Whitechapel Gallery in London, she is chair of trustees at the Chisenhale Gallery and the author of an acclaimed biography of Yves Saint Laurent.

Whether it is the effects of climate change, the avalanche of electronic and plastic waste or the substandard living and working conditions of billions of our fellow global citizens, our ability to deal with unsustainability will define the twenty-first century. Given that most consumption is mediated through products and services, the critical question for designers is: How can we radically reshape these into tools for sustainable living? As a guide and reference text, Product Design and Sustainability provides design students, practitioners and educators with the breadth and depth needed to integrate the most appropriate sustainable strategies into their practice. It establishes the principles that underpin sustainability and introduces a diverse range of social, economic and environmental design responses and tools available to designers. The numerous real-world examples illustrate how these strategies play out in different product sectors and reinforce the view that sustainability is the most positive opportunity and creative challenge facing designers today. This book: delivers a comprehensive guide to the principles of sustainability and how they apply to product design that can readily be integrated into curricula and design practice reveals many of the issues specific product sectors are facing, and provides the depth and breadth needed for formulating and developing sustainable design strategies to address these issues empowers and inspires designers to engage with sustainability through its many examples and insightful interviews with practitioners is fully illustrated with over 300 photographs, graphs and diagrams and supported by chapter summaries, annotated further reading suggestions, and a glossary.

Time and Transformation in Architecture, edited by Tuuli Lähdesmäki, explores architecture and the built environment by emphasizing in its theoretical discussions and empirical analysis the dimensions of time, temporality, and transformation—and their relation to human experiences, behavior, and practices.

Agent-centric theories, approaches and technologies are contributing to enrich interactions between users and computers. This book aims at highlighting the influence of the agency perspective in Human-Computer Interaction through a careful selection of research contributions. Split into five sections; Users as Agents, Agents and Accessibility, Agents and Interactions, Agent-centric Paradigms and Approaches, and Collective Agents, the book covers a wealth of novel, original and fully updated material, offering: To provide a coherent, in depth, and timely material on the agency perspective in HCI To offer an authoritative treatment of the subject matter presented by carefully selected authors To offer a balanced and broad coverage of the subject area, including, human, organizational, social, as well as technological concerns. ü To offer a hands-on-experience by covering representative case studies and offering essential design guidelines The book will appeal to a broad audience of researchers and professionals associated to software engineering, interface design, accessibility, as well as agent-based interaction paradigms and technology.

Envisioning a positive future through design 2050: Designing Our Tomorrow describes the ways in which architecture and design can engage with the key drivers of change and provide affirmative aspirations for a not-so distant future. With a focal date of 2050, this issue of AD asks when and how the design community can, should, and must be taking action. The discussion centres on shifts in the urban

environment and an established way of life in a world of depleted natural resources and climate change. Featuring interviews with Paola Antonelli of MoMA and Tim Brown of IDEO, it includes contributions from thought leaders, such as Janine Benyus, Thomas Fisher, Daniel Kraft, Alex McDowell, Franz Oswald, and Mark Watts. High-profile designers like FutureCitiesLab, SHoP, and UrbanThinkTank, are featured as examples of forward thinking and innovation in the field, highlighting the need for — and possibility of — a shift in the global perspective. The discussion includes the challenges we face in creating a positive tomorrow, and the solutions that architecture and design can bring to the table. Despite the proliferation of global crises possibly threatening human survival, our current moment provides the opportunity to write a new, positive story about our future. 2050: Designing Our Tomorrow describes how the design community can contribute to that vision by asserting positive aspirations for the worlds we create ourselves. See how architects and designers inspire global positive change Consider architecture's role in shaping cultural outlook Learn the key drivers of change for the built environment Explore the perspectives of leading experts and designers Architects and planners over the centuries have put a stamp upon the planet through the physical manifestations of their belief structures. Today's design community faces a rising wealth gap, climate change, shifting paradigms of nationalism, and myriad other challenges. 2050: Designing Our Tomorrow phrases global issues as a design problem, and describes how architects and designers can rise to the challenge of creating a more positive future.

A prolific artist, writer, designer, and political activist, William Morris remains remarkably powerful and relevant today. But how do you teach someone like Morris who made significant contributions to several different fields of study? And how, within the exigencies of the modern educational system, can teachers capture the interdisciplinary spirit of Morris, whose various contributions hang so curiously together? Teaching William Morris gathers together the work of nineteen Morris scholars from a variety of fields, offering a wide array of perspectives on the challenges and the rewards of teaching William Morris. Across this book's five sections—"Pasts and Presents," "Political Contexts," "Literature," "Art and Design," and "Digital Humanities"—readers will learn the history of Morris's place in the modern curriculum, the current state of the field for teaching Morris's work today, and how this pedagogical effort is reaching well beyond the college classroom.

Gathering his most compelling essays and addresses from the last fifty years in one accessible volume, this book looks at the pioneering ideas that underpin Sim Van der Ryn's ecological design philosophy. It offers a unique decade-by-decade retrospective of the key issues in environmental design, beginning with the most recent years and looking back to the 1960s. With an introductory chapter and further recommended reading for each decade, this book is key reading for any architect or designer practising today, and students will find a wealth of knowledge with which to support their studies. The author's beautiful illustrations, painted in a corresponding timescale to the chapters, offer further insight into the way he understands the challenges of humanity's stewardship of our planet.

With some 280 colour illustrations, Introduction to Modern Design takes us on a visual survey of design from the Industrial Revolution of the eighteenth century to the Maker Movement of today. It offers a new understanding of the birth of modern design in the early twentieth century and chronicles the way its meaning has changed over the decades. The narrative is supported by twenty-six readings from significant texts by designers and critics, offering readers an opportunity to learn about design from those who created it and those who commented on it as it was done. The focus of this book is on the objects themselves—from industrial design, furniture, ceramics, textiles, graphics, electronics, to automobiles—and explores the development of these designs in relation to industrialization, technology, environmental responsibility, consumerism, individual needs, and the expression of the social values of their day. Clearly written and accessible, Introduction to Modern Design provides a succinct history of, and fascinating insights into, the world of design.

The Handbook of Fashion Studies identifies an innovative spectrum of thematic approaches, key strands and interdisciplinary concepts that continue to push forward the boundaries of fashion studies. The book is divided into seven sections: Fashion, Identity and Difference; Spaces of Fashion; Fashion and Materiality; Fashion, Agency and Policy; Science, Technology and New fashion; Fashion and Time and, Sustainable Fashion in a Globalised world. Each section consists of approximately four essays authored by established researchers in the field from the UK, USA, Netherlands, Sweden, Canada and Australia. The essays are written by international subject specialists who each engage with their section's theme in the light of their own discipline and provide clear case-studies to further knowledge on fashion. This consistency provides clarity and permits comparative analysis. The handbook will be essential reading for students of fashion as well as professionals in the industry.

This volume represents the proceedings of the 2014 3rd International Conference on Innovation, Communication and Engineering (ICICE 2014). This conference was held in Guiyang, Guizhou, P.R. China, October 17-22, 2014. The conference provided a unified communication platform for researchers in a wide range of fields from information technology, Both engineering and human living take place in a messy world, one chock full of unknowns and contingencies. "Design reasoning" is the way engineers cope with real-world contingency. Because of the messiness, books about engineering design cannot have "ideal solutions" printed in the back in the same way that mathematics textbooks can. Design reasoning does not produce a single, ideally correct answer to a given problem but rather generates a wide variety of rival solutions that vie against each other for their relative level of "satisfactoriness." A reasoning process analogous to design is needed in ethics. Since the realm of interpersonal relations is itself a fluid and highly contingent real-world affair, design reasoning offers the promise of a useful paradigm for ethical reasoning. This volume undertakes two tasks. First, it employs design reasoning to illustrate how technological artifacts can be assessed for their inherent moral properties. Second, it uses the design paradigm as a means for bringing engineering ethics into conversation with Christian theology in order to show how each can be for the other a catalyst for the revolutionary task of living by design.

Design je jedním z nejmocnějších hybatelů našich životů. Když se užívá moudře, přináší člověku potěšení, možnost volby, sílu, důstojnost a mnoho dalšího. Ale když se jeho moc zneužije, výsledky mohou být matoucí, ponižující, příliš nákladné a někdy i nebezpečné. Nikdo z nás se únikem designu neubrání. Je natolik všudypřítomný, že ovlivuje naše pocity i jednání, i když bychom si to uvědomili. Kniha Zdravím, svěřte zkoumá vliv designu na náš život. Od strašidelného symbolu, jímž piráti v osmnáctém století nutili své oběti, aby se vzdaly, přes tažení jedné ženy za nejlepšími možnými protézami nohou až po vývoj míče, s nímž se hraje mistrovství světa ve fotbale, popisuje, jak v průběhu historie vojenští diktátoři, vědci, zemědělci, hackeři, aktivisté a profesionální designéři využívali komplexní a často těžko postižitelný proces designu k nejrizikovějším účelům. V době, kdy stojíme před kolosálními změnami, probíhajícími s nebyvalou rychlostí a intenzitou a v neslýchaném rozsahu – od prohlubující se krize životního prostředí po obrovské pokroky ve vědě a technologii – vysvětluje kniha Zdravím, svěřte, jak nám

design může pomoci se s nimi vyrovnat a využít je k našemu prospěchu.

Companies and organizations everywhere cite creativity as the most desirable - and elusive - leadership quality of the future. Yet scores measuring creativity among American children have been on the wane for decades. A specialist in creative leadership, professor James Haywood Rolling, Jr. knows firsthand that the classroom is a key to either unlocking or blocking the critical imagination. He argues that today's schools, with their focus on rote learning and test-taking, work to stymie creativity, leaving children cut off from their natural impulses and boxed in by low expectations. Drawing on cutting-edge research in the realms of biological swarm theory, systems theory, and complexity theory, Rolling shows why group collaboration and adaptive social networking make us both smarter and more creative, and how we can design education and workplace practices around these natural principles, instead of pushing a limited focus on individual achievement that serves neither children nor their future colleagues, managers and mentors. The surprising truth is that the future will be pioneered by the collective problem-solvers, making Swarm Intelligence a must-read for business leaders, educators, and anyone else concerned with nurturing creative intelligence and innovative habits in today's youth.

This smart, friendly, and well-designed volume makes the case for design as a tool to solve some of the world's biggest social problems. The book features more than 100 innovative, sustainable, need-based product designs that empower individuals, communities, and economies.

This volume represents a selection of papers presented at the Third International Academic Conference on Places and Technologies, held at the Faculty of Architecture of the University of Belgrade, Serbia in April 2016. The conference brought together researchers, PhD students and practitioners, in order to create a platform for sharing knowledge in the fields of growth, new technologies, and the environment, as well as particular aspects of achieving the concept of cognitive city. The book will appeal primarily to members of the academic community in the fields of urban design, planning and architecture, engineering and technical sciences, and the humanities and social sciences. It will also be of interest to professional institutions and companies, governments, and NGOs, who will directly benefit from the knowledge presented here.

This insightful book looks at the phenomenon of low-cost innovation and explores what we can learn from the innovators in developing nations who are making amazing technical and social advances with scarce capital and resources. Charles Leadbeater shows how these methods can be applied and used wherever you are and whatever your capital.

100 Under \$100: One Hundred Tools for Empowering Global Women is a comprehensive look at effective, low-cost solutions for helping women in the Global South out of poverty. Most books on this subject focus on one problem and one solution; author Betsy Teutsch instead spreads her net wide, sharing one hundred successful, proven paths out of poverty in eleven different sectors—including tech, public health, law, finance, and more—in a visually striking book full of images of vibrant, strong women farmers, health practitioners, entrepreneurs, and humanitarian tech stars doing exciting, cutting-edge work. Eye-opening and compelling, 100 Under \$100 is an accessible entry point for globally-attuned readers excited about using a broad range of tools to empower women and help alleviate poverty in the developing world.

A collection of writing about design from the influential, eclectic, and adventurous Design Observer. Founded in 2003, Design Observer inscribes its mission on its homepage: Writings about Design and Culture. Since its inception, the site has consistently embraced a broader, more interdisciplinary, and circumspect view of design's value in the world—one not limited by materialism, trends, or the slipperiness of style. Dedicated to the pursuit of originality, imagination, and close cultural analysis, Design Observer quickly became a lively forum for readers in the international design community. Fifteen years, 6,700 articles, 900 authors, and nearly 30,000 comments later, this book is a combination primer, celebration, survey, and salute to a certain moment in online culture. This collection includes reassessments that sharpen the lens or dislocate it; investigations into the power of design idioms; off-topic gems; discussions of design ethics; and experimental writing, new voices, hybrid observations, and other idiosyncratic texts. Since its founding, Design Observer has hosted conferences, launched a publishing imprint, hosted three podcasts, and attracted more than a million followers on social media. All of these enterprises are rooted in the original mission to engage a broader community by sharing ideas on ways that design shapes—and is shaped by—our lives. Contributors include Sean Adams, Allison Arieff, Ashleigh Axios, Eric Baker, Rachel Berger, Andrew Blauvelt, Liz Brown, John Cantwell, Mark Dery, Michael Erard, Stephen Eskilson, Bryan Finoki, Kenneth FitzGerald, John Foster, Steven Heller, Karrie Jacobs, Meena Kadri, Mark Lamster, Alexandra Lange, Francisco Laranjo, Adam Harrison Levy, Mimi Lipson, KT Meaney, Thomas de Monchaux, Randy Nakamura, Phil Patton, Maria Popova, Rick Poynor, Louise Sandhaus, Dmitri Siegel, Martha Scotford, Adrian Shaughnessy, Andrew Shea, John Thackara, Dori Tunstall, Alice Twemlow, Tom Vanderbilt, Véronique Vienne, Alissa Walker, Rob Walker, Lorraine Wild, Timothy Young

The definitive guide to architectural practice Business, legal, and technical trends in architecture are constantly changing. The Architect's Handbook of Professional Practice has offered firms the latest guidance on those trends since 1920. The Fifteenth Edition of this indispensable guide features nearly two-thirds new content and covers all aspects of contemporary practice, including updated material on: Small-firm practice, use of technologies such as BIM, and project delivery methods, such as IPD and architect-led design-build Career development and licensure for emerging professionals and state-mandated continuing education for established architects Business management topics, such as organizational development, marketing, finance, and human resources Research as an integrated aspect of architectural practice, featuring such topics as evidence-based design and research in a small-firm context The Fifteenth Edition of The Architect's Handbook of Professional Practice includes access to a website that contains samples of all AIA Contract Documents (in PDF format for Mac and PC computers). With comprehensive coverage of contemporary practices in architecture, as well as the latest developments and trends in the industry, The Architect's Handbook of Professional Practice continues to be the essential reference for every architect who must meet the challenges of today's marketplace with insight and confidence.

Design Revolution 100 Products that are Changing People's Lives

The majority of companies, their employees and their leaders navigate a space where competitors appear overnight, customers demand innovations monthly, business plans rarely last a full year and career ladders have been replaced by trampolines. This environment of constant change will only accelerate in the future and traditional business leaders are ill equipped to deal with it. Just as we took our cues from MBAs and the military in casting the ideal CEO of the 20th century, we can look to design - in its broadest form - to model our future leader, the DEO. These leaders possess characteristics, behaviors and mindsets that allow them to excel in unpredictable, fast-moving and value-charged conditions. They are catalysts for transformation and agents of change. A hybrid of strategic business executive and creative problem-solver, the DEO is willing to take on anything as an object of design and looks at ALL problems as design challenges. Readers will learn not only why this form of leadership is essential to the success of modern organizations, but also what characteristics are best suited to this role. Through intimate conversations with leading DEOs, we explore the mindsets, communities, processes and

practices common to creative business leaders. The book lays out—graphically and through example—how DEOs run their companies and why this approach makes sense now. We help readers identify these skills in themselves and their colleagues, and we guide them in using these skills to build, revive or reinvent the next generation of great companies and organization.

This book discusses concepts of good design from social perspectives grounded in anthropology, sociology and philosophy, the goal being to provide readers with an awareness of social issues to help them in their work as design professionals. Each chapter covers a specific area of good practice in design, explaining and applying a small set of related concepts to a series of case studies, and including a list of additional sources recommended for further study. The book does not assume any specialized, technical background knowledge; it is not a how-to book that offers technical instruction. Yet, it focuses on the assessment of designs, addressing concepts qualitatively (with a small exception for the concept of risk). Based on an established university course on Design and Society at the Centre for Society, Technology, and Values that the author offers for students from a variety of disciplines, the book represents a valuable resource for students in engineering, architecture and industrial design – helping prepare them for careers as design professionals – and for all readers in design-related professions interested in understanding a side of design that they may well never have considered systematically. Because of its broad scope and non-technical presentation style, the book may also appeal to general readers interested in social issues in design and technology.

Design Your Life is a series of irreverent and realistic snapshots about objects and how we interact with them. By leading design thinker Ellen Lupton and her twin sister Julia Lupton, it shows how design is about much more than what's bought at high-end stores or the modern look at IKEA. Design is critical thinking: a way to look at the world and wonder why things work, and why they don't. Illustrated with original paintings of objects both ordinary and odd, Design Your Life casts a sharp eye on everything from roller bags, bras, toilet paper, and stuffed animals to parenting, piles, porches, and potted plants. Using humor and insight Ellen and Julia explore the practical side of everyday design, looking at how it impacts your life in unexpected ways and what you can do about it. Speaking to the popular interest in design as well as people's desire to make their own way through a mass-produced world, this thoughtful book takes a fresh and humorous approach to make some serious points about the impact of design on our lives. Find out what's wrong with the bras, pillows, potted plants, and the other hopeless stuff you use, buy, clean, water, or put away everyday. Discover how to secretly control the actions of those around you by choosing and placing objects carefully. Find out how roller bags are threatening civilization, and how the layout of your own house might be making you miserable. Use the tools of self-publishing to take the power of branding into your own hands. Taking a fresh, funny look at parenthood, housekeeping, entertaining, time management, crafting, and more, Design Your Life shows you how to evaluate the things you use, and how to recognize forms of order that secretly inhabit the messes of daily life, be it a cluttered room or a busy schedule. Use this book to gain control over your environment and tap into the power of design to communicate with friends, family, and the world.

This book seeks to establish the meaning of design research, its role in the field, and the characteristics that differentiate research in design from research in other fields. The author introduces a model to explain the relationship between the components of the ontological reality of design: the designed object, the designer, and the user. Addressing design research across disciplines, the author establishes a foundational understanding of research, and research paradigms, for the design disciplines. This will be crucial for the emerging field of design research to find its own identity and move forward, building its own knowledge base as it finds its positioning between science and art. The book will be of interest to scholars working in design history, design studies, graphic design, industrial design, interior design, architecture, fashion design, and service design.

In a world of political upheaval, rising inequality, catastrophic climate change, and widespread doubt of even the most authoritative sources of information, is there a place for critique? This book calls for a systematic reappraisal of critical thinking—its assumptions, its practices, its genealogy, its predicament—following the principle that critique can only start with self-critique. In *A Time for Critique*, Didier Fassin, Bernard E. Harcourt, and a group of eminent political theorists, anthropologists, sociologists, philosophers, and literary and legal scholars reflect on the multiplying contexts and forms of critical discourse and on the social actors and social movements engaged in them. How can one maintain sufficient distance from the eventful present without doing it an injustice? How can one address contemporary issues without repudiating the intellectual legacies of the past? How can one avoid the disconnection between theory and action? How can critique be both public and collective? These provocative questions are addressed by revisiting the works of Foucault and Arendt, Said and Césaire, Benjamin and Du Bois, but they are also given substance through on-the-ground case studies that treat subaltern criticism in Palestine, emancipatory mobilizations in Syria, the antitorture campaigns of Sri Lankan activists, and the abolitionism of the African American critical resistance and undercommons movements in the United States. Examining lucidly the present challenges of critique, *A Time for Critique* shows how its theoretical reassessment and its emerging forms can illuminate the imaginative modalities to rejuvenate critical praxis.

In recent years announcements of the birth of business anthropology have ricocheted around the globe. The first major reference work on this field, the *Handbook of Anthropology in Business* is a creative production of more than 60 international scholar-practitioners working in universities and corporate settings from high tech to health care. Offering broad coverage of theory and practice around the world, chapters demonstrate the vibrant tensions and innovation that emerge in intersections between anthropology and business and between corporate worlds and the lives of individual scholar-practitioners. Breaking from standard attempts to define scholarly fields as products of fixed consensus, the authors reveal an evolving mosaic of engagement and innovation, offering a paradigm for understanding anthropology in business for years to come. Technologies are deeply embedded in the modern West. What would our lives be like without asphalt, glass, gasoline, electricity, window screens, or indoor plumbing? We naturally praise

technology when it is useful and bemoan it when it is not. But there is much more to technology than the usefulness of this or that artifact. Unfortunately, we tend not to consider the inherently social and moral character of technology. As a result, we are prone to overlook the effects of technology on our spiritual lives. This book investigates the role technology plays in helping and hampering our Christian practice and witness.

Innovation and design need not be about the search for a killer app. Innovation and design can start in people's everyday activities. They can encompass local services, cultural production, arenas for public discourse, or technological platforms. The approach is participatory, collaborative, and engaging, with users and consumers acting as producers and creators. It is concerned less with making new things than with making a socially sustainable future. This book describes experiments in innovation, design, and democracy, undertaken largely by grassroots organizations, non-governmental organizations, and multi-ethnic working-class neighborhoods. These stories challenge the dominant perception of what constitutes successful innovations. They recount efforts at social innovation, opening the production process, challenging the creative class, and expanding the public sphere. The wide range of cases considered include a collective of immigrant women who perform collaborative services, the development of an open-hardware movement, grassroots journalism, and hip-hop performances on city buses. They point to the possibility of democratized innovation that goes beyond solo entrepreneurship and crowdsourcing in the service of corporations to include multiple futures imagined and made locally by often-marginalized publics. Contributors Måns Adler, Erling Björgvinsson, Karin Book, David Cuartielles, Pelle Ehn, Anders Emilson, Per-Anders Hillgren, Mads Hoby, Michael Krona, Per Linde, Kristina Lindström, Sanna Marttila, Elisabet M. Nilsson, Anna Seravalli, Pernilla Severson, Åsa Ståhl, Lucy Suchman, Richard Topgaard, Laura Watts

The mentality that consumerism and economic growth are cure-alls is one of the biggest obstacles to real sustainability, but any change seems impossible, unthinkable. Our contemporary paradox finds us relying for our well being on consumer-driven economic growth that we actually can't afford — not in environmental, economic or social terms. Although architecture and design have long been seen as engines for consumerism and growth, increasing numbers of designers are concerned about the problems resulting from growth. But designers face a paradox of their own; in scenarios of sustainable consumption, where people consume or build significantly less, what will be left for designers to do? This book, informed by recent research into the viability of a "steady state" economy, sets an agenda for addressing the designer's paradox of sustainable consumption. The agenda includes ways that architecture and design can help transition us towards a new kind of economy that prioritizes real wellbeing rather than economic growth. Packed with examples and illustrations, the book argues that taking action, or activism, is an important but so far underexplored way for architects and designers to confront consumerism. The first chapters explore how economic growth and consumerism shape and are shaped by the professions of architecture, product, and landscape design and how we can understand the problem of consumerism as four main challenges that designers are already addressing. The book maps out the main issues surrounding the development of metrics that designers and others can use to measure wellbeing, instead of simply measuring economic growth. The second half of the book looks at how design activism works and its connection to growth and consumerist issues. These chapters examine how activist practices are financed, highlight five specific methods that designers use in working for social change, and investigate the power of these methods. The book concludes with a consideration of what design's role might be in a "post-growth" society.

For many, doing good work that also does good in the world is part of the ethos of design practice. Just Design celebrates and explores this increasingly critical aspect of design by showcasing a diverse collection of inspiring projects, people and causes. Look inside to explore more than 140 exceptional design solutions from many of the world's leading designers and discover new work from emerging voices. Dig deeper by reading the story behind every included project—including 10 expanded case studies. Gain new perspective with thoughtful essays by Alissa Walker, Kate Andrews, Aris Sherin, Alice Bybee, Cinthia Wen and Brian Collins. Energize your creative spirit with inspirational profiles and interviews with designers such as Emily Pilloton, Michael Osborne and Randy J. Hunt, and unique perspectives from Kalle Lasn, Brian Dougherty and Ric Grefe. What People Are Saying About Just Design "Just Design is the first book to offer a thoughtful, comprehensive and inspiring look at what happens when designers use their knowledge, resources and ability to create work that is concerned with positive change over cashing a check. The sample projects, interviews and contributing stories provide a contagious energy, motivation, and optimism that is hard to find in any other design book." —Armin Vit Co-founder, UnderConsideration "Christopher Simmons' brilliant new book showcases the worldwide, world-class work designers are doing to convey what is good and important for everyone, everywhere. Just Design is proof positive that design—and designers—can change the world, one design at a time." —Debbie Millman President, Sterling Brands Past President, AIGA "Through deft curation and succinct, exacting project descriptions, Christopher Simmons and his guests provide a compelling set of work that confirms the critical and unique power of social design and its practitioners." —Allan Chochinov Partner, Core77 Chair, SVA MFA Products of Design "Just Design is the kind of book that makes you proud to be a designer. And inspires you to be a better one." —Valerie Casey Founder, Designers Accord "Just Design should be required reading for any designer or communications professional seeking to make a difference." —Joel Makower Chairman, GreenBiz Group, Author, Strategies for the Green Economy Inside: Adams Morioka • Adbusters • Albert Einstein • Altitude • Aufuldish & Warinner • Bob Dylan • Charles Darwin • Design Army • Firebelly Design • Frank Chimero • James Victore • Karlsonwilker • Lance Armstrong • Mende Design • MINE™ • Modern Dog • Office • Pentagonam • Plato • Stefan • Sagmeister • Turnstyle • Vanderbyl Design • Volume Inc. • Winston Churchill • And more...

Development Challenges, South-South Solutions is the monthly e-newsletter for the United Nations Development Programme's South-South Cooperation Unit (www.southerninnovator.org). It has been published every month since 2006.

Sustainable Thinking explores how values and sustainability can reshape the way design management is practised and applied. The book discusses how designers can combine innovative creative thinking with analytical problem-solving skills to produce outputs that are business ready and ethically driven. Examples from a wide range of practitioners who work within the field of sustainable design are examined through case studies, and engaging activities suggest ways for students and practitioners to explore introducing sustainable thinking into their work.

Public Interest Design Practice Guidebook: Seed Methodology, Case Studies, and Critical Issues is the first book to demonstrate that public interest design has emerged as a distinct profession. It provides clear professional standards of practice following SEED (Social Economic Environmental Design) methodology, the first step-by-step process supporting public interest

designers. The book features an Issues Index composed of ninety critical social, economic, and environmental issues, illustrated with thirty case study projects representing eighteen countries and four continents, all cross-referenced, to show you how every human issue is a design issue. Contributions from Thomas Fisher, Heather Fleming and David Kaisel, Michael Cohen, Michael P. Murphy Jr. and Alan Ricks, and over twenty others cover topics such as professional responsibility, public interest design business development, design evaluation, and capacity building through scaling, along with many more. Themes including public participation, issue-based design, and assessment are referenced throughout the book and provide benchmarks toward an informed practice. This comprehensive manual also contains a glossary, an appendix of engagement methods, a case study locator atlas, and a reading list. Whether you are working in the field of architecture, urban planning, industrial design, landscape architecture, or communication design, this book empowers you to create community-centered environments, products, and systems.

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