

IN3010:

Introducing Transition Design

Continuation
from last time

A **vision** of how the technology might affect possible futures and how it works within the ecology of other technologies at the time.

**Vision for
Transition**

Theories and methodologies from diverse fields and disciplines that might help, within your context to make change at the societal level, e.g., social practice theory

**Theories
of Change**

Transition
Design
Framework

**New Ways
of Designing**

New ways of designing integrate different ways of thinking, designing, assemble the needed knowledge to create technologies that help the future unfold in a positive direction

**Posture
& Mindset**

Mindset and posture your stance towards the problem, mindfulness, willingness to collaborate and critically and openly explore the problem

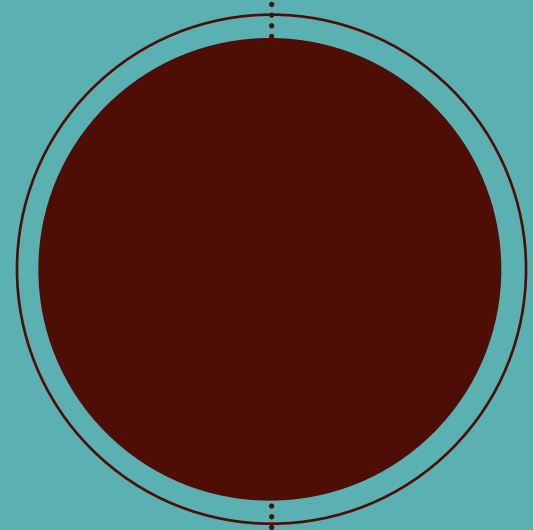
Wicked problems
(complexity - calling
for systemic
solutions)

Issues of scale



Perceived ability to
engage with them

Problems



Background – Alternatives to Traditional ID and Education in ID

“

*the future with a future for ‘us’
can only be reached by design.*

Tony Fry, 2015

Fine!

But WHAT KIND OF DESIGN?

Naturally, many suggestions
and directions

Our approach is motivated by
CMU's Transition design, but
not the same

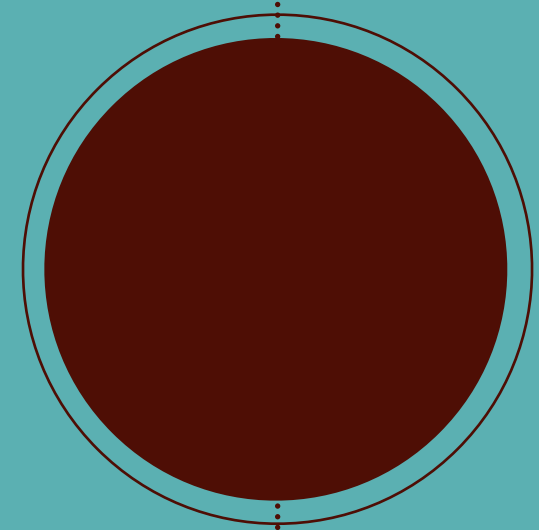
Transition

Understood as a systemic
change from the current state to
a desirable future

The questions we got interested in:

Why and how to transition (move) interaction design (ID) toward a more systemic perspective?

Why and how to transition ID education so that graduates become part of the solution instead of being a part of the problem?



Transition Design

Proposed by Irwin, Tonkinwise, Kossoff, Scupelli
in 2015 (Transition Design Manifesto)

It is outlined as societal transitions towards more
sustainable futures – with technology playing a
central role in shaping those futures towards
more holistic, critical and socially desirable ones!

Such transitions would require intentional
systems level change through strategically
placed design interventions.

You never change things by
fighting the existing reality.
To change something, build
a new model that makes
the existing model obsolete.

—Buckminster Fuller

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Transition Design 2015

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

Fundamental change at every level of our society is needed to address the issues confronting us in the 21st century. Climate change, loss of biodiversity, depletion of natural resources and the widening gap between rich and poor are just a few of the ‘wicked problems’ that require new approaches to problem solving.

Transition Design acknowledges that we are living in ‘transitional times’. It takes as its central premise the need for **societal transitions to more sustainable futures** and argues that design has a key role to play in these transitions. It applies an understanding of the interconnectedness of social, economic, political and natural systems to address problems at all levels of spatiotemporal scale in ways that improve quality of life. Transition Design advocates the reconception of entire lifestyles, with the aim of making them more place-based, convivial and participatory and harmonizing them with the natural environment. Transition Design focuses on the need for ‘cosmopolitan localism’, (MANZINI 2009; SACHS 1999) a lifestyle that is place-based and regional, yet global in its awareness and exchange of information and technology.

Everyday life is viewed as a potentially powerful, transformative space (LEFEBVRE 1984; GARDINER 2000) where transition designers explore ways in which basic human needs are satisfied locally, within economies that exist to meet those needs (MAX-NEEF 1992; ILLICH 1987; KAMENETSKY 1992). This is in contrast to the dominant economic paradigm that is predicated upon unbridled growth and an imperative to maximize profit (KORTEN 1999, 2010; MANDER 2012; DOUTHWAITE 1996).

Transition designers are temporally aware and design for the ‘long now’ (BRAND 1999). They draw on knowledge and wisdom from the past to conceive solutions in the present with future generations in mind. They study how large sociotechnical transitions have manifested throughout history (GEELS 2010; GRIN, ROTMANS, SCHOT 2010; SHOVE AND WALKER 2007) and draw on the wisdom of pre-industrial indigenous societies who lived and designed sustainably in-place for generations (BROWN 2013; PAPANEK 1995; WHITT 2001).

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The Emerging Transition Design Approach

IRWIN Terry

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doi: 10.21606/dma.2018.210

This paper outlines an emerging Transition Design approach for addressing “wicked” problems (such as climate change, loss of biodiversity, crime, poverty, pollution, etc.) and catalysing societal transitions toward more sustainable and desirable futures. Wicked problems are “systems problems” that exist within large, socio-technical systems and therefore require new problem-solving approaches. The Transition Design Framework brings together an evolving body of practices that can be used to: **1.** visualize and “map” complex problems and their interconnections and interdependencies; **2.** situate them within large, spatio-temporal contexts; **3.** identify and bridge stakeholder conflicts and leverage alignments; **4.** facilitate stakeholders in the co-creation of visions of desirable futures; **5.** identify leverage points in the large problem system in which to situate design interventions. Rather than a fixed, templatised process, the Transition Design Framework provides a logic for bringing together an evolving set of practices relevant to designing for systems level change. This paper reports on how this approach is being tested on a community-based project that was informed by classroom-based coursework.

transition design; wicked problems; socio-technical transitions; sustainable design

1 The Need for a New Design-Led Approach

A new, design-led approach is needed to address the complex, wicked problems confronting societies in the 21st century (Hughes & Steffen, 2013; Jensen, 2017) and to seed and catalyse societal transitions toward more sustainable and desirable long-term futures (Porritt, 2013, pp 274-276). Problems such as climate change, water security, poverty, crime, forced migration, and loss of biodiversity are “systems problems” and challenging for several reasons: 1) they involve multiple stakeholders with conflicting agendas (Dentoni & Bitzer, 2015, p 68); 2) straddle disciplinary boundaries; 3) are ill defined and stakeholders rarely share an understanding of the problem; 4) the problem is continually changing and evolving; 5) problems exist at multiple levels of scale and are interdependent and interconnected; 6) any intervention (attempted solution) in one part of the system, ramifies elsewhere in unpredictable ways; 7) interventions take a long time to evaluate, and



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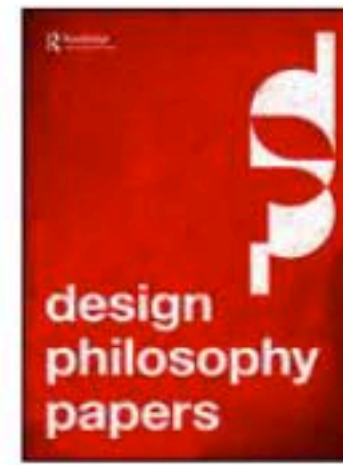
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Holism and the reconstitution of everyday life: a framework for transition to a sustainable society

Gideon Kossoff

To cite this article: Gideon Kossoff (2015) Holism and the reconstitution of everyday life: a
framework for transition to a sustainable society, Design Philosophy Papers, 13:1, 25-38, DOI:
[10.1080/14487136.2015.1085698](https://doi.org/10.1080/14487136.2015.1085698)

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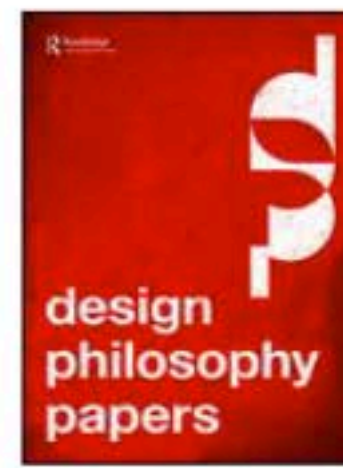
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A Vocabulary for Visions in Designing for Transitions

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doi: 10.21606/dma.2017.558

Visions of sustainable futures have been proposed as a key component of transition design, offering a way for today's situations and design proposals to be compared and critiqued in the light of desired future states. Such ambitions are necessarily wide-ranging, and call for drawing together strands on design and speculation from diverse sources. Here we seek to add to the momentum by exploring a set of concepts relating particularly to this role of vision in designing for transitions. Building on perspectives and projects from other fields, we present elements of a visionary vocabulary, situating these terms in relation to challenges and opportunities for transition thinking and practice in design research.

Keywords: futures, imaginaries, visioning, transition design

Introduction

Among the proposed elements of transition design, “visions of sustainable futures” feature centrally, in order that “contemporary lifestyles and design interventions can be assessed and critiqued against a desired future state” (Irwin, Kossoff, Tonkinwise, & Scupelli, 2015a, p.8). The big-picture ambitions of such an agenda point to a need for exploring and synthesising approaches from practitioners and researchers in other fields whose work deals with questions of vision, futures, and how they relate to the present. One starting point here, to follow from this need, is to take steps to equip transition designers with a vocabulary—a repertoire of concepts—which can both make these approaches more salient, and help make them easier to engage with.

In this piece we seek to explore a set of concepts relating particularly to this role of vision in designing for transitions, which start to build up elements of a vocabulary. In preliminary fashion we build on perspectives and projects from other fields, and aim to situate them in relation to challenges and opportunities for transition thinking and practice. Some have been noted in transition design literature before, while others have not, but all are established concepts rather than new coinages. Our purpose is to identify and borrow from existing practice some potentially



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Nomadic Practices: A Posthuman Theory for Knowing Design

Ron Wakkary

School of Interactive Arts and Technology, Simon Fraser University, Surrey, Canada
Industrial Design, Eindhoven University of Technology, Eindhoven, the Netherlands

This article develops the theory of nomadic practices as an alternative to seeing design as a humanist discipline. 'Nomadic practices' is an epistemological theory guided by posthumanist commitments of phenomenological intentionality, situated knowledges, and nomadism. In contrast to humanist understandings of design that rely on objectivist viewpoints and universalizing foundations, nomadic practices see knowledge production in design as situated, embodied, and partial. The aim of the theory of nomadic practices is to remove the epistemological hurdles of a disciplinary structure such that design practices can be more expansive and plural. The article builds on prior epistemological theories including Kuhn's (1962) paradigms, Redström's (2017) programs, and Agre's (1997) generative metaphor as seen through past changes and upheavals in what is considered design, such as Bødker's (2006) third wave HCI (human-computer interaction) or Harrison et al.'s (2007) paradigms of HCI. It then turns to key posthumanist concepts to articulate structural features of nomadic practices, namely 1) multiplicity of intentionalities; 2) situated knowing; and 3) nomadism. The contribution of this article is to offer a theory for thinking about design that embraces multiplicity and diversity rather than universalizing and singular ways of knowing design.

Paradigms in HCI – ways to describe distinct waves of research within the field, such as cognitive revolution, usability, experiential HCI, etc.

Programs – ways in which theory is made through design: the use of combinations of fluid terms to articulate issues; the definition of more complex concepts through practice; and combining sets of definitions made through design into 'programs' as the building blocks for creating conceptual structures to support design.

Generative metaphors – based on the idea that metaphors are central to the task of setting the frame in which we are going to make sense of a problem

Transitions

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Transition Design FRAMEWORK

A **vision** of how the technology might affect possible futures and how it works within the ecology of other technologies at the time.

Vision for Transition

Theories and methodologies from diverse fields and disciplines that might help, within your context to make change at the societal level, e.g., social practice theory

Theories of Change

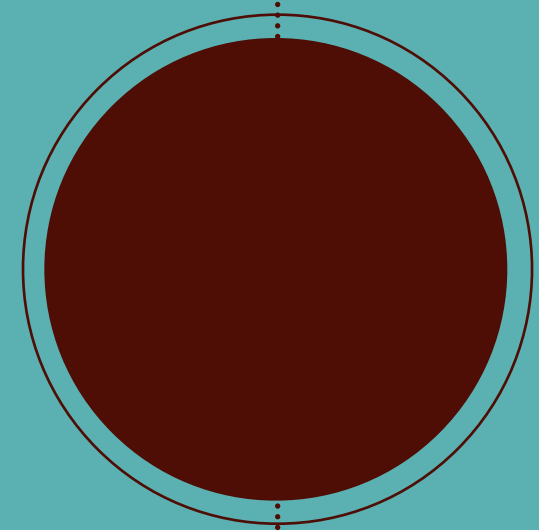
Transition Design Framework

New Ways of Designing

New ways of designing integrate different ways of thinking, designing, assemble the needed knowledge to create technologies that help the future unfold in a positive direction

Posture & Mindset

Mindset and posture your stance towards the problem, mindfulness, willingness to collaborate and critically and openly explore the problem



Aligned Directions

Beyond the democratic design experiments (Binder et al. 2015) that spurred this inquiry, ever more diverse modes of design are emerging that offer these needed theories, pedagogies, and cultures of design otherwise. These include critical fabulations (Rosner 2018), ecosocial design (Franz and Elzembrauer 2016), design activism (Fuad-Luke 2013), design justice (Costanza-Chock 2020), data feminism (D'Ignazio and Klein 2020), transition design (Irwin, Kossoff, and Tonkinwise, 2015), and pluriversal design (Escobar 2018), among others. It is easy to get caught up in these labels and their differences, but what is vital and moving is what is common among them. What is common to many of these cultures of design is a commitment to engaged practice. Such practices locate their purpose and meaning in acts of collaboration, in the work of imagining, enabling, sustaining, and in some cases bringing into being ways of living together: born of the values and desires of those undertaking that collective work. Perhaps these acts and their outcomes have market value, but it is just as likely that they not. And whether or not they have market value does not define their significance.

Responsible Research and Innovation
Design for Social Innovation
Participatory Design
Sustainable Design
Design Activism
Resilient Design
Design for Equity
Justice and Social Responsibility
Design for Democracy
Design for pluriverse

...

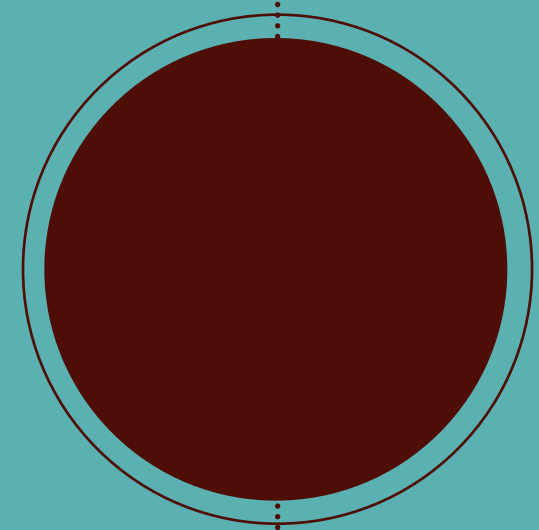
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*Responsible innovation means taking care of
the future through collective stewardship of
science and innovation in the present*

Stilgoe, 2013

*Responsible innovation is a design strategy,
which drives innovation and gives some
“steer” towards achieving societal desirable
goals*

Von Schomberg, 2013



Related Educational Directions

Engaged Scholarship
Responsible Education
Transdisciplinary Education

...



SOCIAL JUSTICE VALUES CITIZENSHIP

BOARDER CROSSING
COMUNITY NEEDS
KNOWLEDGE DEMOCRATIZATION
QUALITY SCHOLARSHIP
RECIPROCITY

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MISSION
SUPPORT-STUDENTS
LOGISTICAL SUPPORT
REWARD STRUCTURE

Responsible Education

PURPOSE

VALUES

METHODS

RESEARCH

PARTNERSHIP

DIALOGUE

Principles of Responsible EDUCATION

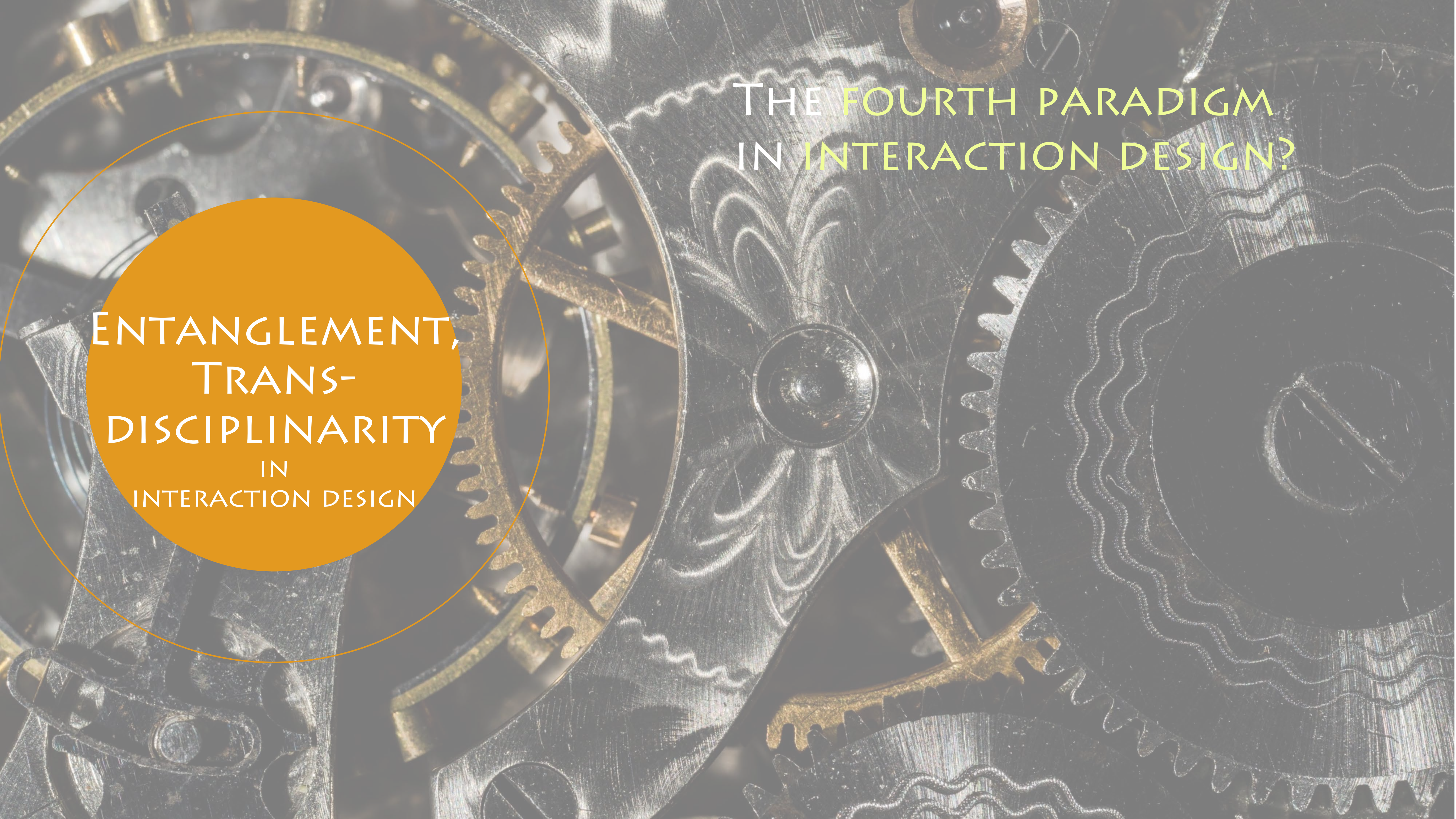
UN initiative, PRME

Originally related to management education
The principles apply broader



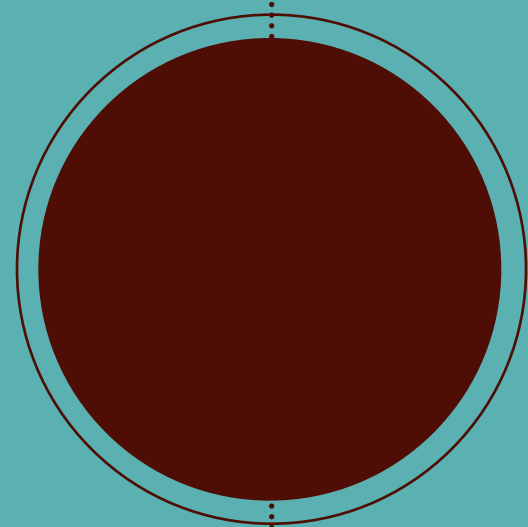
Working across disciplinary boundaries
to create a holistic approach to a
complex problem

TRANS-
DISCIPLINARITY



THE FOURTH PARADIGM
IN INTERACTION DESIGN?

ENTANGLEMENT,
TRANS-
DISCIPLINARITY
IN
INTERACTION DESIGN



Just a bit about

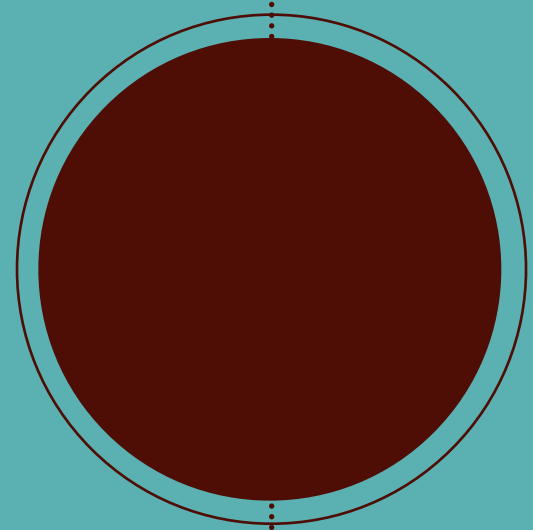
Teaching Transition Design to Interaction Design Students

TEACHING STRATEGIES

- 1) a *'spiral' model* for communicating state of the art on *knowledge about transition design*, based on previous research and published work
- 2) design practice that requires *teamwork* – preferably *across disciplinary boundaries*
- 3) facilitating knowledge construction through the entanglement of concrete *design experiences based on real-life projects with external partnerships* and abstract thinking related to transition design and ideas and theories it stands on
- 4) *complexity – shifting perspectives and scales*, using ambiguity and uncertainty, scrutiny through discussions and debates.

TEACHING ELEMENTS

time and temporality
teamwork - RESEARCH AND DESIGN
purpose
engagement
partner and project selection
mastery of research approaches and methods
ontological design
ecological thinking
systems thinking
future-oriented design (visioning)
values



Design, democracy, and technology

Rethinking Experimentation in Design and Civics

The Concept of Experimentation:

Traditionally tied to science, but here framed as **interpretive and exploratory**.

Recognizes **plural ways of knowing**: science, art, craft, writing, and imaginative making.

Inspired by pragmatism: focuses on cooperative investigation of communal conditions as they are and as they might be.

Democratic Inquiry:

Not about voting or government structures, but **a mode of associated living** (Dewey).

Cultivates pluralistic, caring, and contested associations.

Experimentation becomes a way to reimagine and reconfigure communal life.

Imagination in Design Experiments

Imagination as a Catalyst:

Expands our **repertoires of action**, enabling new ways to configure and experience democratic conditions.

Activated through **making and use**, providing a **staging ground for action** (Appadurai 1996).

Historical Perspectives on Imagination:

C. Wright Mills (1959):

Sociological imagination connects personal experience to broader societal changes.

Arjun Appadurai (1996):

Imagination shapes individual and collective identities.

A “**constitutive feature of modern subjectivity**” and a tool for action.

Key Role: Design experiments activate the **civic imagination**, offering tangible visions of alternate societies and futures.

Sociotechnical Imagination and Technology

The Role of Technology:

Technology fosters **alternate presents** and **potential futures**.

Historically viewed with skepticism due to technocracy and coercion.

A New Approach:

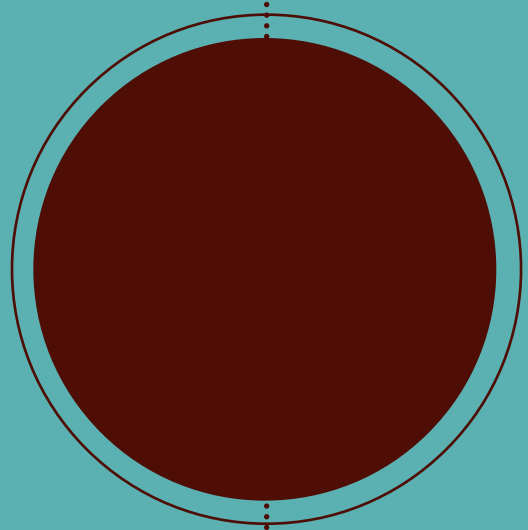
Treats technology as a medium for imagining **other ways** of living together.

Draws on **Sociotechnical Imaginaries** (Jasanoff & Kim 2009):

"**Collectively imagined forms of social life and order**" embodied in technological projects.

Explains why societies imagine technologies differently.

Takeaway: By aligning imagination with technological practices, design experiments help envision plural, equitable futures for democratic life.



Examples of projects, 2024

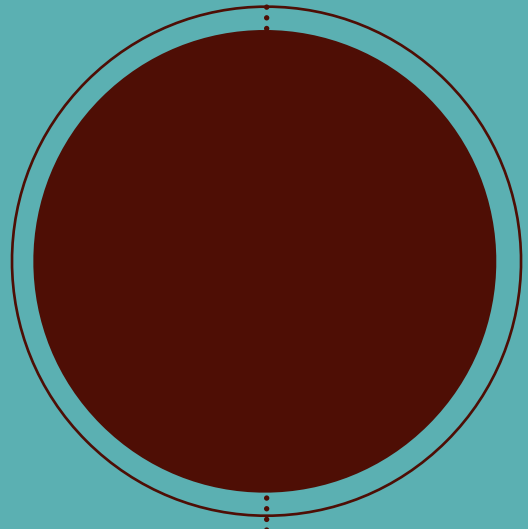
5 teams addressing:

Isolation and SM (presence)

Better inclusion through art installations

Selecting a party to vote on using AI-agent conversation booths

2 teams worked with hearing loss and tourism – making a help tool for tour guides



Presence

The Concept- affect through art

Velkommen

"Himmelsk harmoni" er ikke bare en utstilling - det er en opplevelse. Gjennom en interaktiv kunstinstallasjon inviterer vi til å utforske komplekse spørsmål knyttet til kjønn, seksualitet, og tro.

Kunstens kraft vil utfordre deg til å reflektere over dine verdier, og delta i en åpen og ærlig samtale om hva aksept er.



Vår inspirasjon

Inspirert av annen provokativ kunst som "Piss Christ" (1987) og "Turbulence" (1994) laget av n.h.v. Andres Serrano og Shirin Neshat, har vi satt sammen et galleri av AI-generert kunst, som utforsker potensialet for bevissthet og toleranse for skjelve muslimmer. Målet med provokasjonen er en sjokkeffekt for å bryte ut av ekkokammeret.

Seyran Ates er en tyrkiskfødt kvinnelig imam og muslimsk feminist, som kjemper for islamsk seksuell revolusjon. I dokumentaren Sex, Revolution and Islam får vi blant annet se henne ta opp religions autoritet over seksuell orientering.

En interaktiv opplevelse

Ta del i vår interaktive kunstutstilling gjennom både kommentarer og meningemåliner. Vær med på å skape delbevisst på samfunnets til temaet.

Kunne du tolerert en kvinnelig Imam?

429 liker/klakk

Ja Nei







27.08 - 24.09
Vulkan park
Oslo

Himmelsk harmoni

En interaktiv kunstutstilling bestående av digitalt generert kunst som sammen med eksisterende kunst utforsker potensialet for bevissthet og toleranse for skjelve muslimmer.

AI party representatives

Prototype



Narrativ

Reklame

Johan

Pitche produktet vårt - valgboxen
Compelling narrative

-Hun sa det er viktig her å vise hvordan produktet brukes!
en bruker og ai-politikker har en debatt
-Helst ha med hva minst 3 partier syntes om utvinning av
havminiraler



Del 1: Introduksjon

[Bilder av vanskelig politikk]

Politikken kan virke uengasjerende, vanskelig og forvirrende for mange.

Mange får informasjon om temaer på sosiale medier, og eksponeres for falske nyheter, og baserer valgene sine på feilinformasjon.

[Bilder av kjedelig valgomat]

Tidligere har man brukt Valgomater som et verktøy man kan bruke for å finne ut av hvilke partier man bør stemme på, men valgomater kan være begrensende. Valgomater kan bidra til overflatiske holdninger til saker, hvor man uten dypere mening får tildelt en posisjon i politikken.

[Svart skjerm]

Denne teknologien gjør at man kan ha hele samtaler med

AI-genererte politikere om ulike saker. Hvor man kan danne seg en mening basert på dyp innsikt i partiene sine ståsted, og engasjerer til debatt!

Del 2: Om teknologien

[Bilde av installasjon]

Teknologien er gjort tilgjengelig for alle. Den er innlemmet i installasjoner plassert flere steder i bybildet.

[Zoomer inn i installasjonen]

Bare gå inn i installasjonen.

[Bilde av innsiden av installasjonen med podie foran]

Still deg bak podiet som har en mikrofon og en høyttaler på seg.

Du blir presentert for en stemme som forteller deg hva du skal gjøre.

[Skjermen lyser opp]

Velkommen til DypDialog. Bare si høyt hvilket parti du vil snakke med, så får du opp politikerens rett foran deg, klar til å debattere og svare på dine spørsmål.

Del 3: Demonstrasjon

Jeg vil snakke med AP om Norges utvinning av havmineraler.

- Som politiker i Arbeiderpartiet mener jeg at utvinning av havmineraler i Norge kan være positivt, men det er viktig å gjøre det på riktig måte. Først og fremst må vi passe på at det ikke skader miljøet. Det betyr at vi må ha strenge regler og gjøre grundige undersøkelser for å forstå hvordan det påvirker havet og dyrelivet.
- Vi må også sikre at inntektene fra denne industrien kommer hele samfunnet til gode, og at det skapes jobber, spesielt i lokalsamfunnene. Teknologien som brukes bør være den mest moderne og miljøvennlige, og vi bør investere i forskning for å oppnå dette.

Hva er fordelene med å utvinne havmineraler?

- For det første har vi potensial til å finne viktige mineraler som vi trenger til moderne teknologi, som for eksempel batterier til elbiler og andre grønne løsninger. Dette kan bidra til å gjøre Norge til en ledende aktør innenfor bærekraftige teknologier.
- En annen fordel er at det kan skape mange nye arbeidsplasser, særlig i kystområdene. Det vil styrke lokalsamfunnene og gi flere folk muligheten til å jobbe og bo der de ønsker.
- Økonomisk sett kan inntektene fra havmineraler også bidra til å finansiere velferdstjenester som helse og utdanning. Dette kan gi oss et sterkere samfunn med bedre tilbud til alle.
- Men det er også viktig å understreke at dette må gjøres på en måte som tar vare på miljøet. Vi må sikre at utvinningen skjer på en bærekraftig måte, slik at vi ikke ødelegger havet og dets økosystemer. Derfor vil vi i Arbeiderpartiet jobbe for strenge reguleringer og gode løsninger som balanserer økonomiske fordeler med miljøhensyn.

Jeg vil snakke med MDG om Norges utvinning av havmineraler.

- Som politiker i Miljøpartiet De Grønne er jeg veldig skeptisk til utvinning av havmineraler i Norge. Vårt hovedfokus er å beskytte miljøet og biodiversiteten i havet. Havmineralutvinning kan ha store negative konsekvenser for marine økosystemer, og vi vet ennå ikke nok om de langsiktige effektene.
- Vi mener at vi heller bør satse på mer bærekraftige og fornybare ressurser. Norge har allerede rike muligheter innenfor grønn energi, som vind- og solkraft, og vi bør prioritere disse områdene i stedet for å risikere skader på havmiljøet.
- Videre mener vi at økonomisk vekst ikke bør gå på bekostning av naturen. Det er viktigere å bevare våre marine økosystemer for fremtidige generasjoner enn å hente ut ressurser som kan gi kortsiktig gevinst. Vi må tenke langsiktig og sette miljøet først.

Hvordan kan utvinning av havmineraler gi kortsiktig gevinst?

- Utvinning av havmineraler kan gi kortsiktig gevinst fordi det kan føre til rask økonomisk vekst og inntekter fra salg av disse mineralene. Det kan også skape nye arbeidsplasser og investeringer i teknologier som brukes til utvinning. På overflaten kan dette virke som en god løsning for økonomien.

Nyheter

Camilla

År 2060?

Snakker om konsekvensene? - Parti vedtatt?

Forsker uttaler seg?

År 2060 er det ikke like stort behov for mineralene da man allerede har gått over til et grønt skifte

Ingenting har noen gang skapt så stort engasjement som denne saken. Folk er engasjerte i klima og det grønne skiftet. 60 % av alle debattene i debattboksen handler om havbunnsmineraler.

hvilke partier som er valgt.

konsekvenser frem i tid.



Første kllipp:

Hei, og velkommen til nyhetene. Du har kanskje sett denne installasjonen rundt om i nærmiljøet? Denne installasjonen heter Dyp-dialog. Her kan du gå inn å debattere med AI-politikere som representerer de ulike partiene her i Norge. Mange har allerede tatt i bruk disse, og det viser seg at det er et tema som det debatteres spesielt mye om. En rapport fra Dyp-dialog viser at hele 60% av alle debattene omhandlet utvinning av havbunnsmineraler. Dette ser ut til å være et tema som kommer til å få mye plass i tiden fremover opp mot stortingsvalget.

Etter valget i 2025:

Hallo og god kveld! Valgkampen er over, stemmene er talt, og vi har nå de endelige resultatene. Dette året har vi sett en rekordhøy valgdeltakelse. Høyre gikk av med seieren og sikret seg 36% av stemmene, noe som gjør dem til valgets klare vinnere. Fremskrittspartiet har også hatt et eksepsjonelt godt valg med en økning på hele 40%, og endte opp med 24% av stemmene.

Det er også bekreftet at Høyre og Fremskrittspartiet vil danne den nye regjeringen. Dette løfter forventningene om en spennende politisk periode fremover, hvor disse to partiene vil samarbeide om å forme landets politiske landskap. Begge partiene har i valgkampen lagt stor vekt på utvinning av havbunnsmineraler, et tema som både har vist seg å være av stor interesse i offentlige debatter og som antas å spille en sentral rolle i deres politiske agenda. Med dette fokuset signaliserer den nye regjeringen en klar intensjon om å utvikle nye ressurser, noe som kan ha store økonomiske og miljømessige konsekvenser for Norge."

Året er 2060:

"God kveld, og velkommen til kveldsnyhetene. I kveld skal vi snakke om et tema som har preget de globale overskriftene de siste årene: utvinningen av havbunnsmineraler. Dette har vist seg å ha dramatiske konsekvenser for både vårt miljø og økonomi. Siden starten av industriell utvinning har vi sett en rekke miljøkatastrofer og en eskalering i den geopolitiske spenningen rundt ressursene på havbunnen."

"Vi vil nå koble oss opp mot en ledende ekspert innen feltet, Dr. Mike Edson, som vil gi oss en oppdatering på situasjonen. Dr. Miller, basert i London, har fulgt denne utviklingen nøye og deler sine tanker med oss. Dr. Edson, please tell us, how are things really going?"

Innslag av ekspert:

"Thank you and good evening. The situation with deep-sea mining has reached a critical point. The initial economic benefits from mining ocean minerals have been overshadowed by significant environmental damage. Our oceans are now polluted and their ecosystems are being destroyed.

We've reached a point where we urgently need international collaboration and new rules to prevent further environmental harm and to manage the remaining resources in a responsible manner. The situation is serious. If we do not make changes as soon as possible, this could have fatal consequences.

The situation is grave, and if we don't make major changes soon, the outlook for the future is very concerning."

Avslutning av nyhetsvert:

Tusen takk, Dr. Edson, for oppdateringen. Selv om utvinningen av havbunnsminerealer har vært lønnsomt, er det tydelig at det også har hatt store kostnader for vår planet og global stabilitet. Vi vil fortsette å følge denne saken nøye og bringe dere der hjemme oppdateringer etter hvert som de kommer.

Dyp innsikt

Ingrid

Dykker sin historie

Utryddede dyrearter/økosystemer

Bilder og videoer i Canva med AI-stemme over

Forklare konsekvensene av utvinning av havbunnsmineraler i Norge:

Konsekvensene av gruvedriften på havbunnen er mange. Ingen visste sikkert hva det kunne føre til, og kompleksiteten av utfordringene som ville oppstå. Da Høyre og Fremskrittspartiet dannet regjering begynte planleggingen og utviklingen mot utvinning av havbunnsmineraler i Norge. En stor andel av Norges befolkning var positive og ivrige etter å se hva utvinningen kunne bidra til for Norges økonomi.

Slik Dr. Mike Edson påpeker har det likevel hatt fatale konsekvenser, og folket raser. Marine habitater og økosystemer på havbunnen er ødelagte. Forurenset vann og prosessen med utvinning og behandling av mineralene har ført til økt utslipp av klimagasser som har oppvarmet havet. Dette har ført til skadde og utryddede arter og organismer, og utgjør en reell fare for resten av det marine livet og habitatet.

Vi har snakket med Siri Pettersen, en dykker med 30 år i bransjen. Hun kan fortelle om den enorme forskjellen på havlandskapet og hennes opplevelse med dykking i dag sett opp i mot før utvinningen av havbunnsmineralene ble satt i gang. Her historien hennes:

En dykkers historie:

"Jeg stirret ut over det som en gang hadde vært et levende undervannsparadis. Jeg husker da havet var et teater av liv, et kaleidoskop av farger og bevegelser. Nå var det bare et dystert landskap av ødelagt korall og støvete sand. Gruvedriften hadde forvandlet det til et ugjenkjennelig ødeland.

Gjennom årene har jeg utforsket huler og krikaer, møtt utallige fisker, havskilpadder og nye arter. Nå var alt dette borte, erstattet av støyen fra maskiner og den bitre smaken av forurensning. Arter var utryddede og hele økosystemer ødelagte.

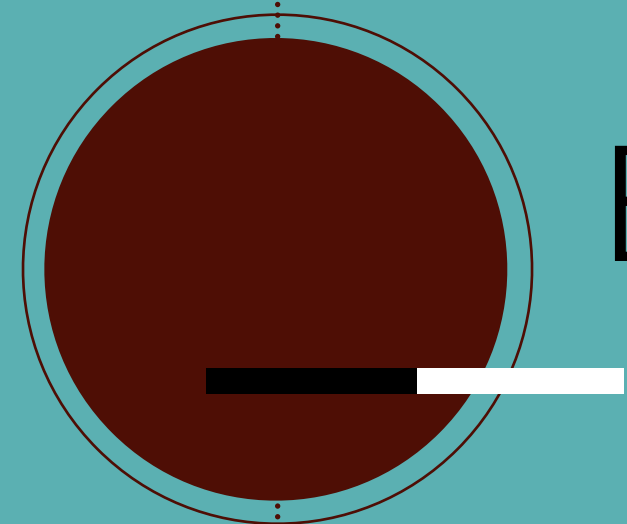
Jeg dykket dypere, mot de ødelagte korallrevene. Sjølivet jeg engang elsket var forsvunnet, erstattet av skremmende tomhet. En gang i blant ser jeg restene av en fisk som hadde blitt fanget i gruvedriftens grep, et stille vitnesbyrd om ødeleggelsen som fant sted.

Selv om jeg ønsker å rope ut mot urettferdigheten, vet jeg at det er for sent. Havet var allerede dømt til en skjebne av ødeleggelse. Med et tungt hjerte, har jeg vendt tilbake til overflaten, for å fortelle historien om havet som en gang var, og for å advare om hva som kunne skje hvis ikke menneskene våknet opp til realiteten av deres handlinger."

Oppsummering:

Siris historie er ikke den eneste og vitnene er ikke få. De fatale konsekvensene av gruvedriften på havbunnen er mange, og umulig å overse. "Tenk at de trodde dette skulle hjelpe det grønne skiftet og miljøet positivt!" uttrykker Siri med et skremt uttrykk.





Enabling people with hearing loss to take part in tours

Prototype

- Iteration 1
 - FigJam
- Iteration 2
 - Figma
- Iteration 3
 - Working web-app prototype
 - Used Svelte framework
 - HTML
 - CSS
 - Javascript
 - Firebase for storing
- Iteration 4
 - OpenAI



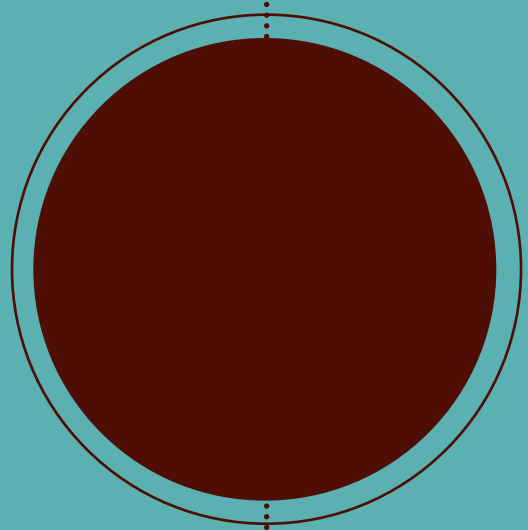
SVELTE



Firestore



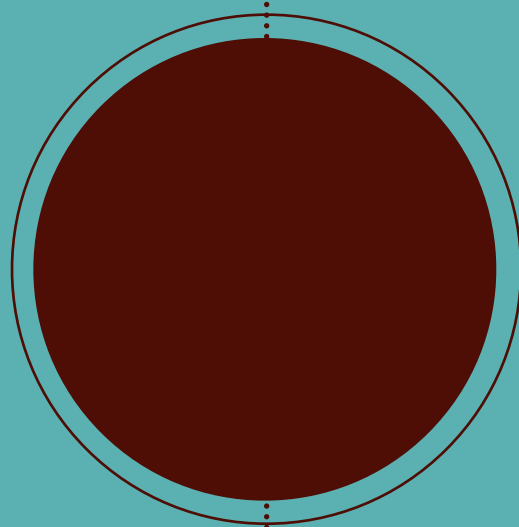
OpenAI



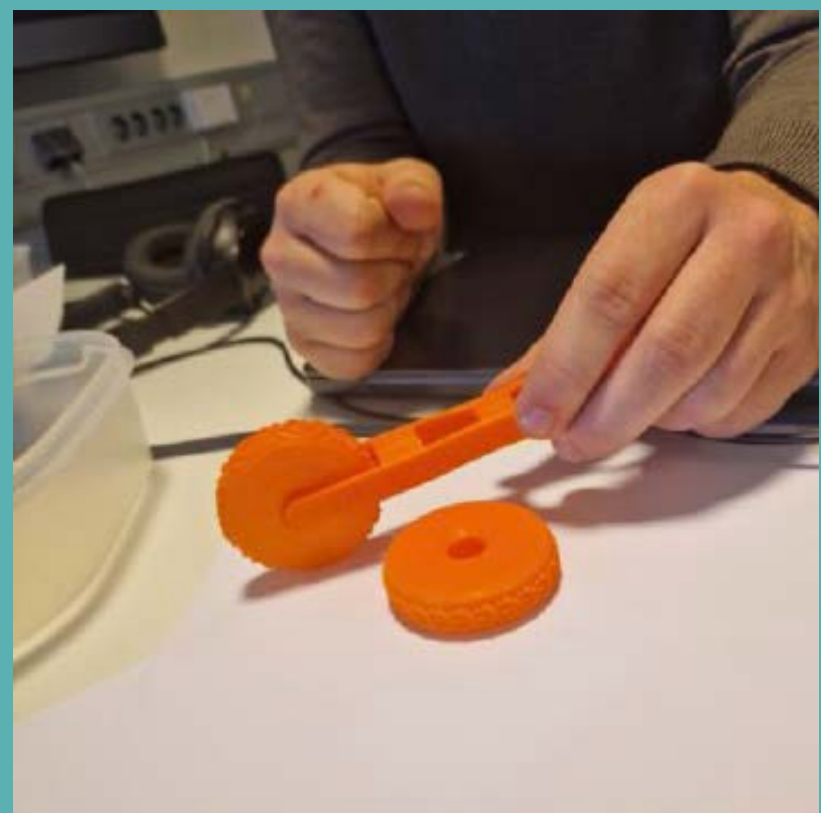
Examples of projects, 2023

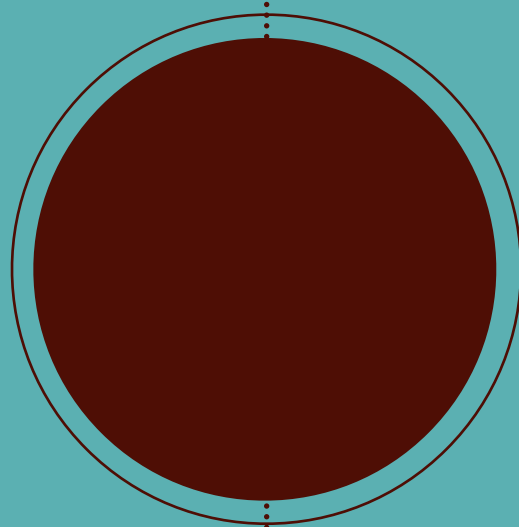
6 teams addressing

- Production (collab with Aurora verksted – making things)
- Energy distribution (Engagelaben – making understandable)
- Design for elderly assistance (Sensio -inclusion)
- Husky tours for blind (Beito tourism-inclusion)
- Finance democratization (AtomIQ – understanding AI)



Short description	Aurora Verksted employs people with physical and cognitive challenges and allows them to produce exclusive clothing and interior objects.
Production	
Scale	small
What we can learn from it	Rather than coming to the organization to solve a particular problem, design students engaged in talking and thinking with employees, resulting in a series of small designs that enable more of the employees to take part in the production of diverse products that Aurora sells, like a button for the knitting machine. Moreover, installed and coursed those who could run 3D printers to expand designs that students made and enable further innovation where more can engage
Relevance	Building trust in technology, close proximity to the real work and workers, and collaboration without a designer-focused aim, really exploring jointly what might design and technology have to help this organization

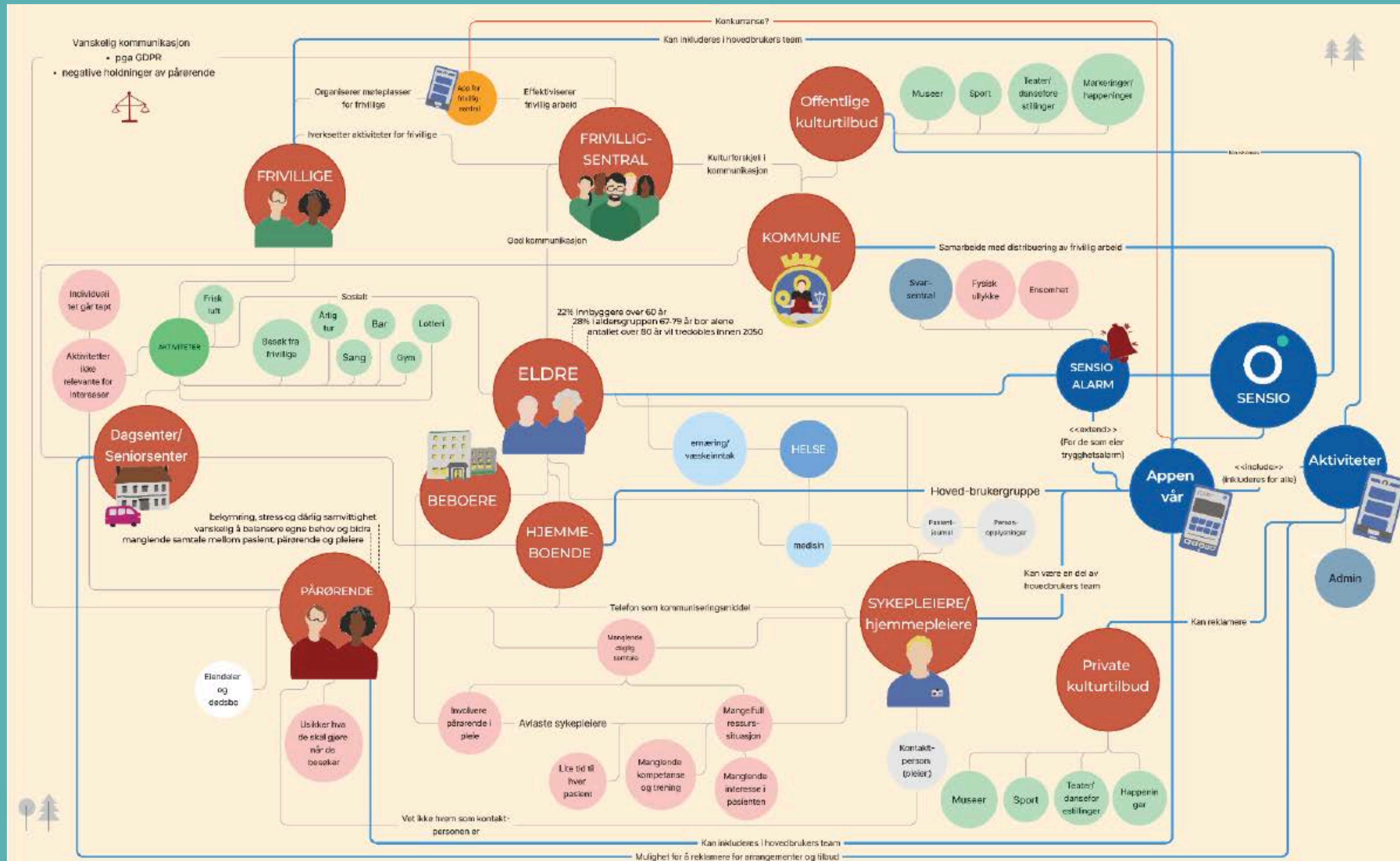




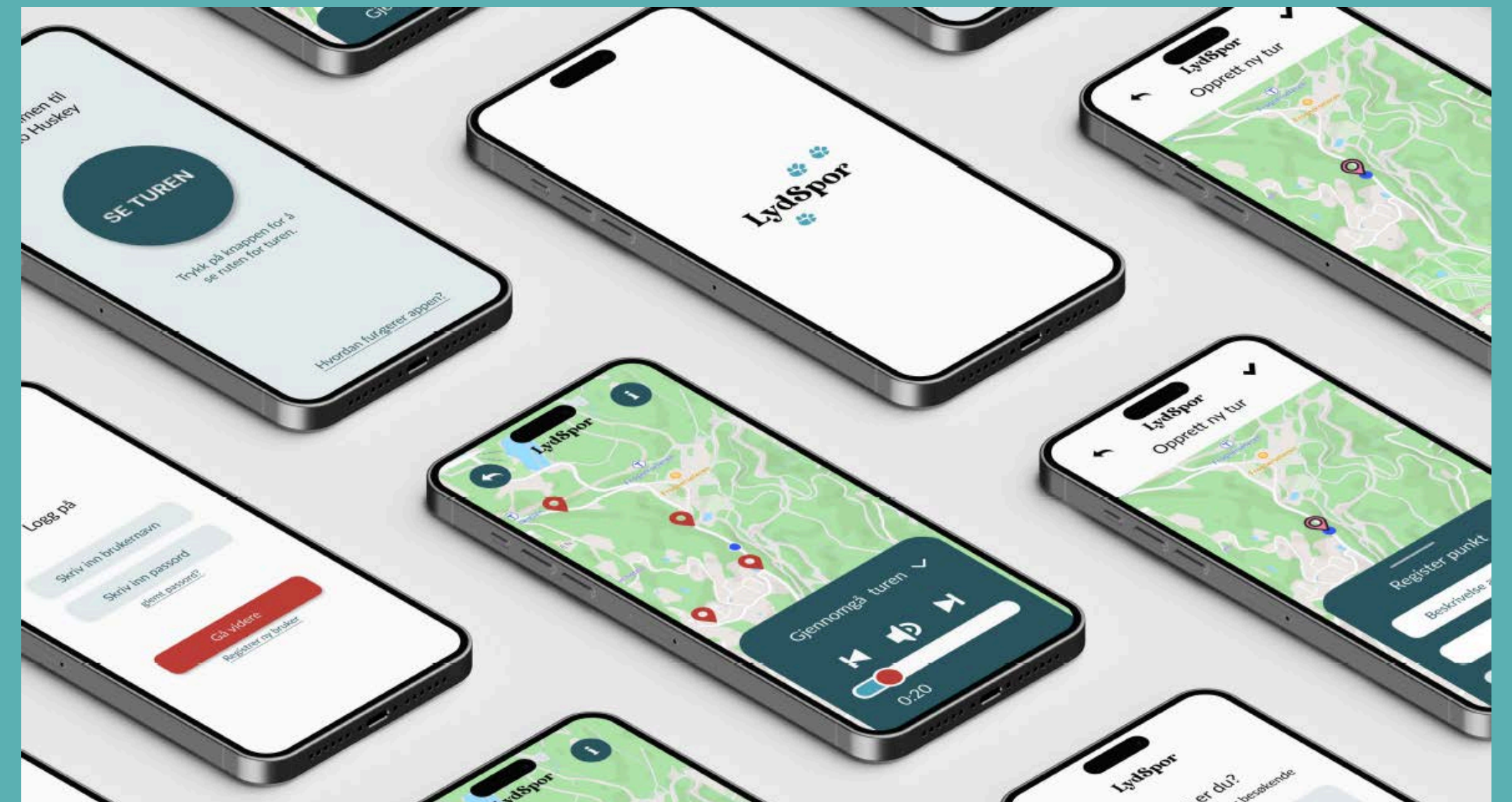
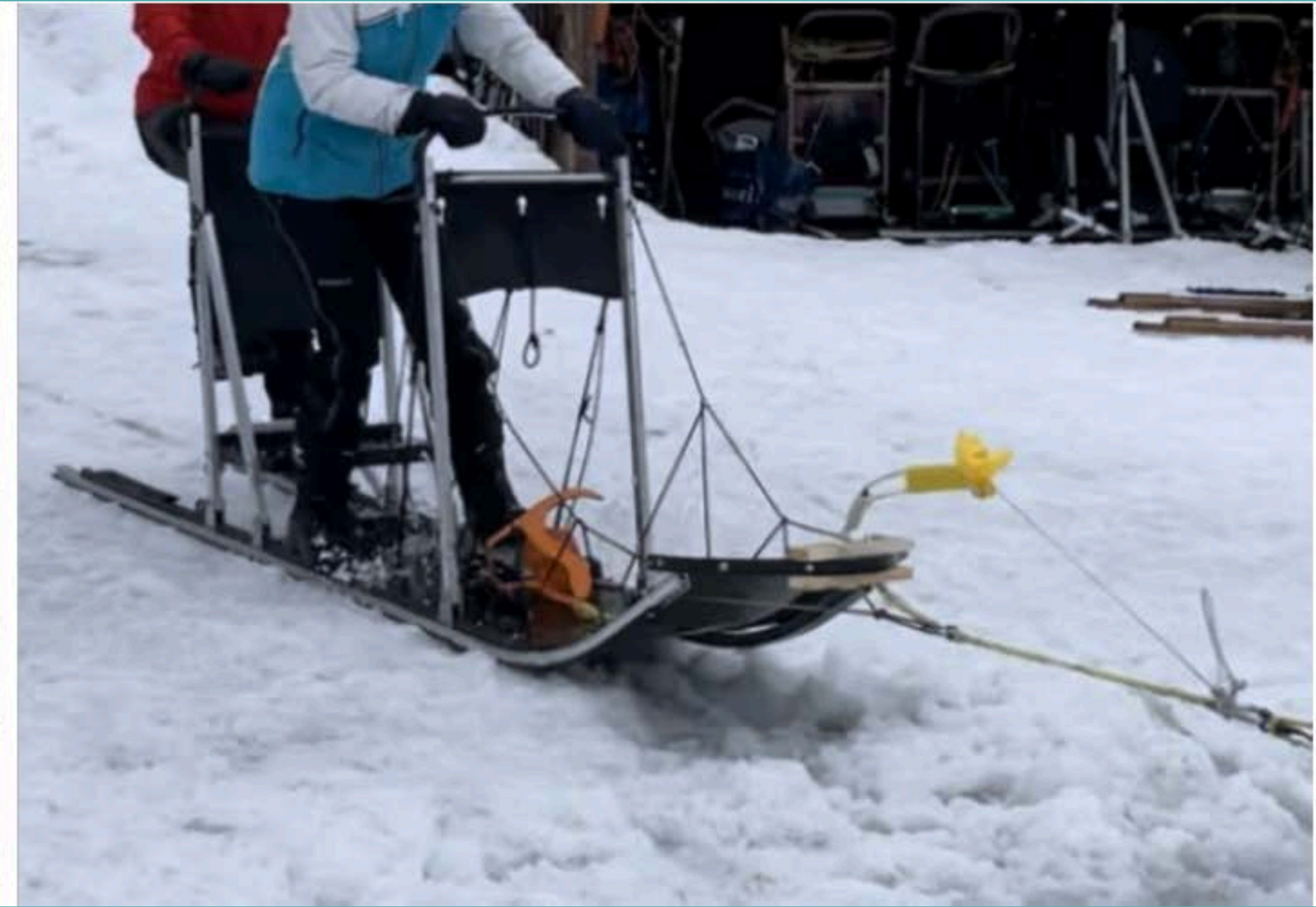
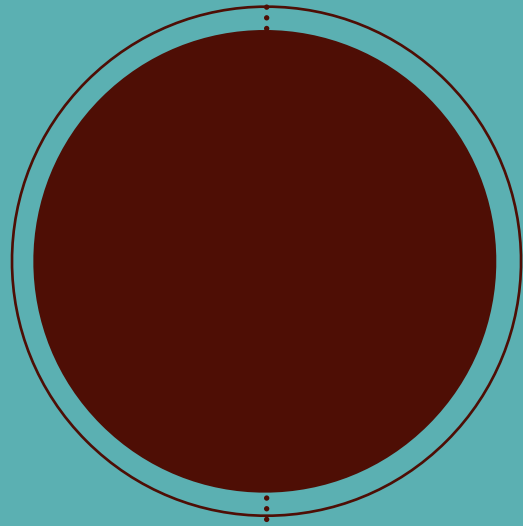
Short description	How to make energy distribution in the city available/understandable to young people through games
Energy	
Scale	Medium scale, local
What we can learn from it	One can study what young people learn about collaboration in general, as the game is a collaborative one, as well as learn how the city handles the energy.
Relevance	Learning about energy – an important resource we need to understand better in sustainable future



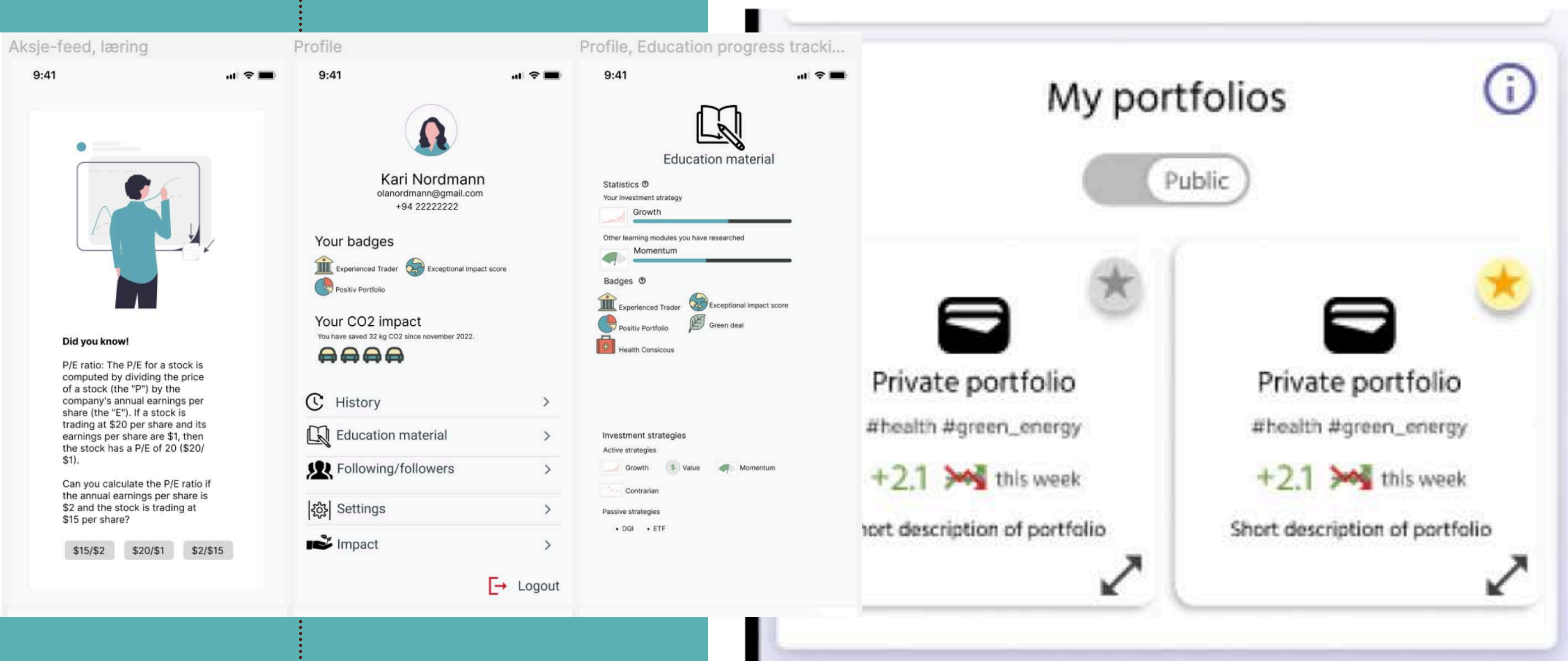
Sensio – using family and volunteers as a support



Husky tours



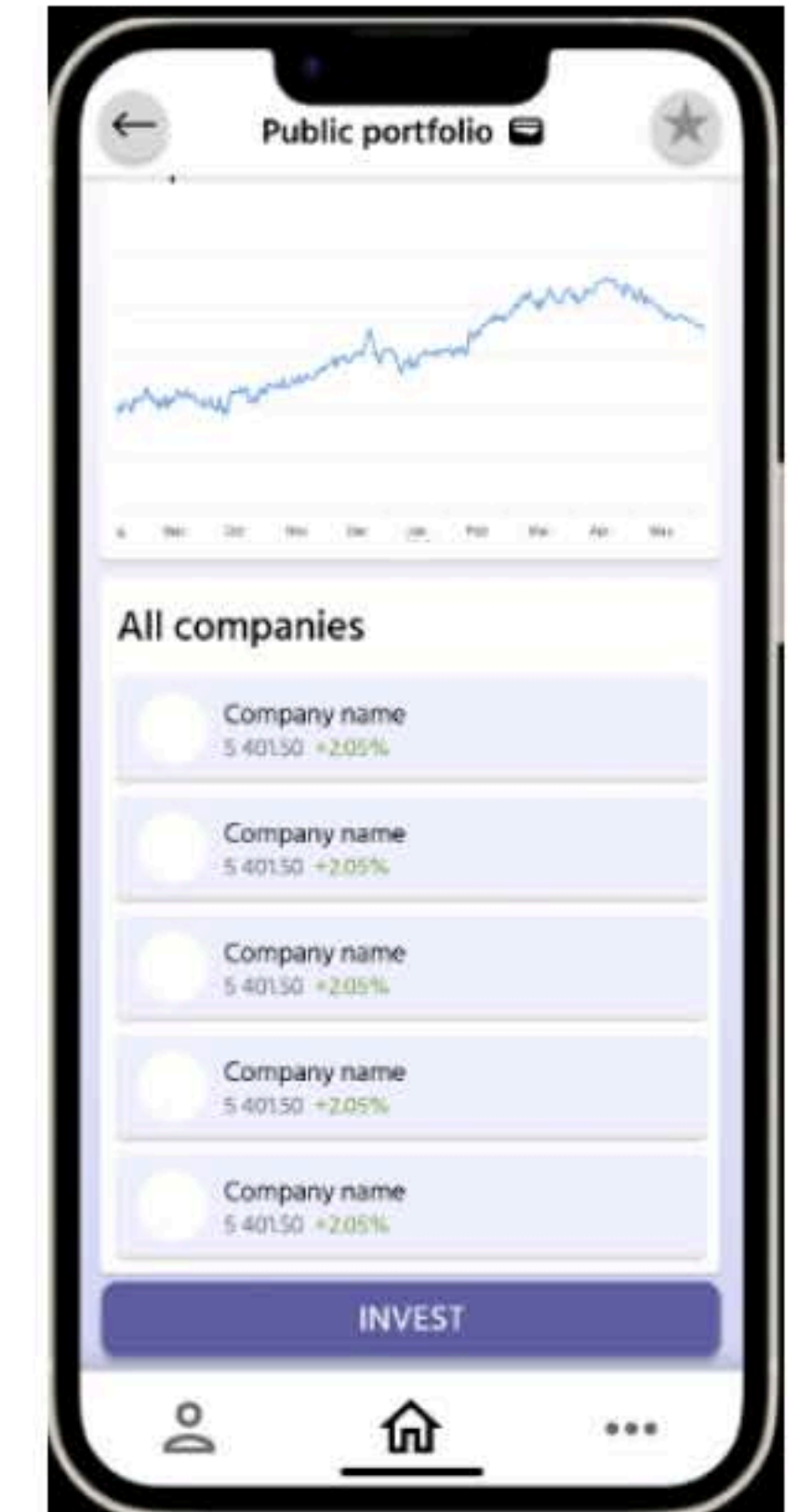
AtomIG teams developed APS one for learning how to trade the other for sustainable tradidn



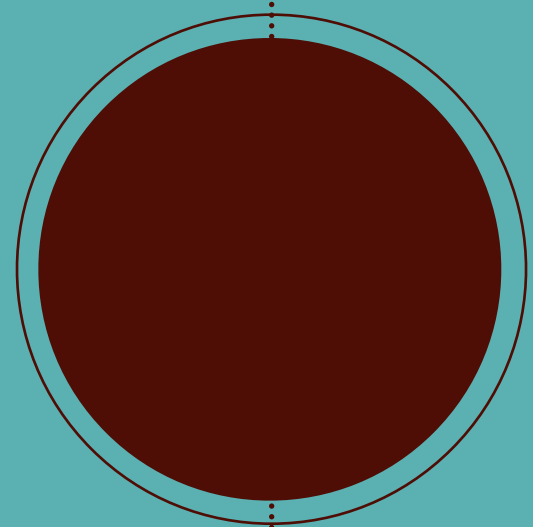
Figur 2.6



Figur 2.7



Figur 2.8



Project proposals

Project 1

Consider the world in 2049, as presented in the booklet 'The future room'. In that world, it is the election time. **How do the characters in the household relate to elections? Where do they get their information from, what do they read (are there social media, newspapers or is there some other way of communicating now (e.g., embedded AI or similar), do they have marking for climate immigrants, can they vote, do they wear visible signs of what they stand for etc.?** Consider the intersection of the world and technology that might be relevant in terms of larger social movements.



Project 2

How do young people (high school population) think about politics today?

In this context, you could think of a platform for engaging youth or an installation, for example in the library or museum (in collab with Engagelab).

Please check Shout Out UK initiative:

<https://www.shoutoutuk.org/2024/08/07/empowering-the-next-generation-how-youth-are-shaping-political-change/>

Do you know of something similar in Norway? See also the EU initiative

[digitalization and youth engagement](#)



25 January 2025

Crafting Your Message: Creative Design Tools For Youth Activism

Project 3

Storytelling for democratic engagement and empathetic discourse

People often feel disconnected today. This project aims to develop new ways to use technology to boost empathetic engagement, connectedness, and give marginalised voices more power and meaning in civic engagement. You would explore design of interactive systems to help people share stories across cultural and social divides.

We envision that this can help in building empathy, create a sense of belonging, and encourage active participation in civic life.



Project 4

There are many varieties of democracies. What they have in common are democratic values, which include:

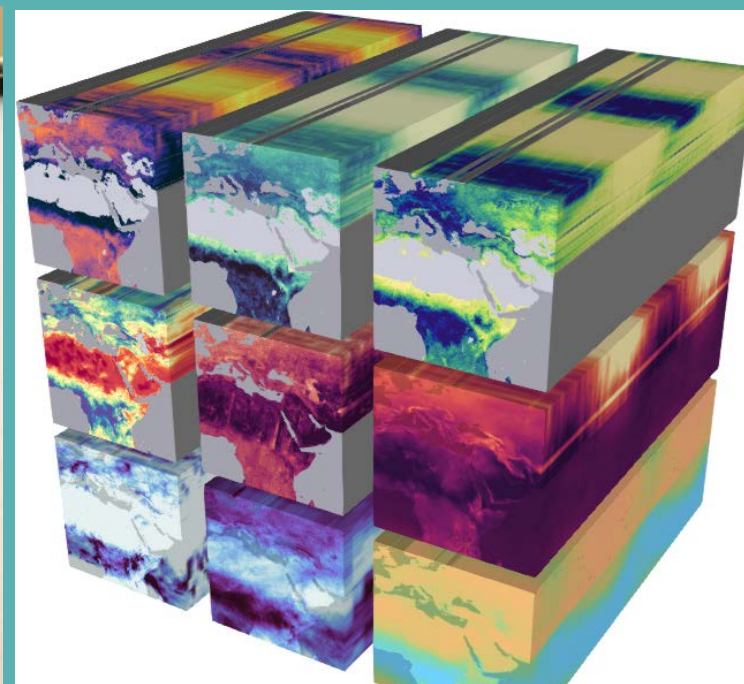
- Individual freedoms (including not to participate, e.g., voting)
- Participation
- Importance of collective decision-making
- Human rights
- Equality
- Tolerance
- Pluralism
- Transparency
- Accountability
- Trust
- Peaceful conflict resolution... and more.

Explore the relationship between selected value(s) and how to design technologies that embed those values. Prototype one.



Project 5

This project will focus on design of an installation, perhaps a tangible interaction with some large shape – like a cube, to discuss **what does not work** in today's society – and democracy – as seen by the student population.



Project 6

Think of ways to **explore and amplify local initiatives**, check for example the Impact hub or the Startup lab, or diverse collectives for gardening, party raft, or other types of initiatives that interest you. Think how to amplify the impact of these groups by offering a platform for communication amplifying their solutions. This can be both fun to do and to exhibit, if that would be the focus

