

ASSIGNMENT NOIR

FIELD ACTIVITY 04

due 04 mar 2019

The artist can show us how to "ride with the punch," instead of "taking it on the chin."

— Marshall McLuhan

Whether we like it or not, as designers and researchers we are contributing in unknown but significant ways in choosing our future technological lives. Are we making it better or worse? For whom? And when? You will undertake this challenge of understanding the relationship between future technology comforts and social discontent. Contrary to the visions of the technology futurists, we claim that beneath and between a "happily-ever-after" veneer of technologies lurks a dark and strange world driven by very different human needs, values, and desires. Diverse populations not served by "everyperson" designs. Places and objects filled with conflict, struggles, mystery, worry, doubt, and deceit – our authentic human noir. By brainstorming and designing only "good" ideas we are unintentionally constraining the full range of potential designs.

While our overall plan is not to design for dark and evil purposes, this assignment stands as an exception to that rule – a license to open up your creativity and explore the full range of design territory – including design noir.

In this field activity, you will be designing three technological artifacts, experiences, or mobile applications as described below. Bring printouts/sketches of results to class. Hand in PDF via bCourses capturing your three designs. Each design must have (1) a title, (2) at least one illustration of the object or application and (3) one-paragraph text description (250 words max).



1

Design an object or mobile application that facilitates emotions of loss, loneliness, and self-pity associated with a person who has just been dumped by their longtime partner.

2

Design an object or mobile application that helps individuals and/or groups become more wasteful. Your design may support collective waste, as a game for example, or simply encourage maximizing individual wastefulness. A short list of potential territories for waste include: garbage, energy, time, other's time, money, environment, natural resources, gas, clothing, heat, recycling (lack of).

3

Design an object or mobile application that facilitates and enables lying and deception. Your solution should support elaborate deceitful schemes contrived to deceive individuals and/or groups. Your design context may be usable in office, family, group, or personal contexts.