

# Design School Propositions Re-Draft

Editing guidelines:

*This time with less nuance and more feeling.*

*Radical is not a dirty word - and — neither is political.*

*Why are we doing anything at all?*

*Please use the pen icon in the top-right to change to 'suggesting' mode so we can track changes.*

*Sign at the bottom if you like.*

Replace: "." with "- and neither is political"  
Nov 8, 2017

## We know design reads and writes material culture.

We work radically and, experimentally and sophisticatedly through material culture; building on a history of political and social activism. We work to critique, confront and challenge the social, economic and political inequalities embedded in material processes and culture.

Delete 'and sophisticatedly.'  
Nov 8, 2017

Insert 'and'  
Nov 8, 2017

I suppose I would argue that we 'know' nothing (in an Aristotelean sense).

We work to understand how design can shape and interpret material flows and the networks of power that give rise to them. We do this by positioning design as a way of critiquing, confronting, and challenging but most of all by materialising the social economic and political inequalities embedded in society.

Nov 9, 2017

## We know design is a way of testing power.

We use design to antagonise hegemony. We work to identify and decolonise, feminise dismantle existing extant power structures; to work across borders trans-nationally at trans-scalar levels against systematic prejudice, and bias and inequality embedded through structures of race, gender, sexuality, nationality, class racism, sexism, nationalism and nativism. We fight to create space to listen, shout and laugh through the world.

Replace: "extant" with "existing"  
Dec 11, 2017

Replace: "trans-nationally" with "across borders"  
Nov 8, 2017

Replace: ", racism, sexism, nationalism and" with "and inequality embedded through structures of race, gender, sexuality, nationality, class,"  
Nov 8, 2017

Replace: "decolonise, feminise" with "dismantle extant power structures"  
Nov 8, 2017

We situate design at the heart of power relations. We deploy design driven rhetorics to antagonise hegemonies, working to identify and dismantle them. We do this specifically through our commitment to equality of race, gender, sexuality, nationality, class and nativism. We are bitterly opposed to division and prejudice. We fight every day to create the space for people of all kinds to listen, shout and laugh through the world.

Nov 9, 2017

## We know that design can map reality.

We live in multiple futures and conflicting cognitive realities, experimenting with and probing the instability and uncertainty of contemporary geopolitics and technologies. We work to find meaning and to aid in navigating a world fractured by information and deception. We understand that obfuscation and illegibility can be a survival strategy in an age that demands transparency. We work to challenge what is parsed and materialised as 'normal' by dominant institutions of power.

Add: "We understand that obfuscation and illegibility can be a survival strategy in an age that demands tr..."  
Nov 8, 2017

Add: "We work to challenge what is parsed and materialised as 'normal' by dominant institutions of power."  
Nov 8, 2017

We locate design at the boundary of real and imaginary life. We acknowledge that there are multiple views of our collective future and conflicting ways of imagining it. Through design we probe the instabilities and uncertainties of our contemporary moment. We cultivate meaning to aid in navigating a world fractured by systemic deception. We understand that obfuscation and illegibility can be a survival strategy in an age that demands transparency. We work to challenge what is defined and materialised as 'normal' by the dominant institutions of power.

Nov 9, 2017

## There will be no more designers

The age of the life-long ad man is over. We must create and test resilient strategies and tactics for anti-globalism, precarity, care, exploitative labour practices and economic inequality. We must tell new stories of alternatives to growth and abundance.

Add: "care"  
Nov 8, 2017

We resist the image of the individual designer transforming the world by his or her unique vision. Instead, we assume that design is a collective and cooperative endeavour committed to devising and enacting strategies for resilience. We must tell new stories. Stories that feature alternatives to relentless growth, to precarious and exploitative labour, to economic inequality, to the illusion of abundance. Above all, we must care for each other.

Nov 9, 2017

I propose design should be read as a post-signature practice. We are exercising a move beyond the era of the lone 'star' design 'genius' towards more inclusive, co-operative and collaborative practices.

Nov 9, 2017

## There will be no more silos/binararies

The structures of the 20th century are glitching; east/west, right/wrong, rational/irrational, online/offline, software/hardware, human/non-human, object/subject, real/fake. We must unlearn the rules. We must dismantle the old and build and communicate new frameworks of understanding.

Replace: "binaries" with "silos"  
Nov 8, 2017

Add: "software/hardware,"  
Nov 8, 2017

We reject a reading of design as bounded by disciplinary fences. The traditional structural oppositions in society are collapsing everywhere.

Nov 9, 2017

This creates the opportunity for a new set of rules, framed by material explorations in design, that set out the pattern for new ways of understanding, embodying and representing.

Nov 9, 2017

## There will be no more human-centred design

Design can not exclude non-human actors. We must design for plurality, moving beyond practices that place human actors at the centre.

Add: "There will be no more human-centred design: Design can not exclude non-human actors. We must design..."  
Nov 8, 2017

The centre cannot hold. Human centredness must give way to a more holistic view of the ecologies and organisms we share our exquisite planet with. Design cannot exclude non-human actors. We must design for plurality, moving beyond practices that place human actors at the centre.

Nov 9, 2017

I have a problem with this statement – whilst it makes sense in terms of current academic debates etc. I think it could easily be misinterpreted by a wider 'public'. This proposition needs to work for students selecting courses and their parents. There is a danger that some of the language/terminology is getting too obscure?

Nov 15, 2017

## There will be no more solutions

Design cannot fix the problem. Design as a problem solving exercise keeps us locked in existent silos/binary structures and limited concepts of progress. We must break out of disciplinary and institutional norms, use radical imagination and be cunning and daring to build new worlds.

Replace: "binary structures" with "silos"  
Nov 8, 2017

Add: "Design as a problem solving exercise keeps us locked in existent binary structures and limited conc..."  
Nov 8, 2017

Design alone cannot fix any problems. The concept of design as limited to a problem-fixing exercise has not worked and confines us to existing paradigms and limited concepts of progress. We must break out of disciplinary norms, use the radical imaginary to exercise cunning and daring that will allow us to build new and better worlds.

Nov 9, 2017

## We accept doubt

We use design to work with and through doubt, in a manner that is productive, rather than exclusive. We accept that the conditions, behaviours and frameworks we operate within, for and through are contingent. We refer to design as site of action, a domain of agency, that intends to navigate and articulate change.

Add: "We accept doubt: We use design to work with and through doubt, in a manner, rather..."  
Nov 9, 2017

Add: "that"  
Nov 10, 2017