

FutureKind // Social Design

Responsive **design** for community challenges

Imagine a world... that you make yourselves, where your daily habits have a positive effect on both your local and global environment. Imagine children flying kites that collect air quality data and anglers monitoring waterways or dog walkers checking on the health of sheep. Imagine charities using 3d downloadable products to solve world issues. This is *FutureKind Social Design*.

Premise //

We have always made things - intelligent design is part of what makes us human - but with technology becoming more complicated, we have become accustomed to the belief that only experts make things. We also believe that our modern everyday lives cause harm to the natural world. Yet the types of objects that we can now make, enhanced by digital technologies and incorporating downloadable content or artefacts, can now be made by anyone and used for community good.

This is the world of social design and it has a kinder reach than 'design consumption'.

This world, where primary school children learn coding and shoppers walk into a high street store to meet with people who will listen to their ideas and show them how they might be made real. And it's not the future. Open source design is creating an opportunity for 'us' to re-make our world right now. The possibility of using local information to create global change is already here... So be kind with your ideas.

Audience //

The book is aimed at design practitioners, design students, social NGO's with enough depth but also accessible to a non-designer/guardian reader. It puts itself on parallel with (Digital Handmade), but differs by presenting a more speculative future based on accessible design. The book will also serve as a manual for the projects it showcases.

Introduction //

Opinion essay / foreword by Ariel Waldman (arielwaldman.com, originator of science hackdays) and outputs that have had positive impact throughout the world.

Imagery //

The attached are samples taken from the web for illustration purposes, copyright not yet obtained.

Framing the content //

Content creation has previously remained in the hands of designers and experts. Accessible technologies have developed a revolutionary position, enabling designers and users to create content for themselves and each other. Digital fabrication and accessible technologies are using open design, giving content a socially guided intent for grass roots revolutions. The audience of design has also evolved from retail to witnessing and engaging in its impact, for example citizen science, where lay people gather data for scientific use.

The author by no means has all the answers, there are the legal ramifications of opening designs, economical constraints, intellectual property concerns and public liability to name a few. The premise is not to replace the current model of design but state that we could move humanity forward, by occasionally designing kind for the good of humanity.

Interaction designers and creative technologists are famous for saying 'deploy or die'. From this socially and open approach; users can make functioning objects and place them firmly within their daily routines. Designers and artefact creators, not only have a responsibility for the sustainability of their outputs but also the ramifications in that they are grounded by real world scenarios.

The author means to identify that collectively we can change the fate of the future by working with people.

Project approach //

- a) Introduction of the initiation point, including the audience that it is for
- b) The input, i.e. the process of engagement
- c) Outputs, what happened, including unexpected occurrences