

LMC 6650: PROJECT STUDIO: SPECULATIVE CIVICS

Course Instructor: Carl DiSalvo
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Office Hours: By appointment

Course Times

Seminar: Mondays 1:30-3:30pm
Open Studio: Mondays 3:30-4:30pm

Course Location: Public Design Workshop, 317-C TSRB

Project Studio Description

This project studio takes a speculative design approach to civics. By civics, I mean all aspects of public life, including government, communities, and economies. Over the course of the semester we will use design methods to explore what life in these civics might be like. Drawing from readings and research, students will develop design concepts and prototypes that explore various forms of the civic.

This course should be of value to graduate students interested in design research, social design, social innovation, speculative design, and design and government.

This project studio combines design research and practice. Activities will include reading across the disciplines of design, human-computer interaction, and science and technology studies; the analysis of existing products and services; and the design and production of digital media products and services.

The course is open to MS and PhD students in all majors.

Course Objectives

After taking this course you should have developed skills that will enable to you to:

- Contribute to the development of new genres and forms of digital media
- Appreciate and evaluate future trends in the development of digital media

In addition, you should have a portfolio worthy project that demonstrate your skills in design research and interaction design.

Attendance & Participation

Class attendance and participation is mandatory. Participation in class discussion is imperative because it allows you to explore the readings, projects, and themes collaboratively, and in the process, discover meanings and issues that you probably would not discover on your own. Participation in class also challenges you to continuously question, refine, and articulate your own ideas and interpretations.

In addition, much of this class is based in critiques, which require full participation and cannot be replicated outside of class. Extensive teaching and learning occur through critiques: it is through critiques that you will develop your skills for both making and discussion of the made.

Grading

If you complete all of the requirements for the assignment reasonably well, you should expect to earn a B. In order to earn an A, you must complete and go “above and beyond” all of the requirements and your work must be exceptional across multiple grading factors.

Unexcused absence from three classes will result in the loss of 1-letter grade for the course.

Unexcused tardiness for four classes will result in the loss of 1-letter grade for the course.

Assignments and Their Value

Design Workbooks	100 points
Critiques	100 points
Concept Presentation	100 points
Final Presentation	100 points
Project Materials	100 points

COURSE OUTLINE

AUG 18 INTRODUCTION TO THE COURSE

AUG 25 SPECULATIVE DESIGN AND SPECULATIVE CIVICS – Part 1

Auger, J. (2013). Speculative Design: Crafting the speculation. *Digital Creativity*, 24, 1, 11-35.

Gaver, W. (2011). Making spaces: how design workbooks work. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '11)*. ACM, New York, NY, USA, 1551-1560.

Gaver, Bill and John Bowers. (2012). Annotated portfolios. *interactions* 19, 4 (July 2012), 40-49.

Bowers, J. (2012). The logic of annotated portfolios: communicating the value of 'research through design'. In *Proceedings of the Designing Interactive Systems Conference (DIS '12)*. ACM, New York, NY, USA, 68-77.

Examples

A New Scottish Enlightenment, Jaffarali

<http://mohammedjaffarali.com/A-New-Scottish-Enlightenment>

<http://we-make-money-not-art.com/archives/2014/07/a-new-scottish-enlightenment.php>

SEP 01 LABOR DAY – NO CLASS

SEP 08

SPECULATIVE DESIGN AND SPECULATIVE CIVICS – Part 2

Dunne, A. and Fiona Raby (2014). *Speculative Everything*. Chapters 1 & 2

Situated Technologies (choose 1)

<http://archleague.org/2011/10/situated-technologies-pamphlet-series/>

Examples

Delirious New York, Koolhaas

Design Notebook: Six (6) concepts for Atlanta

Sep 15

CIVICS UNDER STRESS

Norton, R (2003). Feral Cities. *Naval War College Review*. LVI, 4, 97-106.

Tomlinson, B., Eli Blevis, Bonnie Nardi, Donald J. Patterson, M. SIX Silberman, and Yue Pan. (2008). Collapse Informatics and Practice: Theory, method, and design. *ACM Trans. Comput.-Hum. Interact.* 20, 4, Article 24 (September 2008)

Ambinder, Eric, and David Jennings. (2013). The Resilient Social Network @Occupy Sandy #SuperstormSandy. Falls Church, VA: The Homeland Security Studies and Analysis Institute. (Public Report)

<http://homelandsecurity.org/Docs/The%20Resilient%20Social%20Network.pdf>

Examples

The Warriors or *Escape from New York* or *Black Hawk Down* or...

Occupy Sandy Wayfinding <https://occupywayfinding.crowdmap.com/page/index/1>

Design Notebook: Three (3) concepts for Atlanta

Sep 22

CIVICS AS UTOPIA

Mumford, L. (1965). Utopia, The City, and The Machine. *Daedalus*. 94, 2, 271-292.

Shklar, J. (1965). The Political Theory of Utopia: From Melancholy to Nostalgia. *Daedalus*. 94, 2, 376-381.

Turner, F. (2006) How Digital Media Found Utopian Ideology: Lessons from the First Hackers Conference. Pre-print from David Silver and Adrienne Massanari, eds., *Critical Cyberculture Studies: Current Terrains, Future Directions*.

<http://fredturner.stanford.edu/wp-content/uploads/turner-ccs-hackers-conference.pdf>

Delind, L. (2002). Place, Work, and Civic Agriculture: Common fields for cultivation. *Agriculture and Human Values*. 19, 3, 217-224. (optional)

Examples

The Whole Earth Catalog

The Flatbread Society, <http://www.flatbreadsociety.net/>

Pixelache Festival, 2014 <http://www.pixelache.ac/festival-2014>

Transition Town Network, <http://www.transitionnetwork.org/>

Design Notebook: Three (3) concepts for Atlanta

SEP 29

CIVICS AS PLAY

Lerner, J (2014). *Making Democracy Fun*. Chapters 1,2 & 5.

Examples

World Without Oil, <http://worldwithouthoil.org>

Design Notebook: Three (3) concepts for Atlanta

OCT 06

DATA AS CIVICS

Townsend, A. (2014). *Smart Cities: Big Data, Civic Hackers, and the Quest for a New Utopia*. Chapters Introduction, 2, 4, & 10

Crang, M., & Graham, S. (2007). Sentient Cities: Ambient intelligence and the politics of urban space. *Information, Communication & Society*, 10(6), 789-817.

Examples

Sensible Cities, <http://senseable.mit.edu>

Sunlight Foundation <http://sunlightfoundation.com>

Design Notebook: Three (3) concepts for Atlanta

*Open studio from 3:30-4:30pm required for concept brainstorm

OCT 13 FALL RECESS – NO CLASS

OCT 20	CONCEPT PRESENTATIONS
OCT 27	IN STUDIO WORKSHOP: RESEARCH METHODS FOR SPECLATIVE DESIGN
OCT 03	CRITIQUE
NOV 10	IN STUDIO WORKSHOP: DOCUMENTATION FOR SPECLATIVE DESIGN
NOV 17	CRITIQUE
NOV 24	CRITIQUE
DEC 1	FINAL IN-STUDIO PRESENTATIONS