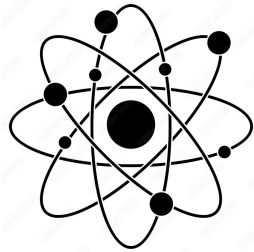# Design Fiction and Disobedient Objects

Seminar: Colin and Miriam

Science Fact.

Science Fiction

Science Fact and Science Fiction: Which Comes First?

Fiction follows fact

Fact follows fiction

Fiction and fact routinely swap properties

What is Design Fiction?

"Design fiction is about **creative provocation**, raising **questions**, **innovation**, and **exploration**"

"A way of **exploring** different approaches to making things, probing the material conclusions of your **imagination**, removing the usual constraints"
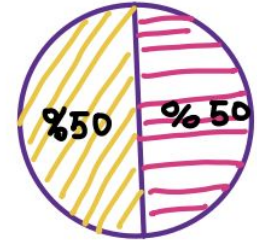
Disobedient Objects

- **Objects play a key role is social change**

Disobedient Objects:

Appropriating Common everyday objects → new purpose.

Disobedient objects: 50/50 making/breaking

Objects do not possess agency themselves but are part of ecologies that *"lead us to think about how movements produce new forms of knowledge and strategy"* (pg. 18)
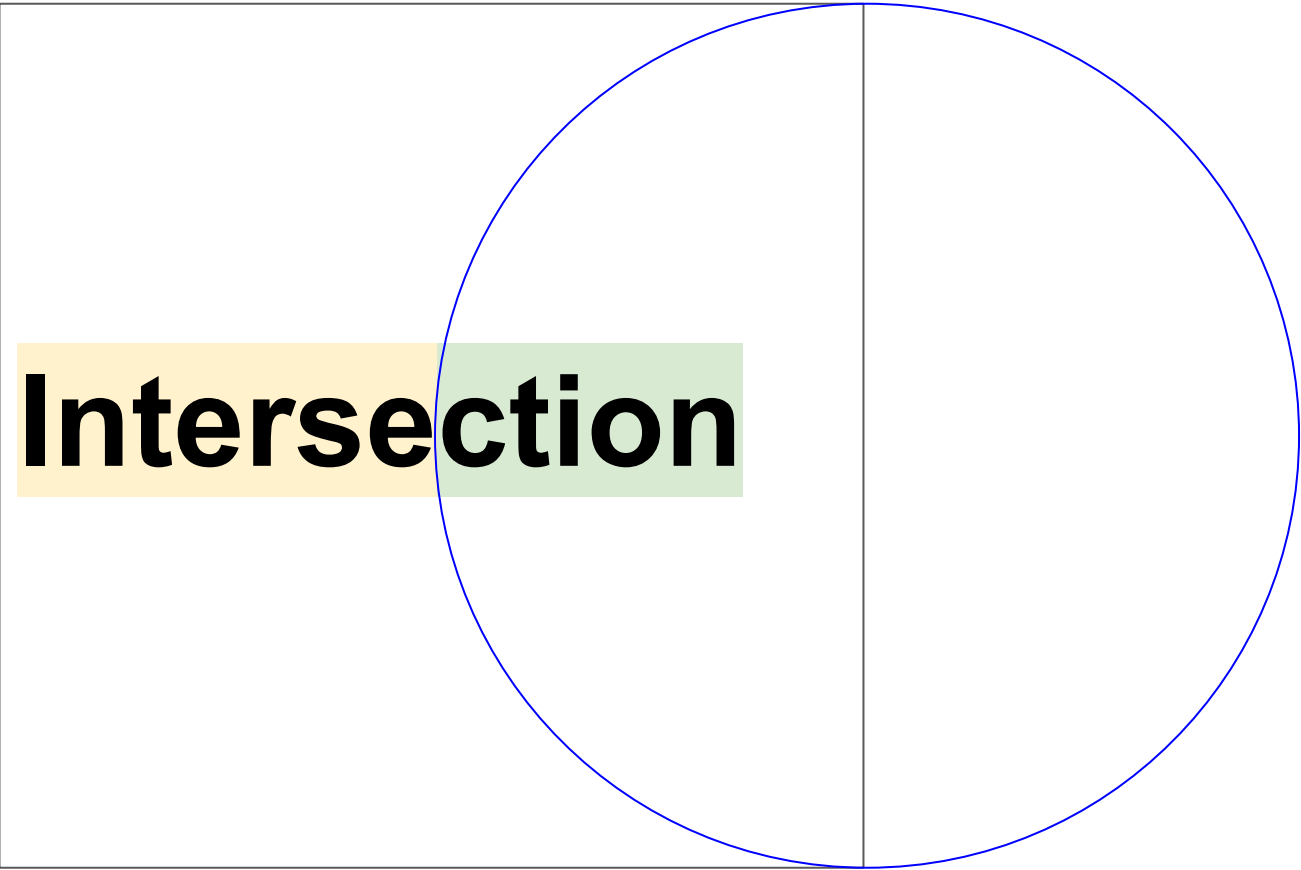
Capture → Convey → Circulate

"People are **drawn in** by the sheer skill [...] once an audience is **engaged** it is the ideal place to **explore** radical and controversial **ideas.**"

Intersection

Disobedient Objects and Sci-fi Circulate very well Through Society

Discussion

Each Table gets 1 question, discuss for two minutes, and they get 15 seconds to share out

3 groups of 5, and 1 group of 4

Get into your groups. DISCUSSION TIME!!!

Group 1

1 Selim   2 Kovit   3 Ariel   4 Abrar   5 Kayleah

Group 2

1 Shuyan   2 David   3 Larry   4 Angie

Group 3

1 Evelyn   2 Keya   3 Katiana   4 Rohan

Group 4

1 Vitor   2 Vivian   3 ~~Summer~~   4 Ryan
                          Cassidy

Group 1: What is a object that exists in the academic space that sends a message? What is that message?

Group 2: Pick one technology you experience in day to day life. Where do you see this technology in 30 years?

Group 3: What is a common technology you think is failing at its job?

Group 4: What features or attributes of an object captures attention and imagination of an audience.

https://www.youtube.com/watch?v=uBmbI8dzc-M

Activity

Activity Time! Design for a World that Doesn't Yet Exist

Same groups as before. 7 minutes to think and prototype, then 9 seconds to present:

Pick a sci-fi/fantasy universe (one that exists or create your own). Imagine a specific problem that exists in that universe and create a blueprint/design/model for a solution that doesn't exist and doesn't follow the typical rules of physics on earth. Perhaps..

a) UI for holographic communications technology
b) Interstellar highway design/traffic laws
c) A completely new GMO CRISPR fruit
d) A Jedi with limited hand dexterity. How are they holding their li
e) Zero Gravity BBQ for saturn

https://www.youtube.com/watch?v=CL_3mIOPnGI
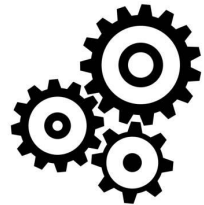
9 second Lighting Presentation Round

You just combined using things that **exist** in the physical world to thoughtfully create (design) and idea that **didn't exist** before!

Loose plan

Summarize main ideas (2 + 2 min)

Talk about intersection (1 min)

Discussion (5 min)

Design activity (7 + 2 min)

Closing remarks (1 min)