DEBATE

IN3010, Spring 2024

" *DELIBERATION AND DEBATE IS THE WAY YOU STIR THE SOUL OF OUR DEMOCRACY.*

Jesse Jackson, American activist

FOR GOOD IDEAS AND TRUE INNOVATION, YOU NEED HUMAN INTERACTION, CONFLICT, ARGUMENT, DEBATE.

Margaret Heffernan, business

WARM UP

1. 2 and 2 project teams face each other

2. Decide who goes first

3. The first team takes 3 minutes to decide what is the most important aspect of their project in relation to democratic values. They present this in 30 seconds to the other project team.

4. Team 2 does their best (in 3 minutes) to find counterarguments. They present them in 30 seconds.

5. Teams reflect jointly on values of their arguments..

PROCEDURE

1. Chose the moderator.

2. Divide into two groups. One would support the statement provided. The other would offer counterarguments.

3. Each group works for 5 min. and then presents the opening statment (max 5 min).

4. The moderator facilitates a structured debate, where each group will take turns presenting their arguments and counterarguments, for 3-5 min, followed by the other groups rebuttal.

5. Each group has a closing statement (max 3 min.) to summarize their argument and restate their position.

THEME 1 – DEMOCRATIC VALUES

Are and why are democratic values important to you? And to society?

What does technology have to do with design and democracy?

THEME 2 – TRANSITION DESIGN FRAMEWORK

Why is a new framework and approach necessary for working on problems/challenges such as strenghtening of democratic values?

How can continuity be maintained both in a high-level transition vision/plan and at the level of individual projects (interventions) over years or even decades?

What role is design uniquely suited to play in a project like this? What is it not well suited for? What are other key disciplines or roles that would be necessary in addressing problems like this one?

What do you anticipate the role of research would be in addressing the long-term challenge of democracy?

THEME 3 – DEMOCRACY BY DESIGN

Is it possible to intentionally shift one's worldview? What about social views on democracy? How are they problematizing current view of liberal democracy?

In what ways do worldviews relate to framing of design problems and ways of solving them? Does it blind you as designers to certain things? If so, what they might be?

Can you think of problems or conflictual situations related to democracy whose root cause are opposing worldviews?

In what ways is it possible to 'decode' the worldview behind many designed artifacts,communications and environments? Begin to play with this idea.