# Syllabus - Part 1

IN3010, 3<sup>rd</sup> of April 2024 Amela Karahasanović, SINTEF and UiO

### **Objectives**

### Extending our understanding of transition design

### Based on

Gideon Kossoff (2015) Holism and the reconstitution of everyday life: a framework for transition to a sustainable society, Design Philosophy Papers, 13:1, 25-38

Nomadic Practices: A Posthuman Theory for Knowing Design, 2020. Ron Wakkary

DESIGN PHILOSOPHY PAPERS, 2015 VOL. 13, NO. 1, 25–38 http://dx.doi.org/10.1080/14487136.2015.1085698

Routledge Taylor & Francis Group

#### Holism and the reconstitution of everyday life: a framework for transition to a sustainable society

Gideon Kossoff

School of Design, Carnegie Mellon University, Pittsburgh, PA, USA

AssTACT In this paper, a framework to assist transition to a sustainable the software interpretation of the software interpr

There is always a tight connection between social reality, the theoretical framework we use to interpret it, and the sense of politics and hope that emerges from such an understanding. This connection is often overlooked. Our hopes and politics are largely the result of a given framework. It is particularly innortant that we reflect on this fact in times of confound transformations, such as today. (Atrus

#### Nomadic Practices: A Posthuman Theory for Knowing Design

#### Ron Wakkary

School of Interactive Arts and Technology, Simon Fraser University, Surrey, Canada Industrial Design, Eindhoven University of Technology, Eindhoven, the Netherlands

This article develops the theory of normadic practices as an alternative to sceing design as a humanist disciplice. Normadic practices is an opiscenological theory guided by posthumanistic commitments of phenomenological intentionality, situated knowledges, and normadism. In contrast to humanist understandings of design that rely on objectivity viewpoints and universalizing foundations, normadic practices is extensively and practice of the structure structure structure and and partial. The anti-of the structure structure metaphore as extensivelges production in designs as situated, embedden and partial. The anti-of the structure metaphore as seen through particular structure such that design practices can be more expansive and planu. The article builds on prior epistemological theories including Kahn's (1942) *paradigms*, Relation's (2017) *programs*, and Aget (1997) generative metaphore as seen through parts changes and updevals in what is comoidered designs, assist as backier's (2006) *hind* wore HCI (human-computer interaction) or Harrison et al.'s (2007) *paradigms* of HCI. It then turns to key posthumatic scorepts to articulate structural features of nomatic practices, namely 1) multificity of interimodinities (2) situated knowing, and 3) nomadism. The contribution of this article is to offer a theory for thinking about design that embraces multiplicity and diversity rather than universalizing and singular ways of knowing design.

Keywords - Posthumanism, Discipline, Posthumanist Design, Intentionality, Nomadism, Epistemology

Relevance to Design Practice – This article offers a theory for knowing design that sees design practices as unique in terms of knowledge, methods, and intentionalities with respect to other design practices. It shows how design is pluralistic and independent of universalized principles and theoretical foundations of design characterized as a singular discipline.

Citation: Wakkary, R. (2020). Nomadic practices: A posthuman theory for knowing design. International Journal of Design, 14(3), 117-128.

Introduction

knowledge produced aspires to be unified in its concepts to be seen as foundational or universal. By contrast, nomadic practices

## Agenda

- Read the paper (about 20 minutes)
- Discussion in groups (about 15 minutes)
  - How is this (or can be) related to your project?
  - Do you know about any projects/initiatives addressing what is described in the paper?
- Presentation in plenum (10 minutes)