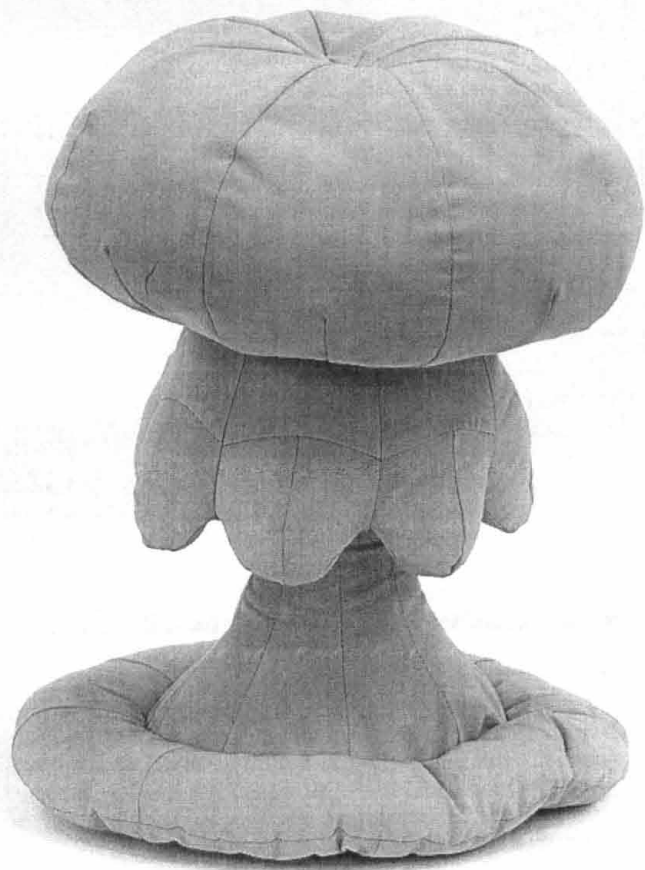


HUGGABLE ATOMIC MUSHROOM

DESIGNS FOR FRAGILE PERSONALITIES IN ANXIOUS TIMES, 2004/05



DUNNE & RABY

A

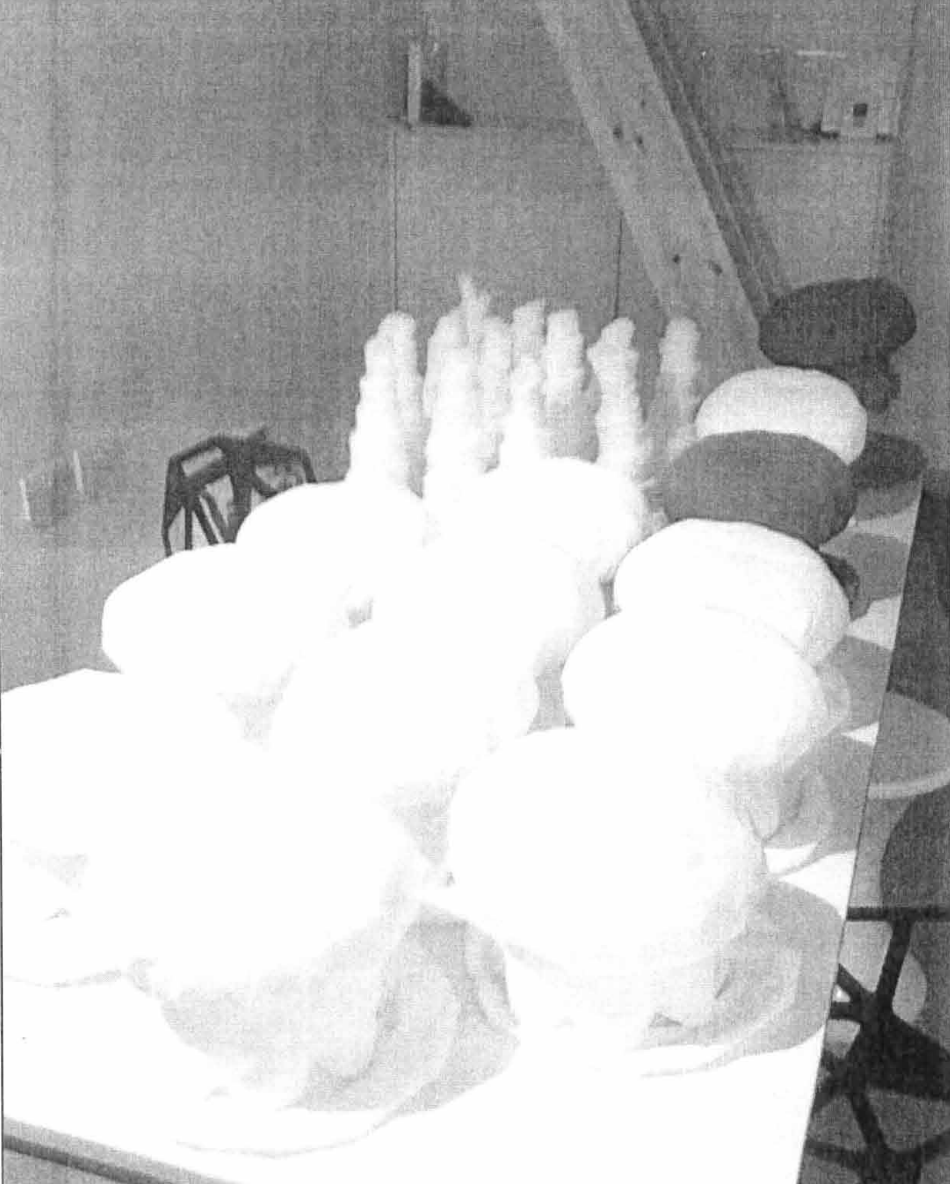
Affirmative
Problem solving
Provides answers
Design for production
Design as solution
In the service of industry
Fictional functions
For how the world is
Change the world to suit us
Science fiction
Futures
The "Real" Real
Narratives of production
Applications
Fun
Innovation
Concept design
Consumer
Makes us buy
Ergonomics
User-friendliness
Process

B

Critical
Problem finding
Asks questions
Design for debate
Design as medium
In the service of society
Functional fictions
For how the world could be
Change us to suit the world
Social fiction
Parallel worlds
The "Unreal" Real
Narratives of consumption
Implications
Humour
Provocation
Conceptual design
Citizen
Makes us think
Rhetoric
Ethics
Authorship

PHOTO: FRANCO WARE





Breathing spot colour: —

A Critical Making exploration of physical standards

ginger "all-lower-case" coons
Faculty of Information
University of Toronto

