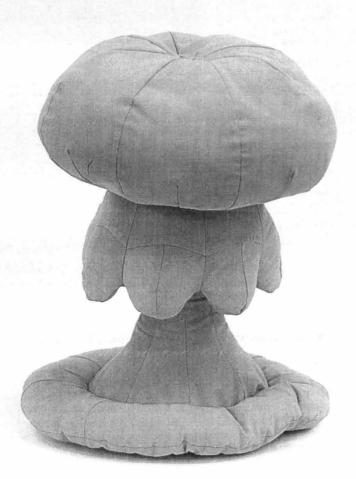
HUGGABLE ATOMIC MUSHROOM

DESIGNS FOR FRAGILE PERSONALITIES IN ANXIOUS TIMES, 2004/0



DUNNE & RABY

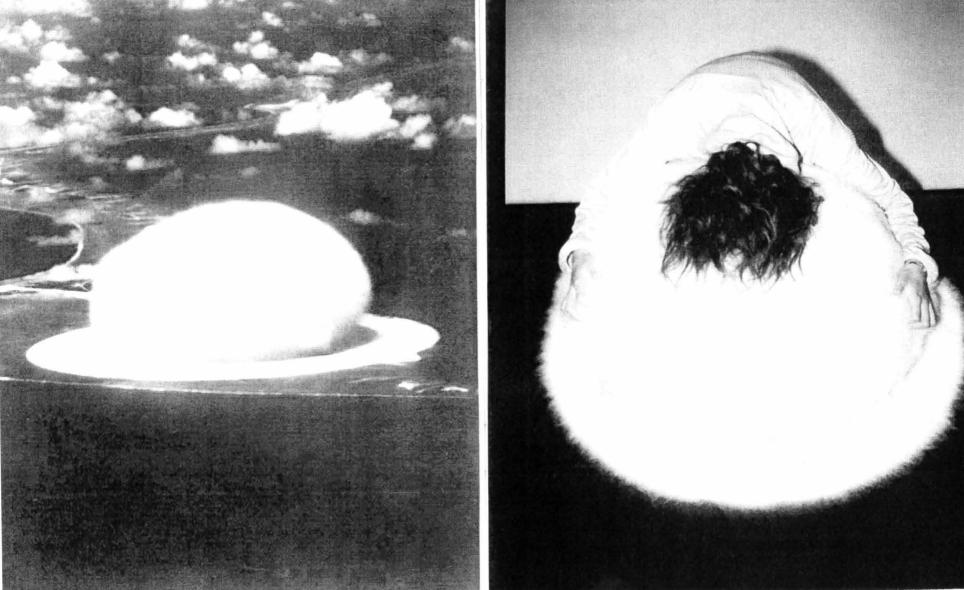
Α

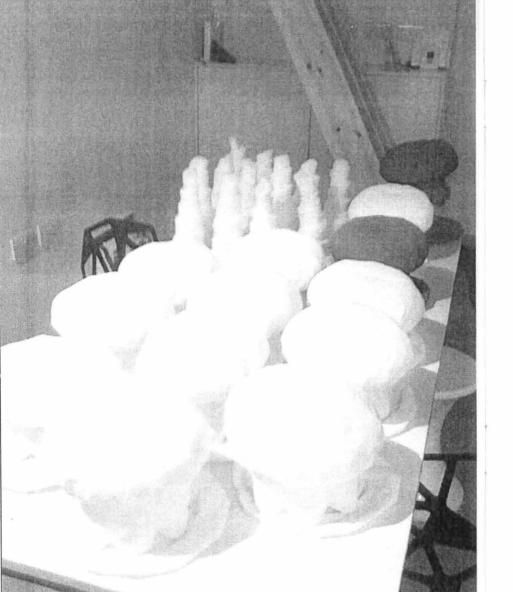
Affirmative Problem solving Provides answers Design for production Design as solution In the service of industry Fictional functions For how the world is Change the world to suit us Science fiction Futures The "Real" Real Narratives of production Applications Fun Innovation Concept design Consumer Makes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





Breathing spot colour:

ginder "all-lower-cose" coons Faculty of Information University of Toronto





