

Open Design Minor 2016: Assignment

A Collection and Compendium of Unusual Knowledge



context

an (open) citizen biotope / autarchic (eco)system in 2030 in Bouwkeet /BoTu

In the minor Open Design, we will focus on opening up hidden knowledge. We collaborate with **Bouwkeet**, a maker space that offers (digital) fabrication facilities (3D-printing, laser cutting) but also traditional crafty skills. It aims to collaborate, make and share information about making with inhabitants of this neighborhood.

challenge

Imagine a scenario of the BoTu neighbourhood in 2030 - as **an independent citizen biotope and autarchic ecosystem**. The challenge: imagine how this neighborhood can become self-sufficient. Which knowledge do you need for future needs of this neighbourhood?

possible topics: citizen science, DIY technology, bio hacking, maker health/care, food collection / production (foraging), citizen education

references (preliminary)

<http://opendesignnow.org>

<https://dezwijger.nl/programma/the-future-of-making-things>

Maker Nurse <http://makernurse.com>, <http://www.makerhealth.co>

<https://waag.org/en/project/makehealth>

FabCity <http://europebypeople.nl/fabcity-2/>

<http://dekeukenvanhetongewenstdier.nl>

Assignment

Non Experts – Experts: authorship, participation, user iteration

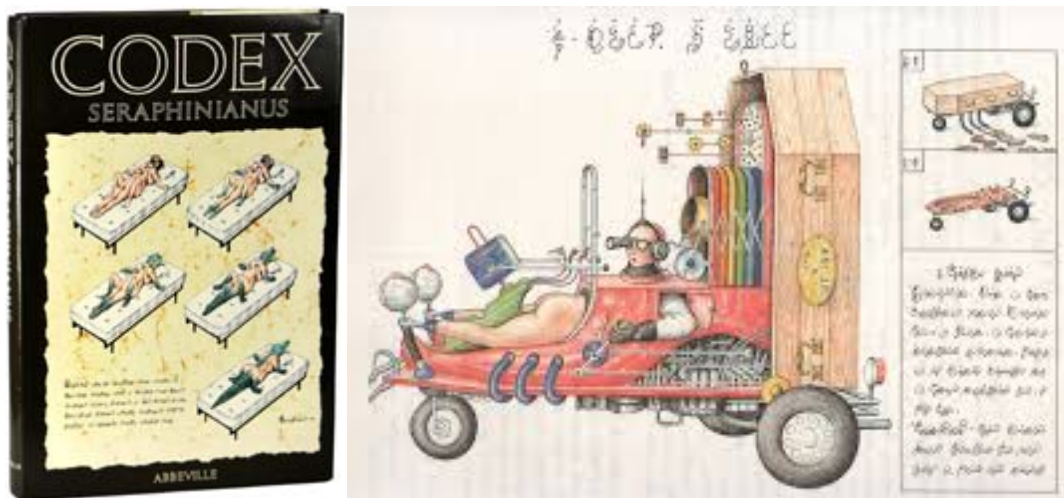
This assignment focuses on experimenting with the principles of openness in design. What does sharing of the work mean for you as a designer? How do you design for participation?

Open Design is rooted in open source hard and software, participatory and human centered design and the 'open form' tradition. You will explore what openness in design could mean for your design field and how you can express your identity as a designer in open design.

The project challenges you to develop a dialogue between Non Expert-Expert makers, audiences and designers. Eventually you will define your own approach to open design. Think radically – open doesn't mean allowing people a constricted set of choices (e.g. a dress offered in different colours and lengths) but having an honest, deep, and challenging engagement with user groups and communities to stretch the limits of your design concept.

A Collection and Compendium of Unusual Knowledge

In Q13 we will reverse the roles between designers and 'amateurs': the starting point is the Non Expert - Expert, the 'amateur' that has become a professional in a specific field. You will explore "Expert – Non Expert" individuals/communities who have informal knowledge in a wide range of subject areas, from giant pumpkin growing to computer case modding to amateur radio. Often, this informal yet valuable knowledge production remains unknown for a wider audience. How can this knowledge become useful for BoTu as a citizen ecosystem / autarchy?



codex seraphinianus

Open Content / Open Form

How to better resource and open up "non-expert expert" communities and also utilise their knowledge on a broader scale, immediately? And how to make the community's knowledge meaningful, relevant and exciting for others and for a citizen ecosystem or autarchy?

What aspects of a particular community's knowledge could be turned into a toolset for wider use? (example: organizational methods of "preppers" used as a design toolkit for a variety of organizational challenges in homes, workplaces, etc).

You are challenged to disseminate this informal knowledge by using Open Design principles. We will explore the methods for openness of a design ('forking', user iterations) and disseminating knowledge. You will make a description an open product based upon the knowledge of the non-expert – expert. Your projects together will eventually embody *A Collection and Compendium of Unusual Knowledge*.

Examples from last year: http://publicationstation.wdka.hro.nl/compendium_of_unusual_knowledge/
http://publicationstation.wdka.hro.nl/wiki/index.php/Unusual_Knowledge:Main_Page

deliverables

- Find a unique expert community that is of interest for you as a designer and for a citizen ecosystem / autarchy. Look online, but also in real life; in local newspapers, on bulletin boards in local supermarkets etc. etc.
- Make an open/ sharable product, tool or system for / based upon the non expert – expert knowledge for the *Collection of Unusual Knowledge*. How can you appropriate and disseminate their knowledge and open it up for others?
- Define your Open Design parameters (open source, product iteration, open form) and your own Open Design approach. How do you design for iteration? Be extreme, how much can you provoke the audience and trigger them to participate?
- Document your open design approach, process and product in a wiki, for the *Compendium of Unusual Knowledge* and write a statement on Open Design.
- Group Presentation of the *Collection of Unusual Knowledge* on location

Assessment criteria

DESIGN

a. Innovation: conceptualization and execution of the project	20%
b. Appropriation of open design criteria / method, positioning	30%
c. Communicative value of the project	20 %
d. Visibility of the implications of research in the design	20 %
e. Process: self initiated, consistency, collaboration	10 %

PRESENTATION

a. Communicative value	50%
b. Argumentation , coherence	50%

RESEARCH

a. Communicative value: argumentation, motivation, coherence	20%
b. Knowledge of (theoretical) context	30%
c. Quality, relevance, urgency of the research question	30%
d. Diversity in / quality of research (references, method)	20%