METHODS OF CONTEXTUALISING

STATEMENT

After reading this brief, speculative design and imagining alternative futures through speculative design are the two things that inspires me the most. It was provocative enough to drive me to go deeper into the social and environmental contexts that design might cover and practice design in a context that can help us envisage more equitable and sustainable futures.
Furthermore, I as a designer have the opportunity to construct narratives that challenge existing power structures and amplify marginalized voices. Which made me think, how can a designer change the conversation to address the deeper problems that society is facing and show how ignoring these urgent problems has led to the disarray caused by band-aid solutions to the climate catastrophe?
However I think of different methods I can employ to work more effectively to articulate and communicate my thoughts?
My goal is to get people to start thinking critically about themselves as users and members of societies as our practice enables people to perceive and understand these otherwise unnoticed problems.
How can I design not for the present but for the future?

THE ICY CLIMATE EFFECT (ICE)

The glasses and filter are meant to serve as an interactive tool that helps people become more conscious of their responsibilities and the ways in which their actions impact the environment. We selected the Instagram filter because it provides a regular avenue for audience interaction.
We decided to extract the process of melting and hide the apparent visual element of ice blocks in the outcome, the filter. So that the artificially created everyday objects in people's lives would become ice under our designed filter, with the characteristic of melting.
We wanted to engender terror in people's daily lives, alerting them to the possibility that this could be their future. The simultaneous melting action represents the idea that everything has a reaction, the passage of time, and the ways in which a changing climate will impact our daily lives

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ANNOTATED BIBLIOGRAPHY

Anab Jain (2020), Calling for a More-Than-Human Politics, article via Superflux

Our goal was to instill a sense of urgency in people by focusing on the potential future and bringing that sensation into the present through our initiative. In her piece More Than Human, Anab Jain states about her project Mitigation of Shock, "The intention of such a speculative approach with hands-on experimentation is that it offers us the opportunity to very directly step into a familiar space to confront our fears,[…]".
Similarly, our digital filter and glasses (liquified bifocal lenses) depict how the repercussions of climate change will impact our daily lives by creating live visualizations of potential or imagined futures. It gives you an opportunity to live the experiences of the possible future.
It was designed as a futuristic simulation to help people see how a problem like global warming can impact our future selves or future generations on a day-to-day basis.

The goal of the mitigation of shock was to tell the story of a possible future in which the city view, tools, artifacts, and plants tell of the drastic measures people had to take in order to not only survive but also thrive in a post-climate change world. It also touches on the topic of the melting filter, which causes things to melt and disappear, sending a message about how society has taken the environment and its resources for granted and raising the question of whether or not people will be able to adapt if the resources keep disappearing.

Bridle, J. (2023) Ways of Being: Animals, Plants, Machines: The Search for a Planetary Intelligence. London: Penguin.

Like the author of this book, I agree that the computational world has something crucial to contribute to our more-than-human community. The book offers a perspective on the intersection of intelligence, technology, and climate change.
One of the greatest examples from the book is the Missouri Basin Model live test from 1952. In the test, the model's operators run tests on the river bank by setting different conditions along the river's length to predict surges and level failures. The power of the simulations was such that they could predict the changes that could happen over 24 hours in just 5 minutes.
Following the same concept, if the filters and glasses created by our group can be further developed with AI, it can not only create context-based solutions but also prevent a lot of damage. And not only for humans to prepare for adaptiveness, but also for the environment to guide us to take the necessary action for it. The technology can be inculcated with AR/VR sets or in any other form that gives people access to understand the complexities that climate change holds. It made me wonder how these simulations can be distributed amongst people on smart phones, and through what technology? By enabling us to better understand and collaborate with these intelligences, leading to more sustainable and harmonious coexistence.

Jencks, C. and Silver, N. (2013) Adhocism : The Case for Improvisation. Cambridge: The MIT Press.

One of the important terms that I realized while reading was adaptiveness and context-specific solutions.
The book inspired me and made me question my approach to creating the melting simulation through the glasses. The glasses (liquified bifocal lenses) are based on the idea that most of the creations and inventions were originally ad hoc combinations of past subsystems. They have been 'modified' and 'recombined' in a way that allows it to keep its structure or parts but evolves their function that is more specific to the conditions or context (visualizing climate change).

For example, glasses allow users to see or correct their vision using various types of lenses with different powers. Similarly, the physical glasses represent the melting action, and different types of lenses with different melting or liquifying properties can give the wearer the impression that physical objects are melting, which creates a reality for them by creating stimulation.
The concept of adhocism can be applied to climate change and climate justice by emphasizing the need for flexible, improvised, and context-specific solutions.
It emphasizes the importance of being open to multiple possibilities and being willing to adapt and combine different approaches in response to changing circumstances.

Blauvelt, A., Maurer, L., Paulus, E., Puckey, J. and Wouters, R. (2013) Conditional Design Workbook. Amsterdam: Valiz.

This book made me question how the project, due to its interactive and interpretive nature, can be reinterpreted to match the conditions of the changing climate. Even though our aim was to target the day-to-day objects that make the user aware of how they are connected to their daily lives, conditional design made me realize how the solution is not timeless because it works under the condition of interpretivism, not responsiveness.
Gerstner was redefining the common belief that a graphic designer solves problems by taking a more comprehensive, broad view of design that can be influenced by methodical, more scientific decisions.

The melting action happening simultaneously is a representation of how every action has a reaction; it also signifies how time is going, moving, and passing, as well as how the effects of a changing climate will affect our day-to-day existence. But is it changing with the changing conditions of the climate that are inevitable? This approach should recognize that every action has a reaction, symbolizing the cause-and-effect relationship, and underscore the interconnectedness of actions and their consequences in the context of a changing climate.

Knowles, T. (2008) Tree Drawings. Available at: https://www.cabinetmagazine.org/issues/28/knowles.php

The artistic approach employed by Tim Knowles, utilizing trees to create "Tree Drawings," relates with the concept of using ice as a tool to capture the melting process. Both methods seek to integrate natural elements into the process, allowing for the expression of motion and stillness. While Knowles attaches pens to trees to record their movements, the ice dye and stop motion experiments similarly captured the evolving impressions left by melting ice.

Through this exploration, we realized that the visual representation of the melting process did not necessarily require the physical presence of ice. Instead, the concept of "melting" itself became the focal point, symbolizing the impact of the ice and climate change. This change in perception emphasized on the significance of "melting" as a term of transformation and change, translating the use of ice as a tool into a deeper investigation of the melting process.
Drawing connections between these methods allows for the development of an interconnected narrative that emphasizes the relationship between artistic expression and natural events in the creative process.

Eliasson, O. (2020) Earth Speaker. Available at: www.earthspeakr.art

Earth Speaker is one of the progressive ways we can translate our filter into. In terms of communication, the earth speaker is direct, operates in more than 24 languages, and has been humanized by adding faces to connect with the audience. By substituting non-human items like trees and the soil for children's faces, earth speaker humanizes (form and context) and uses words to bring them closer to people's lives.

In order to enhance the integration of digital and physical filters, we can investigate a more unified strategy that balances the real and virtual components. This could involve enhancing the interactive nature of the filters, perhaps by incorporating real-time environmental data to dynamically influence the digital effects, thereby creating a more direct and immediate connection to environmental changes that could educate, raise awareness, or project other positive stimulations to install confidence and responsibility towards the environment. To provide users with a more engaging and powerful experience, we can also work toward creating a more seamless and integrated presentation that clearly conveys the connections between environmental concerns and modern daily living by rethinking the interaction between the digital and physical components of the filters. We can also work on the possibilities of integrating/connecting these filters with the day to day objects/smart objects that we interact with.

THANK YOU