

DRS2018 DAY 1 QUESTIONS

- * Why is #designsowhite?
- * What do you mean by industry?
- * How do we ensure design and design research is not just discussed in our academic echo-chamber, but taken into society/industry to affect meaningful change?
- * How does what is being presented relate to other (global; non-UK) contexts?
- * Tool for industry vs altruistic agent for change. So is industry unconcerned with change and also selfish?
- * How much has Paul's AHRC fellowship learned from what works (or doesn't) in other countries? Scandinavia? Netherlands?
- * Why are we talking on a this closed private platform when most of our work is publically funded? Could this not be online or on Twitter?
- * How can we support ECRs to transition from short contact research to permanent research positions allowing them to be proactive and bring in funding
- * How much of design academia is about preserving / justifying its own existence? It might be unavoidable, but it seems to be a major theme.
- * How is design research impact being measured by society, policy makers, funding agencies and educational managers in your respective countries?
- * Can the AHRC fund independent (and precariously employed) researchers better? There's nothing for them at the moment and it's an appalling state of affairs.
- * how can individual researchers benefit from this high level/generic/value-oriented perspective?
- * Sure, but why don't you post up the question? The premise of how these conversations are constructed is intrinsically part of the form of the conversation.
- * All these changes seem promising, but can designers actually affect governmental policies? What makes them more effective than policy makers? What are pitfalls?
- * How would you describe the 'designerly ways of knowing' in these collaborative design (research) networks?
- * How can design engage with the destructive logic of material streams like mineral oil, corn, palm oil, mass crops, getting pushed on consumers who don't know?
- * To Paul's presentation of projects with design engaging with other disciplines - What is 'design' when other disciplines start to call themselves 'designers'?
- * Is design a kind of universal science?
- * Should designers become more cynic about the world and the impact of our practice?
- * When will the debate start?
- * Well, we can agree to disagree on what is relevant right now. Thank you for your consideration.
- * What is the relationship between design and engineering?
- * Moderator: I've just realised I can ask my question in a better and more relevant way...
- * Have any of the panel any insights into the routes to impact for design research?
- * Might we achieve more altruism and change by making our conference conversations open to the public?
- * Does the importance of personalised experiences really mean that universal accessibility is not important too?

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- * Are designers still mainly occupied with design that makes people want things? What kind of a future this implies? What kind of a change design catalyses?
- * Design is meant to be optimistic and meant to make us better, but many designs have brought forth very bad (social,ethical,etc.) effects. How to deal with that?
- * Is 'design pornography' a symptom of too much 'design thinking' and too little 'design making'?
- * How can we make sure that human values stay together with the evolving technologies (eg. AI)? How can design support that?
- * How do we have the conversations about how we experience, desire, and understand "good" design and "good" social structures differently, with different stakes?
- * Keynes thought that in modern time we will work only 15hours a week. Did the politics of material made us missed our greatest socio-economic evolution?
- * Why use of stereotypical images of India?
- * Could we get the slides posted to us?
- * Is a humanistic (human only) definition of design enough to operate in current supercomplexities?
- * Must designers be human?
- * 'Cognitive flexibility' - a neo-liberal attribute?
- * To all presenters: how do you currently practice and approach design changes in design teaching, or envision to be the best way to do so?
- * How can we talk about sustainable/responsible/change in design and produce massive waste by eating packed sandwiches and drinking coffetogoes at the same time?
- * Should design still play nice to industry and public sectors? When do you truly design for people?
- * On approaching a machine-first method of designing, would philosophical constructs such as phenomenology act as a hinderance to research or a boon?
- * Can we have copies of these slides please? Too quick to read or photograph!
- * There is a lack of real empathy and representativeness for other contexts. Really leave that reality.
- * Should design researcher and designer be one person? What is the ideal distribution of both in his work?
- * With regards to technology and design, we basically looking at transhumanist futures? Wouldn't in mergers with us and our designs in such a way complicate?
- * Social innovation should not be linked with an act of "charity". Should be a true act of inclusion towards and inclusive society.
- * What is argument on how few industries compromise on their research teams because of business(mostly monetary) costs?
- * Is the design attitude something everybody should have in the future?
- * Pau/Mariana - you talk about "research" but if we truly shift from designers as makers to researchers, why are all outputs still documented as pretty visuals?
- * To do design for good don't we have to talk about the oppressive systems of white supremacy, heteropatriarchy, capitalism, we need to dismantle or transform?
- * Can we move the DRS out of Europe so the discussions can be more relevant to a wider audience?

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- * A lot of discussion has been on participatory design. How to deal with people not actually knowing what they really want and need?
- * Your debate illustrate the importance of designing for impact in society and industry. But when should we abstain from design? Is design always for the better?
- * Shouldn't design be freed from neoliberalism to actually function as a catalyst for positive change?
- * Will the moderator and panel be brave enough to tackle the most popular question?
- * We also need to understand ecological impacts; there is little evidence for the need of this type of literacy in these discussions
- * Is there available a more critical, perhaps revolutionary, and less neoliberal-friendly concept of design?
- * How to deal with that designers not knowing what people need?
- * Impressive 'nice' angles/ideas/ discussions. YET, do we think/believe anything is FUNDAMENTALLY MISSING from the bigger picture - to make real design impact?
- * Don't you think that "innovation" is running out of meaning?
- * We need to address the question on the screen. This got awkward quickly... will we answer the hard question?
- * How can social change in design switch the view of charity on the underrepresented demographics to their community strength of their cultural perspective?
- * Still a big silo thinking here: Where are those initiatives/labs/people that stand in the nexus of academia, industry and society with a strong applied focus?
- * What is the role of writing in design education.
- * if the user-centred proposal doesn't successfully disrupt the existing business model and is stifled by the commercial status quo?
- * Can we move design beyond addressing the symptoms of problems and towards address the root cause issues that are driving them? Inequality of access, economies..
- * Is it really design innovation if...
- * There would be no "good design acting" without, research, description, reflection, evaluation? Are Design Schools creating reflective designers?
- * Does anyone really think it's possible to design racism, heterosexism, and etc. out of existence? Or just out of our conversations?
- * I understand the benefits of this interface to ask questions, but it is an example of technology taking the face, the voice away!
- * Instead of talking about the "power of design" shouldn't we be talking about power more broadly? Who is included and who is excluded in the design profession?