Anne Nigten
Networked Ecologies: People, City, Things
City of Things, June 21st, 2016
‘WE ARE LIVING IN A HYPERREALITY’
UMBERTO ECO, 1986
NETWORKED ECOLOGIES: PEOPLE, CITY, THINGS

- CONTEXT
- NETWORKED ECOLOGY
- HUMAN CENTERED DESIGN?
- TRANSITION PROCESSES
- CASE STUDY
- TRANSITION DESIGN
- CASE STUDY
THE CITY TRANSFORMS TO A SMART CITY

iHealth, activity tracker

Fitbit, Wifi scale
THE NETWORKED ECOLOGY

ACTOR NETWORK THEORY (BRUNO LATOUR, 1987, 2010)

- EMPHASIS ON INTERACTION
- 'ACTORS' IN THE NETWORK ARE PART OF THE NETWORK
- INTERACTION AMONG PEOPLE, GOVERNMENT, INDUSTRY, SMART OBJECTS, ROBOTS, ANIMALS, DEVICES AND SO ON
- ACTORS HAVE MULTIPLE ROLES
HUMAN CENTERED DESIGN?
HUMAN CENTERED DESIGN?

IN THE SMART SOCIETY, THE END USERS ARE NO LONGER EXCLUSIVELY HUMAN.
HUMAN CENTERED DESIGN?

IN THE SMART SOCIETY, THE END USERS ARE NO LONGER EXCLUSIVELY HUMAN

HUMAN USERS ARE PLAYING AN INCREASINGLY ACTIVE ROLE IN THE DESIGN PROCESS.
HUMAN CENTERED DESIGN?

HUMAN CENTERED DESIGN ISSUES IN THE NETWORKED ECOLOGY

1. THE (RE) EMPOWERMENT OF HUMAN BEINGS IN THE NETWORKED ECOLOGY

2. THE VALUES, HUMAN AND OTHERWISE, PROGRAMMED INTO THE SOFT- AND HARDWARE (META DESIGN)
TRANSITION PROCESSES BRING ABOUT IRREVOCABLE SHIFTS IN VALUES, EVEN NEW SETS OF VALUES

(EHN, 2008, TILT FACTOR, 2013, AVELINO ET AL 2014)
TRANSITION PROCESS

WICKED PROBLEMS (RITTEL & WEBBER, 1973)

ACTOR NETWORK THEORY (LATOUR, 1987, 2010)
TRANSITION PROCESS

THE CITY BECOMES A SMART CITY
CASUS: CLAIM YOUR SMART CITIZENSHIP!

Claim your smart citizenship! Creating 010

The Smart Citizen project, Fablab Barcelona, et al
TRANSITION PROCESS

THE CITY BECOMES A SMART CITY
CASUS: CoProdUse

HOW CAN THE LOCAL GOVERNEMENT CALL ON CITIZENS’ IDEAS AND BRAINPOWER?
HOW CAN THE CITIZENS BE EMPOWERED TO CO-DESIGN THEIR URBAN ENVIRONMENT?
TRANSITION DESIGN

TRANSDISCIPLINARY COLLABORATION

TRANSDISCIPLINARY COLLABORATION AS A CONJOINING OF FORCES OF KNOWLEDGE AND EXPERIENCE NECESSARY FOR SOLVING SUPER WICKED PROBLEMS

TRANSITION DESIGN

TRANSDISCIPLINARY COLLABORATION

“Transdisciplinarity may even be described as ‘intellectual outerspace’. But to have an ‘outerspace’ necessarily requires that there would be an ‘innerspace’, and this ‘innerspace’ is provided by the disciplines.” (MARGARET SOMERVILLE, 1998)
TRANSITION DESIGN

CATALYSTS AND TRANSITION DESIGNERS

AGENTS OF CHANGE (BARNARD ET AL, 2015)

Source: dobberendbos.nl / Jeroen Everaert - Mothership
TRANSITION DESIGN

CATALYSTS AND TRANSITION DESIGNERS

AGENTS OF CHANGE (BARNARD ET AL, 2015)

LOCAL AND INTERNATIONAL CONTEXT

TRANSITION DESIGN (IRWIN, 2015, SANDERS & STAPPERS, 2008)

DRIFT

CITIZENS INITIATIVES

TRANSITIONDESIGN.NET

Source: dobberendbos.nl / Jeroen Everaert - Mothership
SMOG FREE TOWER, STUDIO ROOSEGAARDE

MORE INFORMATION

Design in a genetwerkte ecologie /
Design in a networked ecology

Anne Nigten

CREATING010.COM
RESEARCHGATE.NET/PROFILE/ANNE_NIGTEN
FACEBOOK.COM/ANNE.NIGTEN
LINKEDIN.COM/IN/ANNENIGTEN
PATCHINGZONE.NET
AGENTS OF CHANGE

Source: dobberendbos.nl / Jeroen Everaert - Mothership
MULTI-LEVEL PERSPECTIVE ON TRANSFORMATIVE SOCIAL INNOVATION,
AVELINO E.A. 2014
GEBRUIKERSGEMAK

Motorola Bravo express (1996)

JUNG-WOO LEE (2016)

STICKNFIND (2016)

iPAD 1 (2010)
META-DESIGN EN BEWUSTWORDING

VERHALEN EN WERKENDE PROTOTYPES

MILKPROJECT, ESTHER POLAK (2010)
TRANSITIEPROCESSEN

The Smart Walker
Bringing elderly people together using technology that feels natural and unobtrusive.

A solution to help reduce loneliness
How to create more social interaction between the elderly

Context

Loneliness can be defined as:

- The inability to form or maintain meaningful relationships.
- The tendency to feel neglected, ignored, or unimportant.
- The lack of emotional support from others.

Initial concept

Design stage: simple

The initial concept was developed with the aim of creating a simple and user-friendly solution that would help reduce loneliness among the elderly. The concept involves the use of a smart walker, which incorporates advanced technology to enhance social interaction.

Analysis

The design addresses the core issue.

Being a concept design, it is designed to address different aspects of the problem. It focuses on creating a simple and user-friendly solution that would help reduce loneliness among the elderly.

Proof of concept
test using a pilot session.

The proof of concept involves a test using a pilot session. The test aims to evaluate the effectiveness of the solution in reducing loneliness among the elderly.

Approach

Design stage: testing

The approach involves testing the concept through a pilot session. The aim is to evaluate the effectiveness of the solution and make necessary adjustments.

Discussions

Fishing the Experimenter’s Cuttlefish through participatory design

The discussions focus on participatory design, which involves involving the users in the design process to ensure the solution is user-friendly and effective.

Conclusion

The solution is an effective approach.

The solution is designed to be effective in reducing loneliness among the elderly. It incorporates advanced technology to enhance social interaction, making it a valuable tool for older adults.

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\[ \text{Final Concept} \]

The final concept incorporates a detailed solution.

The final concept takes into account all the feedback gathered during the testing process. It includes enhancements and modifications to improve the solution's effectiveness in reducing loneliness among the elderly.

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WE BEVINDEN ONS IN EEN TRANSITIE VAN ZORG NAAR SLIMME ZORG

BIOSTAMP, MC10
MULTI-LEVEL PERSPECTIVE ON TRANSFORMATIVE SOCIAL INNOVATION,
AVELINO E.A. 2014
TRANSITIEDESIGN

TRANSDISCIPLINAIRE SAMENWERKING

THIRD SPACE (MULLER, 2003)

BASISKENNIS VAN PROGRAMMEREEN EN MEDIATHEORIE ALS GEMEENSCHAPPELIJKE TAAL
GENETWERKTE ECOLOGIE (NETWORKED ECOLOGY)

VERMENGING ONLINE EN DE OFFLINE WERELD: ‘HYPERREALITEIT’ (UMBERTO ECO, 1986)
EMANCIPATIE

“Wat nodig is, is een studium generale digitale materiaalkunde.”
(GEERT LOVINK, 2012)
TRANSITIEDESIGN

TRANSDISCIPLINAIRE SAMENWERKING

ALS NOODZAKELIJKE BUNDELING VAN KENNIS EN ERVARING VOOR SUPER WICKED PROBLEMS

“Transdisciplinarity may even be described as ‘intellectual outerspace’. But to have an ‘outerspace’ necessarily requires that there would be an ‘innerspace’, and this ‘innerspace’ is provided by the disciplines.” (MARGARET SOMERVILLE, 1998)
TRANSITIEDESIGN

COMMUNITY OF PRACTICE

MODEL VOOR TRANSDISCIPLINaire samENwerking WERKEN, LEREN EN ONDERZOEKEN OP LOCATIE

SAMEN & ANDERS (EMI, KC CREATING 010, ZORGINNOVATIE, LAURENS, ZADKINE, THE PATCHING ZONE, E.V.A.)

WEDERKERIGHEID

TRANSITIEPROCESSEN

DUURZAAMHEID

1. BEWUSTWORDING RONDOM DUURZAAMHEID (BARNARD E.A. 2015; VAN DARTEL & NIGTEN, 2015; NIGTEN & VAN DARTEL, 2014)
2. VERBINDING MET RIFKIN’S THIRD INDUSTRIAL REVOLUTION (RIFKIN, 2013)

SPECULATIEF DESIGN ?
GENETWERKTE ECOLOGIE (NETWORKED ECOLOGY)

SOCIAAL-CULTUREEL PERSPECTIEF

• REFLECTIE EN BESPIEGELING
• SPECULATIVE DESIGN EN DESIGN FICTION (DUNNE & RABY, 2013)
EMANCIPATIE

“I have always imagined the information space as something to which everyone has immediate and intuitive access, and not just to browse, but to create.”

(TIM BERNERS-LEE, 2000)
MENSGERICHT ONTWERPEN?

EMANCIPATIE

APPS

ONLINE TOOLS VOOR DOE-HET-ZELVEN (FOTOBEEK)

IEDEREEN IS EEN DESIGNER ! (GERRITZEN E.A., 2003)

“Wat nodig is, is een studium generale digitale materiaalkunde.”
(geert lovink, 2012)
META-DESIGN EN BEWUSTWORDING

VERHALEN EN WERKENDE PROTOTYPES
(ANDERSEN E.A., 2006)


CoProdUse
SMOG FREE TOWER, STUDIO ROOSEGAARDE