

Kumiyo Nakakoji situated/embedded

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[Thomas Binder, Eva Brandt, Pelle Ehn & Joachim Halse, *Democratic design experiments: between parliament and laboratory*, CoDesign, 11:3-4, 152-165, 2015]

[Pelle Ehn and Alfred Nordmann: *Design/Politics: A Critical Exchange in Two Rounds*, in *Technisches Nichtwissen*, Jahrbuch Technikphilosophie 2017, vol. 3, pp. 406-426, Nomos, Baden-Baden, 2017]

the laboratory practice of designarly making

the parliamentary practice of decision-making

**design
experiments**

design experiments in the small and in the many

"iterative prototyping and probing processes materially exploring different what-if scenarios"

[Ehn & Nordmann Dialogue]

"in democratic design experiments (in the small), the outcome of every prototyped instance of a "what-if" scenarios is a potential controversial thing, open to democratic agonistic deliberation and negotiation. This is one collective (human and non-human) aspect of co-design."

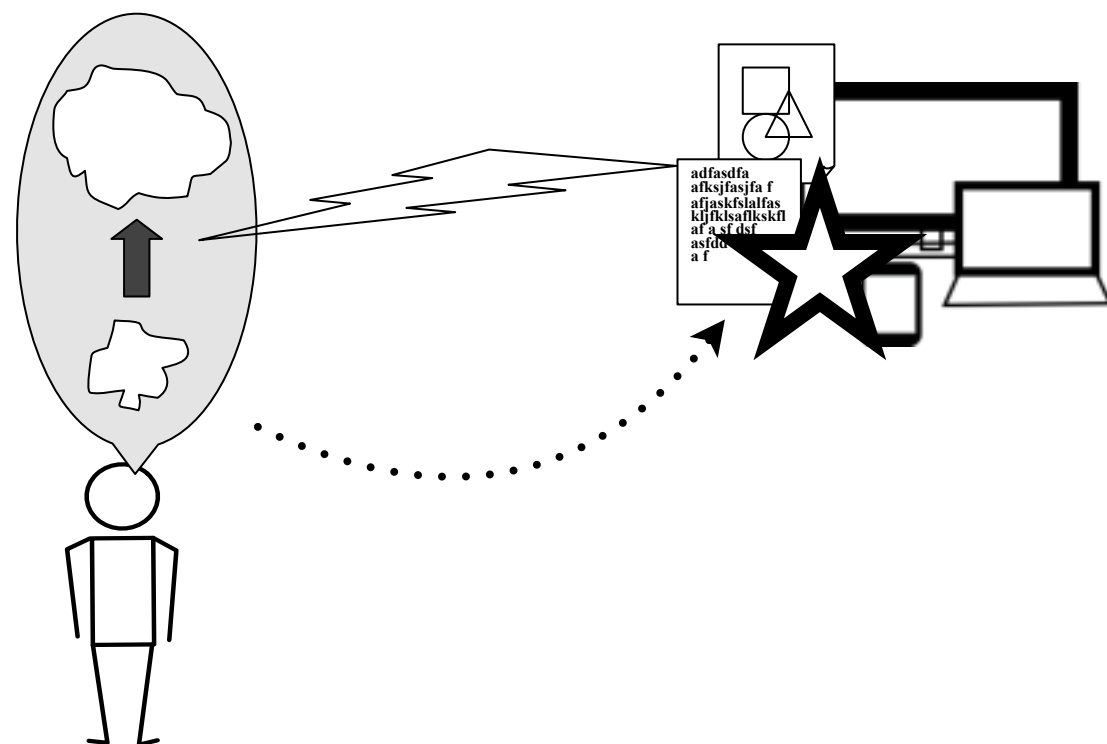
[Ehn & Nordmann Dialogue]

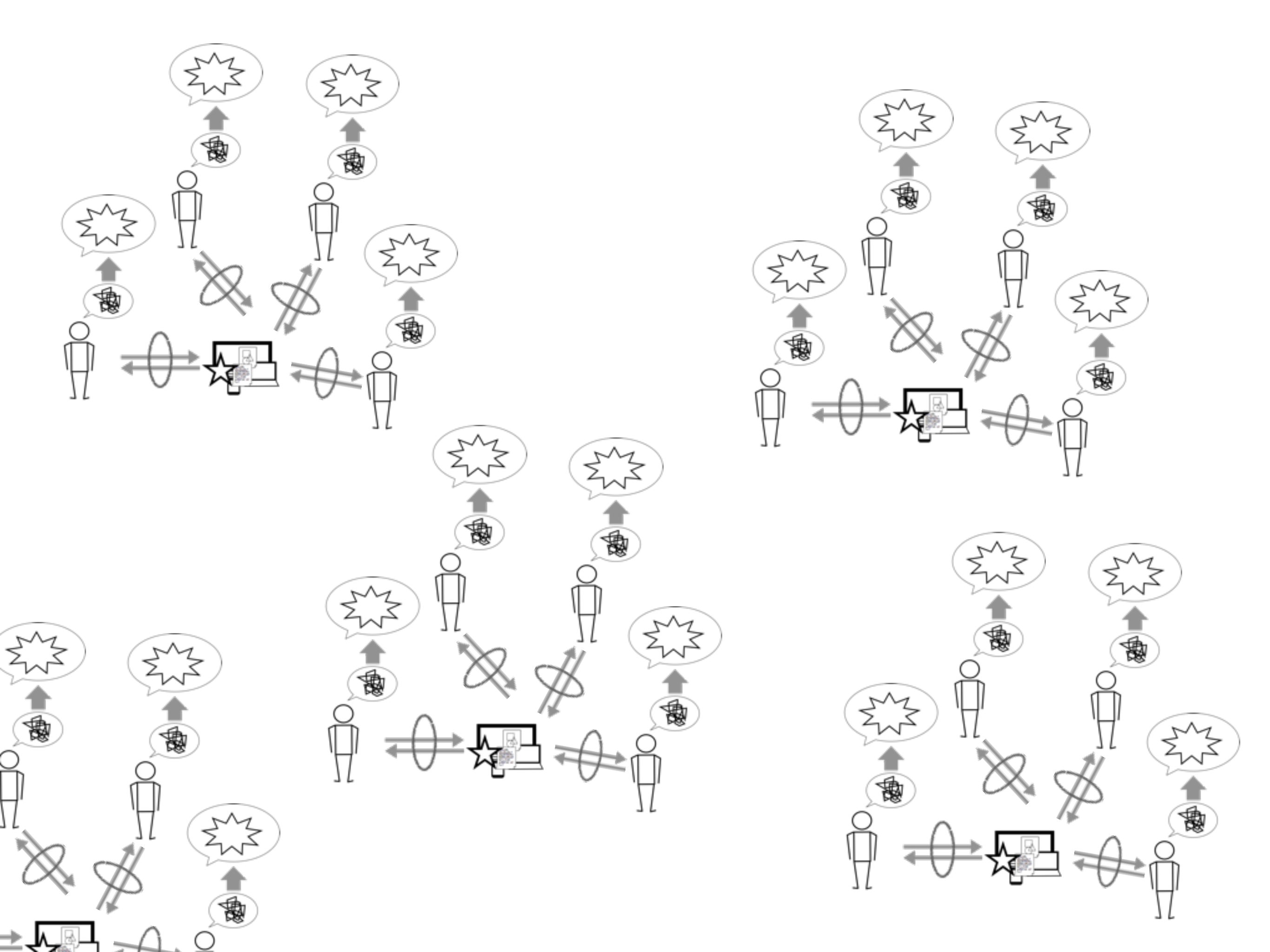
to make the situation talk back to *the* designer

the seeing-drawing-seeing cycle

[D. Schoen, The Reflective Practitioner]

sketching ?





Niki de Saint Phalle

Assemblage avec fragments metalliques, um 1959

Assemblage mit Metallfragmenten

@ Sprengel Museum Hannover



design experiment as "sketching for early stages of design"

to explore "multiple potential future realities"

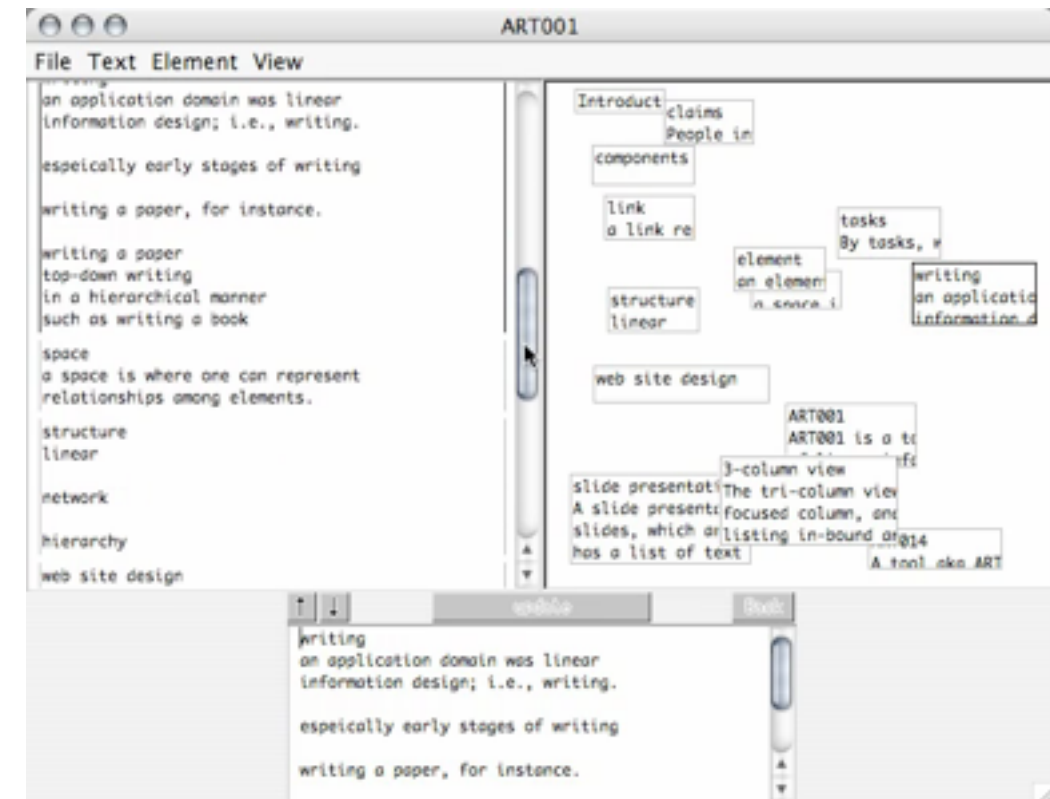
[Michael Terry]

formalization ?

representations that afford sketch-like experience

a sketching tool for writing

1. rich interpretation
2. hands-on instrumentation
3. incremental grounding



[Y. Yamamoto, K. Nakakoji, Interaction Design of Tools for Fostering Creativity in the Early Stages of Information Design, International Journal of Human-Computer Studies, Vol.63, No.4-5, pp.513-535, October, 2005]

invitation

invitation "of who and what invites and participates"

more than "engaging participants through the use of mock-ups, prototypes, games, and scenarios that can be hands-on and bodily experienced as a basis for deliberation and negotiations."

[Ehn & Nordmann Dialogue]

inspiration ?



holding a candle to look at an old Japanese ink painting in a dark museum exhibition hall



the improvisational dance workshop at the Komaba Museum
with a modern art sculpture by Marcel Duchamp

La Mariée mise à nu par ses célibataires, même (in French)

The Bride Stripped Bare by Her Bachelors, Even (in English)



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instrumentation to "force/coerce" people to take certain courses of actions

become wanting to / be motivated to:

- express / draw / make something
- learn / know / investigate more about it
- tell / share the experience of it

inspiring

be inspired

instrumentation to "force/coerce" people to take certain courses of actions

become wanting to / be motivated to:

- express / draw / make something --- "*drawing*"
- learn / know / investigate more about it --- "*seeing*"
- tell / share the experience of it --- "*chain-reacting inspiration*"

inspiring

be inspired

democracy

rehearsing design ?

design trade-offs

trade-off

ill-structured problem

problem to be framed in a multitude of ways

- time-wise
- region-wise
- "stake"-wise
- context-wise

"satisficing" solutions to everybody --- nobody wins

be convinced

be persuaded

be contented

with whatever the coming future

with whatever the decision made leading to a future

with whatever the decision made led to the future (reality)

experience of engaging in "design experiments" leading to the citizens:

納得 (na-tto-ku) :

understanding, be satisfied with, be convinced of, be persuaded of,
understanding, consent, satisfaction, conviction

合点 (ga-te-n) :

a nod, understanding, agreement

design rehearsal

situating design

design rehearse

designer rehearse

design staging

passive reaction

objective reaction

subjective response

first-person respond

to avoid
immediate,
shallow,
tunnel-visioned,
single-minded
reactions to
the design
outcome

Thank you.

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