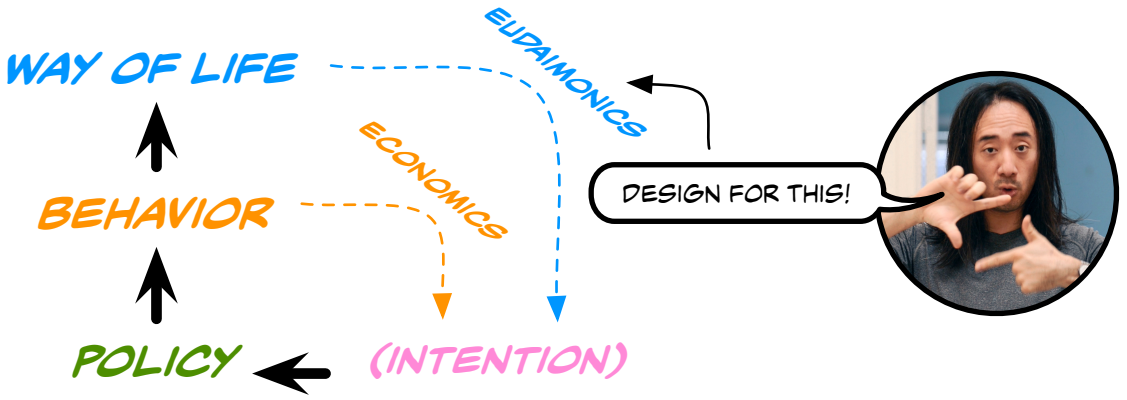
DESIGN FOR EUDAIMONIA

STANFORD UNIVERSITY • THINK66 FINAL PROJECT

2020



PART 1: BLUEPRINT + MANUAL OR MANIFESTO

-- CREATE A **"BLUEPRINT"** FOR A DESIGN (E.G., A **TOOL** TO USE, A **TOY** OR **GAME** TO PLAY, A **POLICY** TO BE ENACTED, ETC.), TAKING INTO ACCOUNT AND THINKING BROADLY ABOUT ITS EFFECT ON WAY OF LIFE. IN YOUR BLUEPRINT, ADDRESS THE FOLLOWING QUESTIONS: WHAT IS IT FOR? WHO DOES IT AFFECT? WHAT IS THE MEDIUM?

-- CREATE A **USER MANUAL** OR ARTICULATE A **MANIFESTO** OF YOUR VISION FOR YOUR DESIGN IN THE CONTEXT OF ITS USE. **PRECISION** IS A VIRTUE. PROVIDE PERTINENT DETAILS AND NUANCE TO FULLY CONVEY YOUR DESIGN.

NOTE: THE INNER LOOP OF "DESIGN FOR ECONOMICS" SHOULD ALSO BE CONSIDERED (BUT NOT NECESSARILY AS THE PRIMARY AIM). AT THE SAME TIME, "IMPROVE WAY OF LIFE!" SHOULD **NOT** BE THE DIRECT AIM OF THE DESIGN; RATHER, WAY OF LIFE SHOULD BE A **CONSEQUENCE** OF WHAT YOU DESIGN (FUNCTION) AND HOW IT IS TO MANIFEST ITSELF IN THE WORLD (FORM).

PART 2: SHORT-FORM FICTIONAL NARRATIVE

WRITE A SHORT-FORM FICTIONAL NARRATIVE (1000-1500 WORDS) THAT EXPRESSES THE USE, EXPERIENCE, AND EFFECT OF YOUR DESIGN IN AN EVERYDAY SETTING. HELP THE READER INHABIT A WORLD, WAY OF LIFE, OR SOCIETY THAT INCLUDES YOUR DESIGN. IT CAN BE SET IN THE PRESENT OR THE NEAR FUTURE (FEEL FREE TO ARTICULATE UNDERLYING ASSUMPTIONS, E.G., "IN A FUTURE WHERE SELF-DRIVING CARS ARE THE PREDOMINANT MODE OF TRANSPORTATION..."). IT SHOULD ENVISION YOUR DESIGN IN THE CONTEXT OF ITS USE: WHAT VALUES ARE EXPRESSED IN THE WAY IT IS DESIGNED. WHAT ARE ITS POTENTIAL CONSEQUENCES (GOOD OR BAD)? MIGHT THERE BE ANY UNINTENDED CONSEQUENCES? WHAT DOES IT SAY ABOUT "HOW WE WOULD WANT TO LIVE WITH OUR TECHNOLOGIES", WHAT WAY OF LIFE DOES IT ENCOURAGE? TELL US THE SPECULATIVE STORY OF YOUR DESIGN.

DELIVERABLES

1) POLISHED **POSTER** (IN PDF FORMAT) OF PART 1 (DUE IN SECTION, 3/10, 3/11)
2) SHORT-FORM **NARRATIVE** (1000-1500 WORDS, DUE ON CANVAS 3/16)