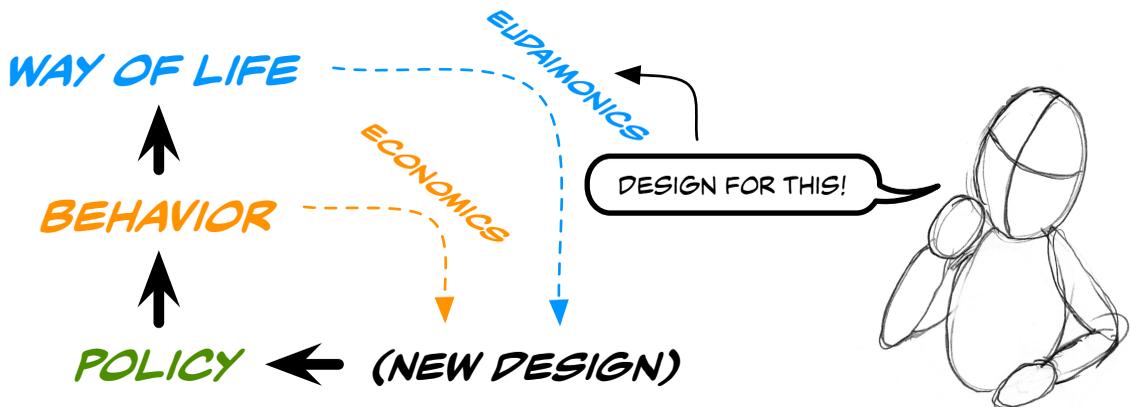


DESIGN FOR FLOURISHING

STANFORD UNIVERSITY • THINK66 FINAL PROJECT
WINTER 2022

COURSE LEARNING GOALS SERVED

- 2) CHARACTERIZE SOCIAL, CULTURAL, AND ETHICAL CONTEXTS IN WHICH DESIGN DECISIONS ARE MADE.
- 3) EVALUATE DESIGN ALONG FUNCTIONAL, ETHICAL, AND AESTHETIC DIMENSIONS.
- 4) CONCEPTUALIZE THE DESIGN OF PRODUCTS AIMED TO PROMOTE FLOURISHING.
- 5) ADAPT THE COURSE TO YOUR PERSONAL EXPERIENCES, INTERESTS, AND CIRCUMSTANCES.



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 ENACT, ETC.), THINKING BROADLY ABOUT ITS EFFECT ON WAY-OF-LIFE FOR INDIVIDUALS AND/OR COMMUNITIES. THE OVERARCHING GOAL IS TO DESIGN FOR **FLOURISHING**, BEYOND **CONVENIENCE** OR **PROFIT**. IN YOUR BLUEPRINT, ADDRESS THE FOLLOWING QUESTIONS: WHAT IS IT FOR? WHAT IS THE MEDIUM? WHO WOULD IT AFFECT? HOW WOULD YOU WANT PEOPLE TO **FEEL**, IN EXPERIENCING YOUR DESIGN?

-- 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.

NOTES: THE INNER LOOP OF "DESIGN FOR ECONOMICS" SHOULD ALSO BE CONSIDERED (BUT NOT AS THE PRIMARY AIM). WAY OF LIFE SHOULD BE A **CONSEQUENCE** OF WHAT YOU DESIGN (FUNCTION) AND HOW IT IS TO MANIFEST ITSELF IN THE WORLD (FORM). FEEL FREE TO ENVISION A WAY OF LIFE AND THEN DESIGN BACKWARDS FROM IT. VISUALS ARE WELCOME. RECOMMENDED WORD LIMIT: 500 WORDS (MAY BE SIGNIFICANTLY FEWER IF VISUALS ARE USED TO TELL THE STORY)

(CONTINUED...)

PART 2: SHORT-FORM FICTIONAL NARRATIVE

WRITE A SHORT-FORM FICTIONAL NARRATIVE (1200-1500 WORDS) THAT CONTEXTUALIZE 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, THE FUTURE, OR EVEN THE PAST (E.G., POST-INTERNET, PRE-SOCIAL-MEDIA, OR A WORLD IN WHICH ROBOTS WALK AMONG US). WHATEVER THE SETTING, YOUR NARRATIVE 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

0) **TITLE AND ABSTRACT** (250-300 WORDS, DUE IN SECTION, 2/24 OR 2/25)

1) POLISHED **POSTER** (IN PDF FORMAT) OF PART 1 (DUE IN SECTION, 3/8 OR 3/9)

2) SHORT-FORM **NARRATIVE** (1200-1500 WORDS, DUE ON CANVAS 3/10)