Contents

Series Foreword vii Acknowledgments xiii

Chapter 1: Introduction 1

Part I: Design

Chapter 2 Prologue: Photobox, Long-Living Chair, and Olly 31

Chapter 2: Nomadic Practices 35

Chapter 3 Prologue: Fairphone, Pocket Receivers,

and Kar-a-Sutra 57

Chapter 3: Designing Artifacts, Objects, and Products 65

Part II: Things

Chapter 4 Prologue: Phototrope, +Lichtlijn, New Faces, New Identities, Prayer Companion, and the Great Pacific Garbage Patch 87

Chapter 4: Things Are Interconnected and Transformative 95

Chapter 5 Prologue: Tilting Bowl, Being the Machine, Obscura 1C Digital Camera, Morse Things,

Burgundian Black Collaboratory, and Mineral Accretion Factory: Underwater Table 121

Chapter 5: Things Are Relational and Vital 135

Part III: Designer

Chapter 6 Prologue: Living in a Prototype, Greenscreen Dress, Supersurface, and Children Village 163 Chapter 6: The Designer as Biography 173

Chapter 7 Prologue: Anti-biographies and Lifepatch 193

Chapter 7: The Constituency of the Designer 201

Conclusion

Chapter 8: Designing-with 233

Notes 253

References 257

Index 279