

NORMATIVE FUTURES

OPEN ELECTIVE
2021

OE2126

DESIGN FOR FUTURE SPACES & OBJECTS TO BRING ABOUT CHANGE



INSTRUCTOR

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OVERVIEW

The proposed future would be a proposal of spaces, objects, feelings, emotions, events, etc. that would bring excitement, pleasure, harmony and well-being, which would trigger the senses and make experiences worth longing for. Let's design for postalgia!

OBJECTIVE

I propose a concept building elective for spatial expressions or products/ furniture/ etc in spaces using following approach. Using collapse or destruction in a positive way to imagine the future; a future which we really look forward to. This elective also will concentrate on developing thinking and tangible outputs that would drive change (Eg; to avoid wastage or reduce throw away culture, etc.) ? Approach Illustration: Even after the leaf withers and falls off, it replenishes the soil. Cut yourself or break a bone, and they will heal with no trace. But if your chair breaks, you won't be so fortunate. If only the chair was designed to heal! Taking disorder and eventual destruction into account from the very beginning of the process of creation, can present you with loads of design opportunities- recent innovation in the smart materials, self healing concrete, are a case in point. This could also help us move away from throw if broken culture? I think we have thrown enough. We've all heard the saying - Leave No Trace. What if what we throw away could actually POSITIVELY change the environment? Where can we embed seeds, compost, organic fertiliser. How can throwing away something be an act of kindness to the Planet? This will be an exercise to imagine and illustrate a better future.

METHODOLOGY

Three day collaborative cohorts/ modules. Presentations after each cohort/ module. 1: Introduction and (positive) discussions on future, spaces, objects, harmony, entropy, collapse, networks, etc. 2: Scenario building (group/ individual) mapping future scenarios and intervention areas and approaches 3: Concepts and possibilities; sketches, collages, narratives, etc. 4: Final concept proposals and narratives, scaled mockups if possible 5: Renders, illustrations, materials, mockups and documentation. Final Presentation

KEYWORDS

Future, Harmony, Nostalgia, Entropy, Design

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