

Kick-off Event

DESIGN

FUTURES

ABOUT DESIGN FUTURES

DESIGN FUTURES is a project that focuses on artistic content creation in the field of product design, conceptually around topics relevant to contemporary design discourse such as environmental sustainability and climate change, inclusion and social equity, and advances in digital technologies.

The project promotes interdisciplinary reflection and discussion on current global design challenges, including large-scale systemic problems, new entrepreneurial projects, new products and services, new design methods, processes and strategies that contribute to building visions for a future that is more sustainable, resilient, safe, and ethical.

Project Activities

- Kick-off Event
- Curatorial Research
- Design Studio Work
- Design Talks / Podcasts
- Documentary
- Catalogue
- Conference / Round Table
- Public Exhibition
- Virtual Exhibition (website)

ABOUT

Kick-off Event

The DESIGN FUTURES project had its Kick-off event on February 26th, featuring a program of presentations, a workshop, and a round table discussion on the topic. The kick-off event also featured the participation of a group of guest speakers, who presented their most recent projects and experiences in the field of materials for sustainability and circular economy.

Workshop Dynamics

- Join one of the four topic groups. Under the guidance of the moderator, develop ideas regarding the questions under each topic.
- After 20 minutes, the groups will reshuffle and repeat the process.
- After 3 shuffles, we will have a 'fishbowl' session to close the workshop.

EVENT WRAP UP

Fishbowl Discussion

We summarized the event with a fishbowl discussion – an interactive format to bring a bigger group into a freely flowing conversation. Participants were sitting in two interlinked circles: an inner circle for the discussion, an outer circle for those listening. Participants were able to switch between inner and outer circle at any time.

AGENDA

Kick-off Event

MONDAY, FEBRUARY 26

9:30 - 9:30 REGISTRATION

9:30 - 10:00 DESIGN FUTURES INITIATIVE
Ana Mestre & Rasim Savaskan

10:00 - 11:45 WORKSHOP SESSION
•BEHAVIORAL CHANGE (individual, community, social)
•SCENARIO BUILDING FOR CHANGE (problem solving)
•DESIGN AGAINST POVERTY
•DESIGN FOR CLIMATE CHANGE / CATASTROPHE
MITIGATION / HUMANITARIAN DESIGN
Fishbowl Discussion

11:45 - 12:00 COFFEE BREAK

12:00 - 13:30 DESIGN FUTURES ROUNDTABLE
Francisca Simões
André Gouveia
Stéphanie Santos
André Trindade and Davide Onestini
Inês Soares

13:30 - 14:30 NETWORKING LUNCH

SPEAKERS

Ana Mestre

SUSDESIGN



susdesign.pt

Ana Mestre was born in Lisbon, in 1978. She graduated from Industrial Design in 2001, obtained a MSc degree in Renewable Technologies in 2005 and concluded a PhD on the subject of "Sustainable Product Innovation" in 2014. Ana started her career as one of the first eco-design researchers in Portugal. In 2004, Ana founded SUSDESIGN – Design for Sustainability Studio and Research dedicated to sustainable innovation. In 2006, she created and directed "Design Cork for Future, Innovation, and Sustainability" the first internationally applied design research initiative for cork innovation. In 2009, she created the CORQUE DESIGN studio brand. Ana has a portfolio of more than 50 exhibitions, in several World destinations, in Europe, America and Asia. She has been acclaimed and awarded by internationally recognised publications, such as the New York Times, Wired, Monocle Magazine amongst others, on her design work. In 2015, she was nominated as a Portuguese Design Award finalist.

Rasim Savaskan

SUSDESIGN



susdesign.pt

Rasim Savaskan, was born in 1985 in Istanbul. Rasim has a bachelor's degree in Industrial Product Design from Yeditepe University, Turkey, and an MSc. in Strategic Product Design from Delft University of Technology, the Netherlands, where he specialized in Slow Cities within the context of Sustainable Development. He was a Guest Researcher at TU Delft between 2014-2015 (where he developed the concept for the Interreg Europe project "Islands of Innovation" for the Province of Fryslan). Since 2015, he has been working as Designer, Researcher, and Project Manager at SUSDESIGN, involved in the studio's various projects in Sustainable Product and Interior Design, Consultancy, and Education. His current position is based in London, UK, from where he represents SUSDESIGN.

Francisca Simões

FBAUL



LinkedIn Francisca Simões

Francisca Simões is a system designer. While studying equipment design in her bachelor's degree, she found her purpose within the field of sustainability. She is currently finishing her master's degree in Design for Sustainability at the University of Lisbon. She focuses her work on transition design and the exploration of materials.

She believes that systemic change begins at the intersection of interdisciplinary knowledge and design tools, and in a world where the urgency of sustainable development becomes increasingly evident, she sees her role as a catalyst for positive changes towards more regenerative systems.

Her portfolio includes projects such as "Coop," which occurred during the COVID-19 pandemic and consists of turning waste into new material by reusing surgical masks; the project "Trazer a Água de Volta às Ribeiras," which focused on creating a system for regenerating the soils and water basin of Mértola to mitigate the effects of climate change in this region through the valorization of the local community, economy and environment; and is currently working with Biolab Lisbon and CIEBA on creating an everyday biomaterial application book for everyone.

Her ongoing dissertation research focuses on the transition from plastic to paper in packaging, questioning its sustainability and how design can help shape this transition and industry towards climate resiliency.

André Gouveia

INNGAGE



FBAUL <https://www.belasartes.ulisboa.pt/>

INNGAGE <https://www.inngage.pt/>

Pessoal <https://andregouveia.design/>

André Gouveia is an industrial designer who believes that product experiences are meant to make sense, for people, industry and the market. His work includes design management, design research, concept development, product design, engineering and brand strategy, always aiming for the perfect fit between people's needs and client's desires.

Professional designer since 2006, André has worked with many companies, brands and institutions, as a designer, consultant and speaker. His master's degree in Product Design from the University of Lisbon FBAUL allowed him to develop a deep knowledge of design thinking for product innovation.

He's the founder of INNGAGE, a design company focused on strategic product design, from need to market, where he and his team find new ways to improve people's lives and business performance using a context-centered design approach and a holistic perspective to opportunities. He also teaches Product Design in the Industrial Design Masters course at the Faculdade de Belas Artes from the University of Lisbon, and he's a regular speaker on design thinking and innovation processes.

Passionate about design practice in interdisciplinary teams and as a methodology focused on human needs, he strongly believes that design unveils opportunities and innovative solutions. He and his award-winning team from INNGAGE are always looking for the next challenge hoping to create a positive impact in the world.

Stéphanie Santos

SANTOS 3D



santos3d.com

Stéphanie Santos was born in Luxembourg to Portuguese parents. Studied different areas of art and design in Luxembourg and North of France. Truly admires the beauties in nature, especially most fond of the flora and its aesthetics. She wants to use modern and fundamental techniques into her work to show her interpretation of nature and art into unique garments. One of her specializing areas around Fashion/textile technology she studied at the TextileLab in Amsterdam. Where she was amazed of all the new possibilities for innovation in garment and textile design and production. As a curious and enthusiastic human being, she explores the new ways and works with her new skills in FashionTech and develops her own 3D printed clothing processes.

Inês Soares

Novonovo



www.novonovo-platform.com/

Inês Soares works as a versatile professional in project management, business development, and financial consultancy. Her educational background began in the performing arts, included conservation and restoration, and led her to cultural project management. Her interest in problem-solving has led her to explore the incredible world of systems and to design ways of conserving value, always based on the importance of creativity and the cause-effect relationships inherent in processes. She is co-founder and coordinator of the Novonovo project - dedicated to the recovery of materials - and is responsible for the strategic development of business models applicable to the recovery of marginalized materials.

André Trindade

BY THE END OF MAY



bytheendofmay.com/

André Trindade, co-founder and Head of Research at BY THE END OF MAY, is a multidisciplinary researcher and designer, leading the development of speculative projects fostering the regeneration and self-sufficiency of the urban context. MSc in Computer Science and Engineering at Universidade NOVA de Lisboa (2021), André now works as a systemic thinker, crossing his knowledge of research processes in science and engineering with the Design practice, and using open and collaborative methodologies, contributing to the advancement of sustainable practices in the design discipline. André is actively involved in helping the Polytechnic of Lisbon coordinate the local activities of the Distributed Design Platform.

Davide Onestini

BY THE END OF MAY

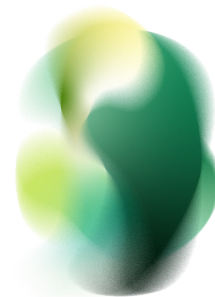


bytheendofmay.com/

Davide Onestini, MA in Design at University of the Republic of San Marino, is a systemic designer whose work questions the role of design and local making in creating a non-linear, anti-alienation and post-consumerism economy. Davide is Head of Design at BY THE END OF MAY, a research and design practice based in Lisbon, working at the intersection of digital fabrication, biomaterials and traditional crafts. The studio develops speculative projects for companies and public institutions aimed at challenging their way of working and inspiring them to become planet-centred, local-based and self-sustaining. Davide collaborates with Politécnico de Lisboa in Distributed Design's local activities.

DOCUMENTATION OF OUTCOMES

Design Futures



DOCUMENTATION OF OUTCOMES

DESIGN FUTURES KICK-OFF EVENT

Workshop

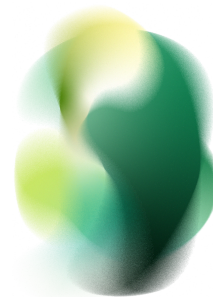
26 February, 2024, 9:00 – 14:30 (WEST)

Mouraria Creative Hub

The following document combines the key outcomes of the DESIGN FUTURES WORKSHOP in Mouraria Creative Hub, Lisbon, from February 26, 2024. During the morning of the event participants were able to choose a topic or contribute new topics for discussion. These topics were discussed in three rounds, with several opportunities to connect different topics as well as to add reflections from the perspectives of Design Futures approaches.



Design Futures



Topic #1

BEHAVIORAL CHANGE (individual, community, social)

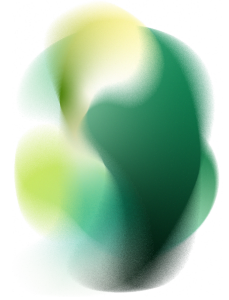
What does change mean for you?

How can you incorporate change through Design?

Participants

 <p>(draw your face)</p> <p>NAME: <u>FATIMA SANTOS</u></p> <p>EDUCATION: <u>MANAGEMENT + DESIGN DESIGN FOR SUSTAINABILITY</u></p> <p>ORGANIZATION: <u>IFE (GRUPO ADRES VIRTUAL)</u></p> <p># <u>flow</u></p> <p>WORKSHOP DESIGN FUTURES 26 FEB 2024</p>	 <p>(draw your face)</p> <p>NAME: <u>Pedro Henrique Basso Marques da Almeida</u></p> <p>EDUCATION: <u>Masterado de Design de Produtos</u></p> <p>ORGANIZATION: <u>Faculdade de Belas Artes</u></p> <p># <u>É LÍDAR</u></p> <p>WORKSHOP DESIGN FUTURES 26 FEB 2024</p>	 <p>(draw your face)</p> <p>NAME: <u>Mariana Duarte da Anzoal</u></p> <p>EDUCATION: <u>Masters in Product Design</u></p> <p>ORGANIZATION: <u>Faculdade de Belas Artes da UFRJ</u></p> <p># <u>DESIGNER LIFESTYLE</u> <u>OH DIABO</u></p> <p>WORKSHOP DESIGN FUTURES 26 FEB 2024</p>	 <p>(draw your face)</p> <p>NAME: <u>Mariana Basso</u></p> <p>EDUCATION: <u>Masterado em Design Produto e Serviços</u></p> <p>ORGANIZATION: <u>Faculdade de Belas Artes</u></p> <p># <u>A_VIDA_É_BUÉ_CENAS</u> <u>O_MUNDO_NÃO_É_ISTO_O_MUNDO_É_BUÉ_CENAS</u></p> <p>WORKSHOP DESIGN FUTURES 26 FEB 2024</p>
 <p>(draw your face)</p> <p>NAME: <u>SARA FIGUEIREDO</u></p> <p>EDUCATION: <u>DESIGN DE EQUIPAMENTO</u></p> <p>ORGANIZATION: <u>FAUPEL</u></p> <p>#</p> <p>WORKSHOP DESIGN FUTURES 26 FEB 2024</p>	 <p>(draw your face)</p> <p>NAME: <u>Francisco Victor Basso</u></p> <p>EDUCATION: <u>Masterado em Design de Equipamento</u></p> <p>ORGANIZATION: <u>FAUPEL</u></p> <p># <u>"SER VÍVICO"</u> <u>OUTFITCHECK;</u> <u>Gatidão ;</u></p> <p>WORKSHOP DESIGN FUTURES 26 FEB 2024</p>	 <p>(draw your face)</p> <p>NAME: <u>Léo Soares</u></p> <p>EDUCATION: <u>Gestão Projetos</u></p> <p>ORGANIZATION: <u>Interrelacional - Locomoção</u></p> <p># <u>liberty</u></p> <p>WORKSHOP DESIGN FUTURES 26 FEB 2024</p>	

Design Futures



Reflections (by Fátima Santos)

What does change mean for you?

The participants began by saying whatever come to their mind when thinking about change, and the ideas that arised were: need, changing mindsets, different types of change: incremental or transformational (if it's a radical change, a revolution many times triggered by an event or if it's more evolutionary), the intensity of the change being made, the connection with values, that it always implies changing something that is installed, upgrading or downgrading; creating a new reality.

How can you incorporate change through Design?

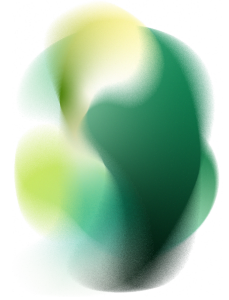
We can incorporate change through design by designing for the future, by analysing through the lens of systems thinking and systemic change, by considering the wicked problems and their interrelated dimensions, by having an holistic and empathic approach with the problems, using design instruments and methods, by nuddding, by creating relationships, structures, and developing capacities and opportunities for change. Using Design as an agent of change, creating longing, envisioning futures and foster participation by co-design.

Do you know of any projects related to this topic?

Several projects were mentioned related to social intervention, food and fashion: Rizoma (groceries), Caza (in Bairro Zambujal, project to help the community), Maria Granel (Bulk grocery); A avó veio trabalhar (social innovation) The fabriicart (digital fashion), Quintet of Change (UN) Equipa D'Africa (volunteer) , Edible cities (Europe cities with focus on urban agriculture).



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Topic #2


SCENARIO BUILDING FOR CHANGE (problem solving)

How can design contribute to creation and development of future scenarios about:

CITIES & HOUSING
PRODUCTS
TRANSPORTATION

Do you know any projects related with this topic?
What does the future look like? (Draw it)


Participants


(draw your face)

NAME: Ana Carolina Olas
EDUCATION: FBAUL - mestuado
ORGANIZATION: _____

Pre-empregados
Circular Design for Exhibition


WORKSHOP DESIGN FUTURES 26 FEB 2024


(draw your face)

NAME: Simona Dries
EDUCATION: M D&S
ORGANIZATION: FBAUL / FEUL / ICS / ISEG / FAUL

MODA E SUSTENTABILIDADE


WORKSHOP DESIGN FUTURES 26 FEB 2024


(draw your face)

NAME: MARIANA ROSA
EDUCATION: MDS
ORGANIZATION: FBAUL / FEUL / ICS / ISEG / FAUL

SOCIAL DESIGN


WORKSHOP DESIGN FUTURES 26 FEB 2024


(draw your face)

NAME: Asaf Zarkov
EDUCATION: Industrial Design
ORGANIZATION: Holon Institute of Technology (Israel)

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WORKSHOP DESIGN FUTURES 26 FEB 2024

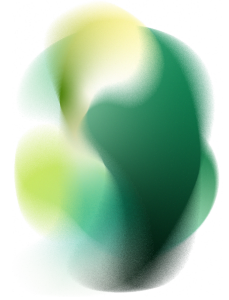

(draw your face)

NAME: ELVIRA POMAR
EDUCATION: FBAUL - LIC. EN DISEÑO DE EQUIPAMIENTO
ORGANIZATION: SENAU

cooperativas

WORKSHOP DESIGN FUTURES 26 FEB 2024

Design Futures



Reflections (by Ana Carolina Olas)

NOTE: *Italics* are direct quotes from post-its.

What does the future look like? (Draw it)

Design can speculate alternative scenarios and can be used as a preventive manner. Mostly, the debate around this topic would start with the duality of what the future would look like. In one hand, participants see it as dark, dirty, overpopulated, and dull future. And in the other hand they imagine it as promising, with a big sense of community and where futuristic and high tech concepts will lead to the presence of artificial intelligence (AI) in our daily life.

With this brief discussion, it was concluded that us, designers, have the job to make the future brighter. We must have an optimistic approach to thinking and designing the next products, services, systems - to design the future.

As well as finding a solution, designers need to think about how it can be implemented and adapted to the city in question. In reality, what works perfectly in one place may not work in another. This issue bridges the gap with the need to think about all the factors covered by the solution designers are going to propose when they're creating. One of the methods mentioned during the discussion of this topic was Triple Bottom Line which is a sustainability framework that measures a business's success in three key areas: profit, people, and the planet.

How can design contribute to creation and development of future scenarios about:

CITIES & HOUSING PRODUCTS TRANSPORTATION

Some suggestions made were:

CITIES & HOUSING

- *City organization layers*
- *Improve the accessibility*
- *Floating gardens*
- *Parklets*

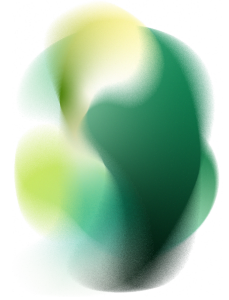
PRODUCTS

- *Concentrated products*
- *Renting services*
- *Bicycle lifts*

TRANSPORTATION

- *Walkable cities (less dependence on transport)*
- *Delivery services*
- *Accessible communication – media literacy*

Design Futures



Do you know of a project related to this topic?

The following projects were mentioned:

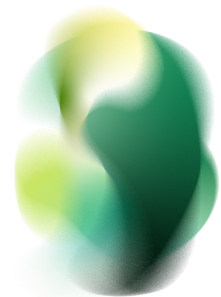
- *Lisboa a Compostar*
- *15 minutes Cities*.

The city should be seen as an ecosystem, and regarding all the individual solutions we find to fit all subtopics discussed, we should think about a systemic change.

It is relevant to educate people in a new way of seeing the city. Creating a resilient community requires the active participation of people. With this in mind, we should see design as a bridge or common ground between people, their needs and what they are willing to do, instead of just implementing solutions that end up not being sustainable in any field.



Design Futures



Topic #3

DESIGN AGAINST POVERTY

What is poverty to you?
In which contexts can design intervene regarding poverty?
Do you know of any projects related with this topic?

Participants



(draw your face)

NAME: Ben Nuckey (he/him)

EDUCATION: none everyday

ORGANIZATION: Artidote

#

WORKSHOP DESIGN FUTURES

26 FEB 2024



(draw your face)

NAME: FRANCISCA SIMÕES

EDUCATION: M.D.S. + D.EQUIVAMENTO

ORGANIZATION: FAUL/TEUL/ICS/ISEG/FAUL

TRANSITION DESIGN

WORKSHOP DESIGN FUTURES

26 FEB 2024



(draw your face)

NAME: GUADALUPE JOEIAS MEDEA

EDUCATION: LIVREIARIA DESIGN DE EQUIVAMENTO

ORGANIZATION: TECNOLOGIA DEUS ARTES LISBOA

Quero Ser Designer

WORKSHOP DESIGN FUTURES

26 FEB 2024



(draw your face)

NAME: Maria Beatriz Tenreiro

EDUCATION: UOL

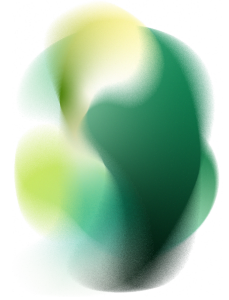
ORGANIZATION: _____

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WORKSHOP DESIGN FUTURES

26 FEB 2024

Design Futures



Reflections (by Rasim Savaskan)

The first idea of poverty provided by the first group of participants was based on disparity and inequality:

“Developed countries” produce much more waste and yet are not primarily affected by it, as much as developing ones.

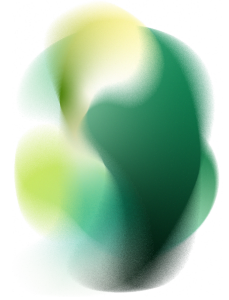
NOTE: *Italics* are direct quotes from post-its.

What is poverty to you?

The meaning of ‘poverty’ was the first element discussed within this group, exploring the context beyond what is generally understood by the term, and looking at different social groups and contexts affected by it.

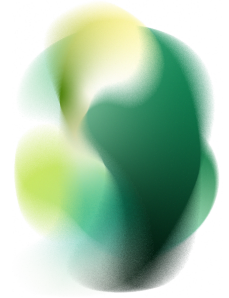
- *(No) right to space*: mainly about gentrification, but also applicable to indigenous communities – being uprooted from ‘ancestral’ lands
- *Lack of access to transport*: essentially being confined to a certain space (lack of freedom of movement) because mobility costs money and a certain amount of wealth is necessary be accepted in certain locations
- *Lack of access to health services (e.g. medicine, medical services) / being ashamed*: especially relevant for marginalized groups – being forced out of social security services due to taboos and stigmatization
- *Waste exposure*: the rich and rich locations (countries, cities) can afford to transport their waste away and outsource polluting industries – usually to the vicinity of those who cannot afford to do the same, who have to suffer consequences of exposure (destruction of nature, visual pollution, disease, chemical toxicity, etc.)
- *Oppression of marginalized groups (LGBTQ+, black people, etc.)*: poverty does not necessarily have to be about lack of financial assets – certain groups within society are stigmatized oppressed, and consequently are more likely to suffer from things such as restrictions to mobility, access to health / social services, etc.

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- *Lack of education / lack of freedom / elderly pensions / public bathrooms / urban furniture (hostile architecture)*: lack of access to self-development, lack of mobility and time for self-development. Elderly pensions given as example to restrictive conditions – usually it is not enough, and in many cases inexistent (which puts such people in the poverty category). Lack of public facilities for hygiene of those who cannot afford private facilities. Attitude towards the poor and homeless hostile (we want them to move on and disappear) – e.g., hostile architecture.
- *Commodification of natural resources*: developed countries exploit the natural resources of developing / poor countries, often with utter disregard of local inhabitants and ecosystems (strip mining, slavery and human rights issues, etc.).
- *Lack of access to goods and needs*: inability to meet needs for basic human dignity
- *Not enough resources, having to give up basic needs, lack of social safety nets*: not being able to access resources to meet needs for basic human dignity, possibility of falling into poverty – losing everything, lack of support opportunities to bounce back from poverty
- *Lack of opportunities / mental health issues*: the lack of opportunities to climb out of state of poverty and caused by, and resulting in, mental health issues.
- *Not being paid a viable wage*
- *Lack of resources / isolation / access denied to education*: the lack of access to sufficient resources to meet basic human dignity standards, being forced out of and away from society, inability to access (professional and practical) education services to improve quality of life and help climb out of state of poverty.
- *Lack of human rights*: being ostracized by society, disregarded, enslaved (forced to work for less than what is needed for basic human dignity)
- *Inequality / injustice / unbalanced distribution*:
- *Denial of access to resiliency*: lack of safety measures against any disruptive forces – natural (catastrophes, disease, etc.) or social (bankruptcy, mental health, etc.).

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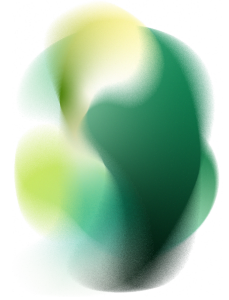


‘Poverty’ is first and foremost a state of lack of access to the resources necessary to meet a basic dignified standard of living, but is also a feature of our economic paradigm – with a certain (growing) portion of our global society needing to be kept in the state of ‘poverty’ for the rest to enjoy their wealth. Prevalent themes in the discussions included, stigmatization / ostracization of certain groups – whether because of sexual preference, race, gender identity, mental health issues, or social status – and thus being pushed out of interacting with society and losing their rights. Restrictions of access to health services and education were especially prevalent in the discussions – both mentioned several times, as being disruptive to the state of poverty (health and education being seen as fundamental to climbing out of the state). It was also noted that, sustainability is a topic for the wealthy – the poor have more immediate concerns... Ironically, richer societies can also pay their way around restrictions resulting from the pursuit of sustainability: e.g., waste can be transported away and labor intensive and polluting industries outsourced to other countries; even carbon emissions can be ‘off-set’ by planting trees or paying a carbon tax (which wealthy societies can afford); developing countries already polluted the world substantially in the process of developing and now they are asking for developing / underdeveloped countries to quell their own development ambitions.

In which contexts can design intervene regarding poverty?

- *Design for revolution / impact*: design can help promote peoples’ awakening against social problems and create social demand for change.
- *Design for digital literacy*: in an increasingly digitalized world, digital literacy is essential. There are many free services available (from transportation to education), however a lack of intuitive design solutions and digital literacy prevent large portions of the population from taking advantage of them.
- *Fazer abrigos em prédios desabilitados*: design can create better and safer shelters for those who cannot afford shelter
- *Designing for agency*: design interventions in products and the environment can help promote agency, helping poverty-stricken people to improve their conditions
- *Human-centered design and spaces – empathic design*: most design solutions regarding spaces (especially public) disregard the human element. Design interventions that help build empathy between marginalized groups and the rest of society can help create empathy and foster solutions to poverty.

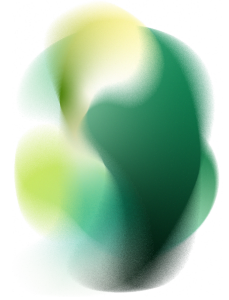
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- *Torrão -> convento da terra*: “a cultural and urban planning initiative, focused on the holistic interconnection of economy, knowledge, art, and the quality of life, while remaining grounded in the awareness and caring for a place.” -> replicable model
- *Bottom-up design solutions*: co-designing with the most underprivileged of society can better help address their needs.
- *Design to promote local resources*: promoting and utilizing local resources (as opposed to importing) can help decrease unnecessary outflow of wealth from communities, as well as creating professional skills and job opportunities.
- *Progressive tax regimes*: tax regimes need to be designed to better fit incomes
- *Design as the creator of social bridges and empathy*: design can be used to bridge isolated social groups and to create empathy towards them from the general public.
- *“anti-hostile” architecture / redesigning social system and education / propaganda / product life cycle and focus on jobs*: hostile architecture is used to limit use of public spaces and urban furniture by ‘unwanted’ guests (i.e. homeless); these should be replaced by anti-hostile architecture to help improve the lives of the already unfortunate / social system and education should be redesigned to meet society’s needs, helping people acquire relevant and valuable skills to climb out of poverty, while also providing them with the resources (and time) to learn / develop / train.
- *Cost of products include cost of disposal*: currently, products are designed to be solved and forgotten about. This idea involves adding the cost of end-of-life solutions to the products (recycling, remanufacture, etc.).
- *Not only solve current problems / systems but preventing them*
- *Circular movement -> design impacting communities*
- *Design for communities*: design with, and towards the improvement of community life

Most of the discussions around this question revolved around designing spaces and designing for modifying public behavior – creating safe, healthy environments, and solutions to build empathy.

Design Futures



Do you know of a project related to this topic?

The following projects were mentioned:

- **UNICEF**

UNICEF, the United Nations International Children's Emergency Fund, is a UN agency dedicated to promoting the rights and well-being of children worldwide. It works to ensure that every child has access to education, healthcare, nutrition, and protection from violence and exploitation.

- **Cruz Vermelha**

Cruz Vermelha (The Red Cross) is an international humanitarian organization that provides assistance during emergencies and armed conflicts, offering medical aid, food, shelter, and psychosocial support to victims. It also focuses on disaster preparedness and response, poverty alleviation, and social inclusion.

- **Fruta Feia**

Fruta Feia is a Portuguese cooperative that fights food waste by rescuing "ugly" or imperfect fruits and vegetables that would otherwise be discarded by producers or supermarkets. The organization sells these foods at affordable prices and raises awareness about the importance of valuing all types of agricultural products.

- **Dona Ajuda**

Dona Ajuda is a non-profit organization that provides social assistance to families in economic vulnerability. It offers food, clothing, temporary shelter, and legal and psychosocial support to help people overcome financial and personal difficulties.

- **Equipa d'Africa**

Equipa d'Africa is a Portuguese organization that develops cooperation projects for development in African countries, focusing on areas such as education, healthcare, infrastructure, and community development. It works in partnership with local communities to promote sustainable development and improve the quality of life for African populations.

- **Casa Pia**

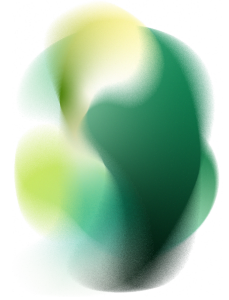
Casa Pia is a Portuguese institution that protects and assists children and young people in situations of risk or social vulnerability. It provides institutional care, education, healthcare, psychosocial support, and family integration to help these children overcome their difficulties and achieve a brighter future.

- **Santa Casa da Misericórdia**

Santa Casa da Misericórdia is a Portuguese charitable institution that offers a wide range of services and support in the areas of healthcare, education, social assistance, and culture. It operates hospitals, daycares, nursing homes, rehabilitation centers, and other support structures to meet the needs of local communities.

- **Ben & Jerry's ice cream, inclusive employment / Canitees -> second hand + to poverty society** [?]: B&J has a program, where employees are recruited from ex-convicts. "Canitees" [?] recycling of clothes through Salvation Army style system -> new life on unwanted items, profits go to charity

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- **Casa da Alegria**

Casa da Alegria is a non-profit organization that promotes social inclusion and emotional well-being for children and young people in vulnerable situations. It offers educational, cultural, and recreational activities, as well as psychosocial support and family guidance, to help these children develop their potential and build a happier future.

- **Missão Pais**

Missão Pais is a Portuguese institution that works to promote the integral development of children and adolescents in situations of social risk. It offers educational support, psychosocial counseling, vocational training, and family integration to help these young people overcome adversity and achieve a dignified and fulfilled life.

- **Banco Alimentar**

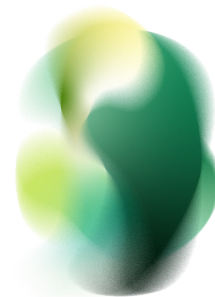
Banco Alimentar is an organization that fights hunger and food waste by collecting surplus food from the industry and commerce and distributing it to social solidarity institutions that assist people in need. It also conducts awareness campaigns and mobilizes volunteers to support its mission of feeding those most in need.

- **Blank Plate**

- **Cradle to Cradle:** McDonough & Braungardt – design principles to minimize impact of production and mitigate product end-of-life consequences.



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Topic #4

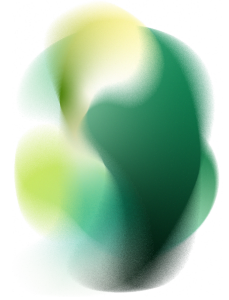
DESIGN FOR CLIMATE CHANGE / CATASTROPHE MITIGATION / HUMANITARIAN DESIGN

How is climate change impacting human habitats?
How can design contribute to social / community resilience?
Do you know of any projects related with this topic?

Participants

NAME	EDUCATION	ORGANIZATION	Hashtag
Mariana Silva	FBAUL - MESTRADO		#PaeEmpregados #DESIGN
Bartira Barbo	Mestrado de Design de Equipamentos	Fundação de Belas Artes	
Isabel Pereira Nunes	Mestrado em Design de Equipamentos	Fundação de Belas Artes de Lisboa	#Voluntário
André Gouveia	Mestrado em Design de Equipamentos	Fundação de Belas Artes de Lisboa	#O Voluntário
Isabel Pereira Nunes	Mestrado em Design de Equipamentos	Fundação de Belas Artes de Lisboa	#GRUPO
Isabel Pereira Nunes	Mestrado em Design de Equipamentos	Fundação de Belas Artes de Lisboa	#kam

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Reflections (by Mariana Silva)

This part of the workshop focused on climate change, catastrophes, and humanitarian issues, with the intention of creating an open and free discussion with no limitations or constraints so that answers could vary and result in different and valuable insights.

As the different groups of students and young designers were confronted with this theme they first showed some signs of hesitation. Some of them expressed some difficulties when answering these questions once most of them had luckily never experienced a catastrophe, however through some discussion and introspection they were able to empathize and brainstorm different insights on the topic and soon realized that catastrophes are not only related to tornados and big floods but also fires and heat waves which most of us have experienced and dealt with several times.

The questions asked to the participants were the following:

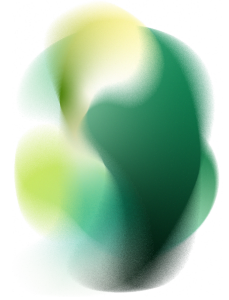
How is climate change impacting human habitats?

When asked this question all participants seemed to agree that climate change is not only impacting human habitats but our planet as a whole. However, when focusing on the impacts on human habitats the answers diverged from social, economic, and environmental points of view. When talking about environmental impacts on human habitats, participants mentioned different catastrophes as a result of climate change that keep on aggravating and represent a big risk for our future. All the catastrophes mentioned such as floods, droughts, and wildfires also have social and economic repercussions that deeply impact our lives as communities.

From a social point of view, different teams mentioned how climate change can aggravate existing social inequalities and economic disparities while disproportionately affecting marginalized communities. These issues can also have a big impact on the community's mental health since environmental degradation and loss of livelihoods due to climate-related disasters can lead to social unrest, migration, and conflicts over resources. Climate change-induced disasters such as floods, droughts, fires, and sea-level rise can have profound effects on the mental well-being of affected populations as the stress, trauma, and displacement resulting from these events can lead to anxiety, depression, and other mental health issues among individuals and communities.

From an economic perspective, participants established that climate change has a big impact on human habitats considering that the catastrophes previously mentioned that we are witnessing, often result in big losses in property value, infrastructure damages, and repair costs as much as catastrophic monetary losses in agriculture.

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Another impact mentioned by a group of participants was how mentalities are changing regarding these climate change related subjects. As climate change keeps getting worse and poses more risks to our ways of living, communities are starting to shift the way they think and operate and are becoming more aware of changes that need to be done. The same thing is happening with all kinds of different companies, changing the way they operate, and the products they design and sell. Overall, people are becoming more conscious when making day-to-day decisions and changing their behaviors to adapt to all kinds of climate challenges.

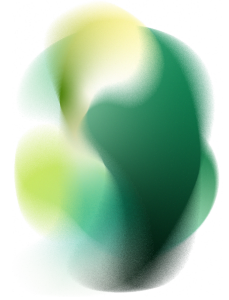
How can design contribute to social / community resilience?

When it comes to bringing people together and creating a sense of community resilience it was understood that Design can and must play an important role. While discussing and brainstorming around this question, participants had a mutual understanding of how important it is to educate young generations about what is happening to our planet, how we as a whole are responsible for it, and what we can do to improve our situation.

Some answers focused on designing educational programs and spaces that foster resilience skills and knowledge within communities, such as teaching kids / younger generations design thinking skills while introducing problem-solving methods through educational programs and extracurricular activities as a way to equip them with the tools and mindset to navigate and address complex challenges in their communities as they grow older.

Another discussed answer was the need to come up with inclusive and accessible design solutions, such as infrastructures and services that are thought for all members of the community, including people with disabilities, seniors, and marginalized populations. Participants soon concluded that while designing resilient spaces and services for all kinds of community activities, designers will be able to create “third spaces” within neighborhoods that can result in a sense of belonging and promote social cohesion and neighborly relationships within communities, resulting in residents working together towards common goals. During this conversation, it was established between teams how prioritizing the needs and well-being of a community over financial gains or profit-driven motives would be necessary to make Design fair and equal for all (People over Profit).

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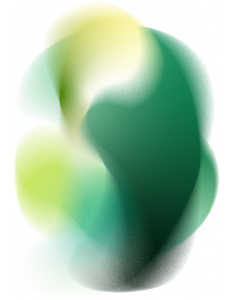
Do you know any projects related to this topic?

The last question wanted to know if the participants knew of any projects related to the topic they had been discussing, they listed the following:

Solar powered rice cookers;
Japan: communication and education about catastrophes;
Cuban community hurricane centers;
Remar;
The “go” bag;
Ecosia;
Design for the first world;
Safe agua;
Denmark floating garden;



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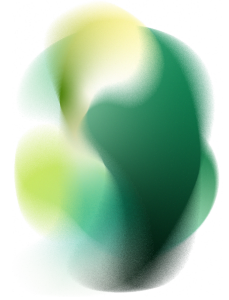
EVENT WRAP UP

FISHBOWL DISCUSSION

We summarized the event with a fishbowl discussion – an interactive format to bring a bigger group into a freely flowing conversation. Participants were sitting in two interlinked circles: an inner circle for the discussion, an outer circle for those listening. Participants were able to switch between inner and outer circle at any time.



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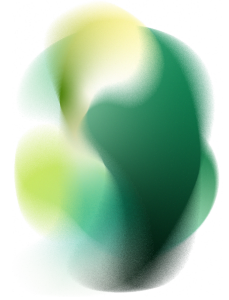


Notes and Reflections from the Final Discussion

NOTE: *Italics* are direct quotes from the discussion.

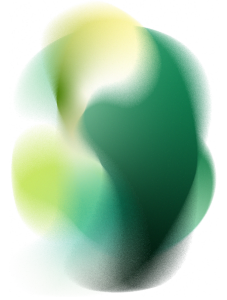
- Change – Is there something we are not pleased with? Is there something that make us uncomfortable? – that will be the triggers to change.
- Different kinds of ‘Change’ – a more transformative change or a more incremental change
- Often is our values that make us change, but there are different layers and levels that affect the decision to change – as individuals or communities.
- *“Sustainability is, first of all, a consciousness for change. It as to start from that fundamental point.”*
- *“They talked about how building a resilient community and how design can be a facilitator of building that connection that can make a community more resistant to the effects of climate change but also to catastrophes.”*
- *“When happens a catastrophe I think companies should have a change in their behavior. We must put people and the environment first. In specific situations, we cannot outlook the necessities of the people who are struggling to live and I think we should put human live above all.”*
- Sometimes is difficult to relate Design to those type of situations (climate changes and catastrophes) since they are specific and don’t happen everywhere the same way.
- *“Design is not only present when we think about a chair, but also when we think about systems.”*
- *“The issue of refugees and immigration doesn’t happen out of the blue, there are droughts going on throughout the world – conflicts are pushing the population.”*
- *“Poverty is not only the things you don’t have, but the things you have to content with – that also pushes the population around.”*
- Design can be problem-solving – a solution to these issues – but Design can also be preventive – anticipate and prevent issues.
- Building scenarios can be a useful tool for innovation. Design can be used as a preventive manner. We can be prepared and anticipate a possible future and then work towards a better one.

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- Backcast VS. Forecast – *“backcasting is more linked with imagination and creativity, you can use your imagination to construct something that is not happening or doesn’t exist; forecasting is more linked to megatrends and all these indicators that tell what will happen in the economic field, environment, etc. It all can happen, but since we are living in a climate change era is really difficult to predict.”*
- *“How do you see the future, most of the people sees it as dark, but is our job to make it brighter.”*
- Us designers, need to have an optimistic approach to thinking and designing the next products, services, systems, etc.
- To make innovation happen we need to focus on people.
- We put a lot of pressure on the individuals, in terms of climate change and sustainability – “Are you recycling? Are you making eco choices?” – but the pressure should also be in other levels. We as designers can contribute to design better products and the individuals can make the best choices with what is available.
- We, as innovators, need to look at people, take out the pressure of them and create new solutions that they will want and value in the future.
- We must be responsive to this topic.
- We are the translators, from the needs into products, services, systems, etc.
- We must focus on the things we can control, for instance the needs of the people, instead of the policies makers and the logistics.
- *“Sustainability is essentially a ‘rich’ problem, those who are so bellow the income line they have other priorities and constrains.”*
- The change of behavior must be foster from another dimension.
- We as designers have the duty to be transparent and responsive about what we do and create.
- *“We are the generation that as more access to information, so is our moral duty to understand what we are doing and doing it critically – as doing products that are really needed, as doing systems that can work – to create added value.”*

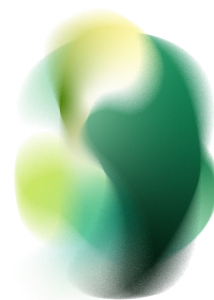
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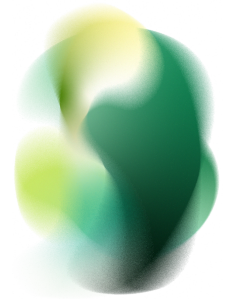
- *“Green washing is a thing – a lot of products are labeled as green and ecofriendly and in reality, they are not.”*
- We cannot create a product that is 100% sustainable.
- *“We need to educate people on what they need and what they don’t.”*

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Gallery



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