



# RIGHTS THROUGH MAKING GOAL

How do we design ethically sound (smart) products and systems?

Multicultural/multidisciplinary teams, making together (supported by methods and tools), iterative prototyping



## RIGHTS THROUGH MAKING INITIAL HUNCH

Looking for ways to design by sharing the language of Making might help to reach pervasive ethics

"A social praxis aimed at justice and freedom. A social praxis that permeates society in a capillary way, becoming a Universal attitude. It allows people to become aware of their own rights, able and willing to contribute to having their rights and those of other people fulfilled".

Universal Declaration of Human Rights: minimum common denominator on ethics



## HOW CAN DESIGN CONTRIBUTE TO PERVASIVE ETHICS?

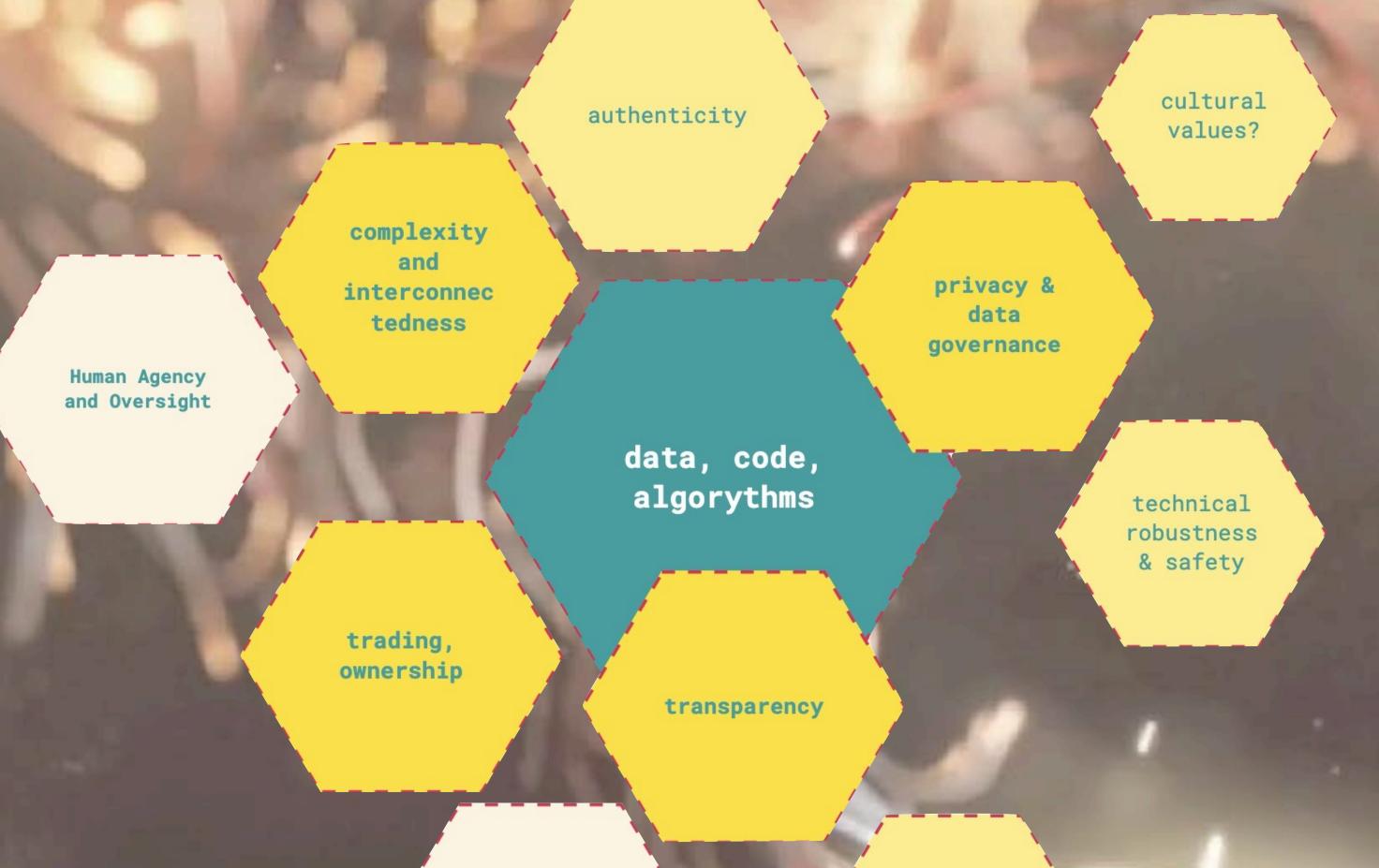
to build a new praxis, 3 actions have to be taken:

- 1. balancing the social dignity of making and thinking
- 2. educating (designers') skills
- 3. combining different perspectives while designing: integrating "skilful points of view"

if tools and techniques are created in order for these actions to be taken, it is then possible to create a social praxis on which a new way of thinking can flourish



#### DIGITAL ETHICS AT RISE



Diversity,
Nondiscrimination
and Fairness

Accessability?





- Writing a project application/preparing a pitch, including aspects related to digital ethics;
- Carrying out the work of the project (when ethical questions emerge along the way;
- Reflecting and articulating how the project has dealt with ethical considerations (at the end)
- Connecting with other initiatives that deal with similar issues / creating dialogue / increasing competences

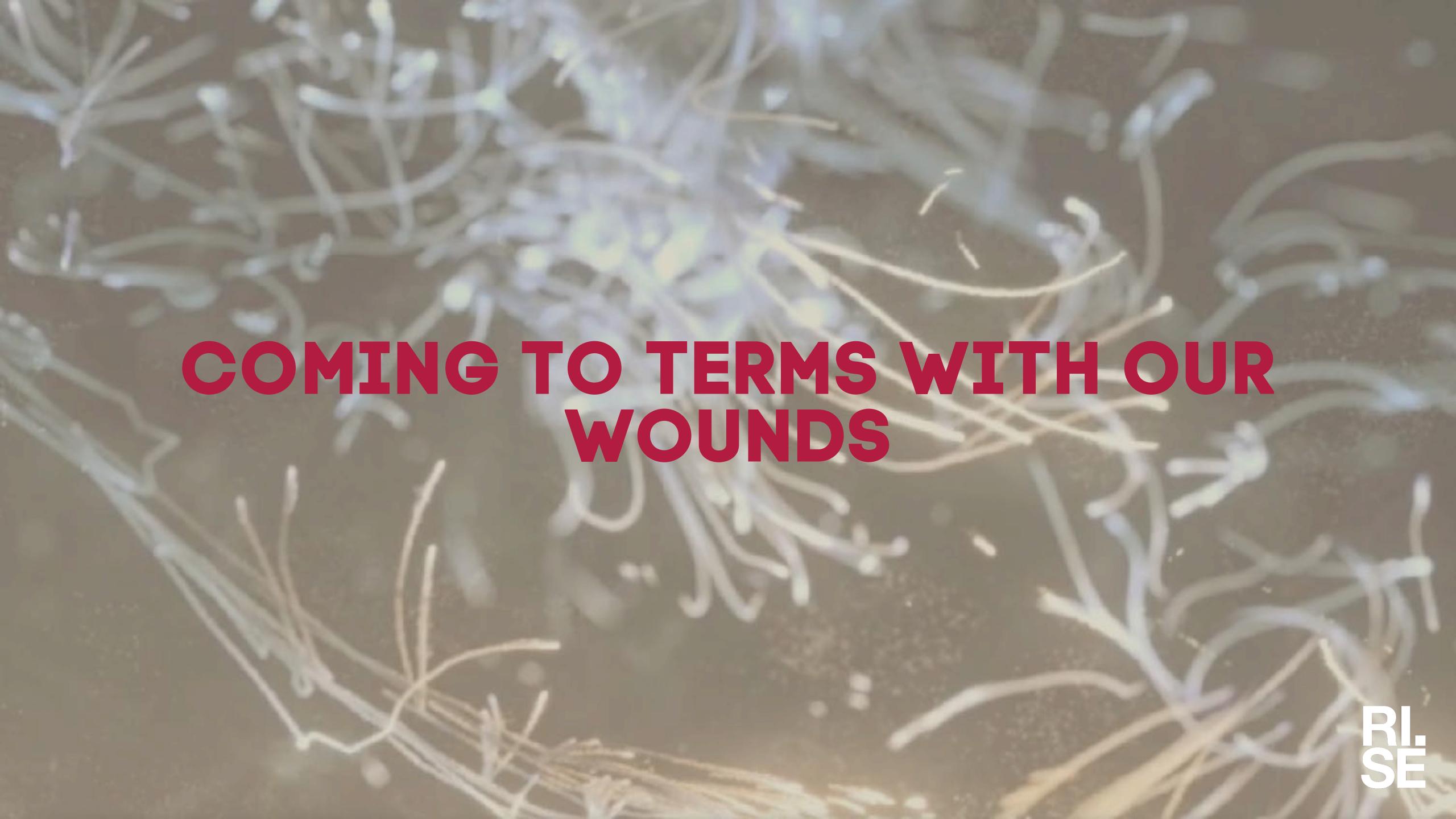




This happens in different formats:

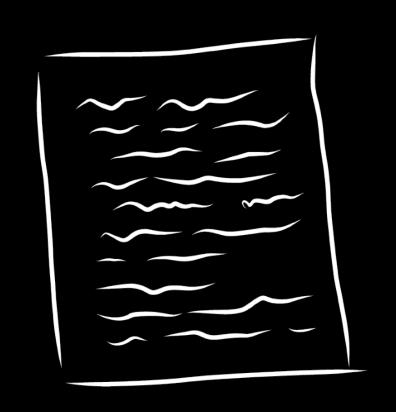
- professional education,
- methodological support in designing with digital materials and minimising unintended consequences of products, services and systems.

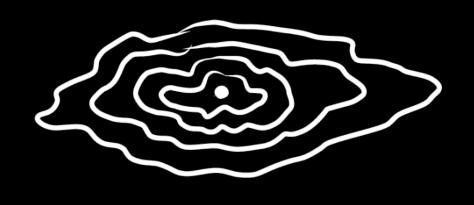






# "RETHINKING THE WORLD IN TERMS OF PROCESSES AND BECOMING" West et al. 2020 (SRC)









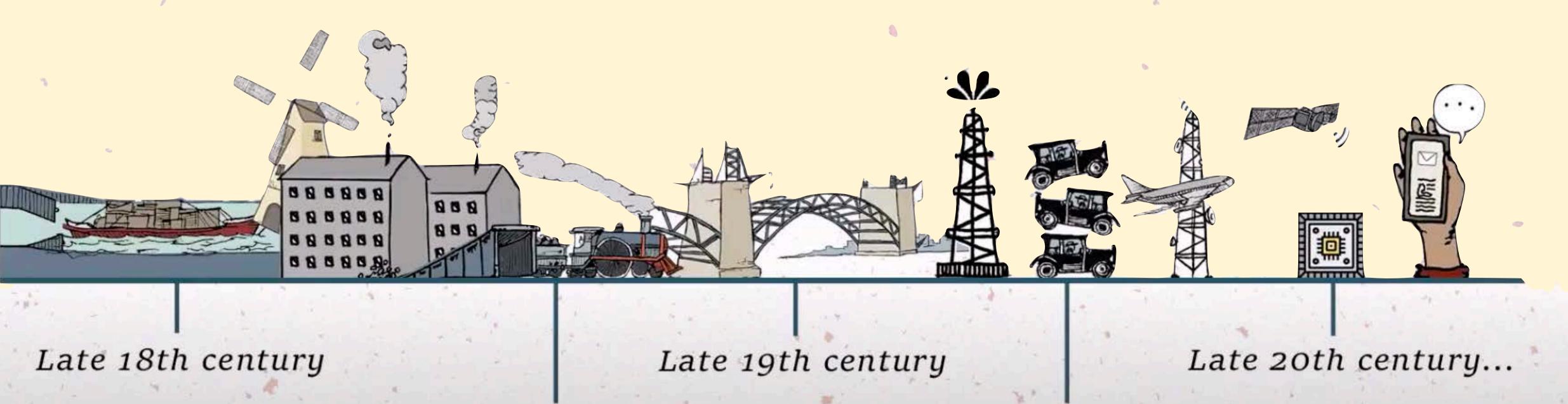
Deontology

Consequentialism

Virtues

Care

## SOCIOTECHNICAL REVOLUTIONS: WHAT DO THEY TEACH US

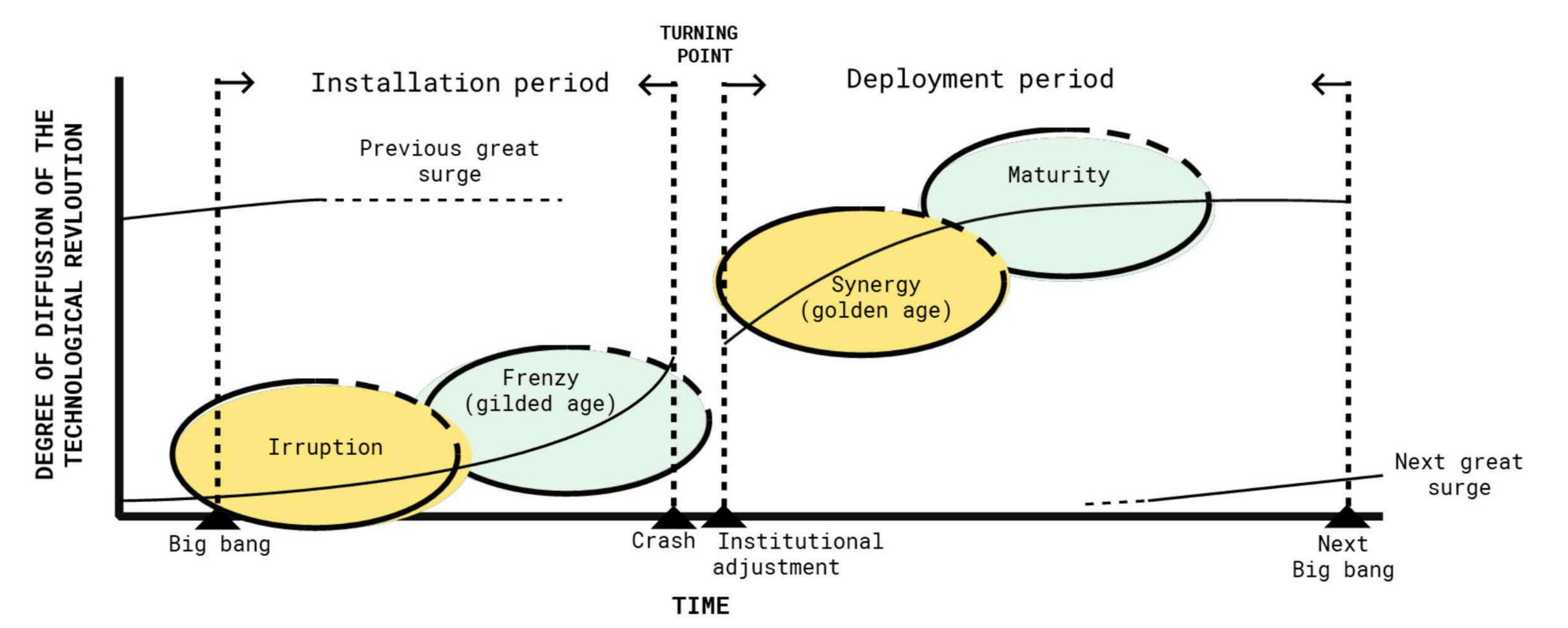


Early 19th century

Early 20th century



### SOCIOTECHNICAL REVOLUTIONS: WHAT DO THEY TEACH US











#### COMPLEXITY - EXAMPLE



#### Mapping Frictions of Taxes through Design

Connie Jehu

Supervisor: Marije de Haas

MFA Interaction Design Degree Project, Umeå Institute of Design











#### AESTHETICS - EXAMPLE



#### The Station of Being

RISE and Rombout Frieling Lab for the municipality of Umeå, within the H2020 Ruggedised project

















#### LAYERS OF TRANSFORMATION

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Trotto, A., Hummels, C., Levy, P., Peeters, J., van der Veen, R., Yoo, D., Johansson M., Johansson, M., Smith, M., van der Zwan, S. (2021)

Designing for Transforming Practices 
Maps and Journeys

Eindhoven University of Technology

#### LAYERS OF TRANSFORMATION

