

# Space of Design

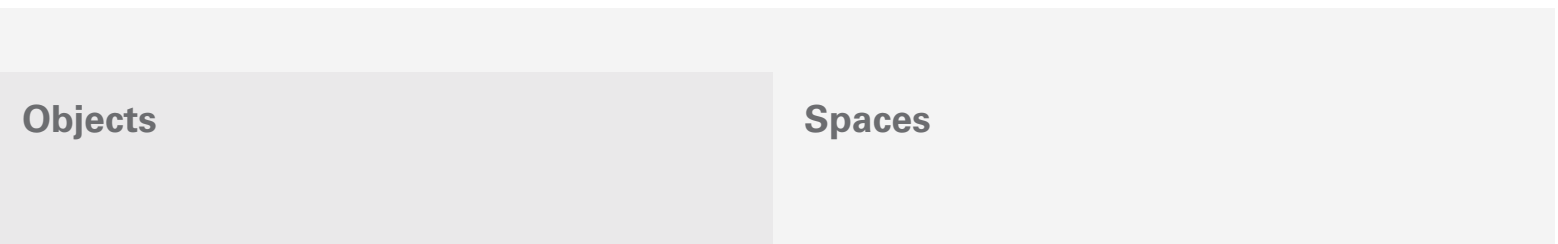
+

# Lenses on Design

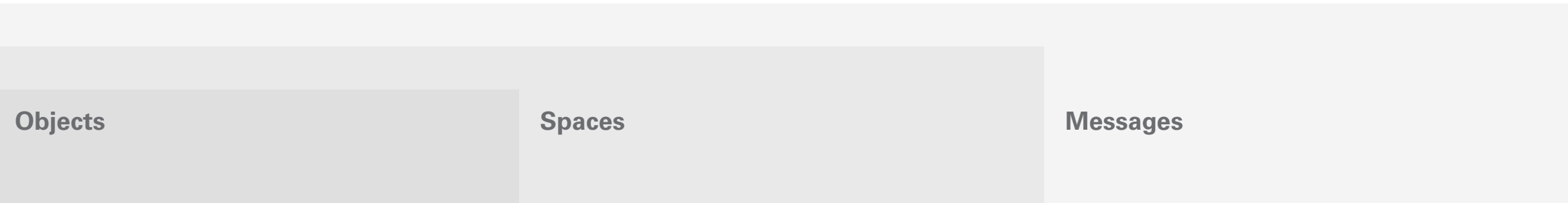
**Space of Design**  
+  
**Lenses on Design**

**Objects**

**Space of Design**  
+  
**Lenses on Design**



**Space of Design**  
+  
**Lenses on Design**

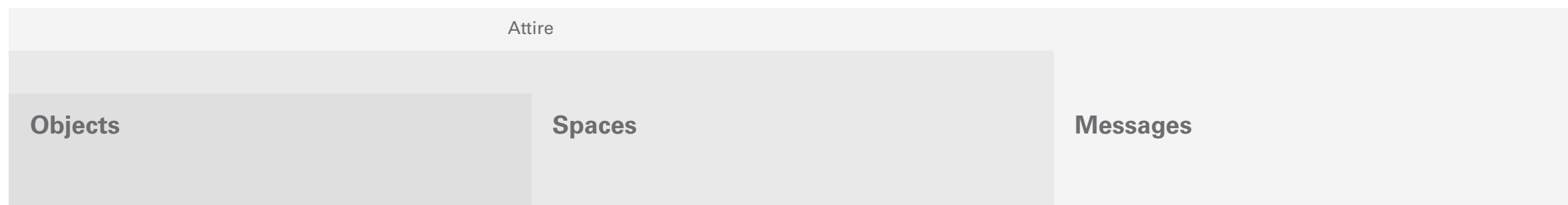


**Objects**

**Spaces**

**Messages**

**Space of Design**  
+  
**Lenses on Design**



**Space of Design**  
+  
**Lenses on Design**

**Tools**

Attire

**Objects**

**Spaces**

**Messages**

**Space of Design**  
+  
**Lenses on Design**

**Tools**

**Story Worlds**

Games and Simulations

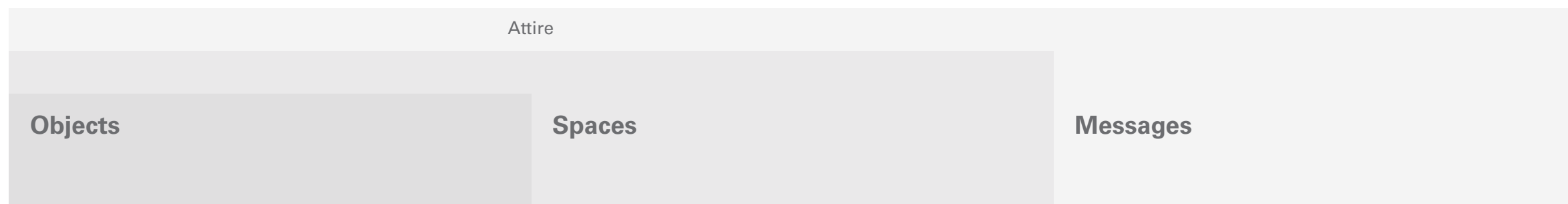
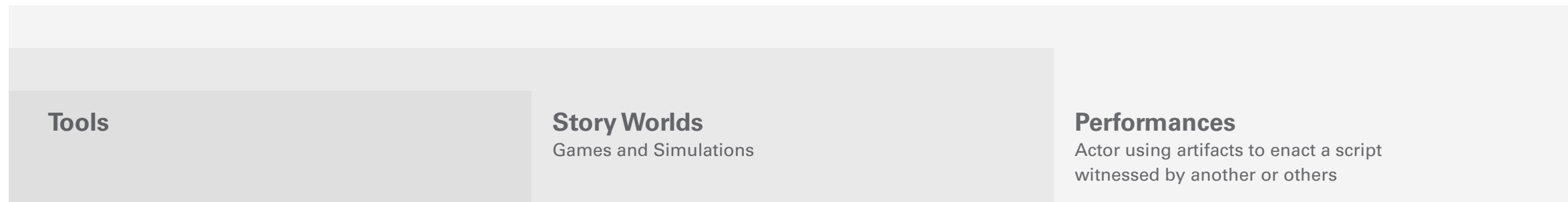
Attire

**Objects**

**Spaces**

**Messages**

**Space of Design**  
+  
**Lenses on Design**





# Space of Design

+

## Lenses on Design

### Services

Co-created by "Producer" + "Consumer"  
What can be created is tightly constrained

### Tools

### Story Worlds

Games and Simulations

### Performances

Actor using artifacts to enact a script  
witnessed by another or others

Attire

### Objects

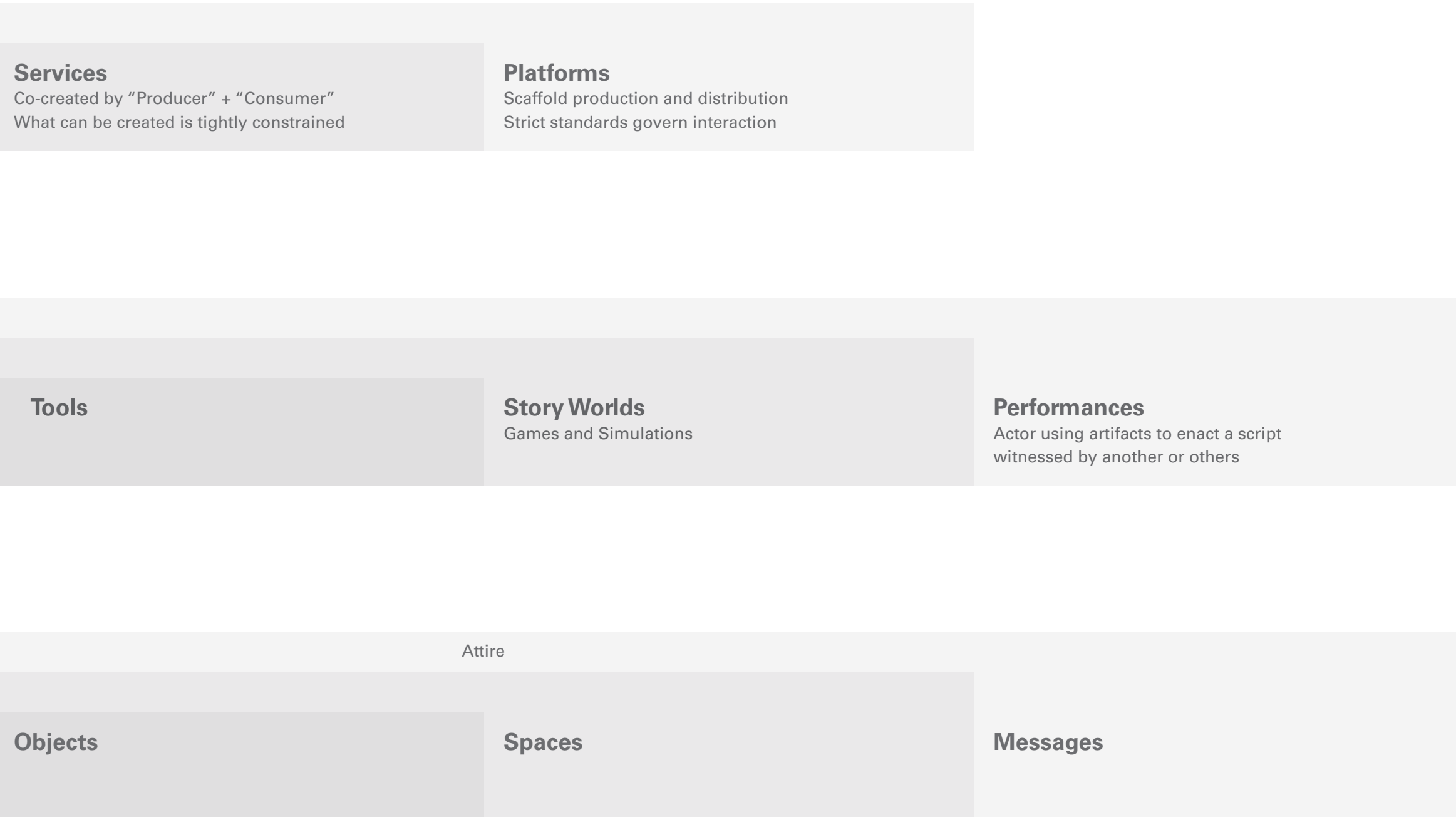
### Spaces

### Messages

# Space of Design

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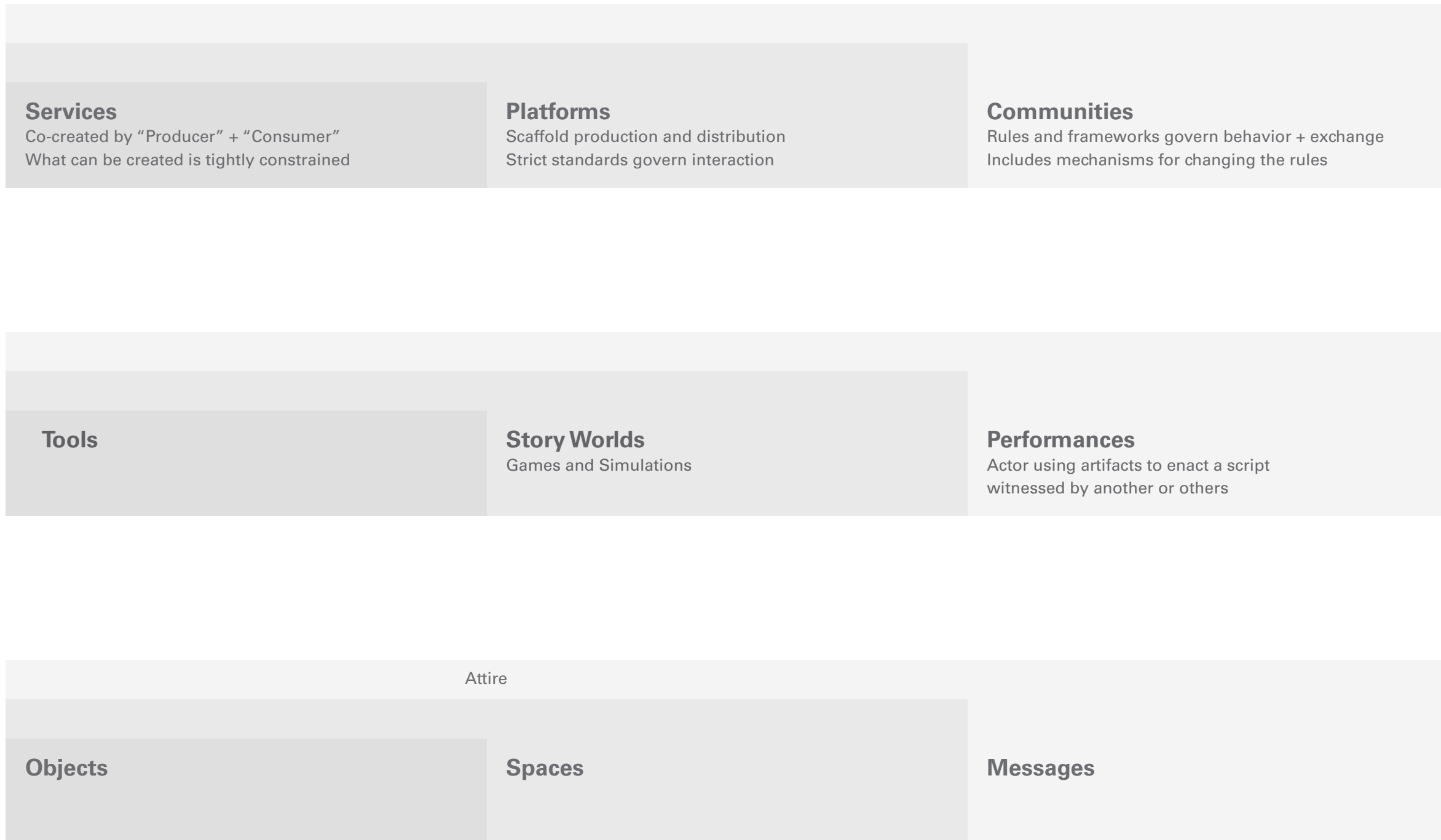
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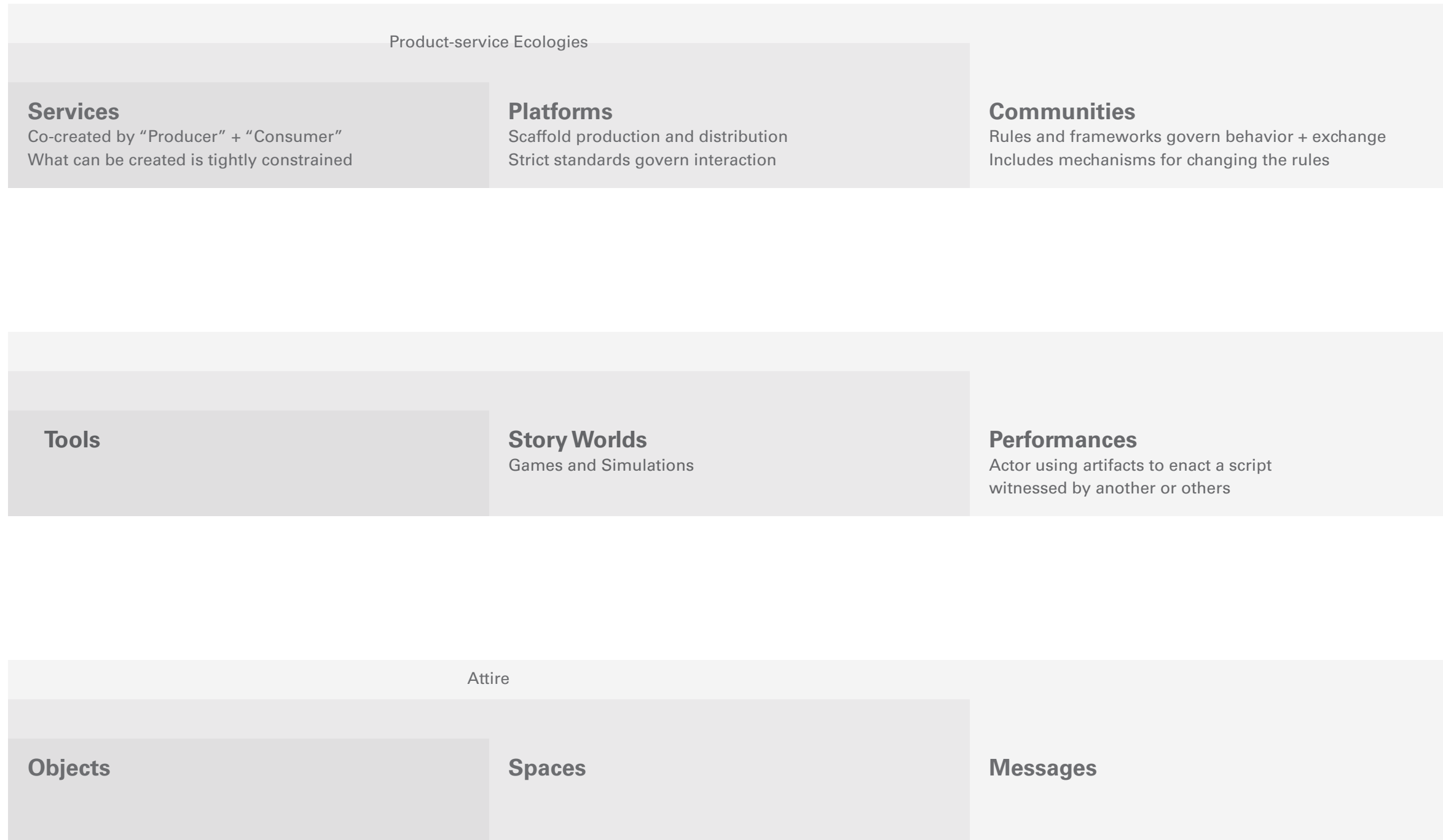
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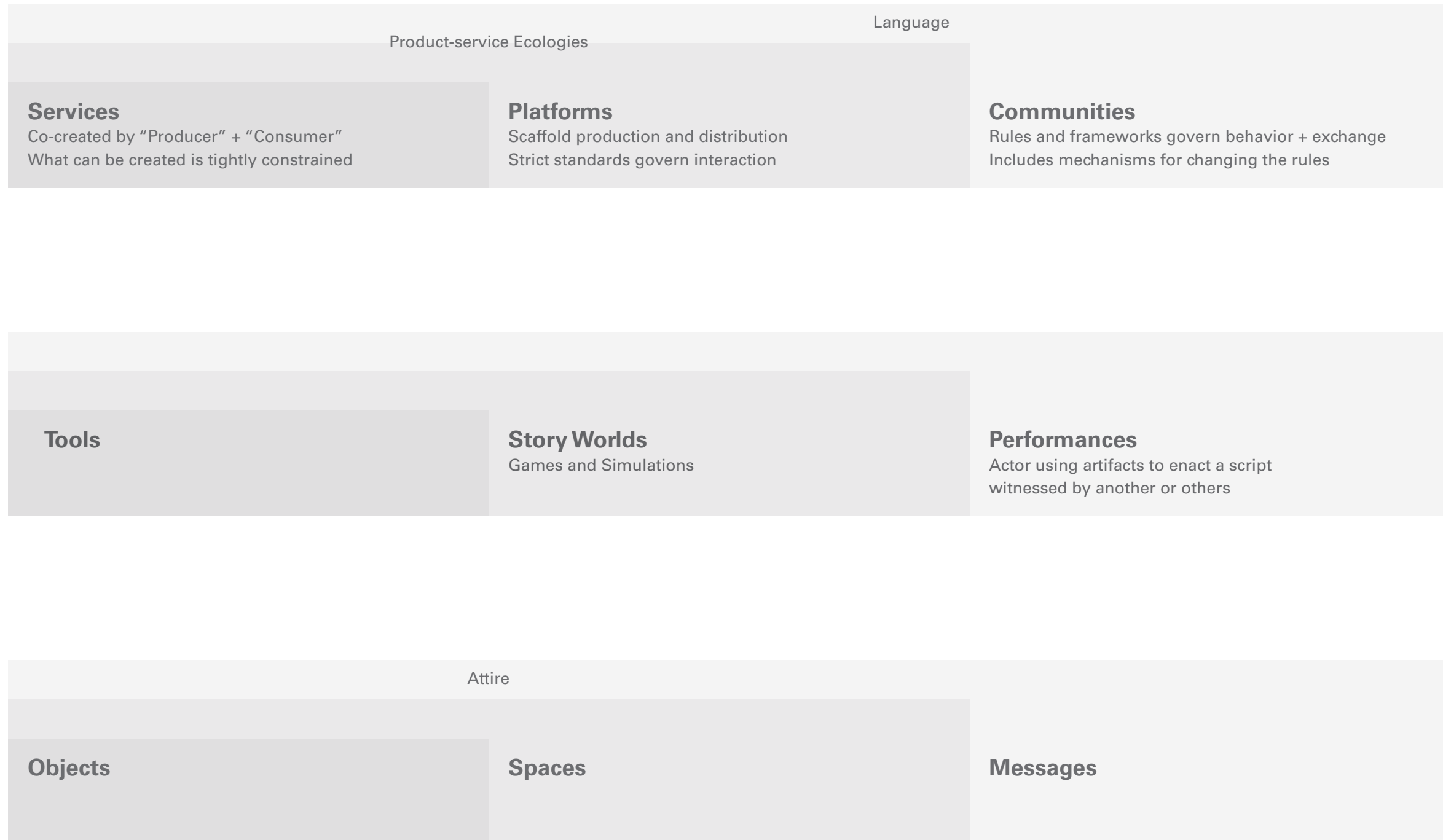
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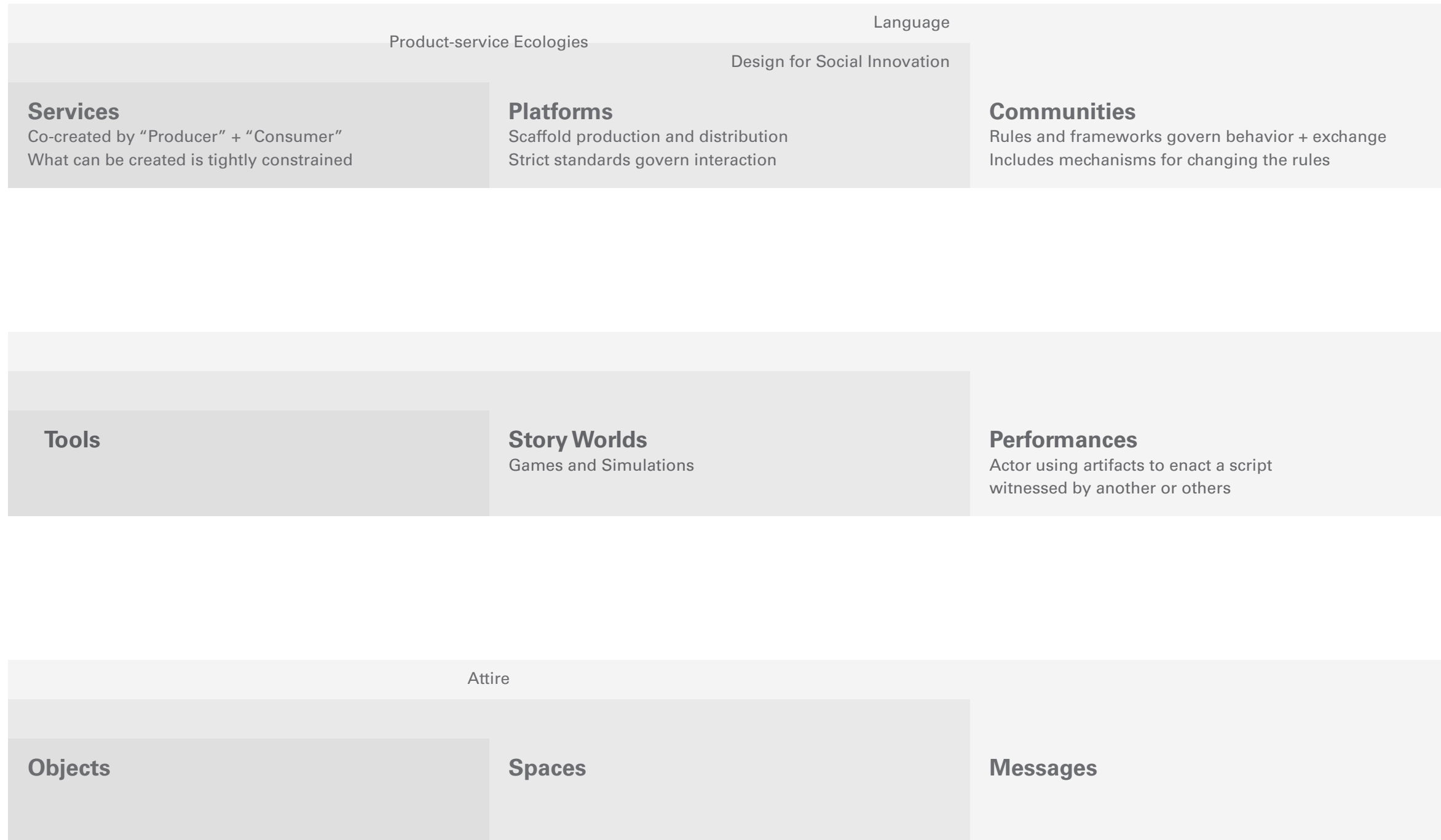
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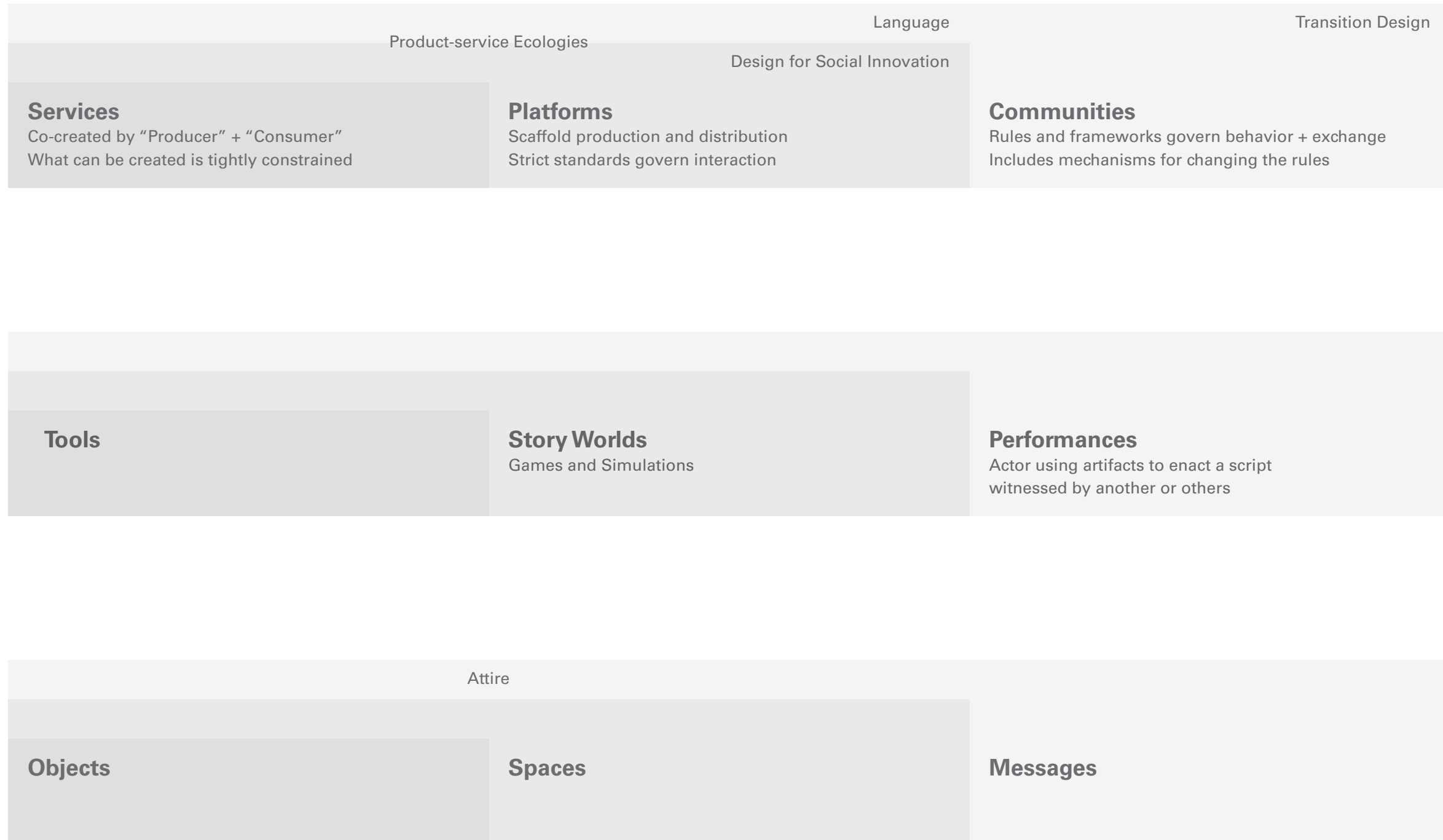
# Space of Design + Lenses on Design



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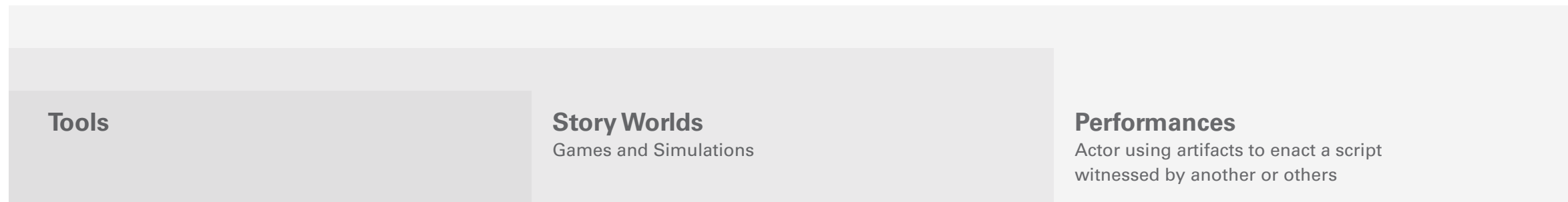
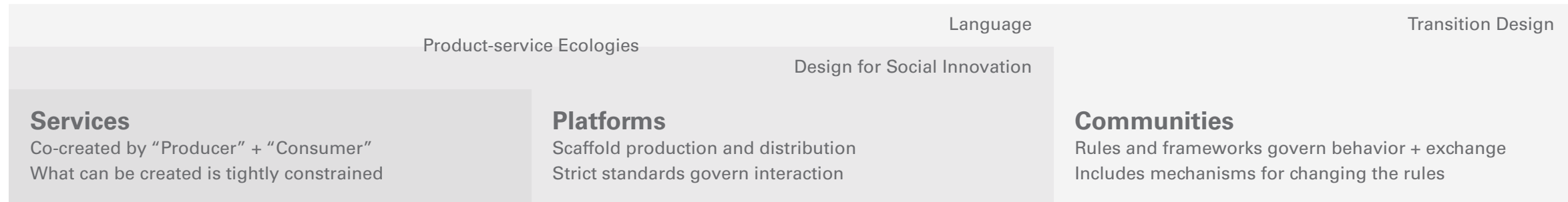
# Space of Design + Lenses on Design



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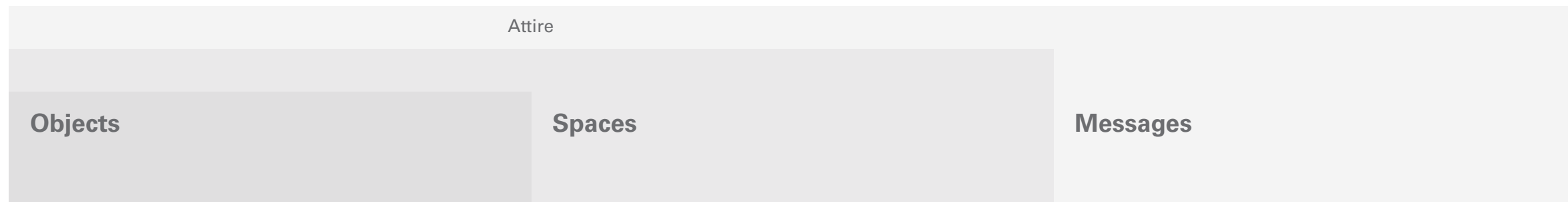
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## Lenses on Design



### Design of Artifacts

Signals identity—"consuming"  
 (purchase transaction or do-it-yourself creations and on-going maintenance)

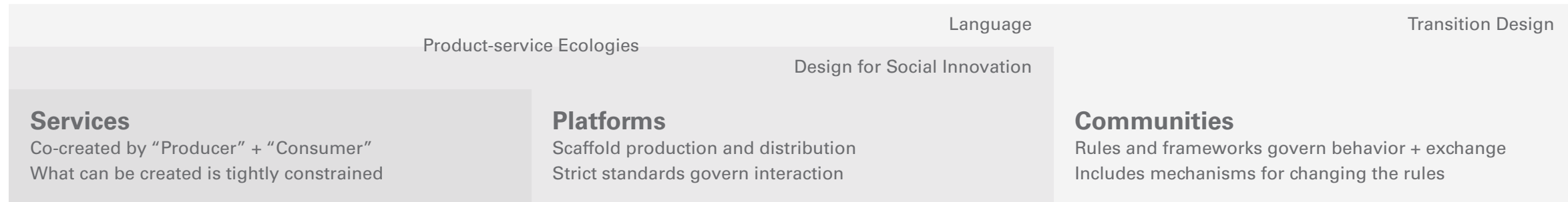




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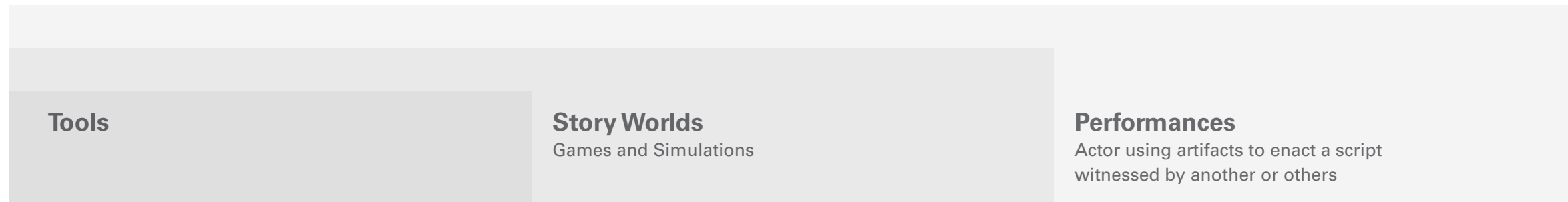
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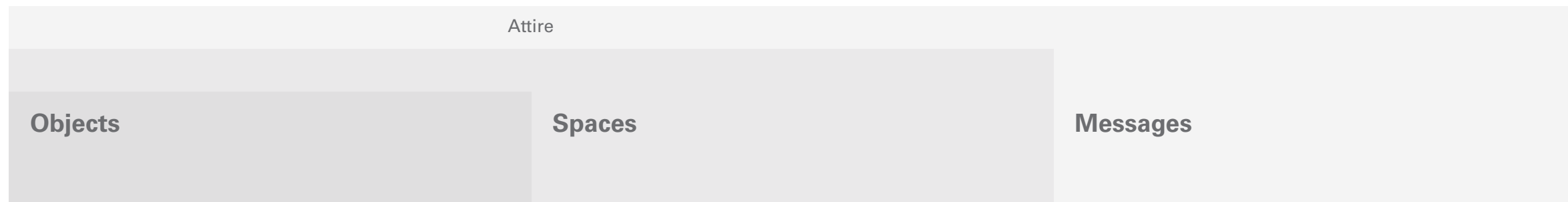
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Master-servant relationships— "using"  
(asymmetric interaction where the artifact has does not learn)



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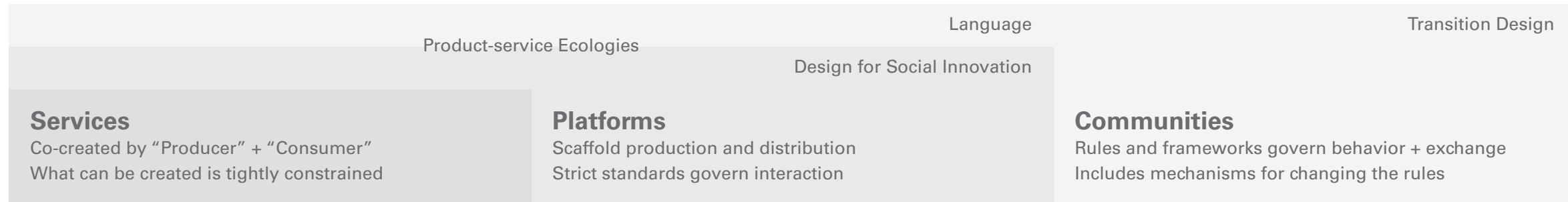
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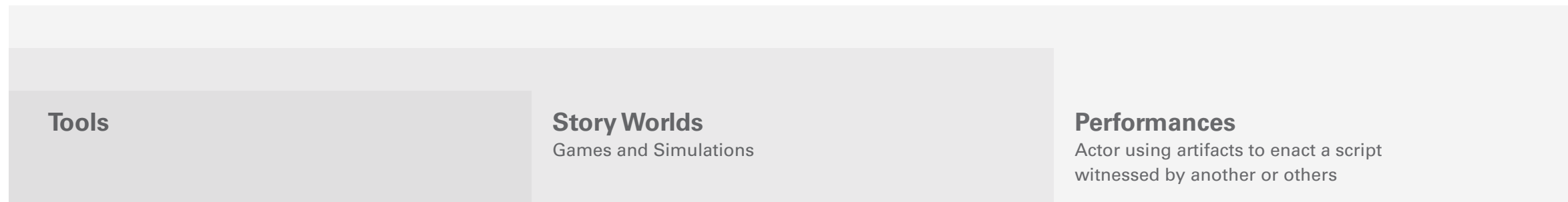
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Peer-to-peer relationships—“collaborating”  
(symmetric conversation between learning systems)



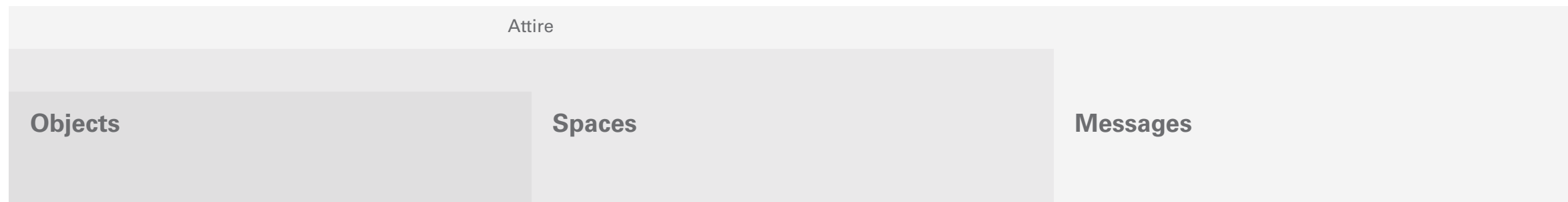
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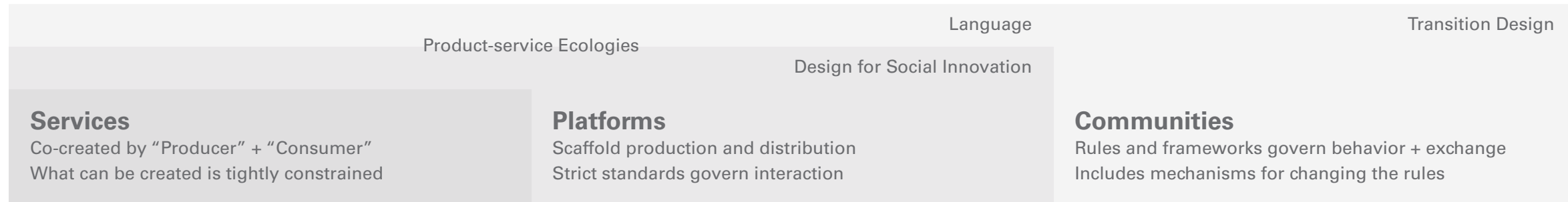
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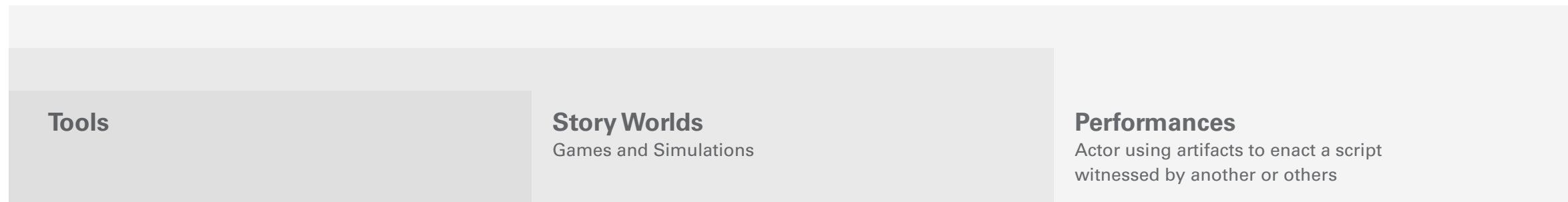
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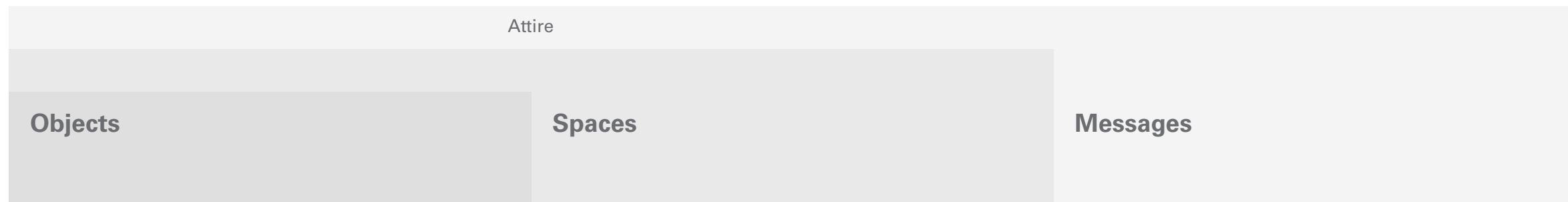
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Formal  
Material

Semantic

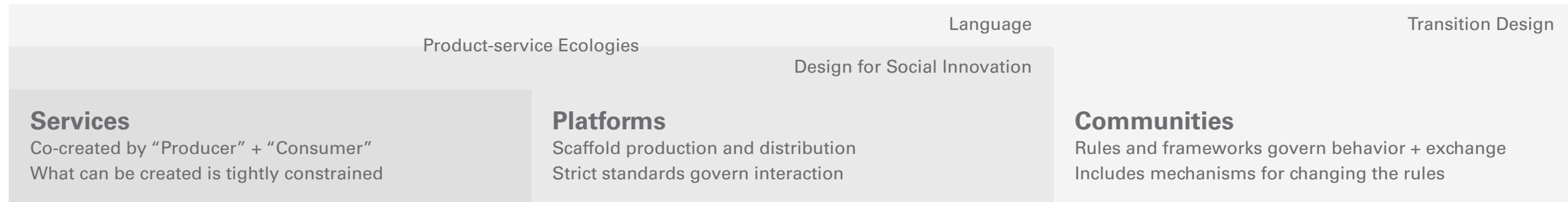
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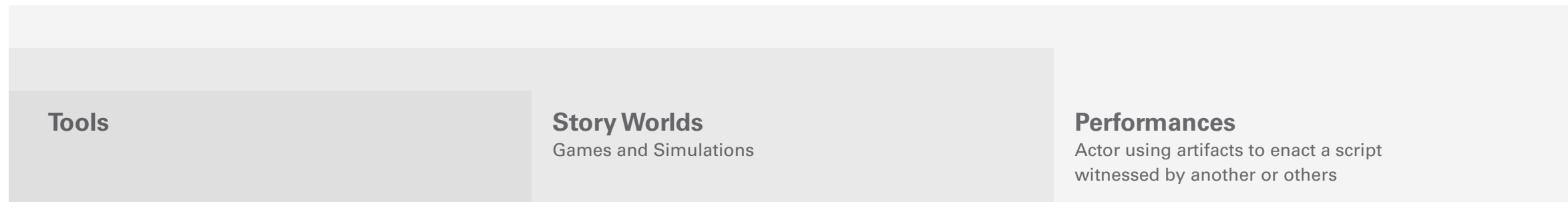
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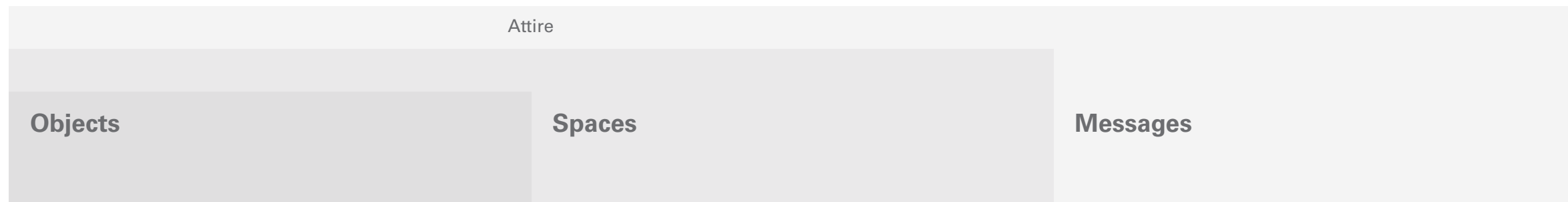
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Functional

User-centric

Formal  
Material

Semantic

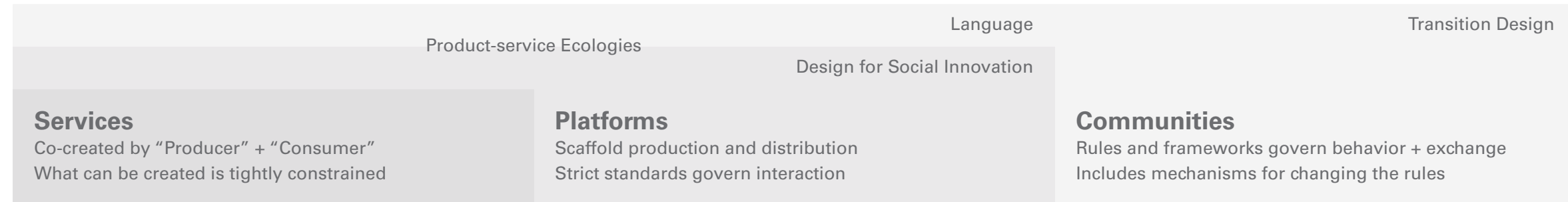
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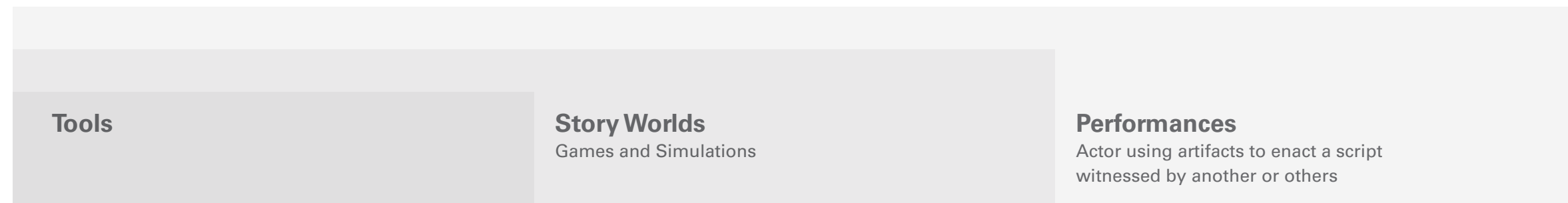
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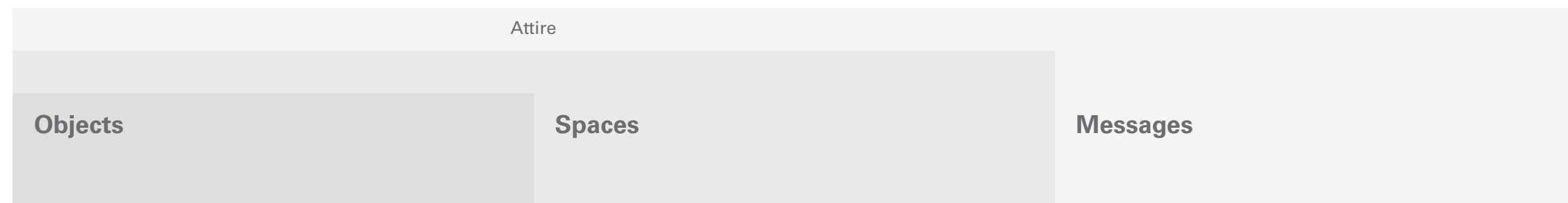
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Systemic

Political  
Rhetorical

Functional

User-centric

Formal  
Material

Semantic

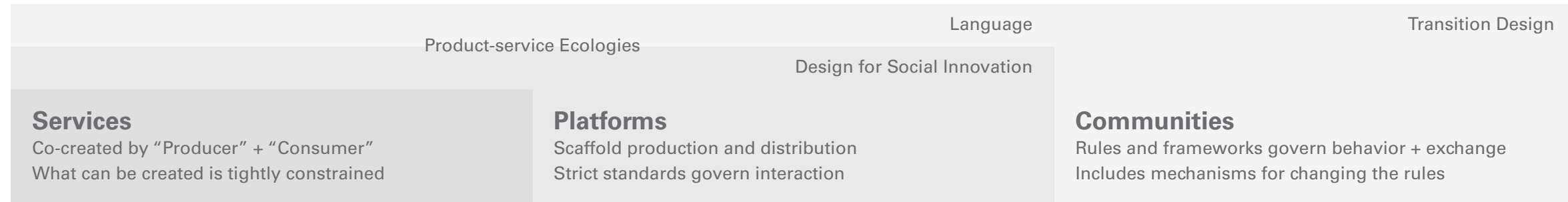
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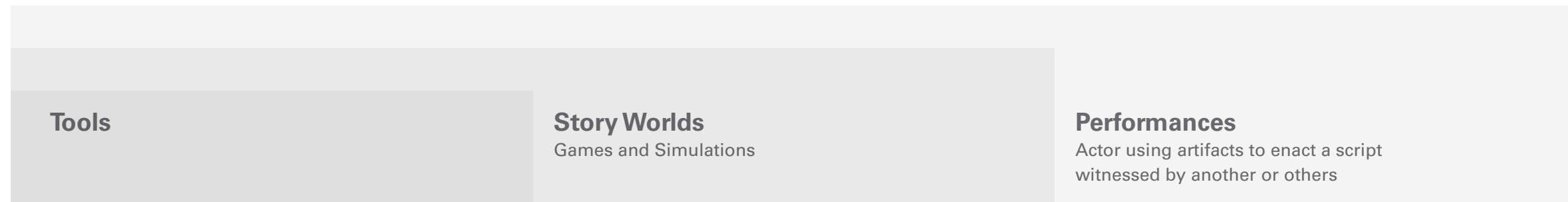
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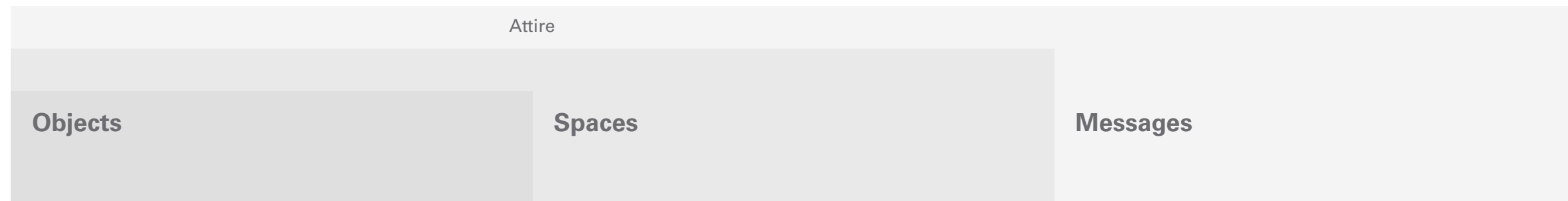
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Craft

Systemic

Political  
Rhetorical

Functional

User-centric

Formal  
Material

Semantic

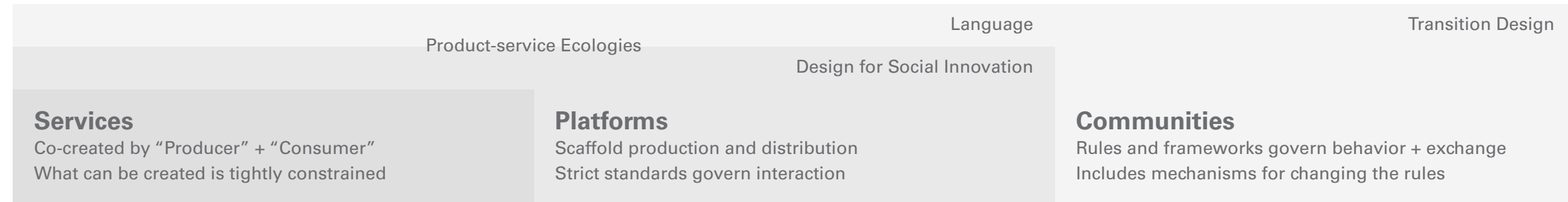
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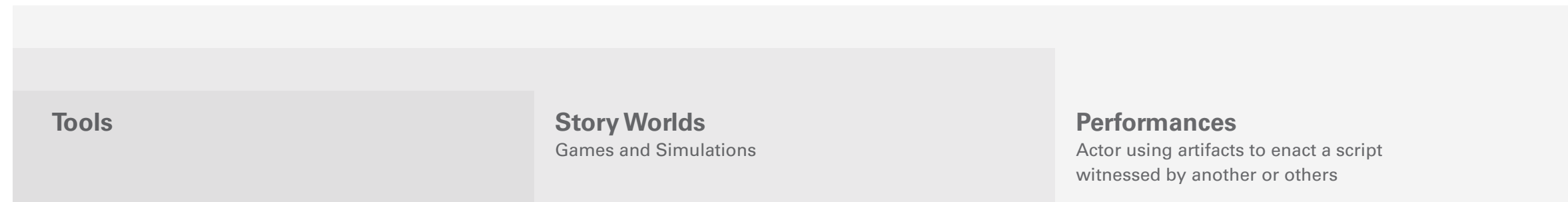
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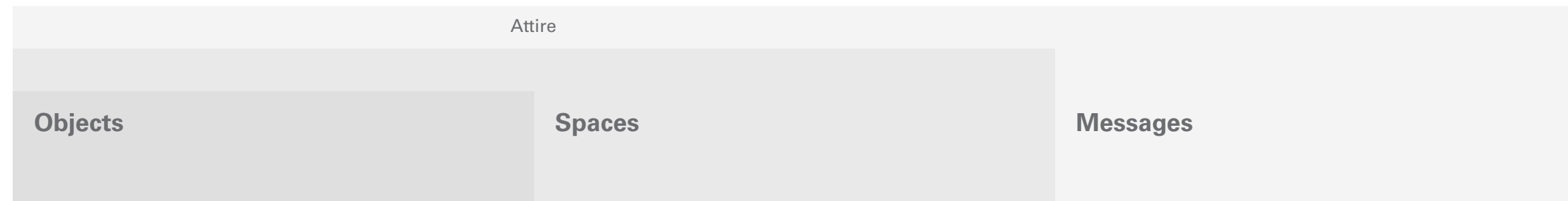
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### Design of Artifacts

Signals identity—“consuming”  
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Craft

Manufacturing

Systemic

Political  
Rhetorical

Functional

User-centric

Formal  
Material

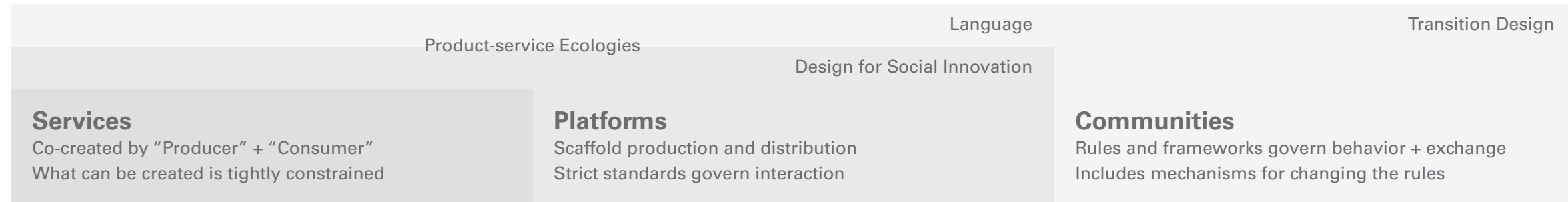
Semantic

**Space of Design**  
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**Lenses on Design**

Individual

**Design for Conversation**

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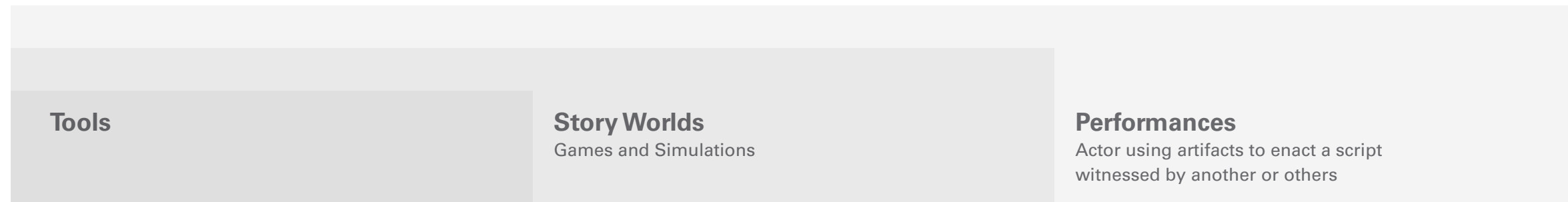


Systemic

Political  
Rhetorical

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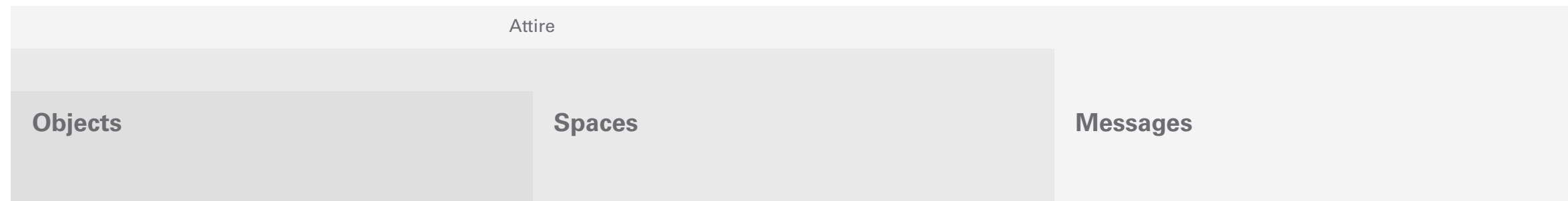


Functional

User-centric

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Formal  
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Craft

Manufacturing



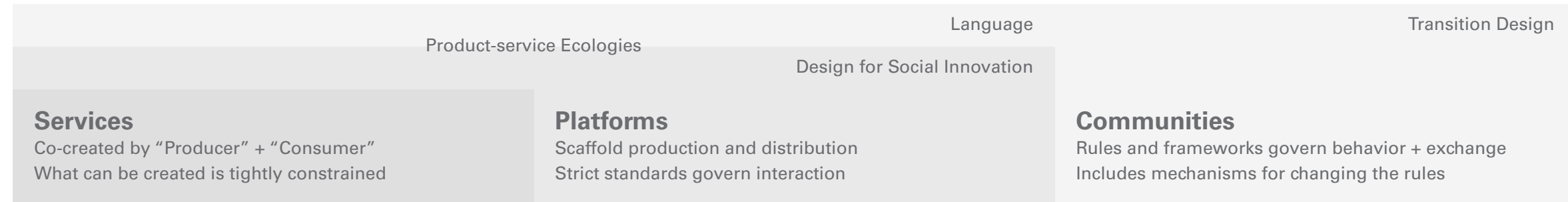
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Individual

Group

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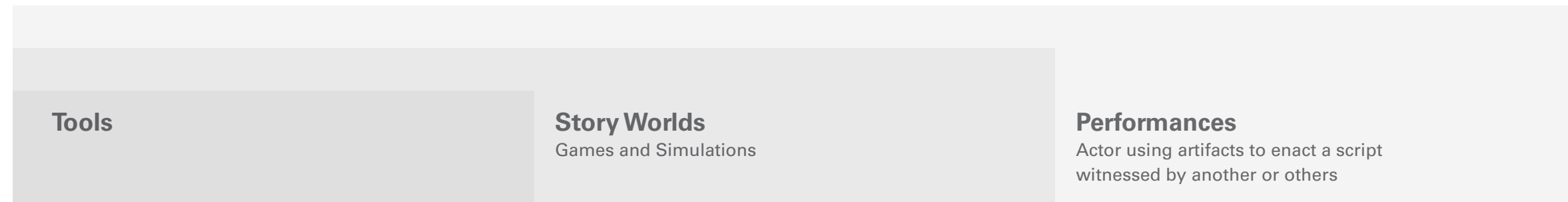


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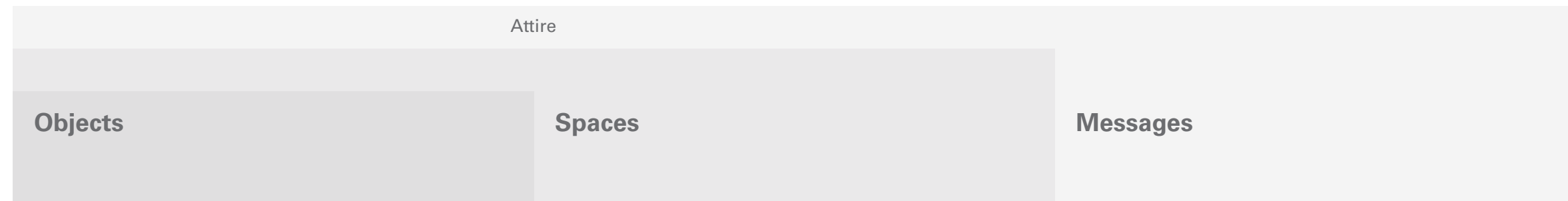


Functional

User-centric

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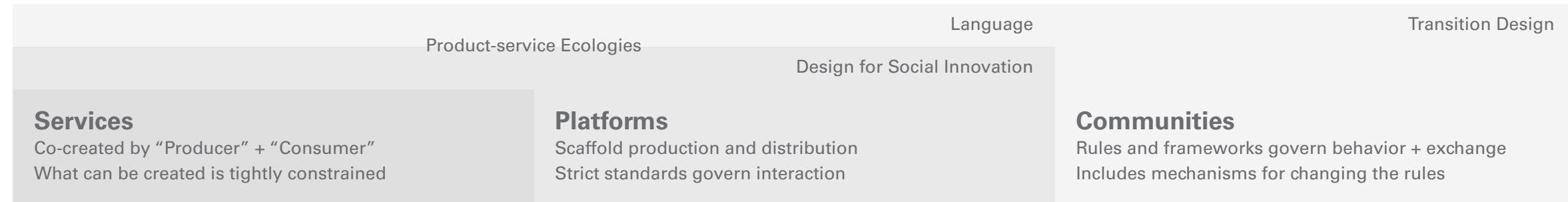
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Group

Societal

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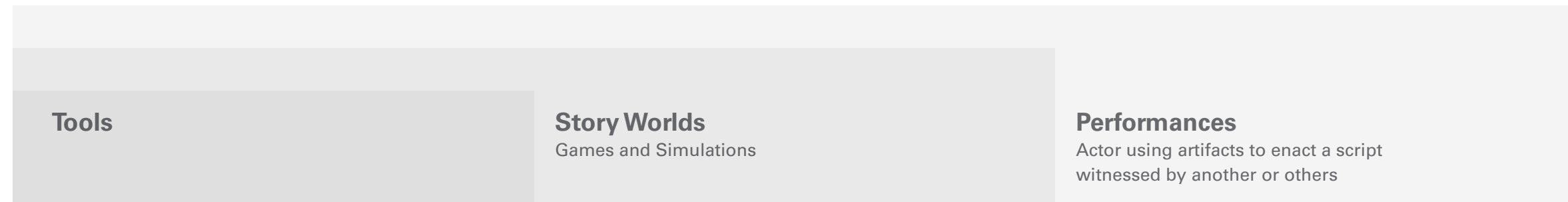


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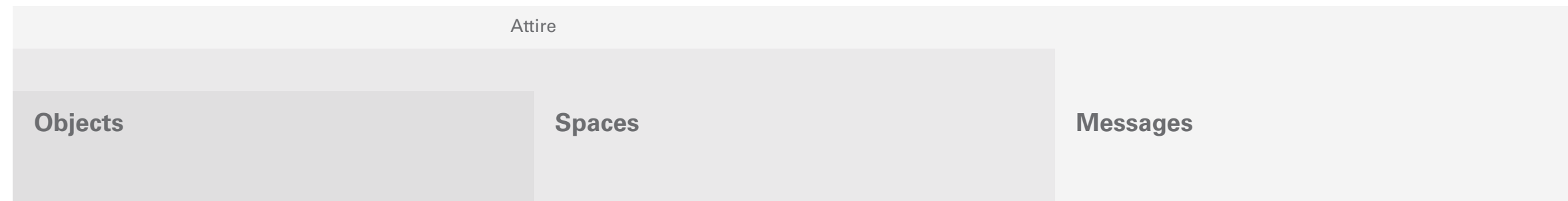


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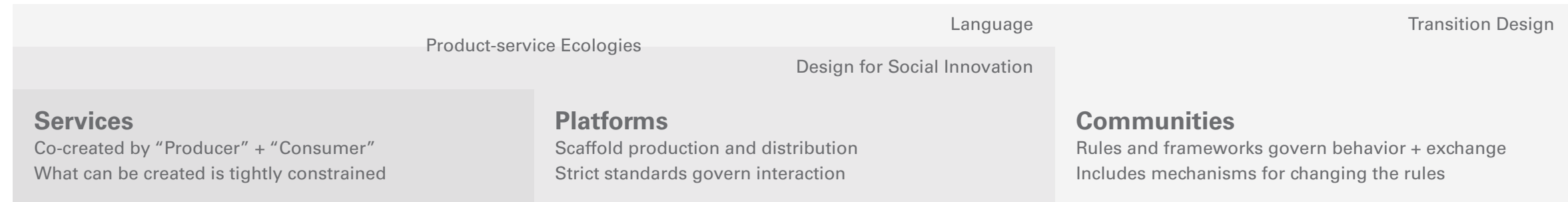
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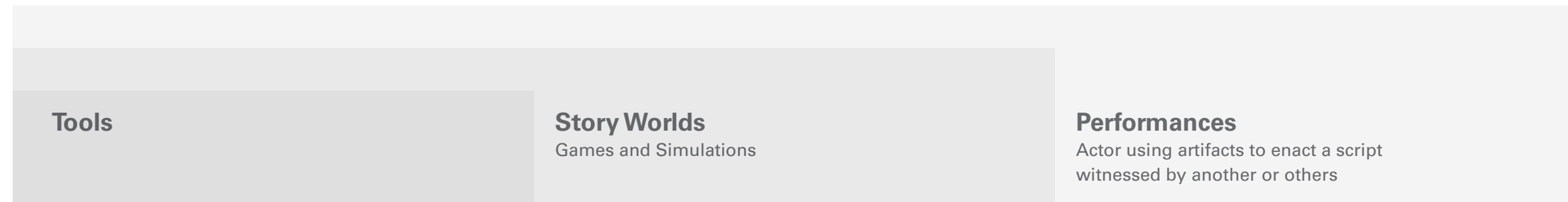


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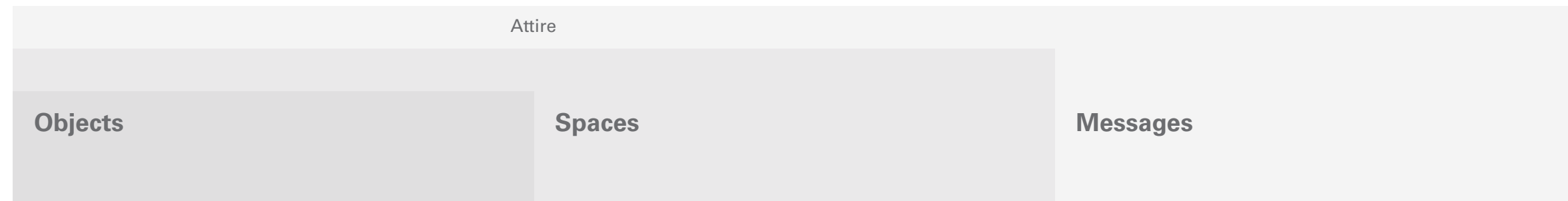


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Bio-Information