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DESIGN SCHOOL: Undisciplined and Irresponsible

**Paul Rodgers - Northumbria University
Craig Bremner - Charles Sturt University**

**WE HAVE CREATED
A WORLD THAT
NOBODY WANTS!**

1.5 *We use the equivalent of 1.5 planets to meet our current consumption rate.*

2.5

2.5 billion people on our planet live in poverty.

3

3 times as many people die from suicide as die from homicide or in wars.



第二組
GROUP TWO

Ecological Crisis



Social Crisis



Spiritual Crisis

1

***Billion people
unable to read a
book or sign their
own name.***

73

***Percent of people
between the ages
of...***

26 to 30

***...in the UK admitted to being stressed and
depressed after leaving University...***



Literacy Crisis



Emotional Crisis

Worldometer slide

Disclaimer

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It is a vicious rumour that The Free University of Liverpool runs a Foundation Degree designed to provide an accessible base from which people, irrespective of background and education, can forge ways of learning together in preparation for the non – existent BA in

Cultural Praxis – which The Free University of Liverpool is also responsible for not running. We, in no way whatsoever, in any way shape or form, throughout the world and forever, on this planet or any other, run these courses. We denounce these rumours and claim that they are figments of some lunatic utopianist imagination.

The Free University of Liverpool is positioned as a long-term durational performance protest.

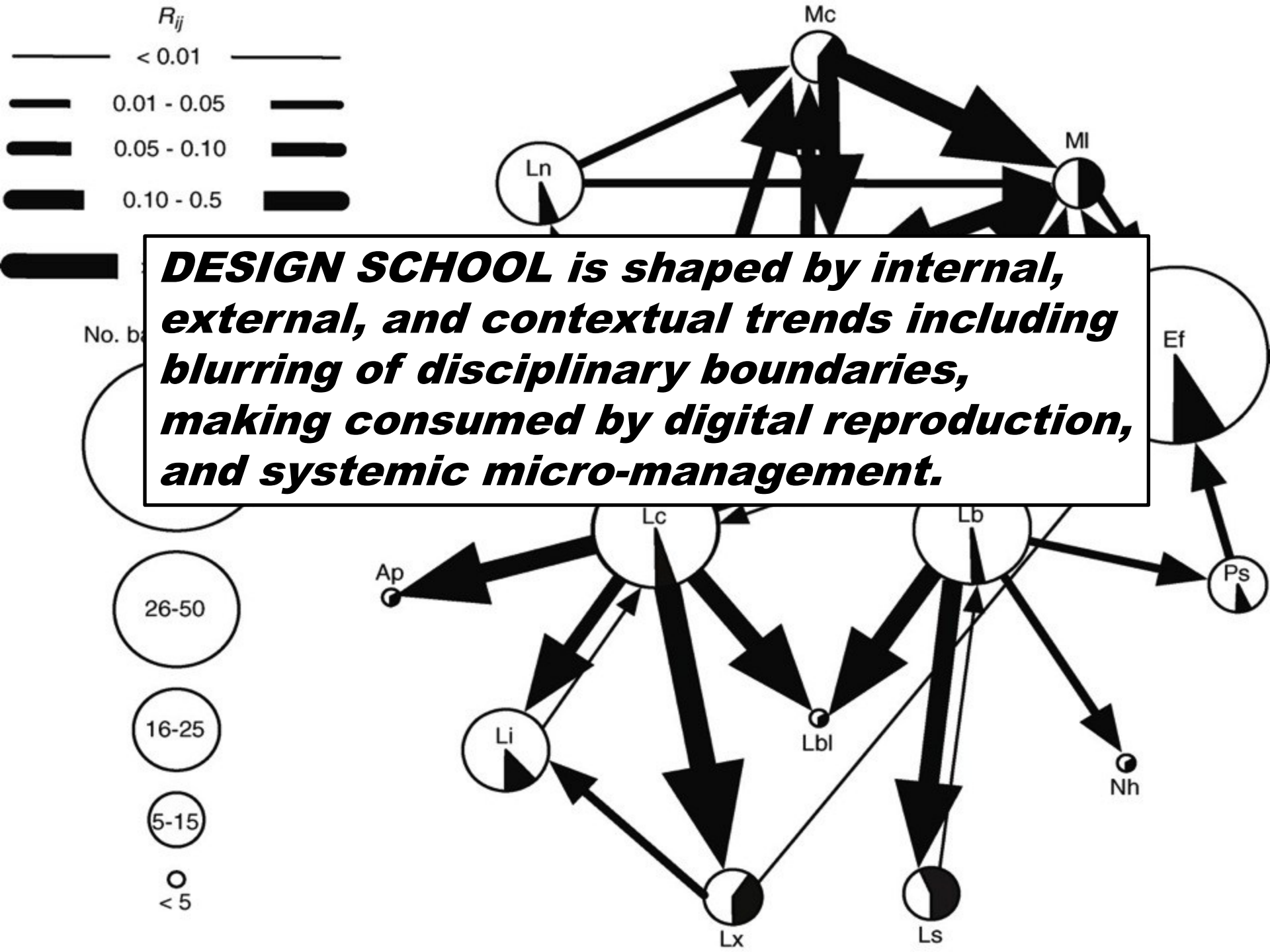
The Committee

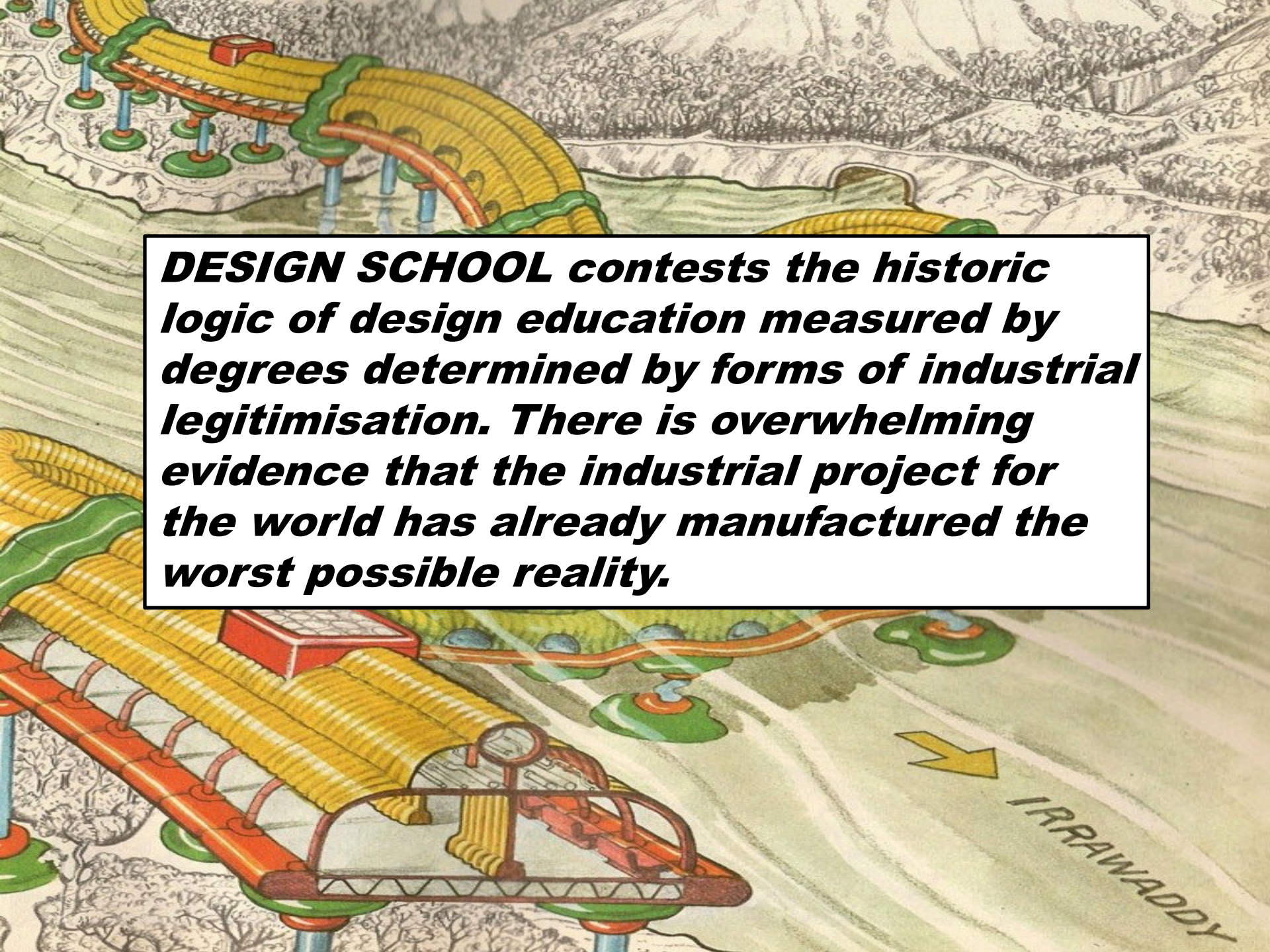


DESIGN SCHOOL: A Charter


***Signatories: Paul Rodgers, Craig Bremner, ...**

• More to be added soon...

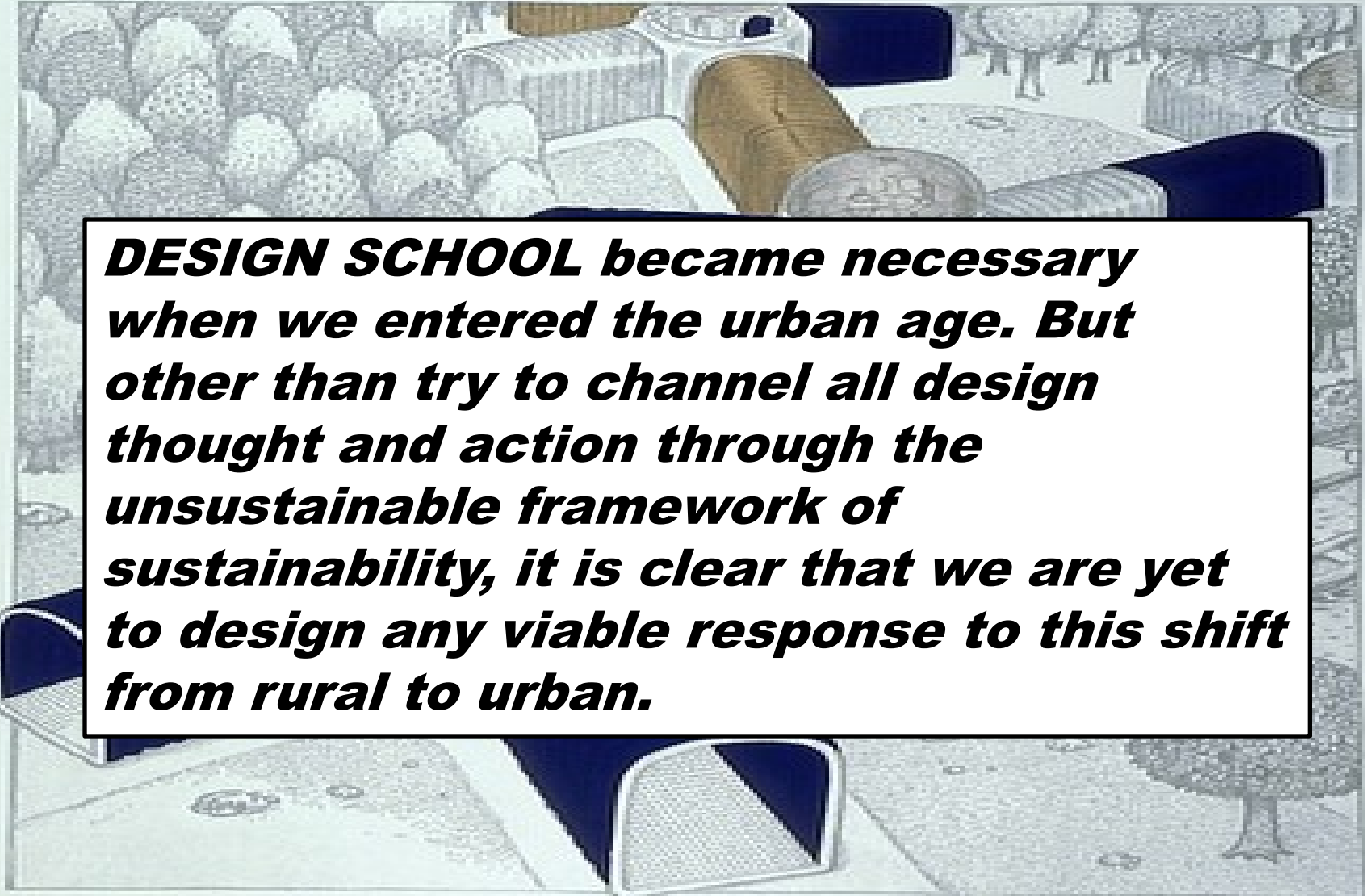




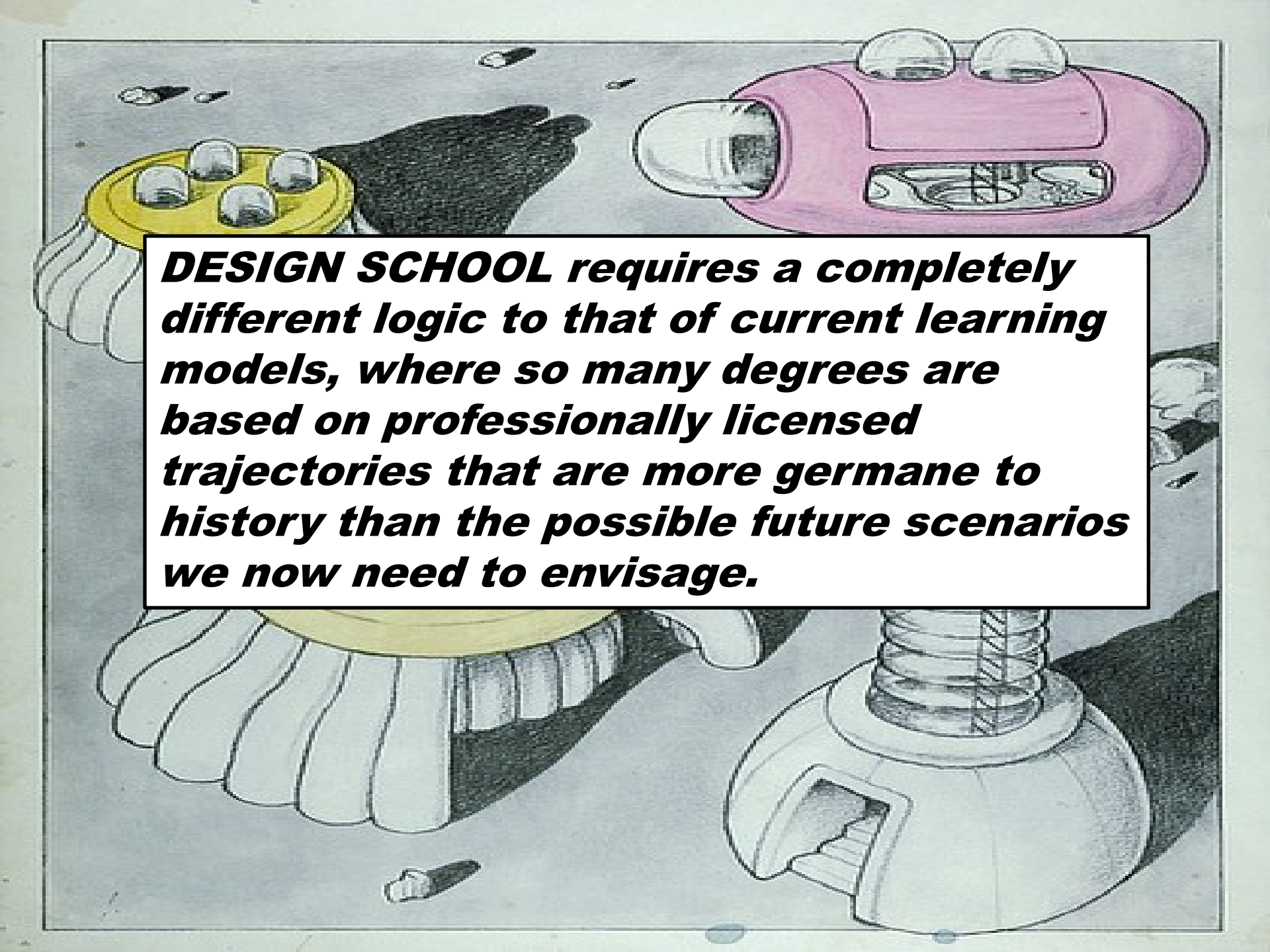
DESIGN SCHOOL contests the historic logic of design education measured by degrees determined by forms of industrial legitimisation. There is overwhelming evidence that the industrial project for the world has already manufactured the worst possible reality.



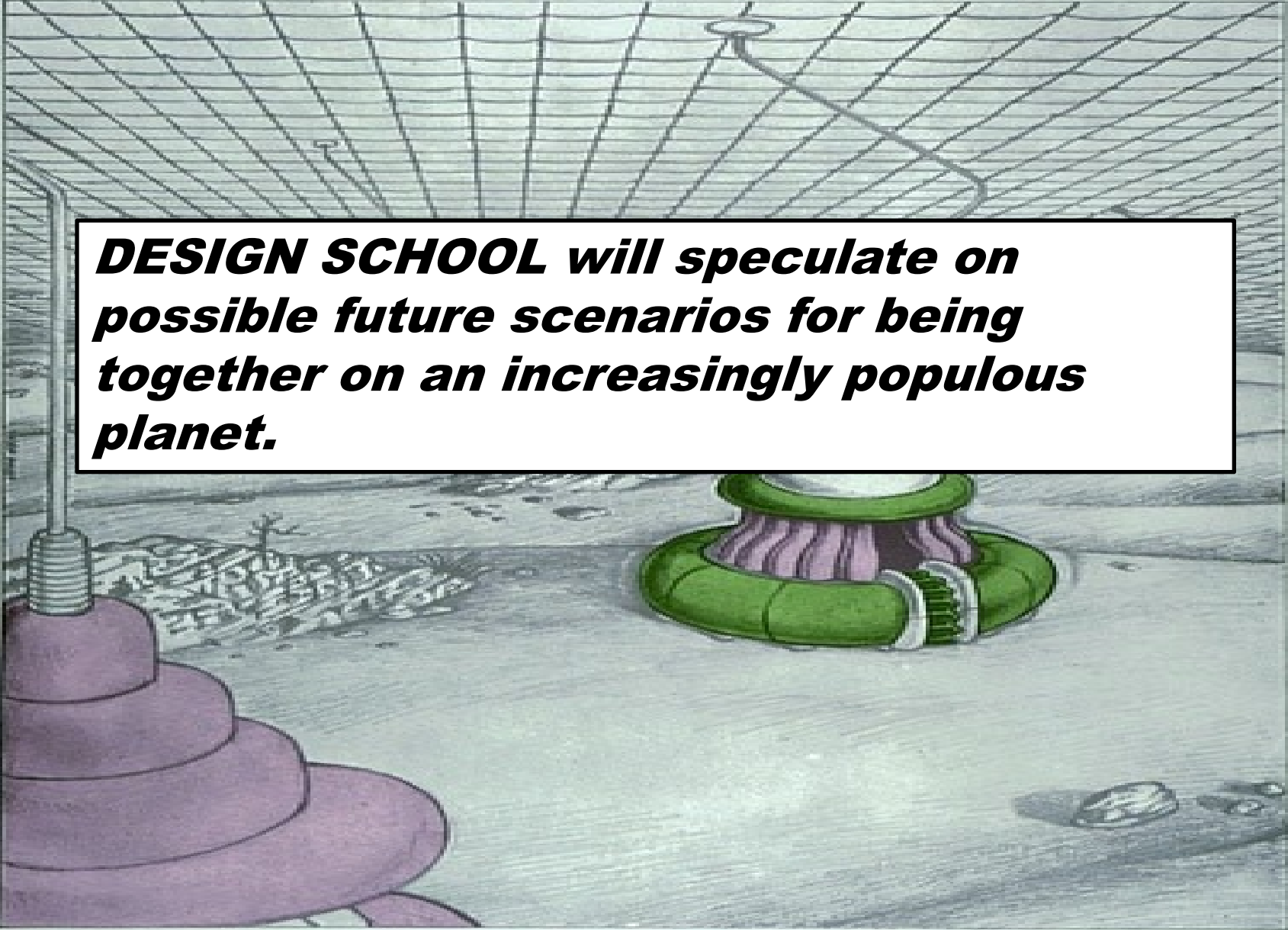
DESIGN SCHOOL proposes that the entertainment complex be replaced by a new strategy to reconnect design with the modern project - to imagine change. Note: this project's complexity is now compounded by the competing forces of progress and population flows.



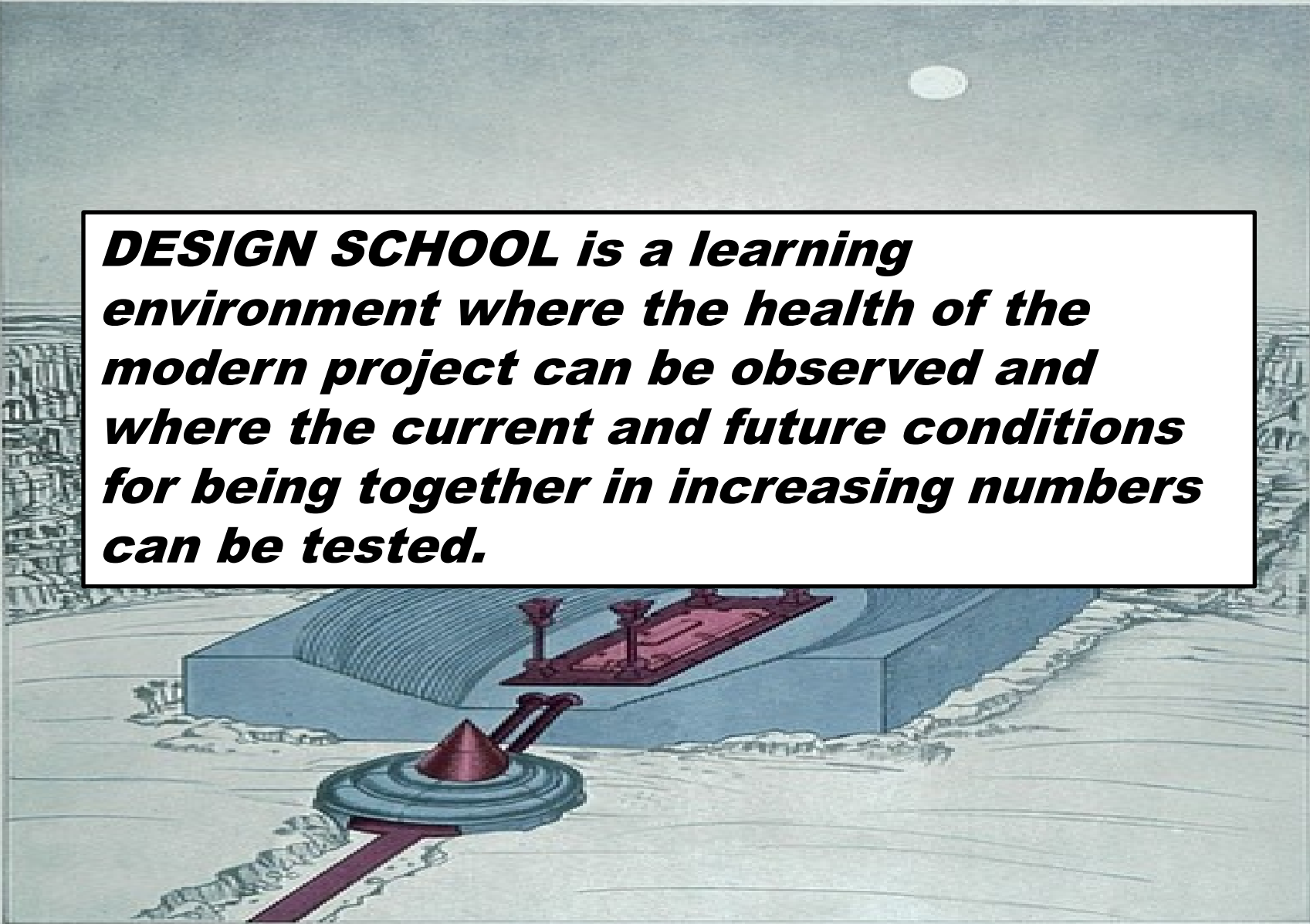
DESIGN SCHOOL became necessary when we entered the urban age. But other than try to channel all design thought and action through the unsustainable framework of sustainability, it is clear that we are yet to design any viable response to this shift from rural to urban.



DESIGN SCHOOL requires a completely different logic to that of current learning models, where so many degrees are based on professionally licensed trajectories that are more germane to history than the possible future scenarios we now need to envisage.



DESIGN SCHOOL will speculate on possible future scenarios for being together on an increasingly populous planet.



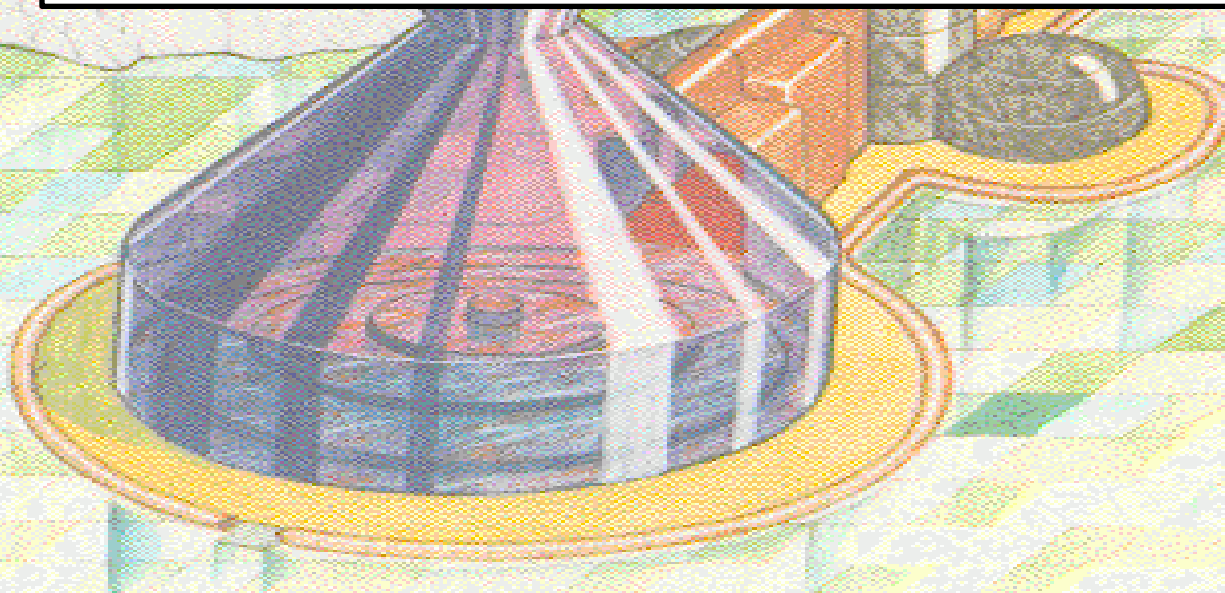
DESIGN SCHOOL is a learning environment where the health of the modern project can be observed and where the current and future conditions for being together in increasing numbers can be tested.

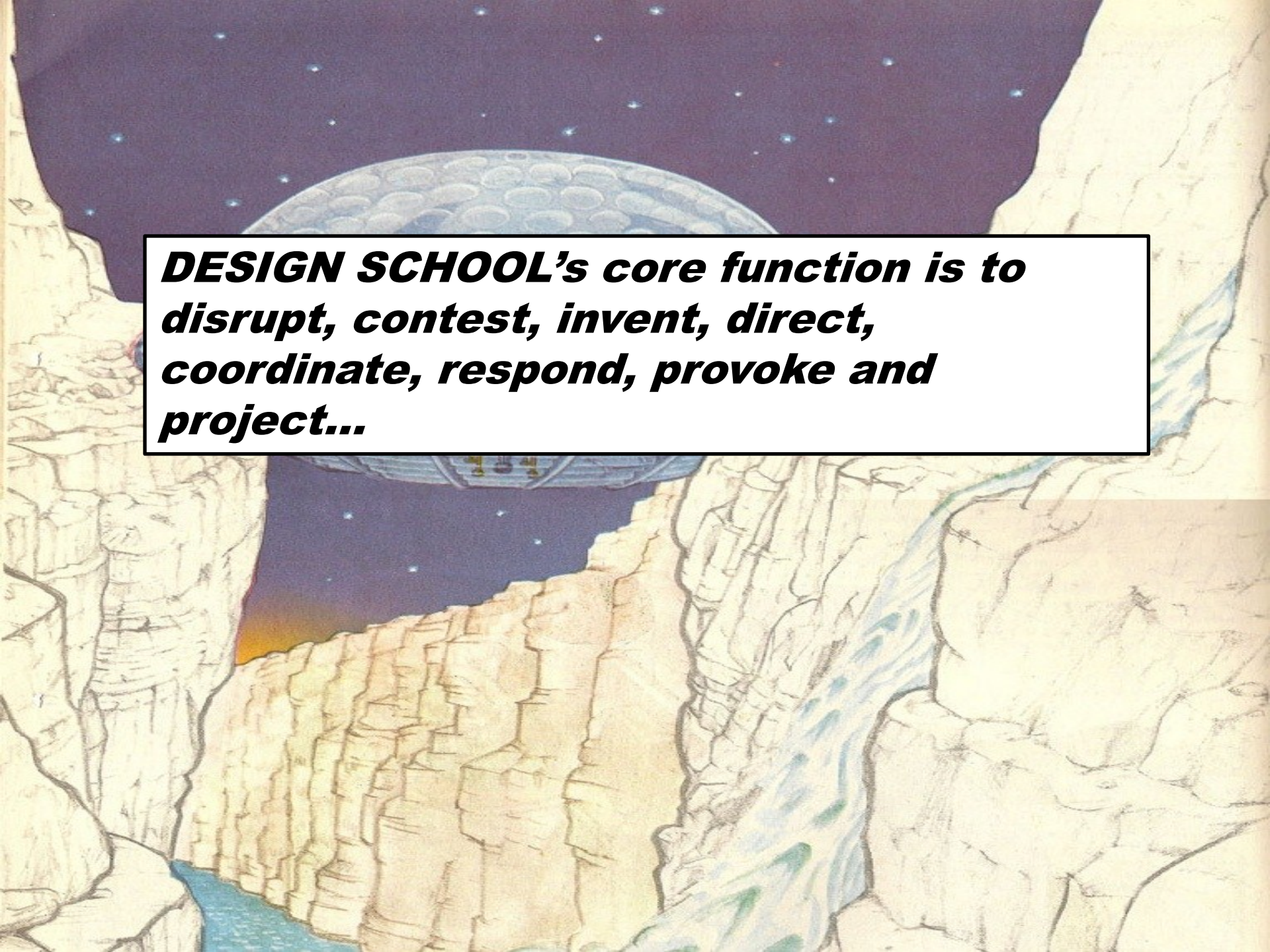
DESIGN SCHOOL will re-engage design with the eternal scenario conjured by the unavoidable question - what kind of world do we want? A question also known historically as the basis of the modern project.



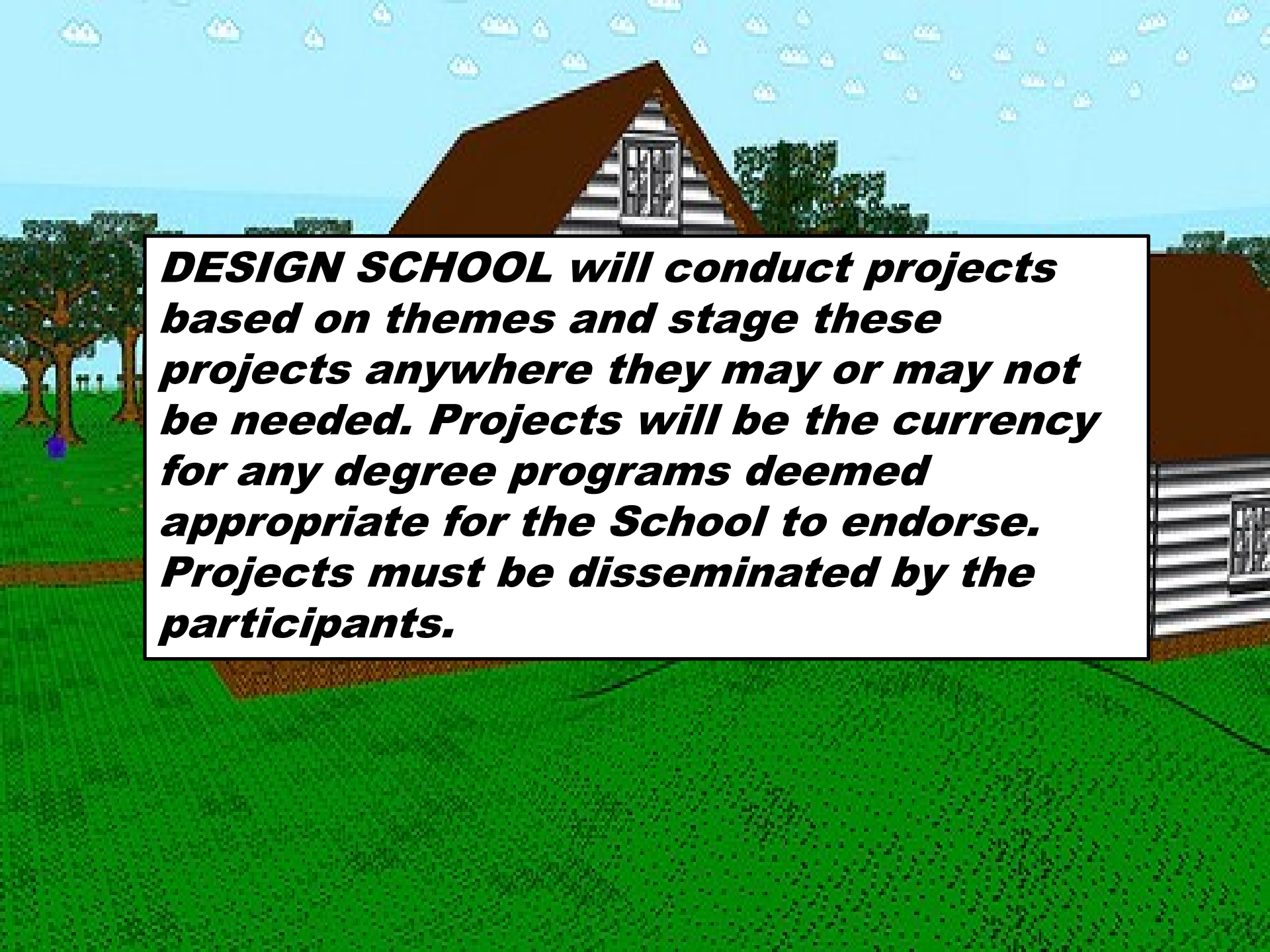


DESIGN SCHOOL operates by selecting themes that countervail the shrinking scope of the modern project to a biased contest between progress and population.

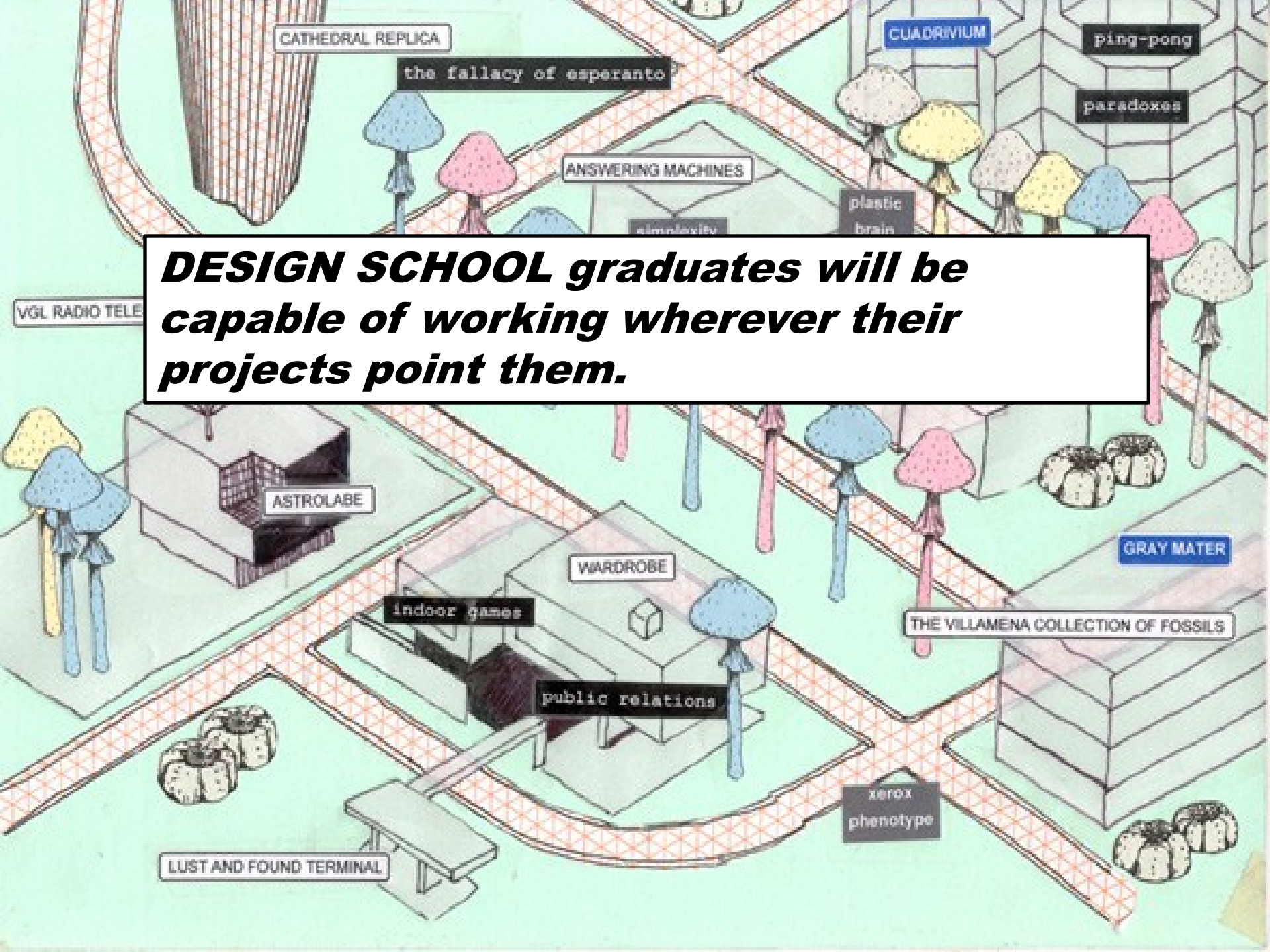


A stylized illustration of a canyon with a large, textured sphere in the sky. The canyon walls are rendered in shades of yellow and orange, with a blue river flowing through the bottom. The sky is a deep purple with small white stars. A large, textured sphere, possibly a planet or moon, is positioned in the upper center of the sky. The text is overlaid on a white rectangular box with a black border.

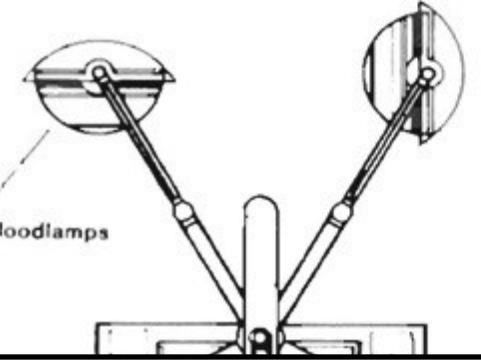
DESIGN SCHOOL's core function is to disrupt, contest, invent, direct, coordinate, respond, provoke and project...



DESIGN SCHOOL will conduct projects based on themes and stage these projects anywhere they may or may not be needed. Projects will be the currency for any degree programs deemed appropriate for the School to endorse. Projects must be disseminated by the participants.



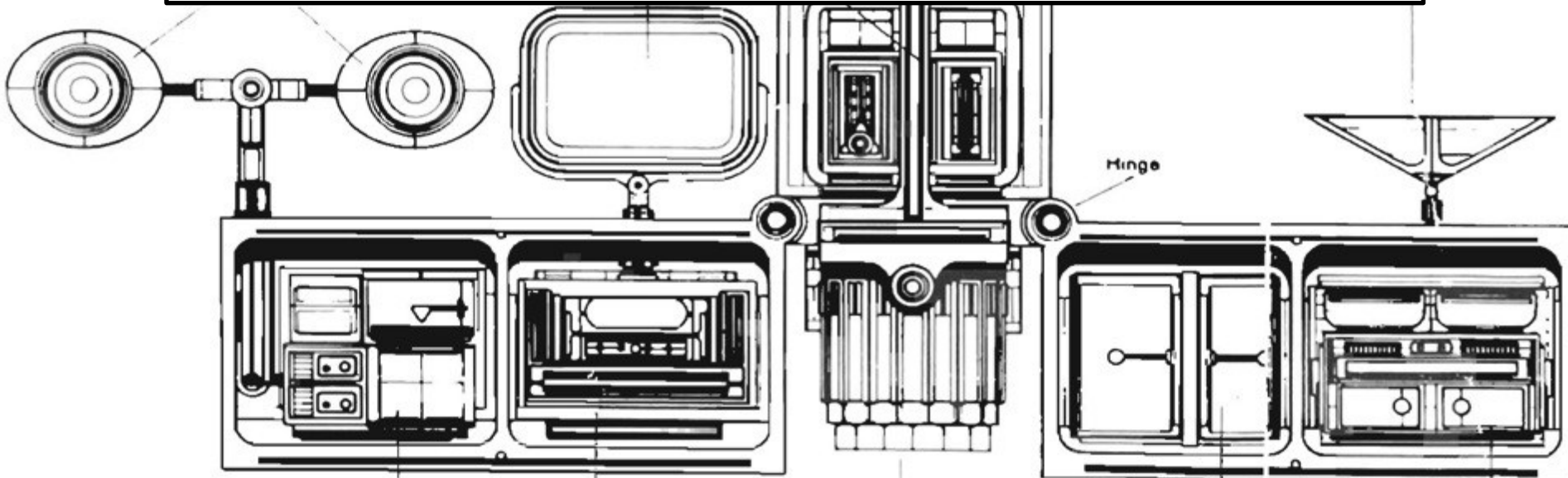
DESIGN SCHOOL graduates will be capable of working wherever their projects point them.



Landscape floodlamps

DESIGN SCHOOL will connect people through its themes and its projects, and people will determine the technologies for these connections.

or collector



Disk and tape playdock and pre-amplifier

Airblast for environmental control and to support package

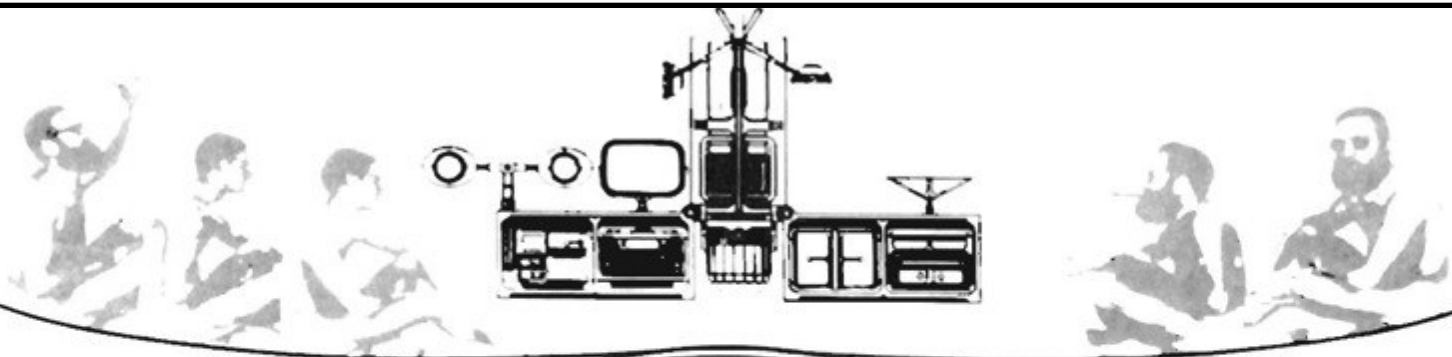
Electric cooker

AM-FM and TV receiver-amplifier

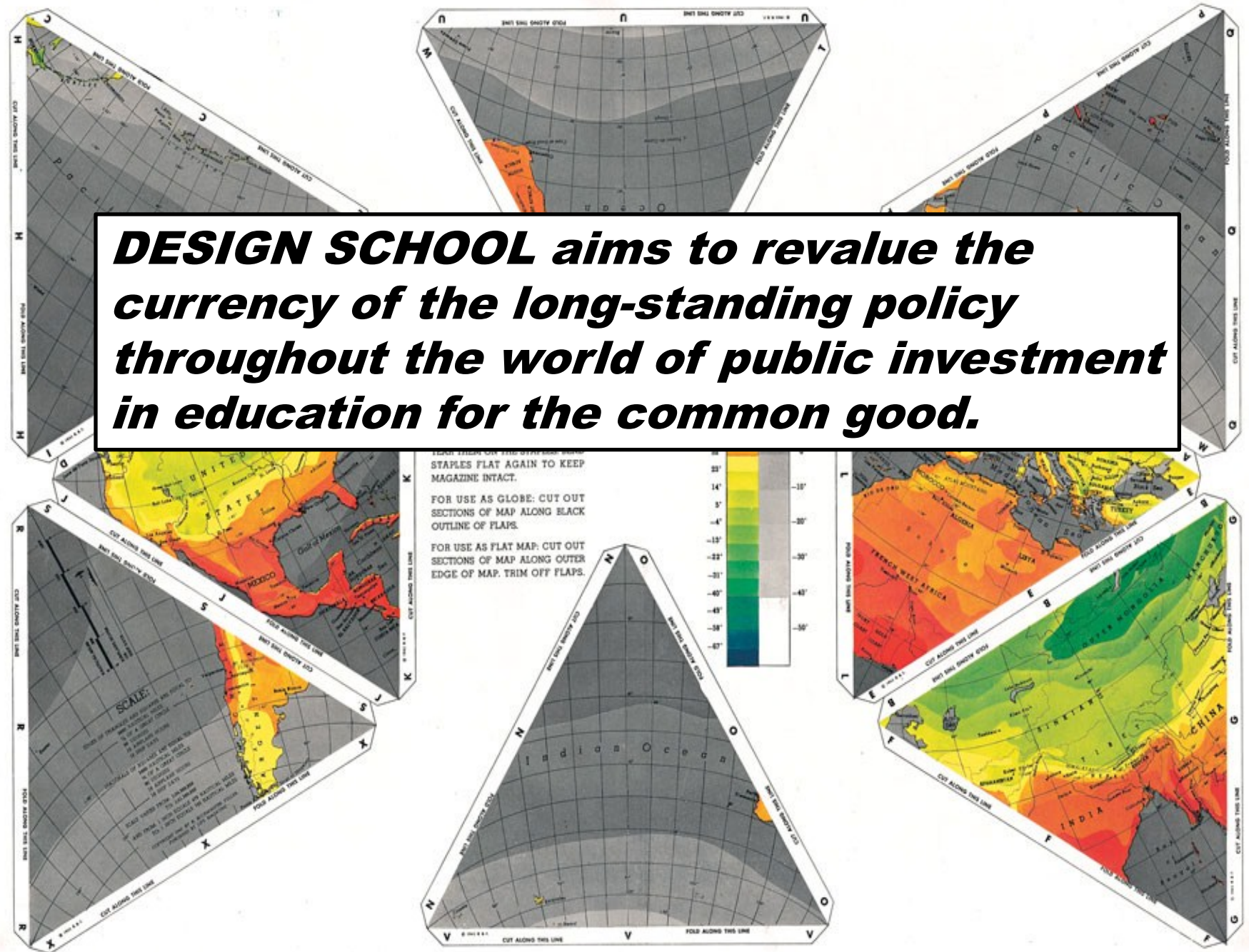
Refrigerator unit

The Environment-Bubble

DESIGN SCHOOL will ask academics, practitioners, students, and researchers to design new models for being together on a congested planet exhibiting its limits.



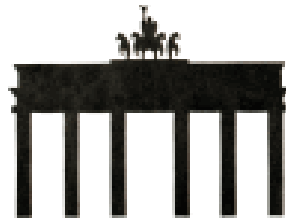
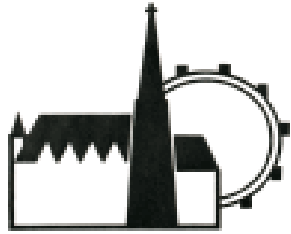
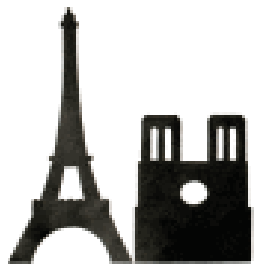
DESIGN SCHOOL aims to revalue the currency of the long-standing policy throughout the world of public investment in education for the common good.



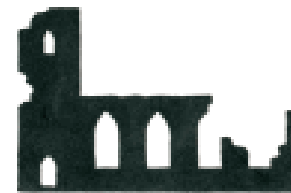
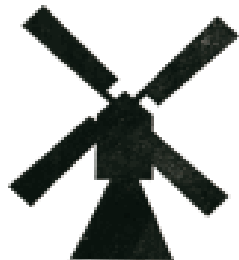
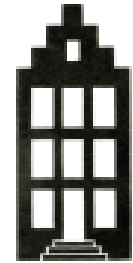
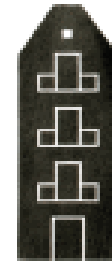
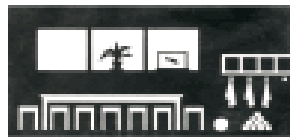
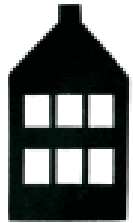
A golden CD or DVD disc is shown against a black background. The disc is slightly tilted, and its surface reflects light, creating a shimmering effect. In the center of the disc, the words "PLANET EARTH" are visible in a small, dark font. Overlaid on the disc is a white rectangular box with a black border, containing bold, italicized text.

DESIGN SCHOOL will convene programs and facilitate projects for any worthwhile concept. DESIGN SCHOOL will also foster collaboration with the growing number of projects across the globe using design as part of their logic.

PLANET EARTH



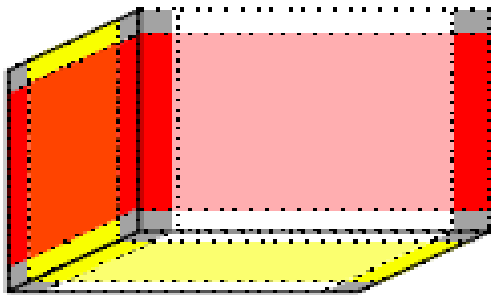
DESIGN SCHOOL compensates for the educational industry's well-meaning but unrealisable ideals.



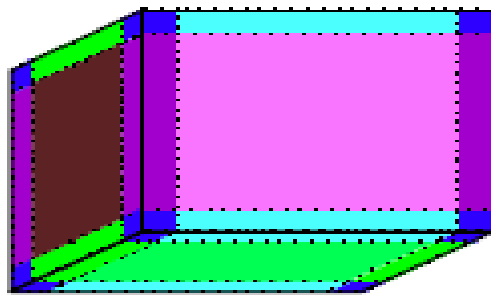
An architectural elevation drawing of a building. At the top, a helicopter is shown on a landing pad within a semi-circular canopy. Below this, a central text box contains a bold, italicized statement. The building's facade features a central vertical red panel and two side panels with a dark 'X' pattern. The structure is supported by four angled legs. A human figure is shown at the bottom left for scale. The drawing includes level markers on the left and a grid of dimensions at the bottom.

DESIGN SCHOOL provides a completely new alternative to the educational cul-de-sac of our traditional institutions.

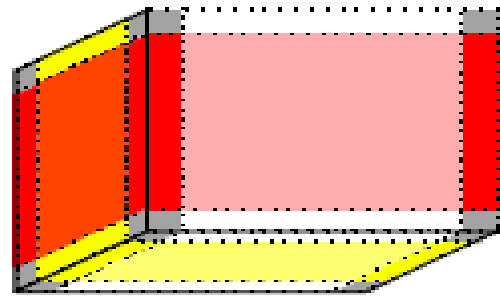
No. 1.



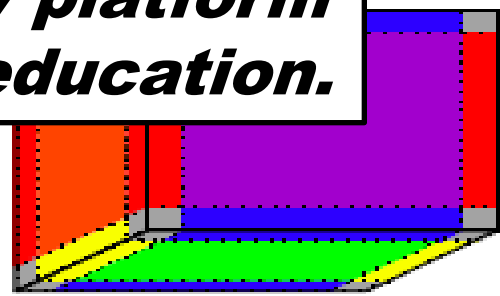
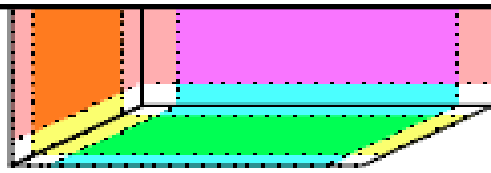
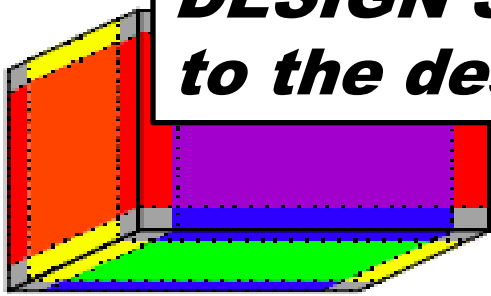
No. 2.



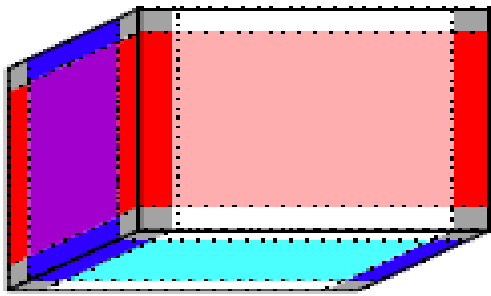
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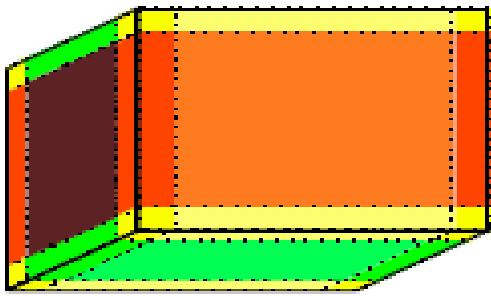
DESIGN SCHOOL provides a new platform to the destabilised business of education.



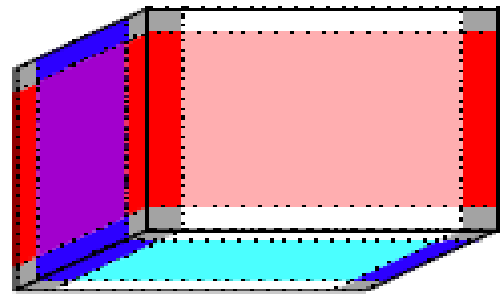
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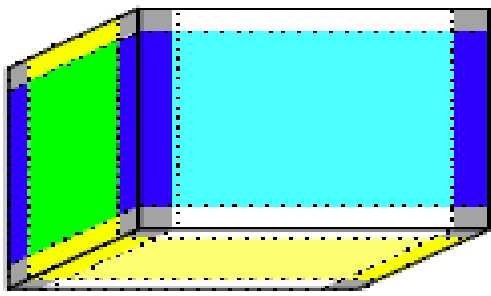
No. 8.



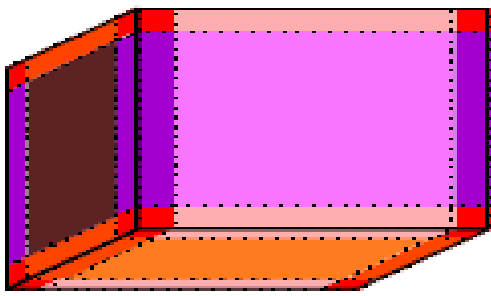
No. 9.



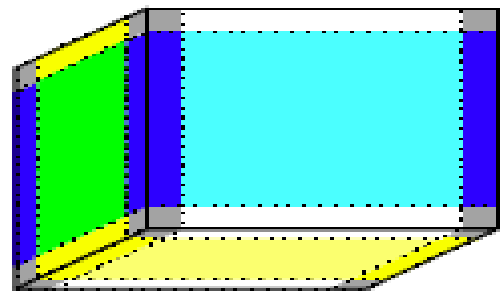
No. 10.



No. 11.



No. 12.





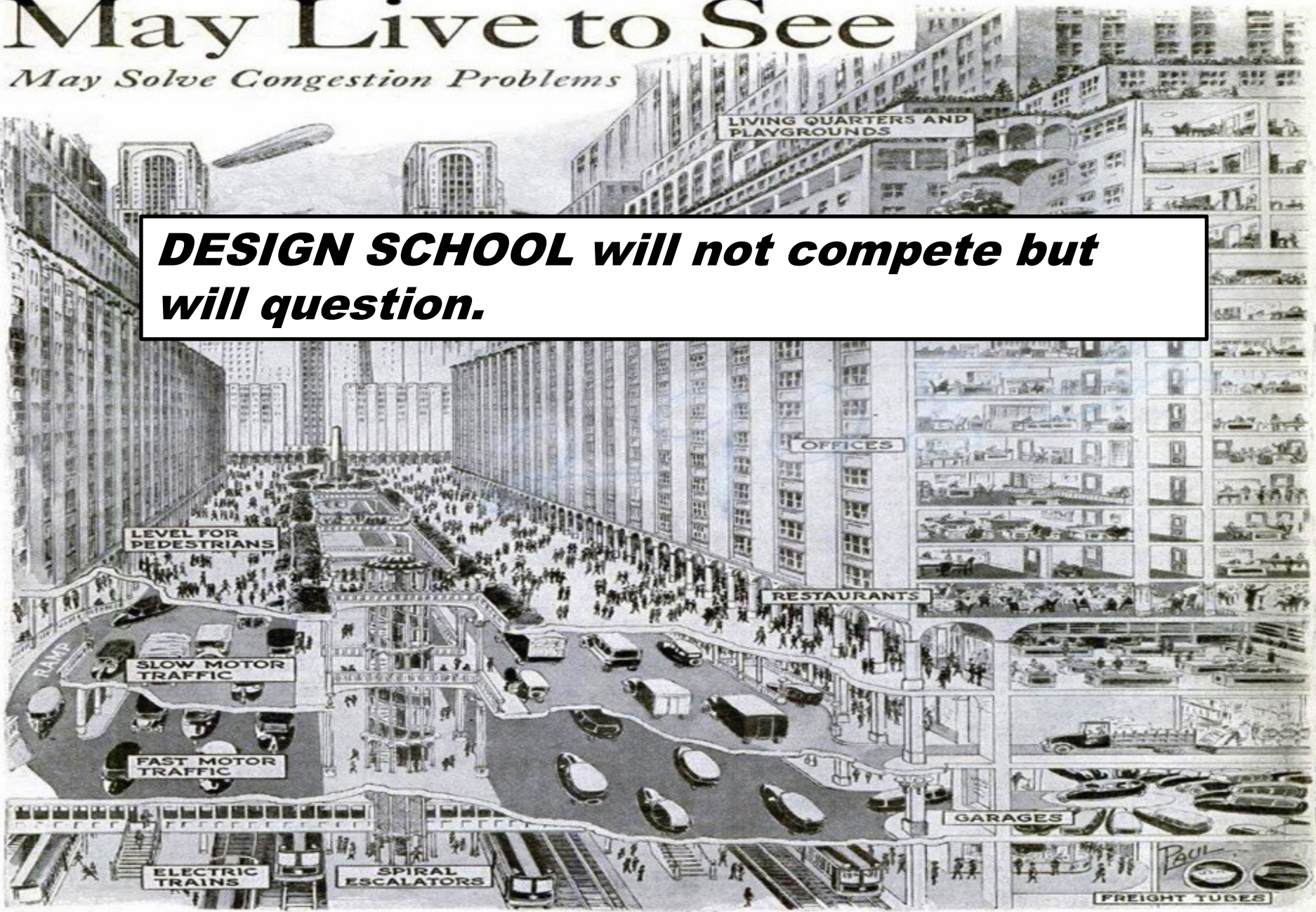
***DESIGN SCHOOL gives priority to learning
as a means of improving everyday life.***



DESIGN SCHOOL best illustrates the global imaginary.

May Live to See

May Solve Congestion Problems



DESIGN SCHOOL will not compete but will question.

How You May Live and Travel in the City of 1950

Future city streets, says Mr. Corbett, will be in four levels: The top level for pedestrians; the next lower level for slow motor traffic; the next for fast motor traffic, and the lowest for electric trains. Great

blocks of terraced skyscrapers half a mile high will house offices, schools, homes, and playgrounds in successive levels, while the roofs will be aircraft landing-fields, according to the architect's plan

DESIGN SCHOOL will not use design to differentiate products and services.

"The art lady came in and told me all people want is derivative crap."

DESIGN SCHOOL will not play a role in economic growth.

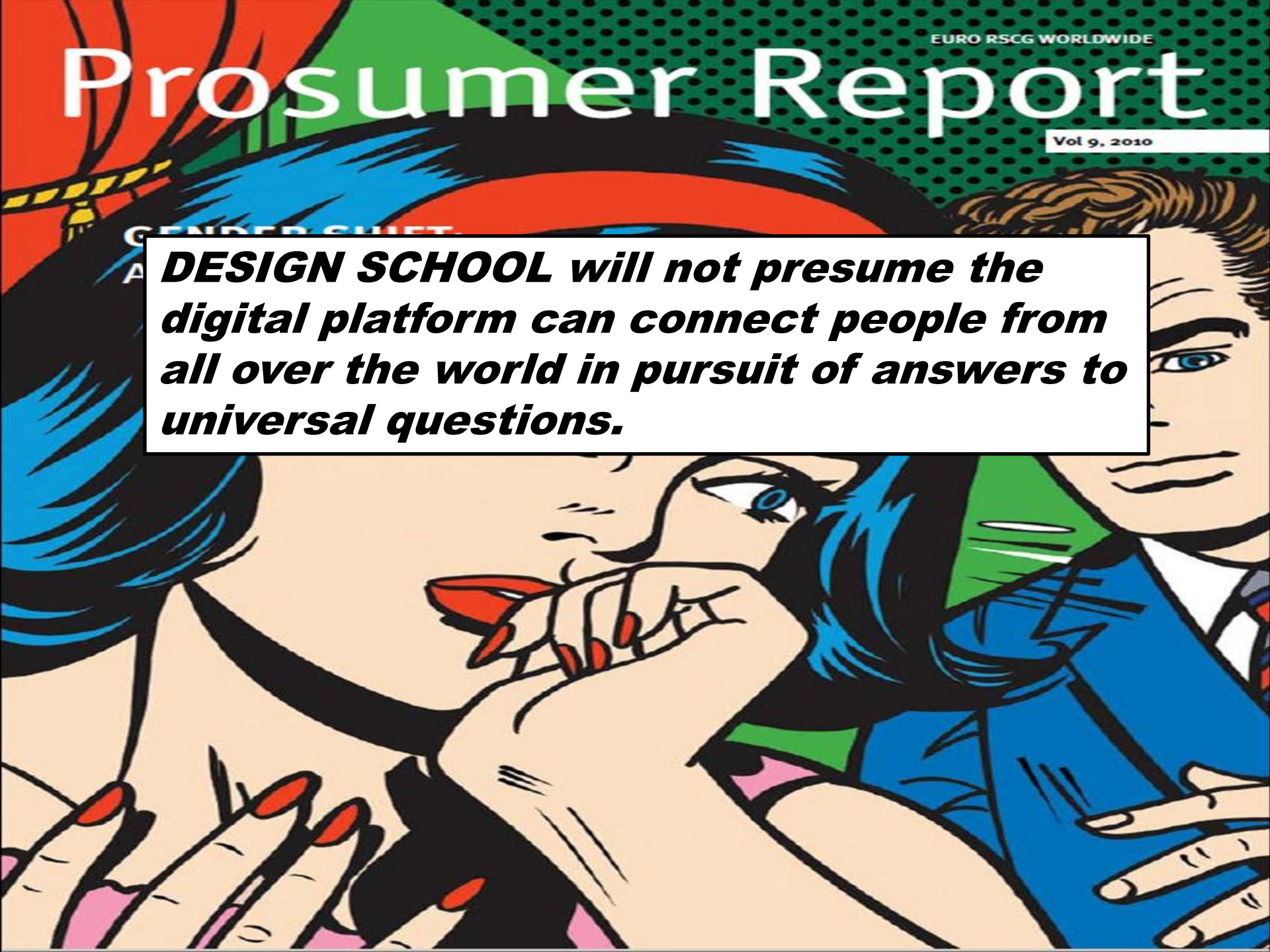


Prosumer Report

Vol 9, 2010

GENDER SHIFT

DESIGN SCHOOL will not presume the digital platform can connect people from all over the world in pursuit of answers to universal questions.

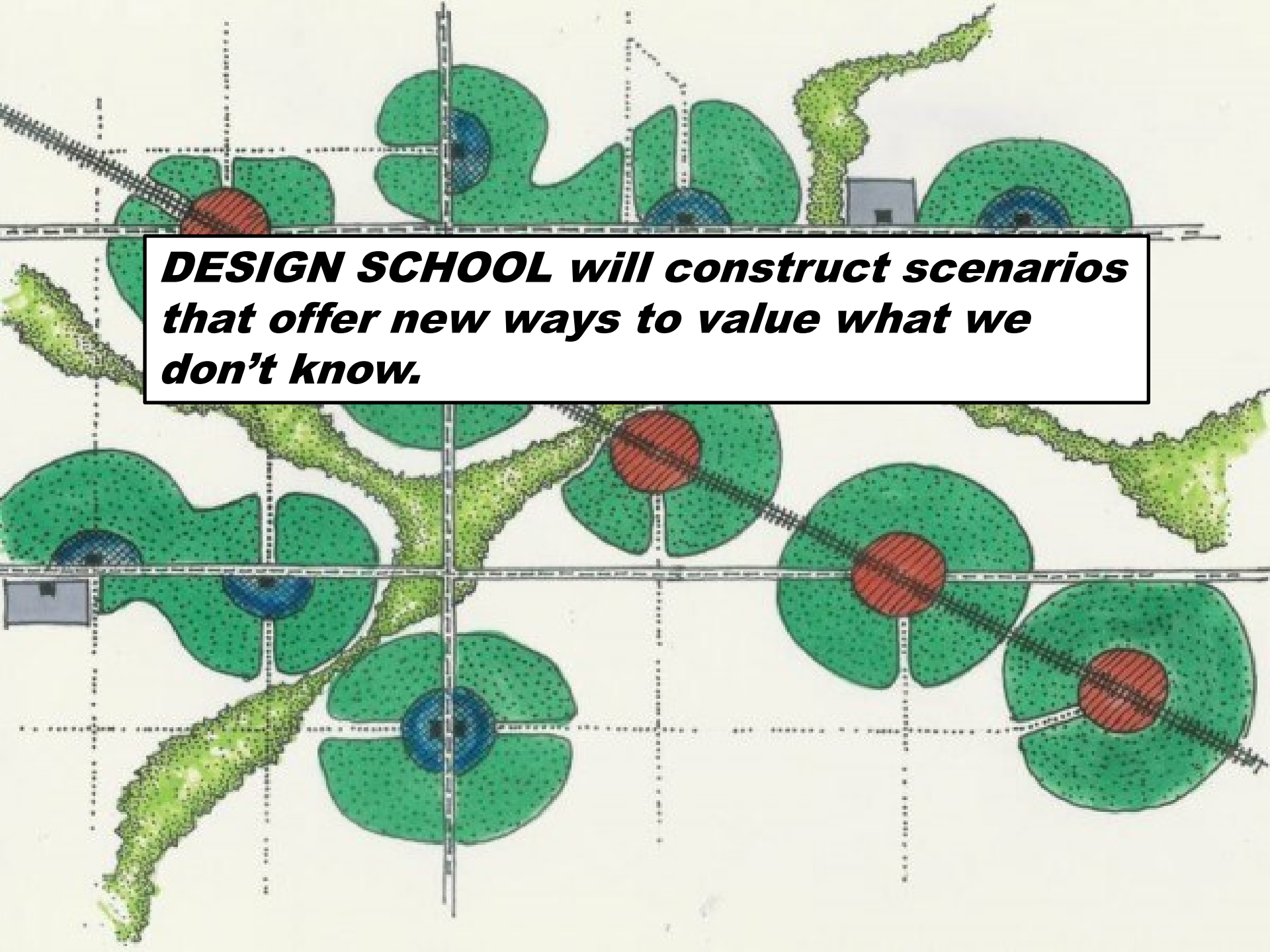




***DESIGN SCHOOL will not fake alliances
with other professions or affect
fertilisation across disciplines and
industries.***

UTOPIA

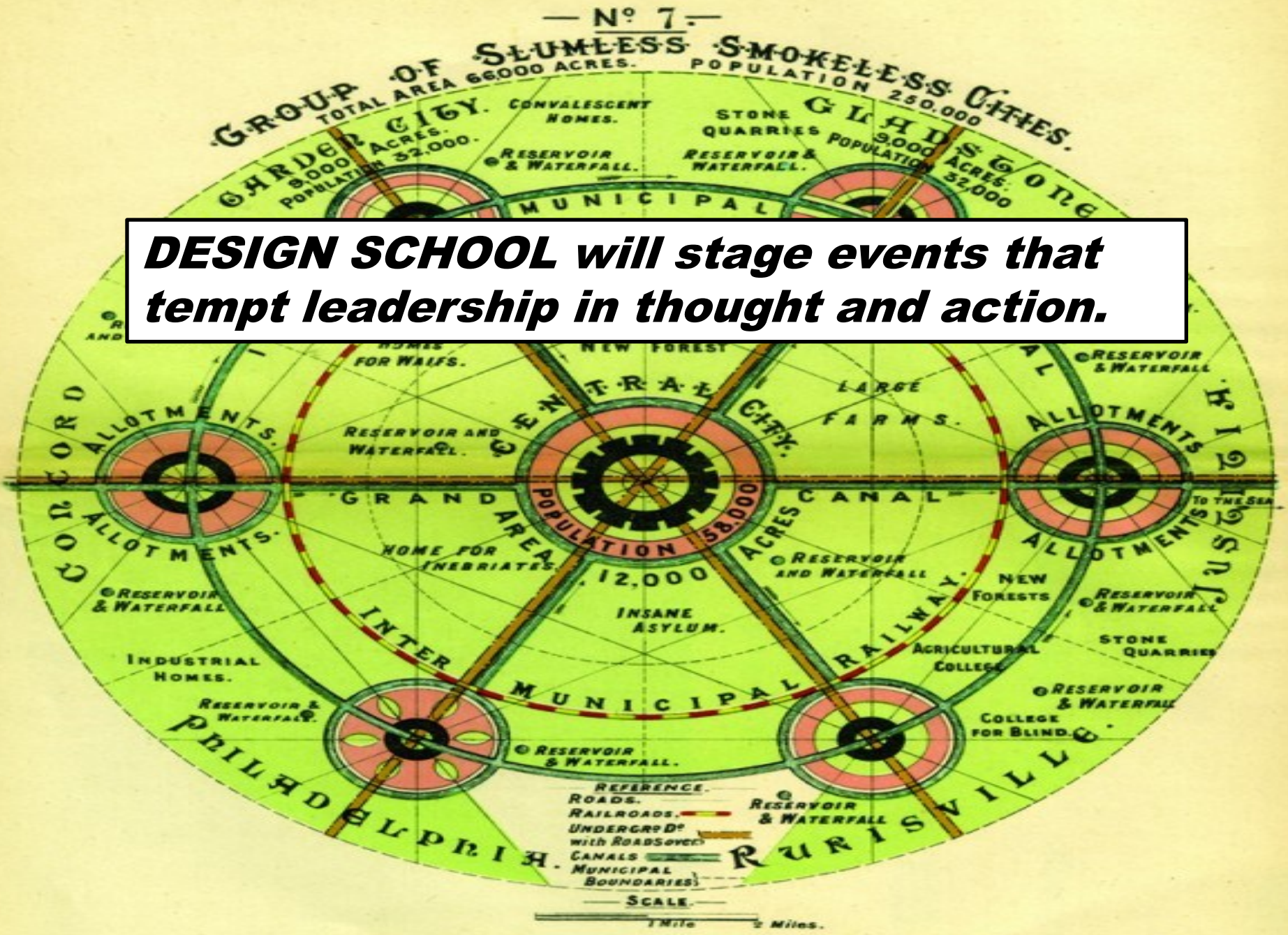
DESIGN SCHOOL will contest existing knowledge and expertise by exploring new projects, to test skills and widen perspectives on the problems of the anthropogenic age.

A conceptual landscape design plan. The plan features a grid of dashed lines representing streets. Green spaces are depicted with various patterns: some are solid green, some have a stippled texture, and some have a blue hatched pattern. Several circular areas are filled with a red hatched pattern. A winding path, shown with a stippled texture, meanders through the green spaces. Small grey rectangular shapes represent buildings. The overall layout suggests a park-like environment integrated with a street grid.

DESIGN SCHOOL will construct scenarios that offer new ways to value what we don't know.

GROUP OF SLUMLESS SMOKELESS CITIES.
TOTAL AREA 66000 ACRES. POPULATION 250,000

DESIGN SCHOOL will stage events that tempt leadership in thought and action.



DESIGN SCHOOL will be nomadic.

T1

NATURAL
ZONE

T2

RURAL
ZONE

T3

SUB-URBAN
ZONE

T4

GENERALURBAN
ZONE

T5

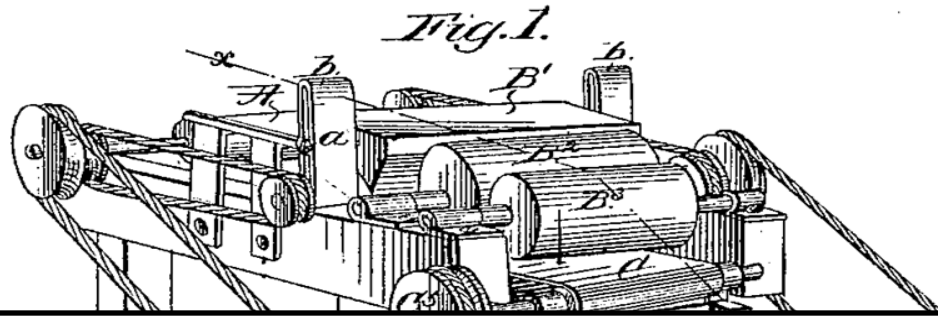
URBAN CENTER
ZONE

T6

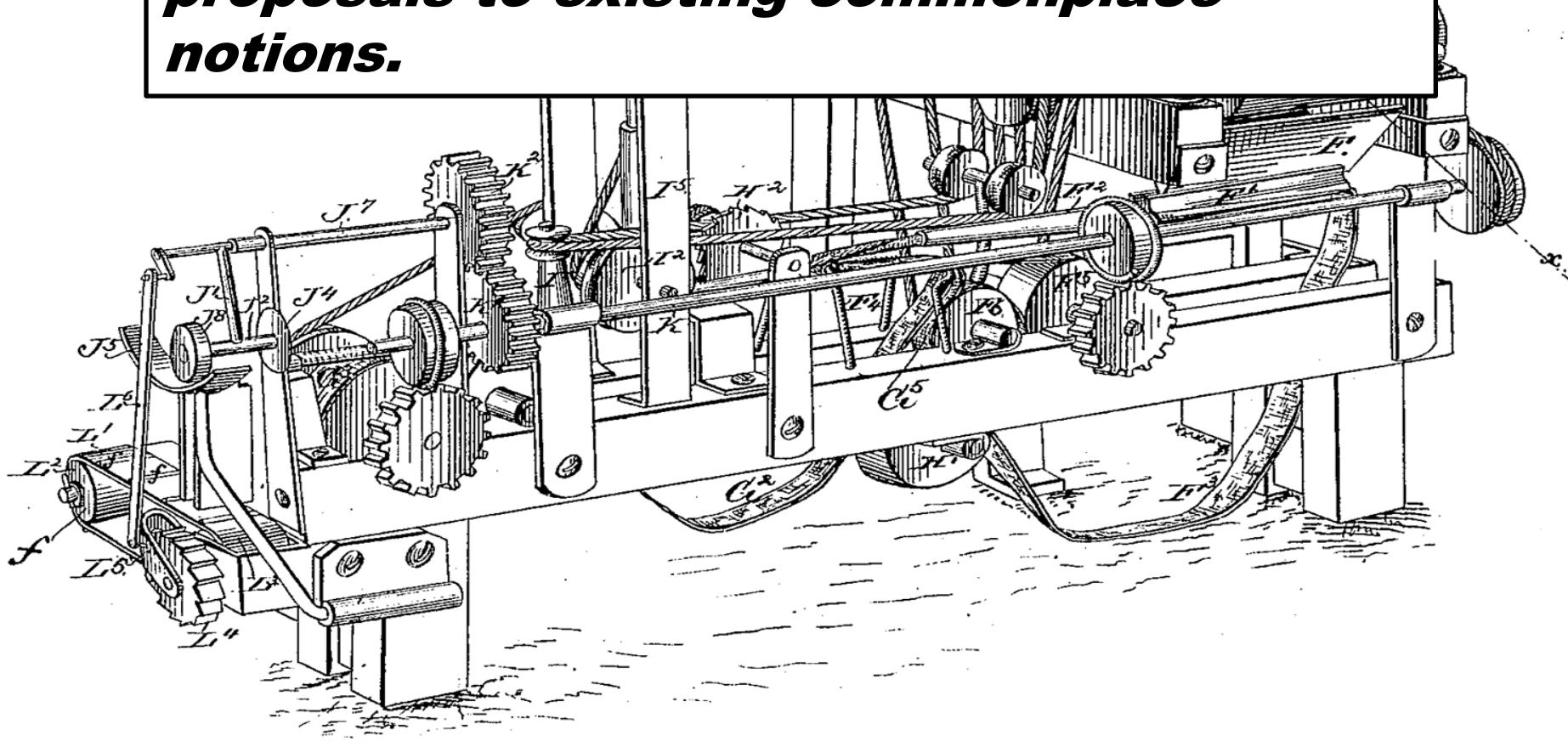
URBAN CORE
ZONE

SD

SPECIAL
DISTRICT



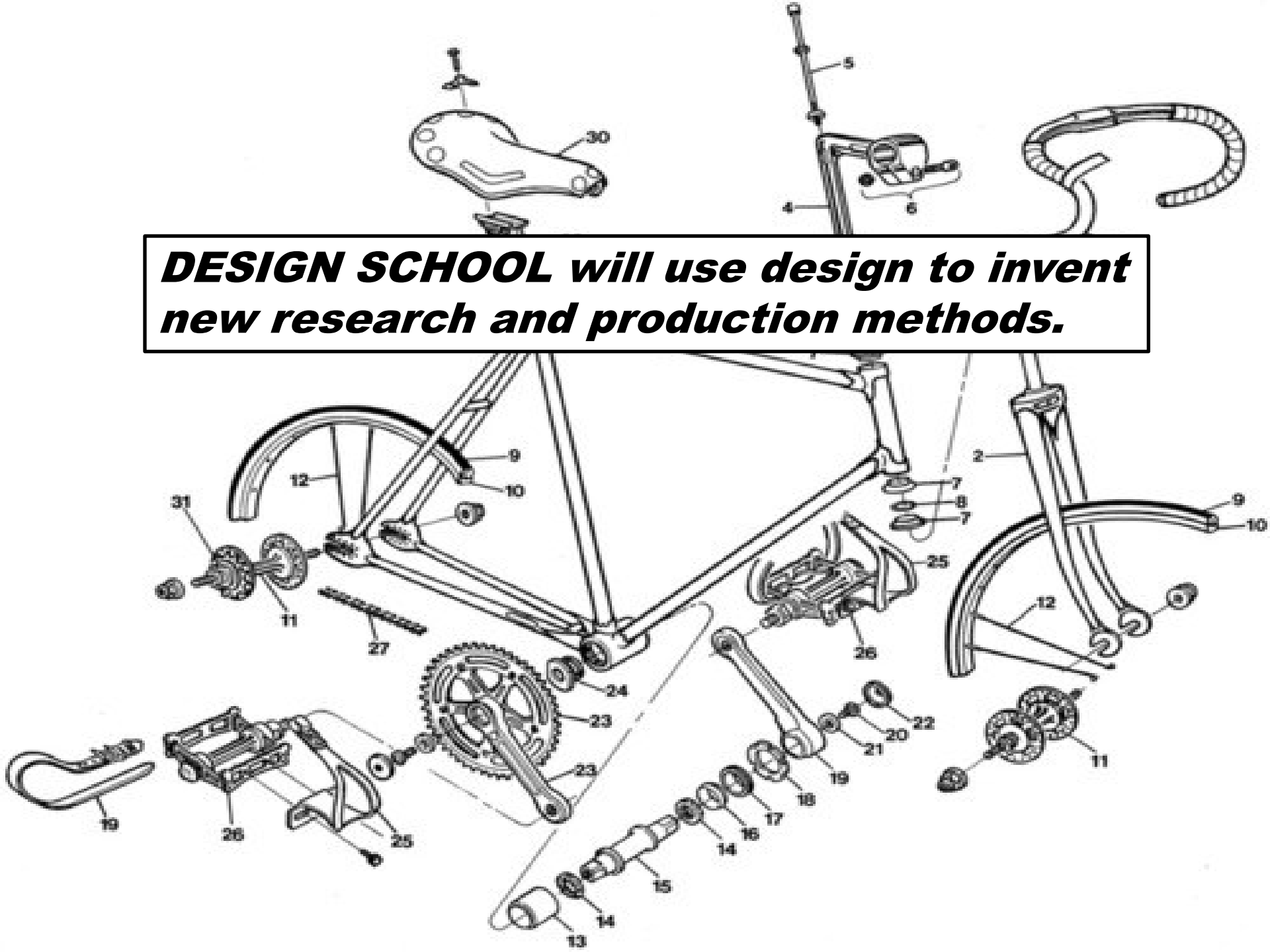
DESIGN SCHOOL will cultivate counter proposals to existing commonplace notions.



DESIGN SCHOOL will disseminate all its activities as 'products'.



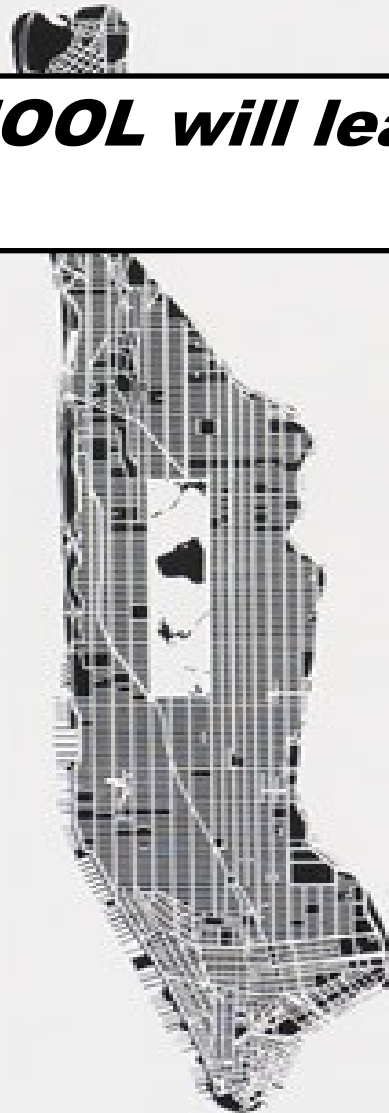
DESIGN SCHOOL will use design to invent new research and production methods.



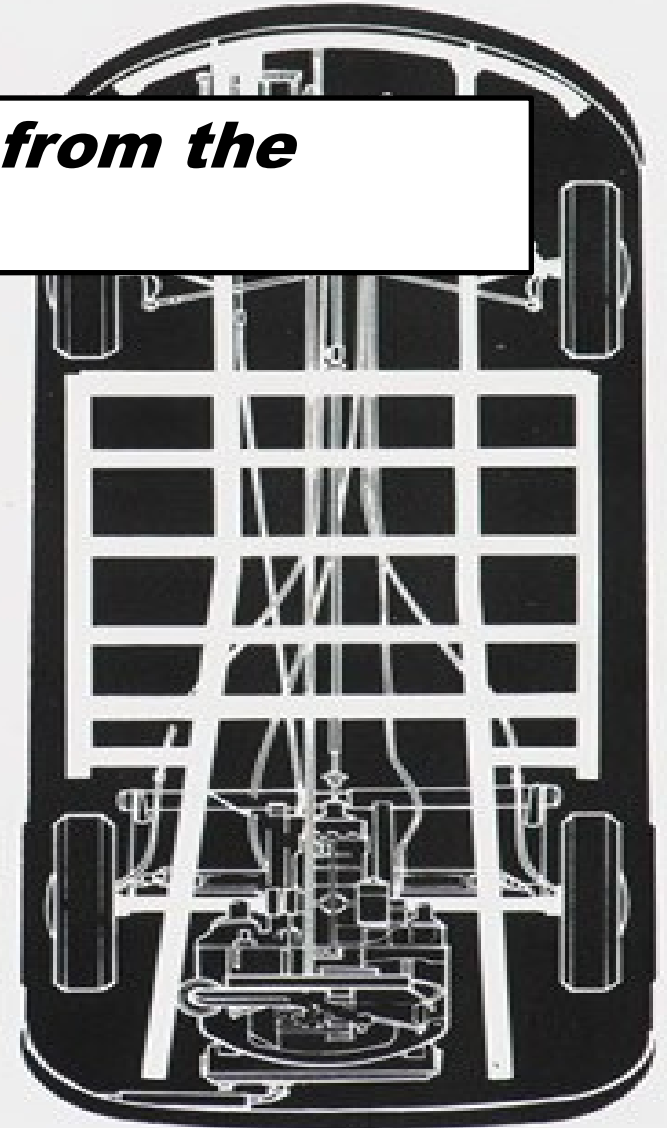
An Organism
Bone Structure



A City
Street Structure



A Mechanism
Frame Structure



DESIGN SCHOOL will learn from the world.

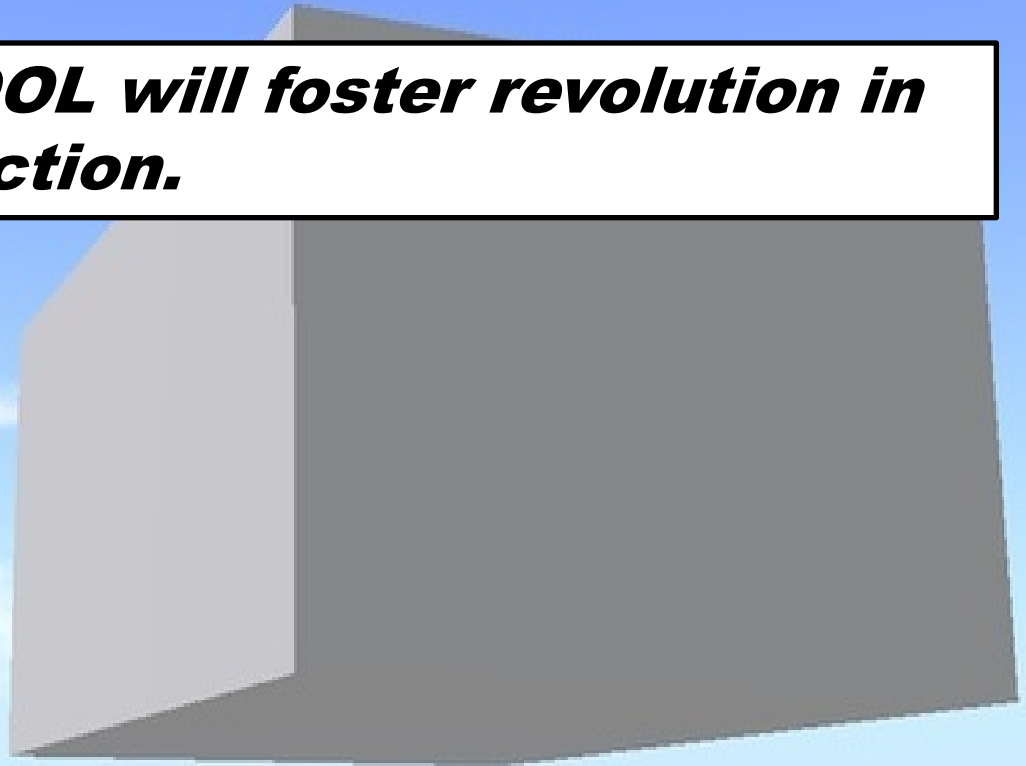
DESIGN SCHOOL will be critical of futures and future critiques.





DESIGN SCHOOL will reveal new possibilities.

DESIGN SCHOOL will foster revolution in thought and action.





DESIGN SCHOOL will stimulate possible future scenarios.



DESIGN SCHOOL will sponsor new projects to modify known, not known, accepted, and unaccepted conditions.

FAIL

Los Angeles

THE ARCHITECTURE OF FOUR ECOLOGIES

DESIGN SCHOOL will identify new platforms for ecologies, societies, cultures and economies.

Re





DESIGN SCHOOL is an important initiative to remedy hubris.

Google books Ngram Viewer

Graph these **case-sensitive** comma-separated phrases: [+ Share](#) 0between

DESIGN SCHOOL is an arena for undisciplined, irresponsible, unethical, and ignorant design.



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English

Tomorrow's vacation

With computers and robots doing most of your work, you're going to have more leisure time in the future. You'll want to enjoy this extra time — and here computers and robots will again come to your aid.

Suppose you feel like a vacation. Planning it is easy. On the viewscreen of your home

not the end...

— the space islands. These are a group of huge space colonies that are resorts for people from Earth, the Moonbase and other space colonies. They have different climates in order to attract all kinds of tourists, and you choose a colony that is like several South Sea islands inside. However, unlike the real South Sea islands, you can play weightless games there and experience other such delights that only the Space Islands can offer.

Getting from your home to the colony is a long and complicated journey, but your computer arranges all the various stages of the trip, books your seats, reserves your hotel rooms . . . and pays your bills.

Then it's off on a whole variety of robot transports as exciting as the vacation itself — beltways, autotaxis, high-speed monorail trains, underground vacuum bullet trains, mammoth jets, space shuttles and finally a spacecruiser out to the colony.

You're there at last, and a wonderful

▽ Portable interpreters worn around the neck enable people to speak to each other in the Space Islands. The computers in them can listen to one language and instantly feed a

Earth, and so their languages vary. You've chosen one in which Spanish is spoken. You can't speak Spanish, so you hire a portable computer that translates instantly from one language to another.

