

## **Design Studio 22: Unproductive Products**

## **Crit Structure / Pair meetings**

We will get in pairs, and each one of you will act as your partner's "primary critic", and be responsible for initiating the group critique on your partner's work.

## Crit Structure / Pair meetings

Each of you will present your work to your partner, describing the final outcome, your working process, and any outstanding steps + questions you have about your project (ex. "this is a prototype, i want to code the final version", or "i printed this at home, and want to find a professional printer who can make a small run").

After learning about your partner's project, you will offer feedback and discuss their project. Both ask clarifying and probing questions (ex. "why did you choose this medium?", "if you had more time + resources, what would you do next on the project?", "with less resources, how might you reconfigure this project to get at the same idea?"), and offer your constructive opinions ("i like xyz", "abc seems to have some conflicts in logic because of xyz, maybe it could be resolved through 123").

We'll spend about ~20 mins in pairs before coming back together as a large group. After your partner presents their project, you will start off the conversation by summarizing some of your pairs discussion.

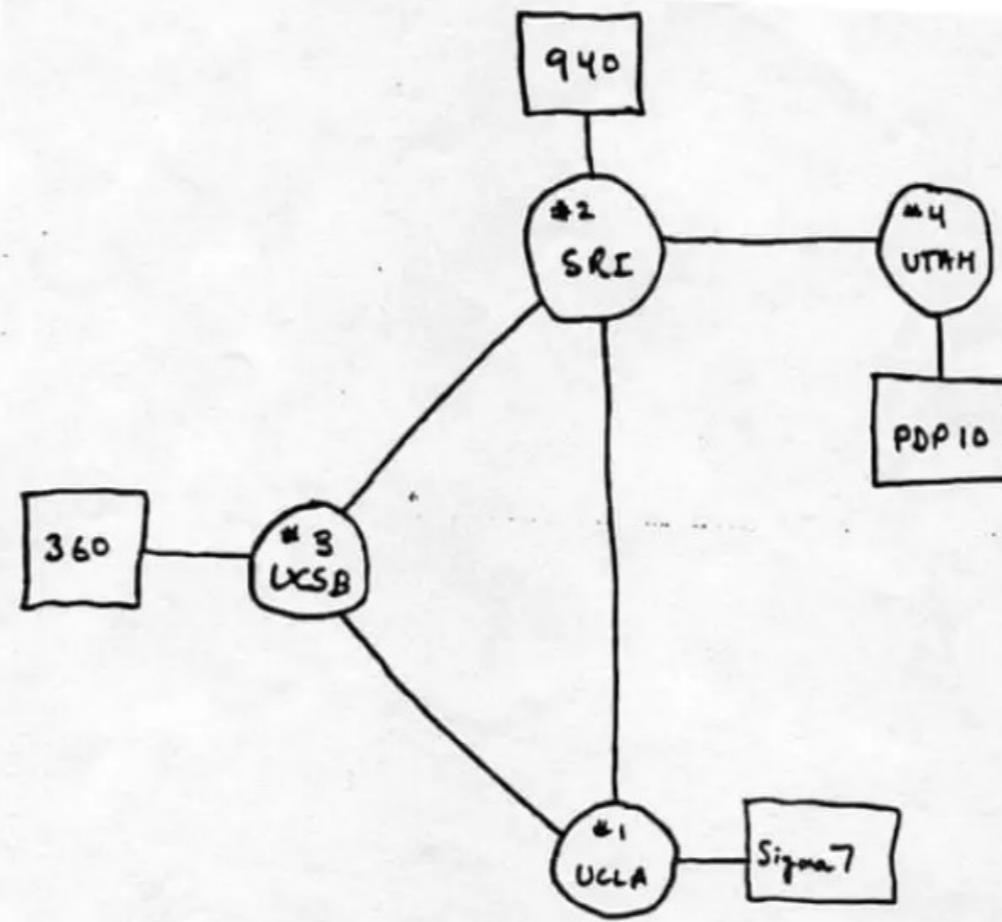
## **Project 2: Product for Research**

**It is not research that should be purposeful, but its results. In other words, let me play, then we will see.**

**– Bruno Munari**



Ford Model T Factory



THE ARPA NETWORK

DEC 1969

4 NODES



DARPA



**Vanta Black**

# Tesla Bot

WORLD BUILT BY HUMANS,  
FOR HUMANS

FRIENDLY

ELIMINATES DANGEROUS,  
REPETITIVE, BORING TASKS



HEIGHT  
5'8"

CARRY CAPACITY  
45 LBS

WEIGHT  
125 LBS

DEADLIFT  
150 LBS

SPEED  
5 MPH

ARM EXTEND LIFT  
10 LBS



TESLA LIVE

Tesla Bot



Apple iPhone SE iPhone Jack

Apple iPhone 5 headphone jack X +

slate.com/technology/2012/09/apple-iphone-5-headphone-jack-is-on-the-bottom-are-you-an-upside-downer.html

futuretense

# Why Is Apple Forcing Us All To Put Our Phones In Our Pockets Upside-Down?

BY WILL OREMUS SEPT 27, 2012 • 7:15 AM



Are you a right-side-upper or an upside-downner?

Photo by Justin Sullivan/Getty Images

[!\[\]\(64b64bcd747f7933b777bb08f4ecfd4b\_img.jpg\) TWEET](#)

[!\[\]\(451219616c6a76a9ac8fe3be086576af\_img.jpg\) SHARE](#)

[!\[\]\(33c91788bd086d7193e4c7e9d998a148\_img.jpg\) COMMENT](#)

I was sitting at my desk Wednesday, idly trying to fathom what had possessed Apple to put the headphone jack on the bottom of my new iPhone 5 rather than on top where it belongs, when I ran across [an answer on an Apple forum](#) that spun my world topsy-turvy. The explanation started innocently enough: "Internal space. There is not enough space in the top of the phone for the jack." Right—an engineering decision, as I had suspected.

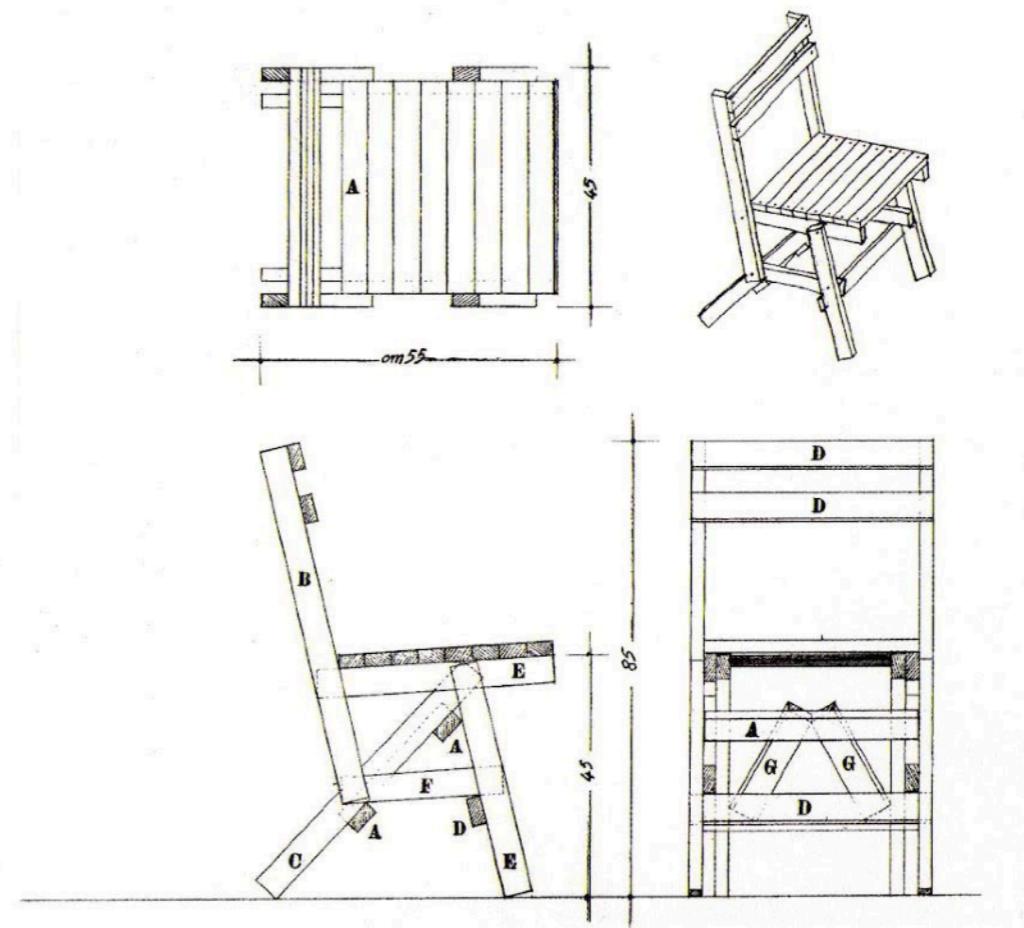
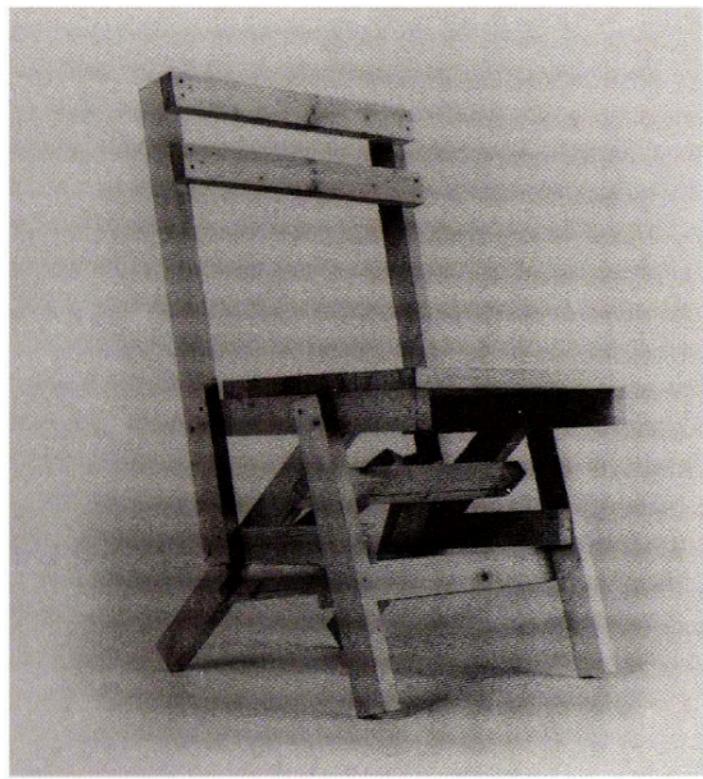


UNIQLO.com

Why Is Apple Forcing Us All To Put Our Phones In Our Pockets Upside-Down? Will Oremus



Tetracono, Bruno Munari



TAVOLETTA OCCORRENTI		
SEZIONE	LUNGHEZZA	QUANTITÀ
A	5x2,5	40
B	"	67
C	"	55
D	"	45
E	"	43
F	5x2,5	30
G	"	27

1123 xQ	SCALA 1:5	5/73
SEDIA		

ENZO MARI PIAZZALE BARACCA 10 20123 MILANO TELEFONO 469361



Autoprogettazione, Enzo Mari

**How to design (multiples) ... Multiples are designed with the methods of research. Unlike the artist, the designer does not make a wonderful sketch and later find some reproduction technique. He experiments on a phenomenon which is optical, physical, geometrical, typological, mechanical ... He refines the elements of communication, and studies the best material with which to produce the object for the maximum level of visual communication and the minimum level of cost. He finds the mechanical technique which best suits his purposes, and in the end a prototype is born — not a unique artistic creation, but a model for the creation of a series. Reproductions of artwork are always inferior to the original, but when designing a model for mass production, the prototype is always inferior to the final products.**

– Bruno Munari



La dimensione della stampa è di 1000 mm x 1000 mm.

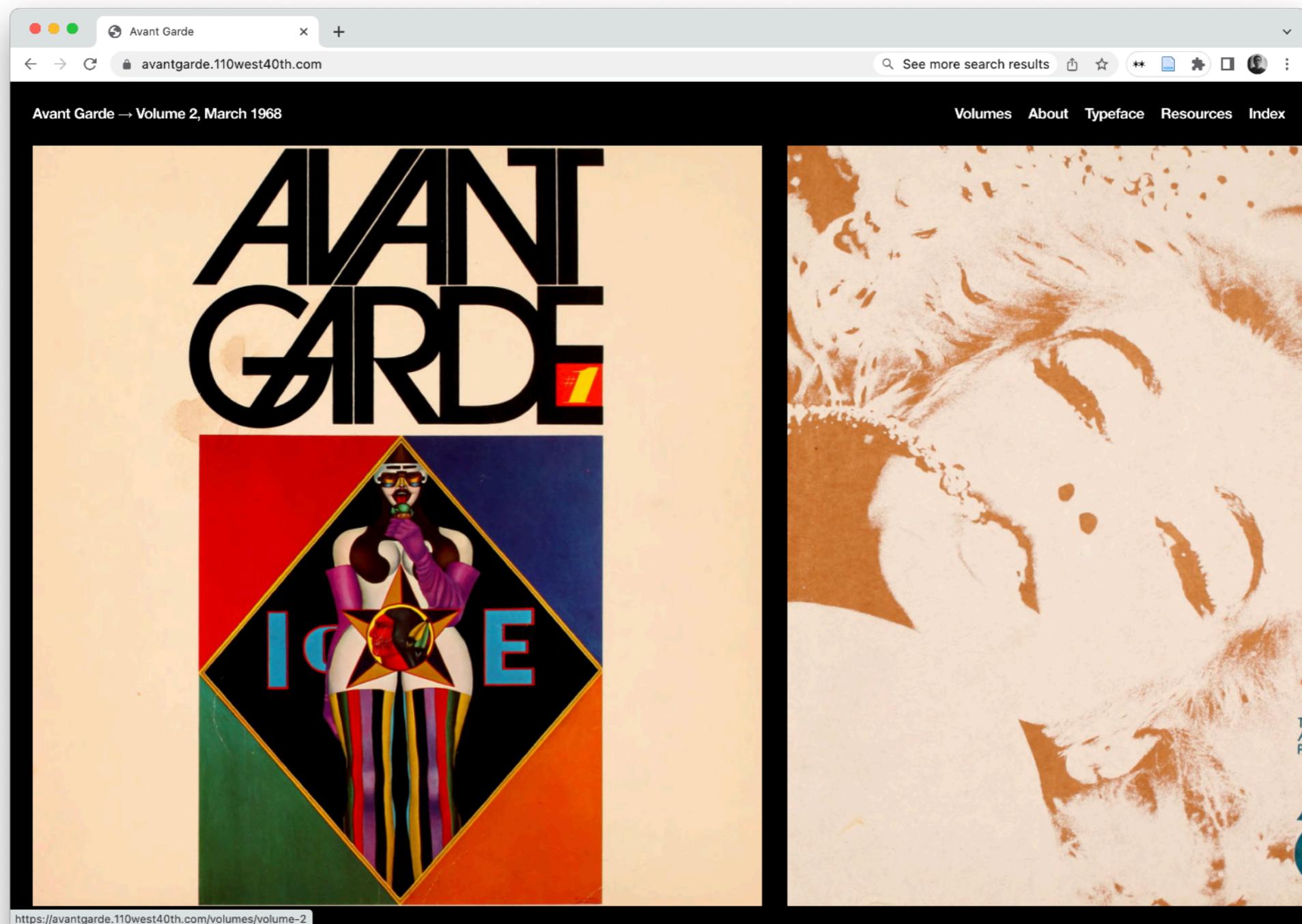
Stampa

Stampa Programmata, by David Reinfurt

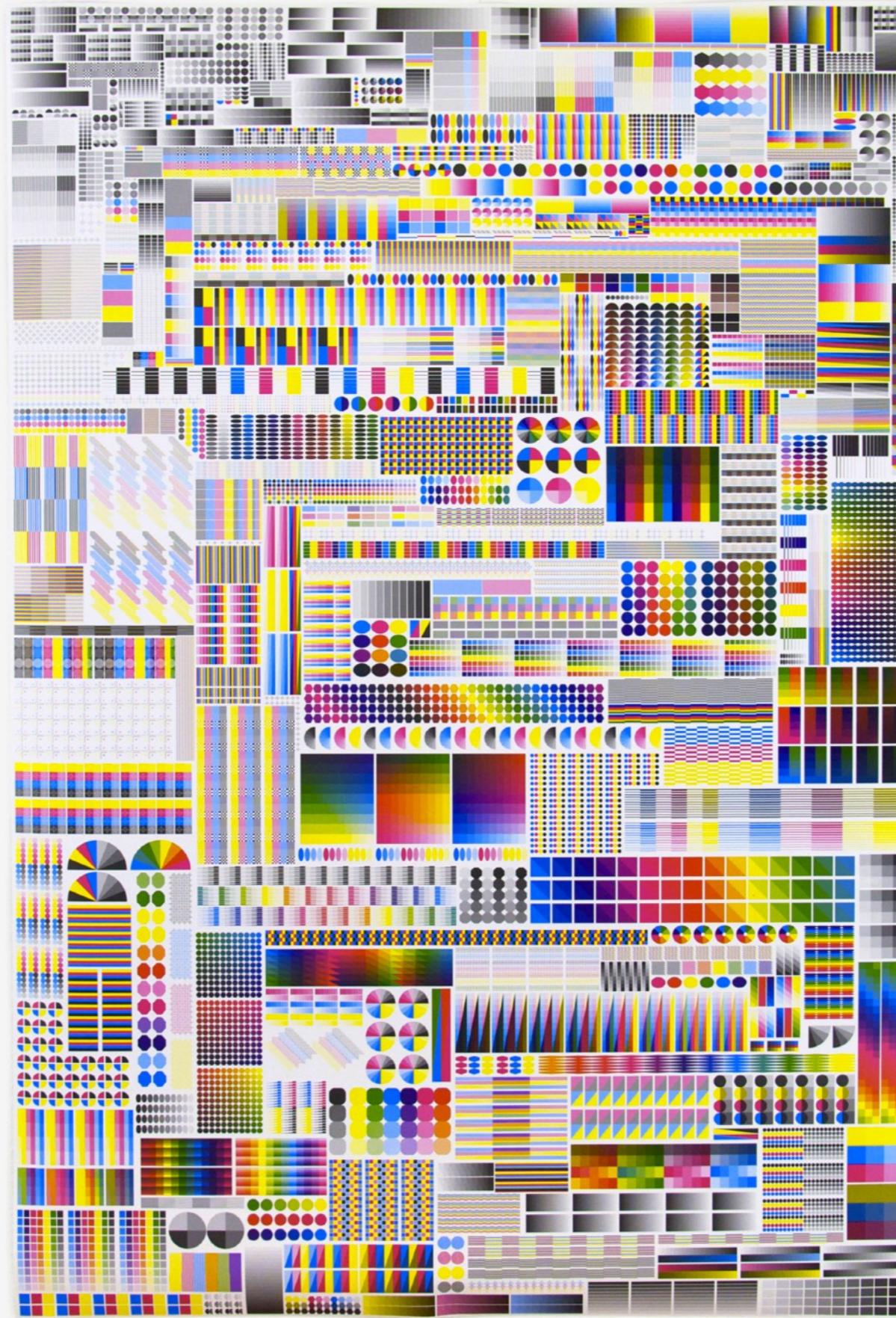


Archiving  
Experimentation  
Recombination  
Revival  
Speculation  
Translation

# Archiving

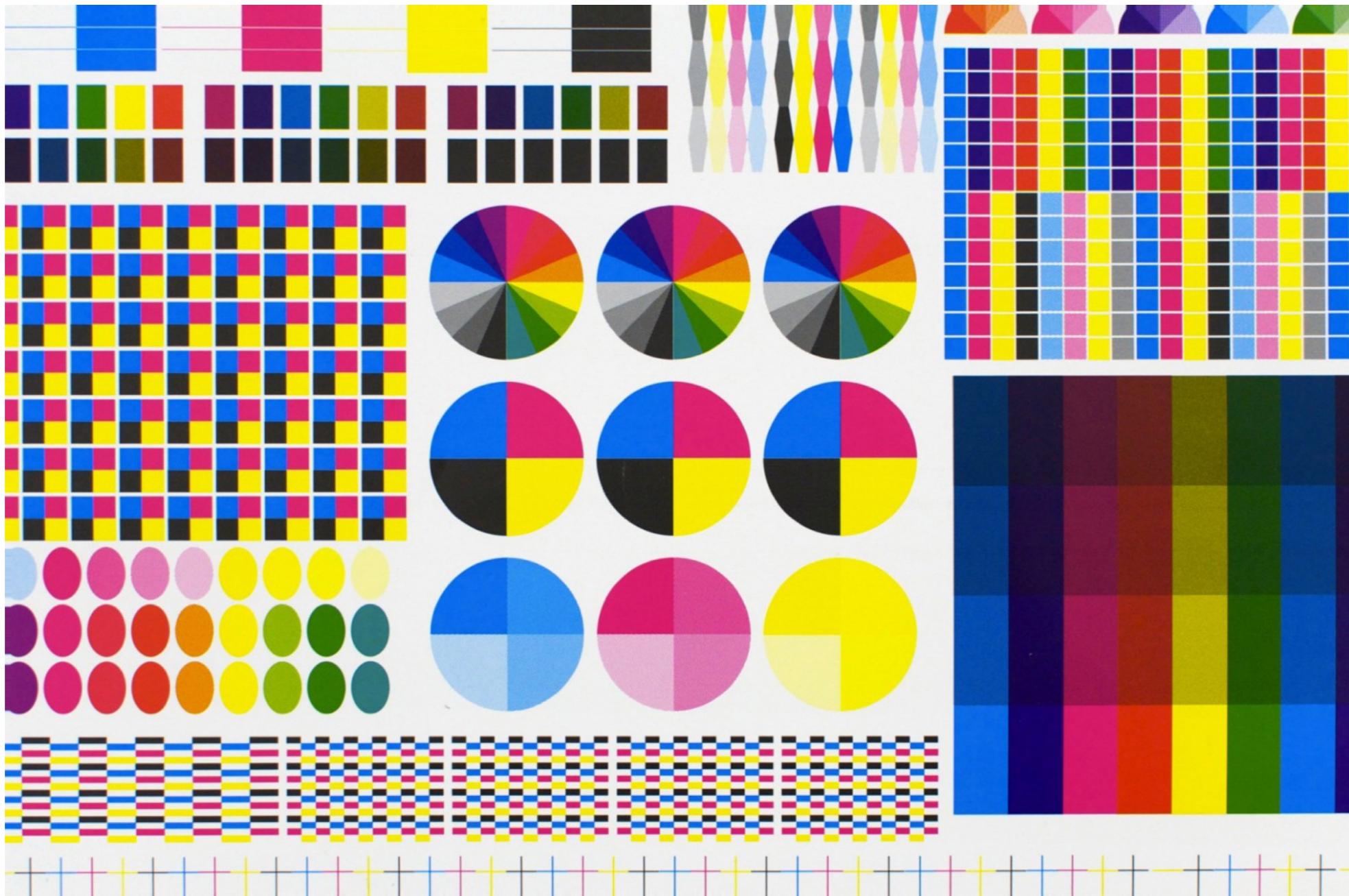


# Archiving

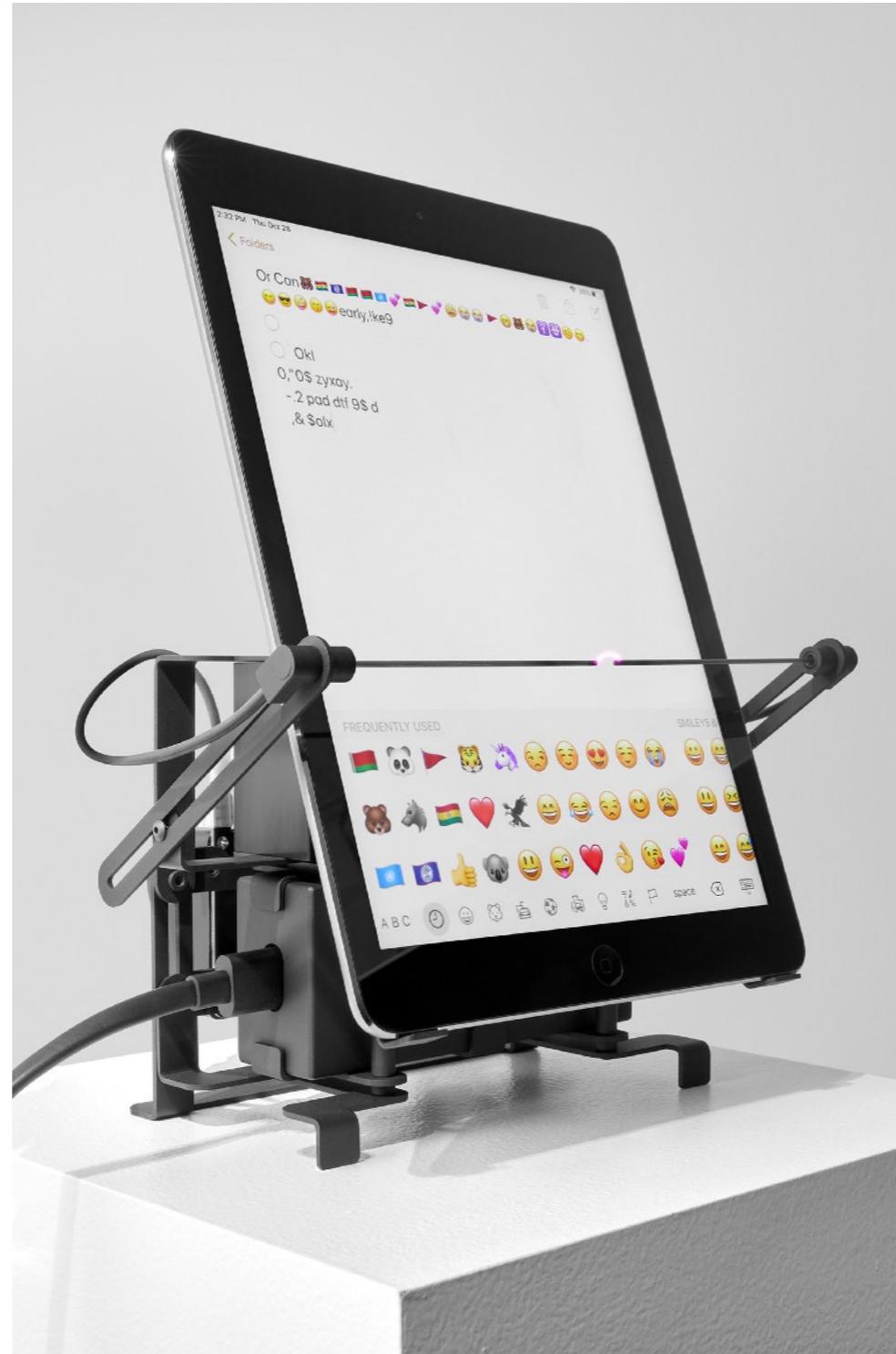


Specimen, Fanette Mellier

# Archiving

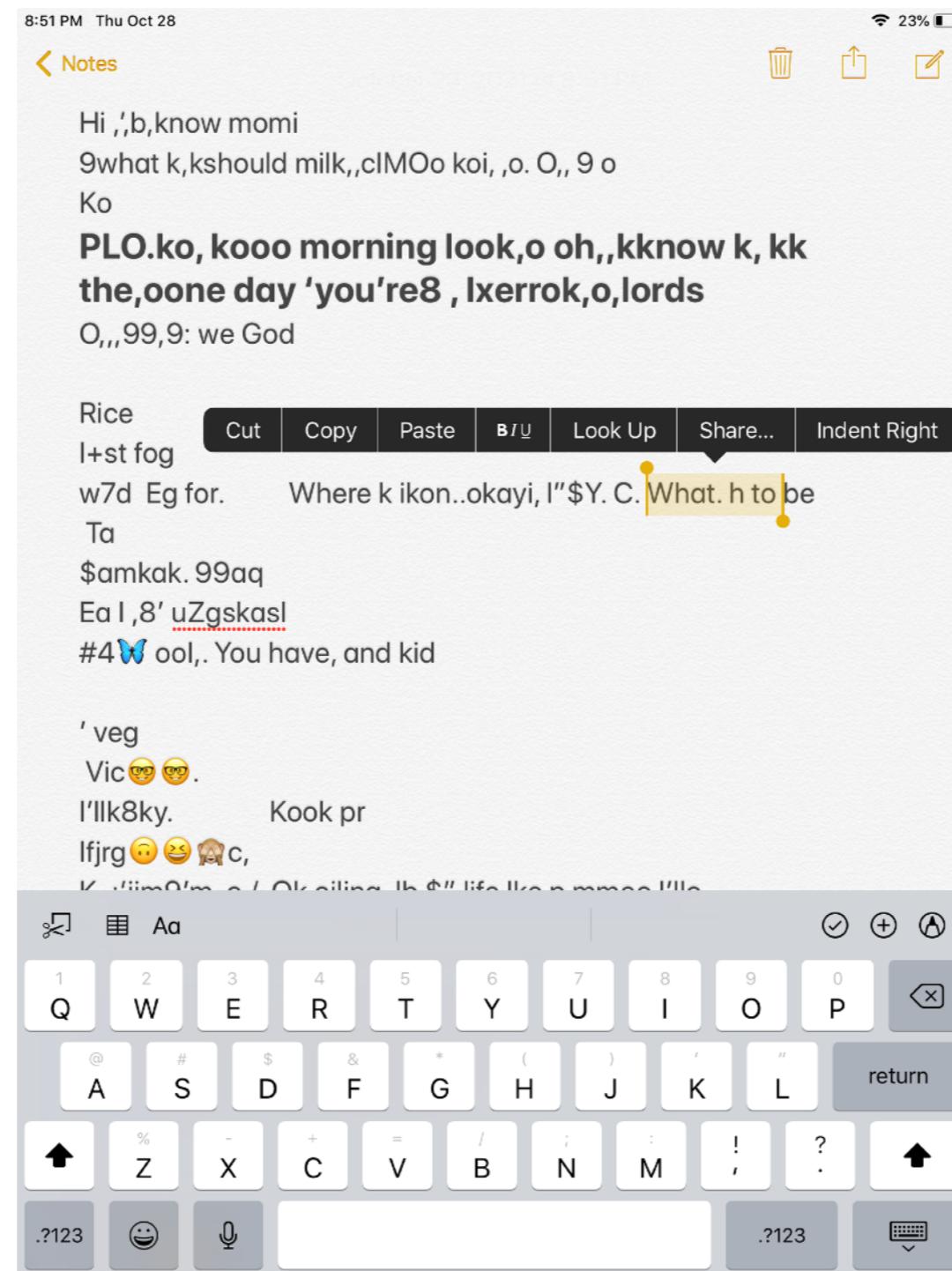


# Experimentation



Possession Without the Body, Matthew Kneebone

# Experimentation



# Experimentation

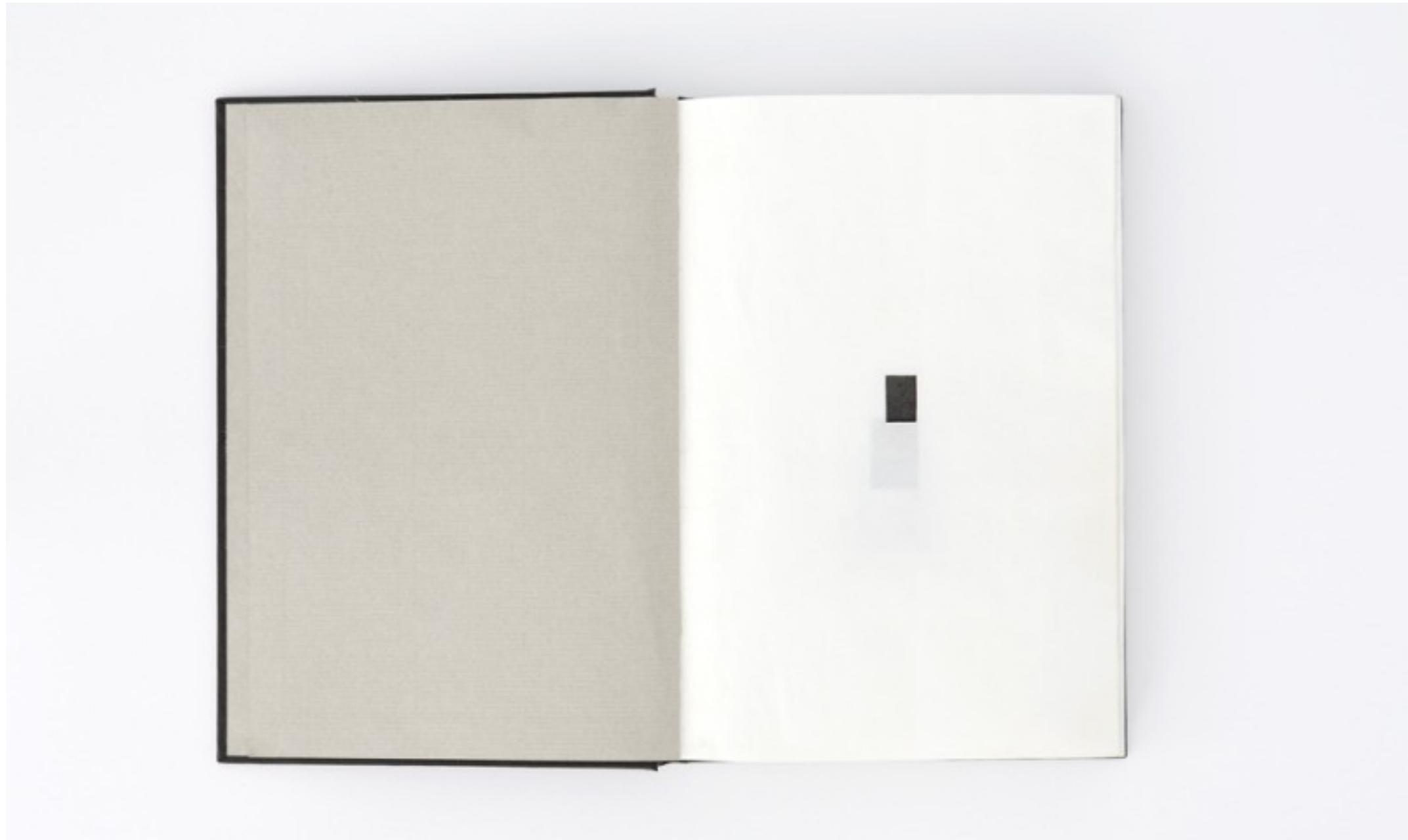


Watchscan 1200dpi, Dexter Sinister

## Experimentation

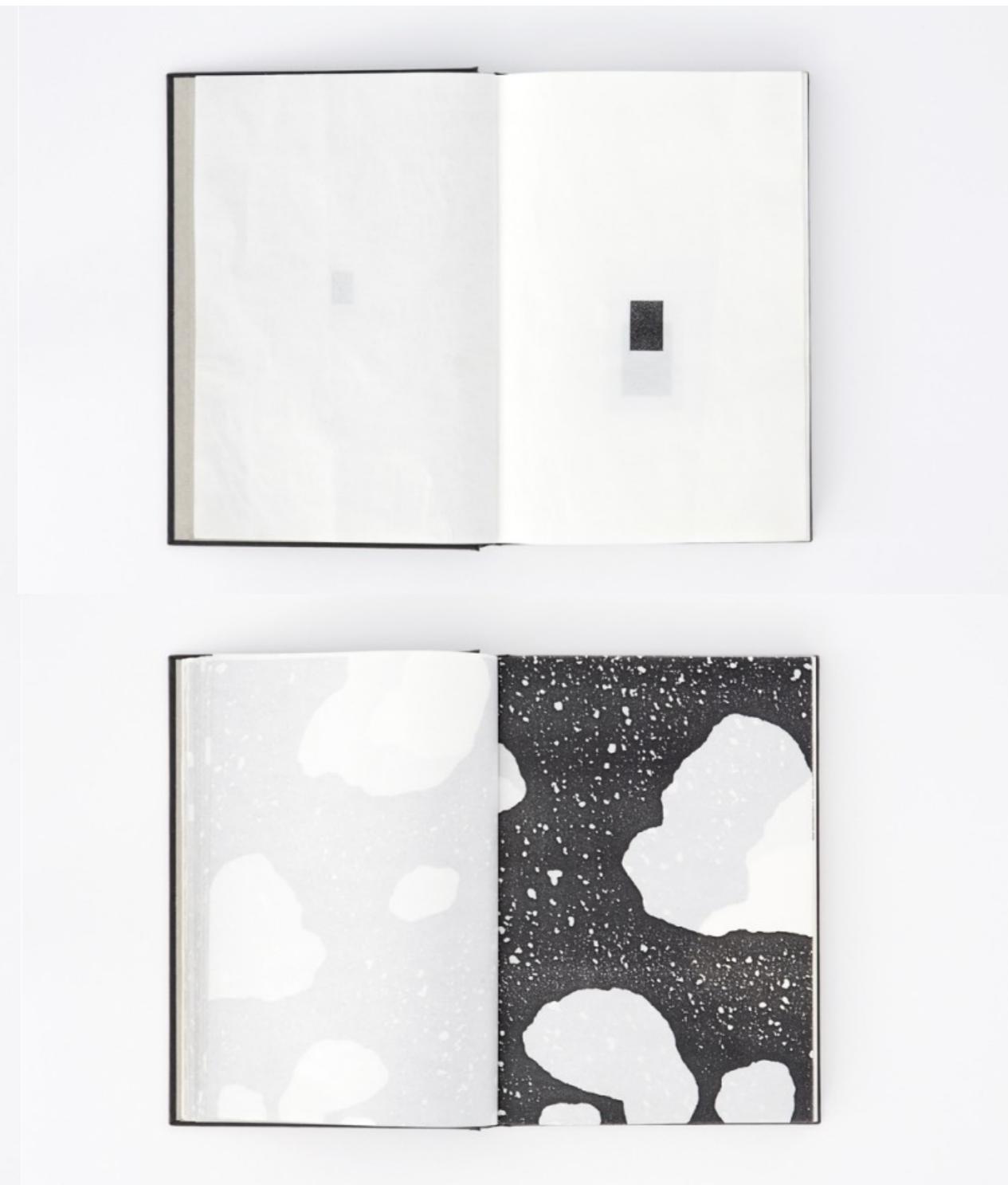
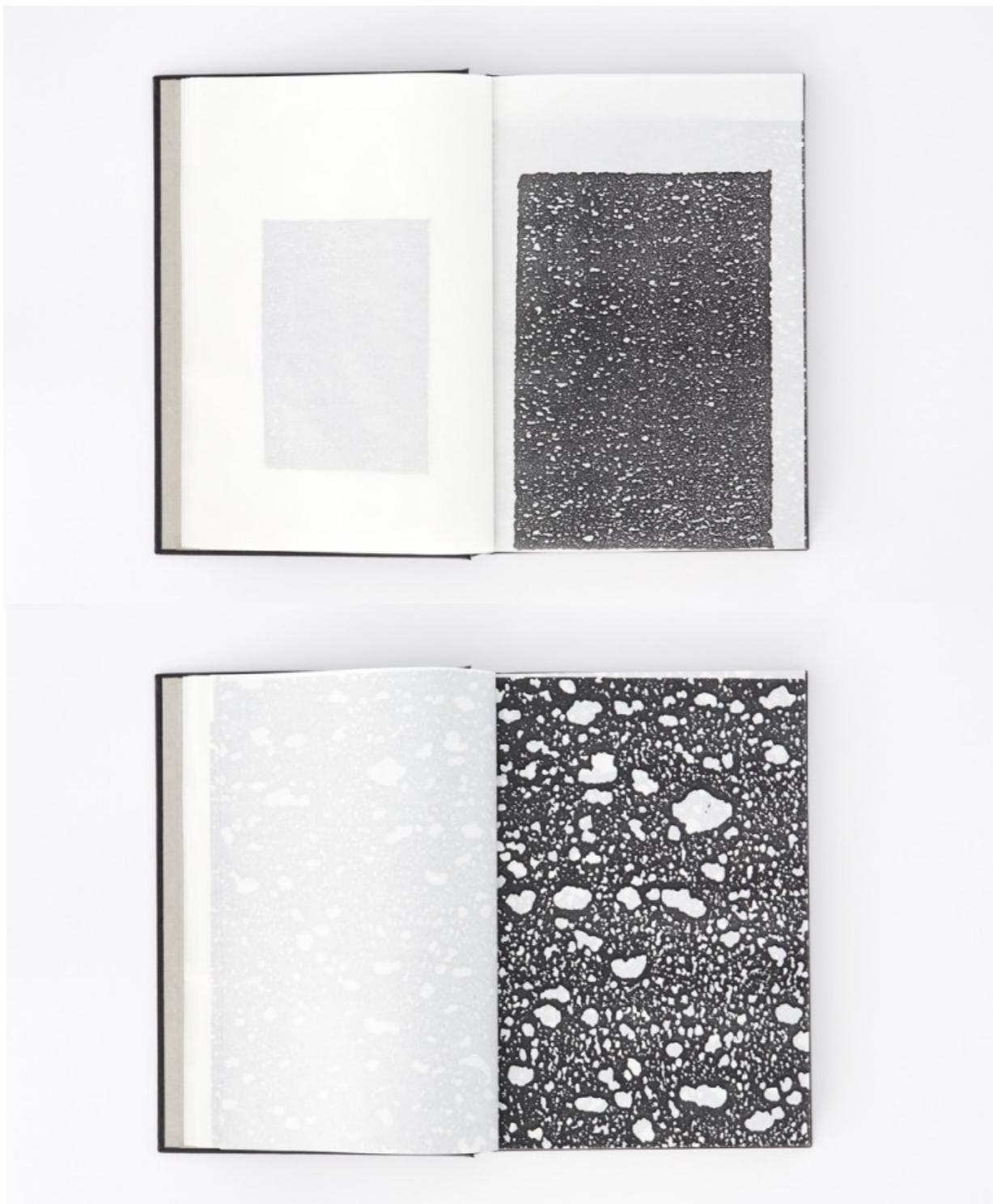


# Experimentation

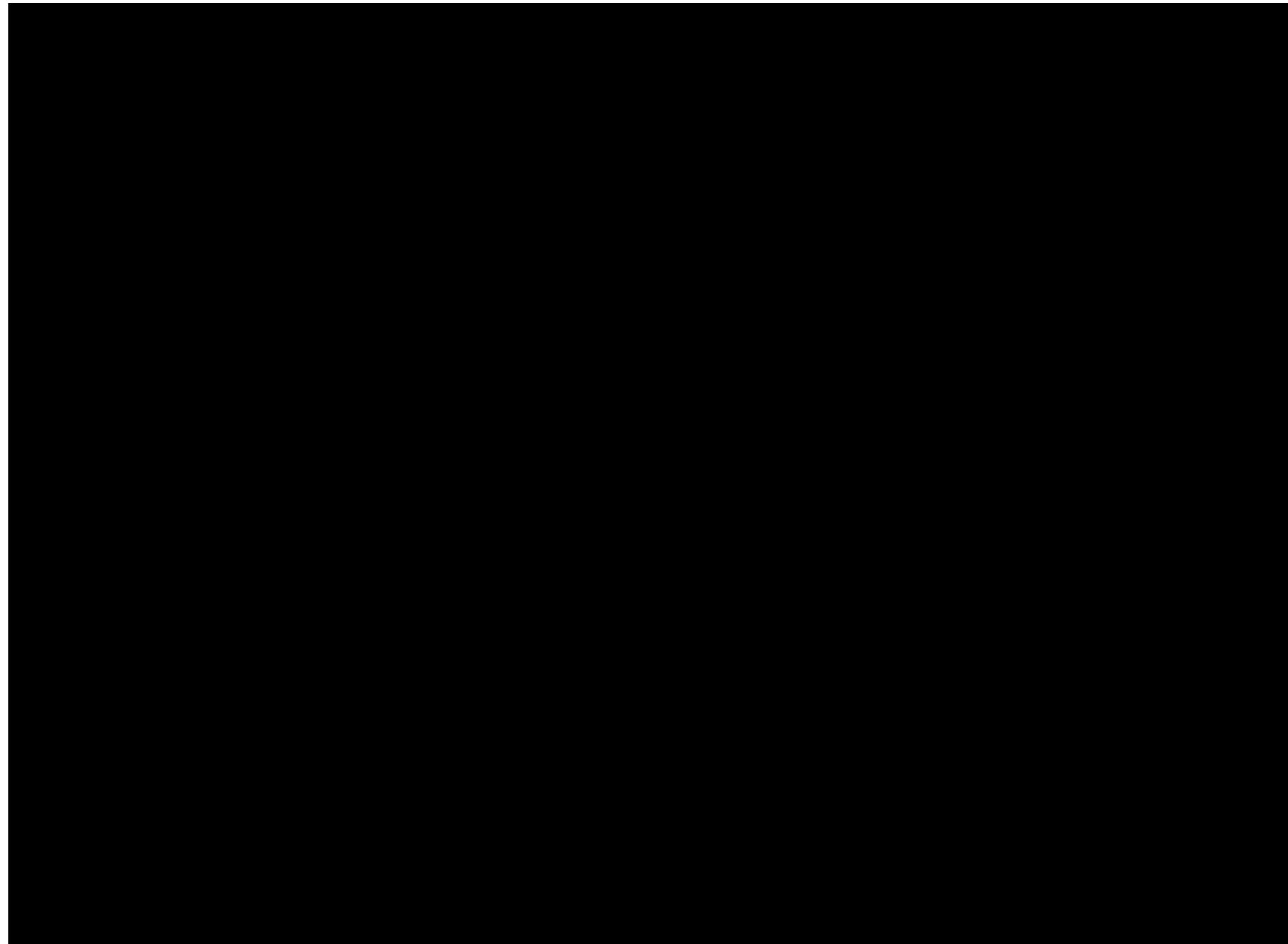


LUST Bible, LUST

# Experimentation



# Experimentation



# Recombination



Hito Steyerl

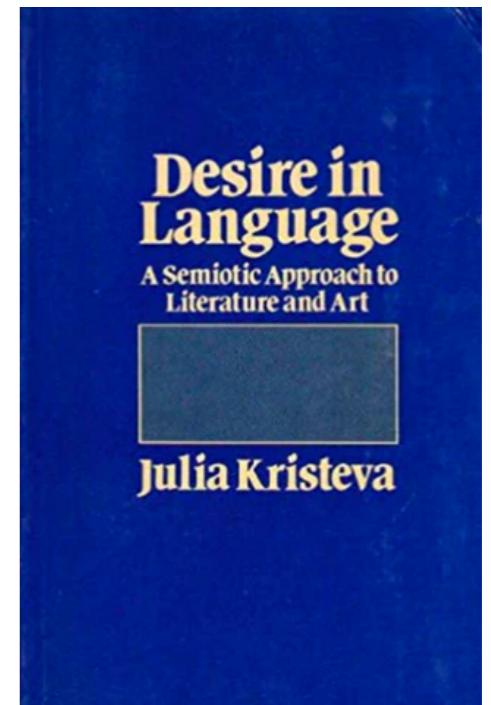
THE WORK OF ART

- “In principle a work of art has always been reproducible.”
- Mechanical reproduction, however, is new.
- “Even the most perfect reproduction of a work of art is lacking in one element: its presence in time and space, its unique existence at the place where it happens to be.” → AURA
- “The presence of the original is the prerequisite to the concept of authenticity.”

Walter Benjamin



Enzo Mari



Julia Kristeva

# Recombination



Sedia 1 Autoprogettazione, Boot Boyz Biz

# Revival



Oscilloscope Clock Using Hershey Fonts

# Revival



# Revival



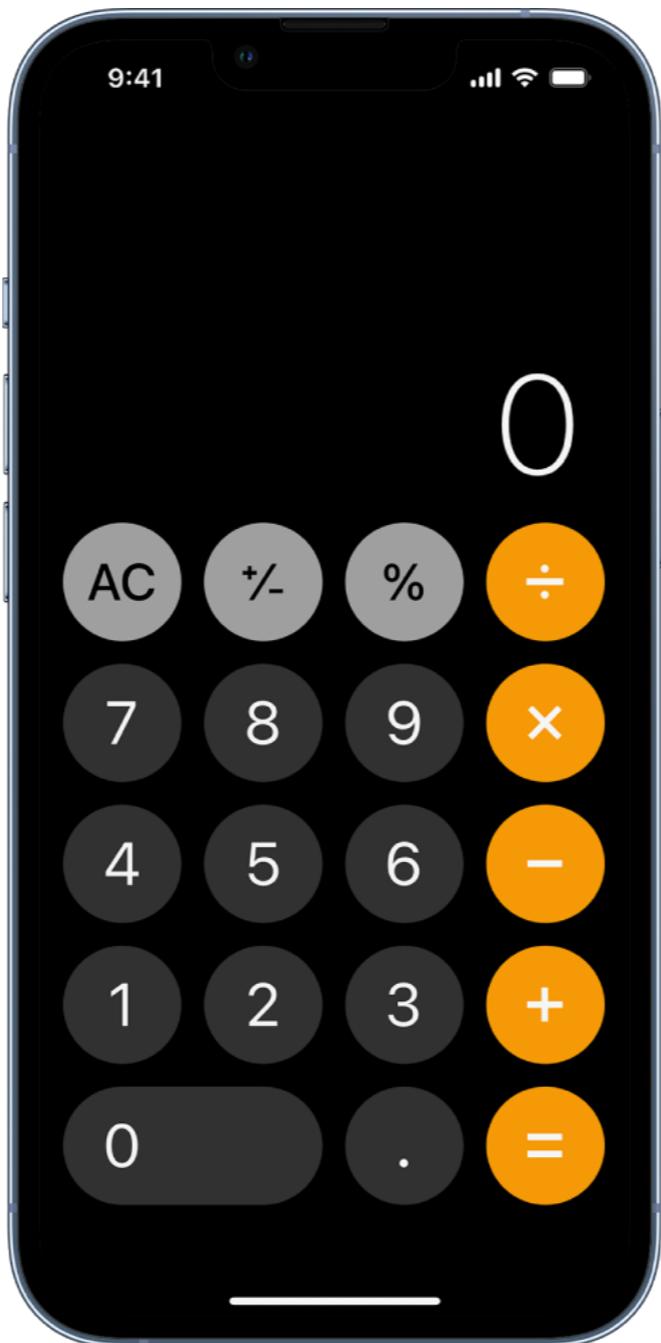
PDU Stencil, Dries Wiewauters

# Speculation



Robot 1, Robot 3, Robot 2, Robot 4, Dunne and Raby

# Translation



# Translation



Google Tree, Certain Measures, Clement Valla, and Typico GmbH





Tteokbokki plat



Car Stickers



USB Stick



What the Hell Was That 'S' Thing Everyone Drew in School? by Julian Morgans for Vice

Times New Roman

Aa Ee Rr **a**  
*Aa Ee Rr* **a**

**Publisher**

abcdefghijklm  
nopqrstuvwxyz  
0123456789



Parked Domain Girl



Bliss

## Step 1: Anonymous Research Presentation

Select an anonymous object and create a 10 minute presentation about its origins and current context. Your object can range from a unique historical artifact, to a ubiquitous and unassuming facet of daily life.

Take time to consider what object you want to research, as this initial inquiry will be the jumping off point for your project.

[products.designing.tools/projects/research-product](#)