SPACE I CULTURE I SOCIETY I TECH

BRIDGING REALMS

AN ANTHROPOLOGIST WALKS INTO A CYBERSECURITY CONFERENCE…

mes/Redux

“The march of technology expands the space of possibility around us, but how we explore that space is up to us.”

–STEVEN JOHNSON

+ mindset + design

How do we design a tech-enabled future that works for and supports all of us?

OUT WITH THE OLD...

- User-centered design emerged in 1970s
- Gold standard for design, public services, and tech industry
- Ignores/hides/detracts from impact on community

IN WITH THE NEW...

- Community-centric design - mindset + design principles
- Must generate more inclusive, dynamic, and socially aware technology solutions
- Need strong societies and enhanced resilience

"A cyborg is a cybernetic organism, a hybrid of machine and organism, a creature of social reality as well as a creature of fiction."

–DONNA HARAWAY

A new mindset

From

Individual users

To

Community hybrids

A new design

F - Factoring fluidity in product
U - Unpredictability and adaptability in design
T - Tend to responsible, ethical design ethos
U - Understanding and valuing societal impacts
R - Radical inclusivity and diversity in design
E - Eliminate reductive artifacts

ONWARDS & UPWARDS

JENNIFER GIROUX