Presence Design for Sustainable Texel

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How to design for the possibility to act and accept responsibility in complex network environments?

Health

Energy

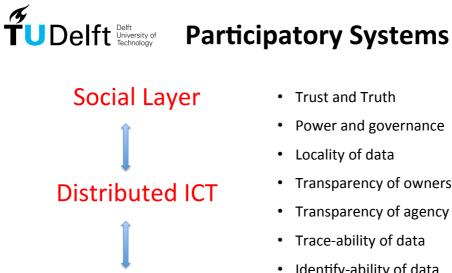
Food

Water

Transport

Crisis

- design for trust: social acceptance, transparency, integrity and resilience
- design for autonomy: empowerment, self-management and emergence
- design for engagement: belonging, agency, co-creation



Infrastructure

- Trust and Truth
- Power and governance
- Locality of data
- · Transparency of ownership
- · Transparency of agency
- Trace-ability of data
- Identify-ability of data
- · Poly-centricity

Brazier 2011

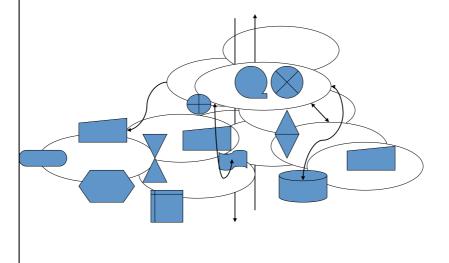
Han Brezet:

"Texelaars do not like change, they make plans and then nothing happens"

Countering Moral Distance:

- Thinking actors
- Presence and the Design of Trust
- Vital information for Social Survival

Structural conversation, contextual reflexivity, incommensurability, common ground, metacognitive skills, projectmanagement, boundary objects



"Thinking actors"

- Physical clash between intention en realisation
- Cognitive clash between intention en realisation
- Emotional clash between intention en realisation

Natural presence

is distinct for survival and well-being, and embodies the ethical dimension of our lives

Mediated Presence

contributes to the language and concepts that people share

Witnessed Presence

functions as a catalyst for good as well as for bad

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Communities of Systems and People High Trust Low Trust Participatory Surveillance Evolving meta design paradigm

Presence

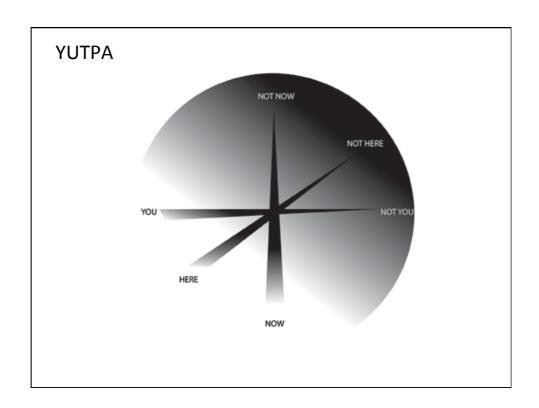
to steer towards survival and well-being

Antonio Damasio - Giuseppe Riva, John & Eva Waterworth

a trade-off Wijnand IJsselsteijn

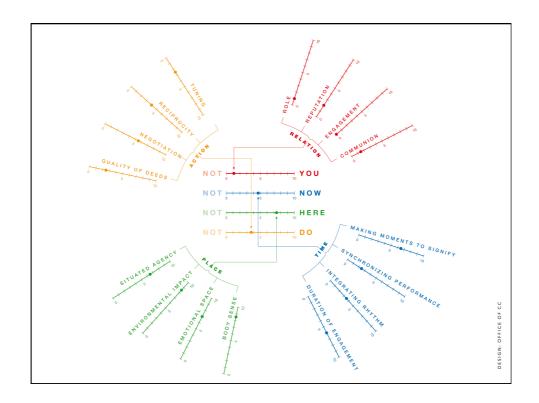
Trust: 4 dimensies

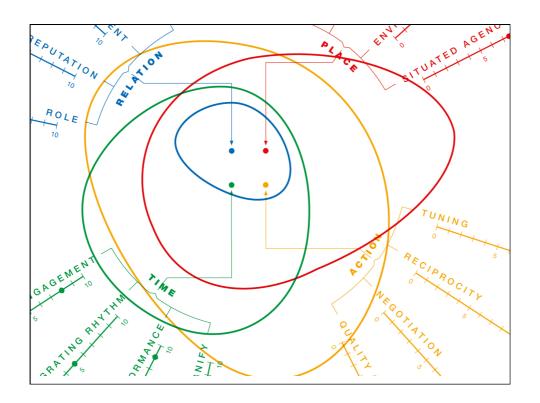
You / not You
Do / not do
Here / not Here
Now / not Now

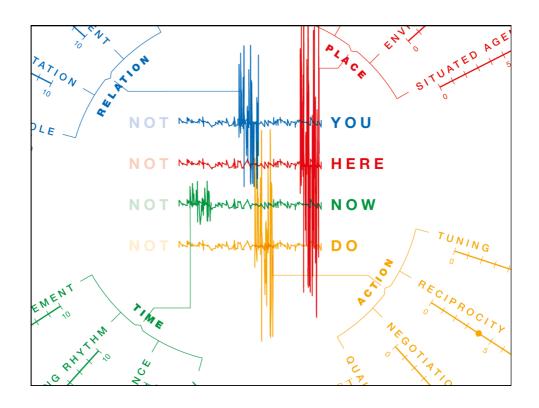


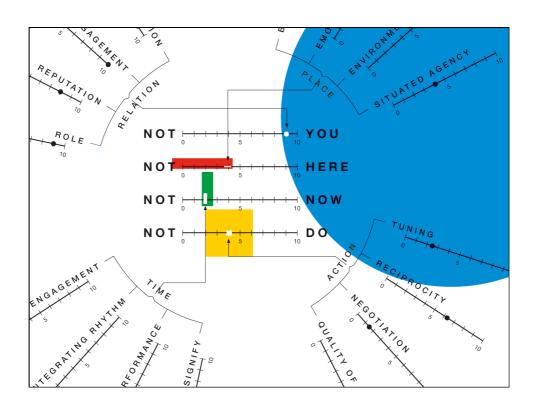
Transforming dynamics of power

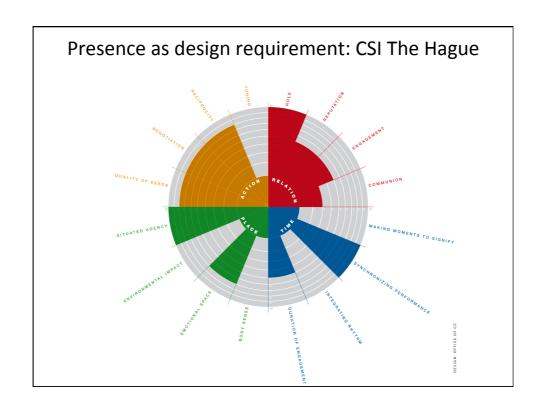
To conquer to maintain < > to nurture To control <> to direct < > to orchestrate <> to deliver To follow < > to contribute To delegate <> to mandate <> to participate <> to produce <> to personalize To make To craft to design < > to meta-design <>

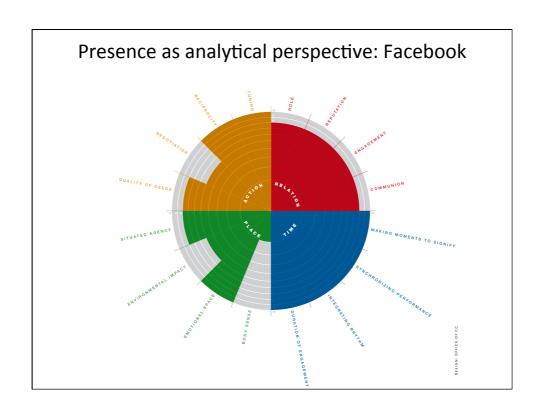


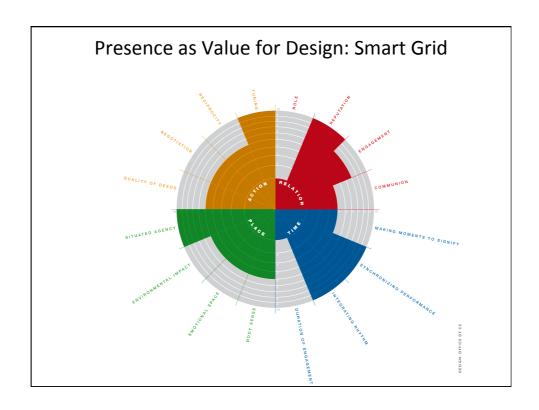








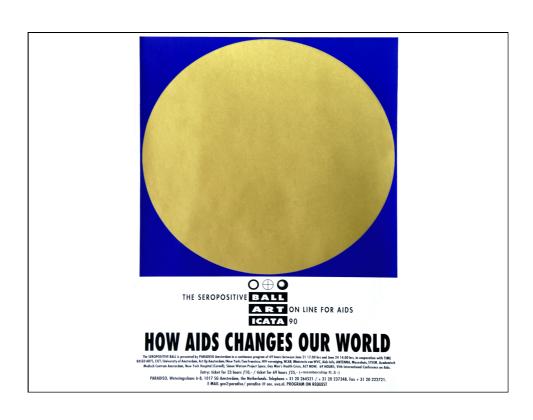




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Reflections:

- Vital Information
- Crucial network
- Orchestrating Chaos

Thank You