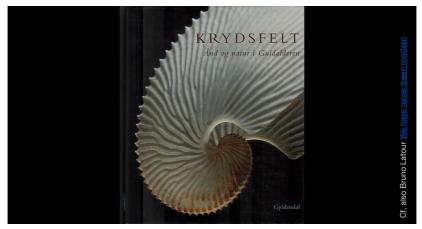
#06 mirrors



What are the possible connections between arguing for <u>design as a general</u> <u>school subject</u>, and arguing for <u>design as a professional education</u> (incorporating research and reflection in theoretical practices, at a university level, into its vocational content)? What is the importance of our historical legacy?

The idea of always seeking the 'resident principles' and 'finding them in the job' (Norman Potter) is one way of describing what design *does*. In the age of *computers* this vocational orientation of designers have been paralleled by subjects in academic research: such as <u>fractal geometry</u> and <u>complexity</u>.

Today, the cross-fertilisation between measurements (*formatting*) and partwhole relations (*mereology*) are part of mainstream cultural practices among whoever owns a *computer*. But we are blind to the legacy of the *romantic era* when metrics and mereology were conjoined in *art*, *math* and *science*.



#06 mirrors

If the computer has removed us from industrial production this tendency has manifested itself in *three* ways: **1**) a definitive drop in the use of readymade industrial standard formats; **2**) the highjacking of industrial equipment for artistic production; **3**) a tremendous increase in *rare soil* utilities.

The 3 points link the widespread uses of *digital technology* and *-screens*. They *remove* the contradiction between computing *and* making: activities that now have risen to a global cultural scale. However, we are spending alot of time daily on working with *size/proportion* on our computer screens.

Getting these right can involve considerable *time* spent on *adding* and *removing*. Which is typically done as we *record* and *replay* whatever we work on. Managing *contingencies*—determining part/whole relationships that *do the job*, and therefore *will do*—determine our daily work-operations.

We should take stock of the fact that such possibilities *did not* exist—at the current scale and frequency—*before* the advent of the computer. Oddly this tendency coincides with constraining/eliminating art-subjects from our general education. Indicating that we do not take stock of what we are doing.

What differs from art-curricula in the past—at the general school level—is that all the formatting choices now are *metric* (as long as they are done on a computer; either on the tool-tip, drop-down menus or bespoke styles). So, we are closer than ever to 'measuring everything' as in the <u>romantic era</u>.

At the same time, as mentioned above, we are constantly working with *composition*: the <u>part-whole relationship and its study</u> (*mereology*), is an *other* legacy from the *romantic era*. A *third* component of this legacy emerges with the idea of *self-criticality*: <u>complexity establishing its *own* measure</u>.

Self-criticality determines—crossed a certain threshold—the alternation between *self-similarity* and *self-organisation*, whatever the project, *till it computes*. That is, what characterises complex systems in *nature* are presently emerging in our own way of working. A *third nature* emerging.

In the *anthropocene* it is important that we take stock of this tendency: the current metric idea—no matter the unit—emerged in the romantic era. It moved from measurements relative to the human (often the *king*'s) body, to measurements relative to *natural* phenomena (e.g. the *earth*-circumference).

If we move beyond the use of metrics in making inventories available resources—an age-old function—to pursue the idea of nature setting the scale of measurement (cf, the <u>atomic clock</u>), acting *with* rather than against nature, the idea of *self-criticality* can make sense as a *design-principle*.

The ledger/log remains my prime focus here: <u>but any design-project with</u> *research* and *reflection* incorporated will do, because the come-and-go between *record* (self-organisation) and *replay* (self-similarity) are of consequence, at the same level as *adding* and *removing* (self-criticality).