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MADE DE550 - Furniture Design & Interior Architecture
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"Collective Craftsmanship"

LEARNING OUTCOMES:

This project has served as a social and ethical framework that has acted for the benefit of a collaborative network of thirteen designers and creators. Serving as an initiator and facilitator for the project, has not only allowed me to experience working with designers and other creators, but it has allowed the experience of working with *people*. This has resulted in me working with people that are like-minded, yet that have contradicting cultural and social attitudes. I believe what this project encompasses, enabling work with different cultures and social attitudes within design, will serve as one of the key responsibilities of the next-generation designer. Being able to facilitate such a project, as a reflective practice, has given me insightful knowledge and understanding into the changing roles, responsibilities and methods of a designer, and has been able to give a glimpse into the possible future practices and approaches of a designer.

This project has given the collaborative network of designers and creators such as myself, an opportunity of thinking and working, and also an opportunity to experience different cultures and attitudes in an untraditional way. The project has also manifested its versatility and agility in changing circumstances and challenging times, and this is reflected throughout the process and the throughout collaborative network. There has also not been any physical barriers that a traditional designer would run into when working with others on an international level, and this is thanks to the development of technology. I believe this aspect is what makes this project very unique.

I have been able to reach this unique position in the project, and been able to gain this specific perspective and knowledge, only because of how the project has progressed in terms of process and experience. Going in with an open mind and no clear intentions of how the project were to progress, has given the project its personality. I believe that my expected learning outcomes have been achieved, but from a different perspective than what I initially expected. I gained more insightful knowledge into the dynamics of a collaborative network, where I initially expected I would learn more about the process and technicalities of design work.

However, throughout the process, the project suffered many obstacles and shortcomings that were unexpected. Some of these, were the lack of participation or contribution from the group members towards the project. Another unexpected obstacles was, and still is, the ongoing global pandemic that even brought further

challenges to the project. Together with these challenges, it was not only about taking care of the work, but it was also taking care of the people, that have lives of their own being affected by the pandemic, while at the same time dedicating their free time for the sake of this project. Even though these were some big challenges for the project and especially for its members, it put me, as the facilitator of the project, in a unique position to not only reflect, but also learn from the unexpected incidents. Additionally, it made me realize the value and importance of the work and nature of this project.

I would also like to mention that in my opinion, that this newly gained perspective, is far more valuable than the one I expected, and that this truly makes this project valuable in the eyes of a next-generation designer. I believe that the subject and thematic of this project is appropriate in terms of the developing age we are in. I believe it is not only the technology that is developing but also our practices, and most importantly the dynamics of working collaboratively is the key element that is developing.

It was based on these facts, that this project and how the process itself turned out to be the key design intervention of the project, and not the final product which I initially anticipated. However, It based on my opinion that the final product, serves as a manifestation of designers and creators working interdisciplinary in terms cultural and social attitudes, and also through diverse obstacles and challenges. This is what I believe is a core foundation of social responsibility.

MODES OG DESIGN:

ABSTRACT

The practical part of the MA project is a partly continuation of my theoretical work. The practical continuation investigates socially responsible methods, processes, and roles of a designer by exploring and challenging the traditional roles and boundaries of a traditional designer. The project does this through the process of a crowdsourced design project which serves as a platform for both the investigation and exploration.

INTENTIONS & AIMS

The project's first intentions, was to use the MA project as an opportunity and platform, to develop an insightful understanding of the changing processes, roles, boundaries, and responsibilities, of a designer. My intended role for this project was to serve as a facilitator, enabling a group of creators and designers, that serves as a group of equals, to design a furniture piece. The intention and aim of the design was at the end to have two separate design interventions. The first intended design being the processes, the approach, and the reflections, whereas the second

intended design was the final furniture piece serving as a manifestation of designers and creators working interdisciplinary in terms cultural and social attitudes.

OBJECTIVES

In my opinion, the objective of any design work is social responsibility. This focus usually lies within the end-product that the social surroundings benefit from. However, the objective of this design work, was taking the concept of social responsibility and applying it to the methods and processes of this project, where the focus would lie on the designers and creators themselves. This led to the second objective which was additionally, providing the designers and creators with an alternative way of working, that would engage them in the full process and the quality of their work towards this project.

SYNOPSIS

The project developed in the same direction that I expected, but in a completely different fashion. Through the experience of working with the project, it became clear that an essential part of a crowdsourcing project, is the people who are involved. This especially became important during the pandemic times, as it became clear some of the group members were affected in their personal way. This caused unexpected things to happen in the project such as group members not having the capacity to undertake such a project. This put me in a unique position to be able to reflect on how external circumstances had direct impact on my project. The process and method developed the entire time as new factors and changes came into play, reflecting that it was not a ready design system, but an agile/organic system that constantly changed and developed. I believe that I investigated this project thoroughly, and that it left me with valuable results in terms of new knowledge and insight into the nature of collaborative work. By conducting this project and laying focus on the experience, it has allowed me to reassess what it means to be a facilitator and the roles that are applied. This project has also shown its agility though large changes in society, and runs as a possible scenario of what a future design practice could consist of subsequently of these pandemic times.









