

Architempo  
**A / ~**

**IXDA**

PAUL  
**INSTITUT**  
BOCUSE

*PechaKucha Night*<sup>™</sup>  
20 X 20  
IMAGES SECONDS

**Alok b. Nandi**

/aloknandi on Li, Tw, Fb, In  
[www.aloknandi.com](http://www.aloknandi.com)

 **@aloknandi**

**Bonjour**

>>> Habari gani ?

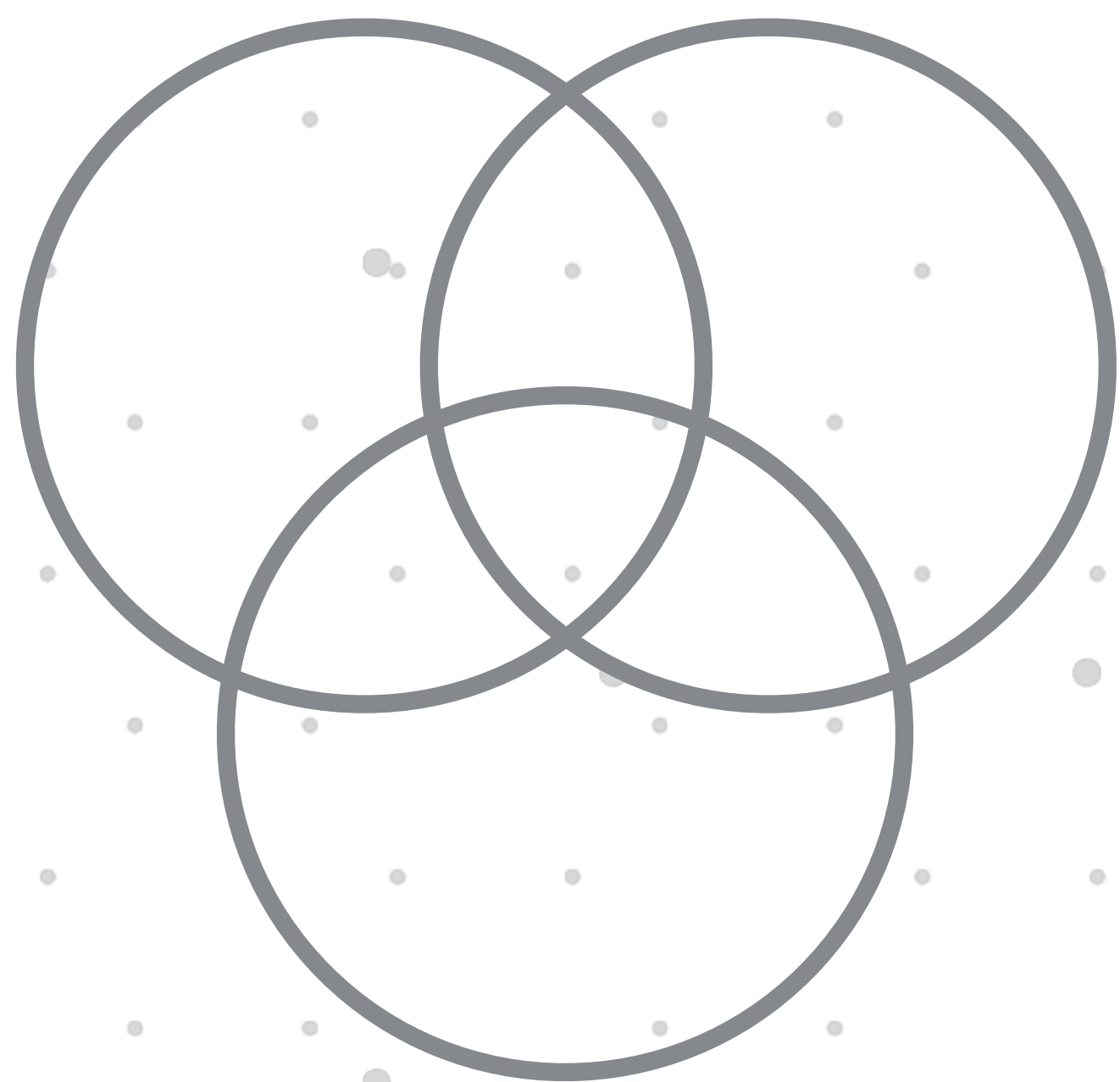
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**Diversity : de-ambulation**  
**monocultures**  
**pluriverse**

/~

Diversity : déambulation  
monocultures  
pluriverse

/~



desirable

viable

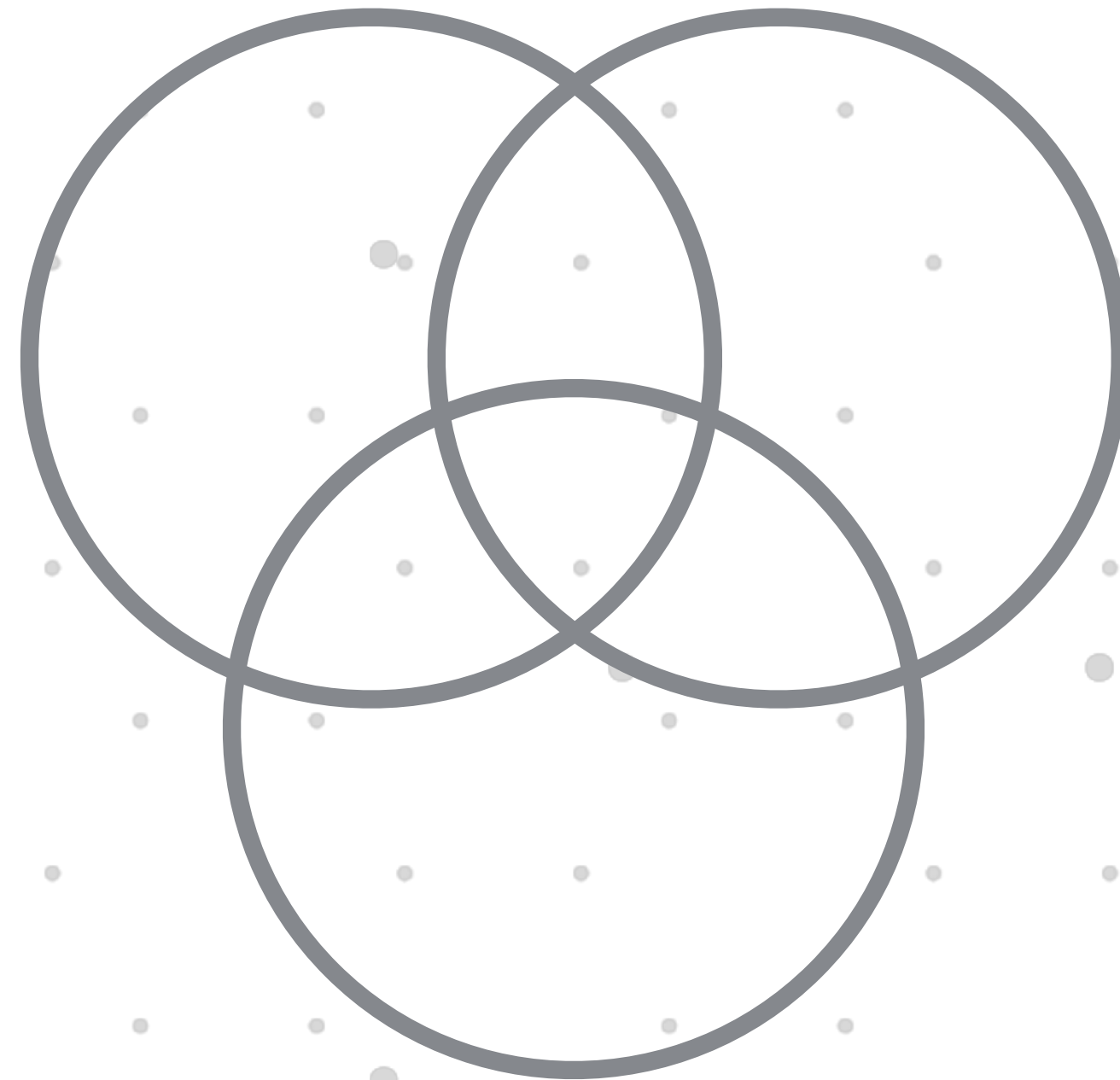
feasible

people

parcours

paysage

likasi  
congo

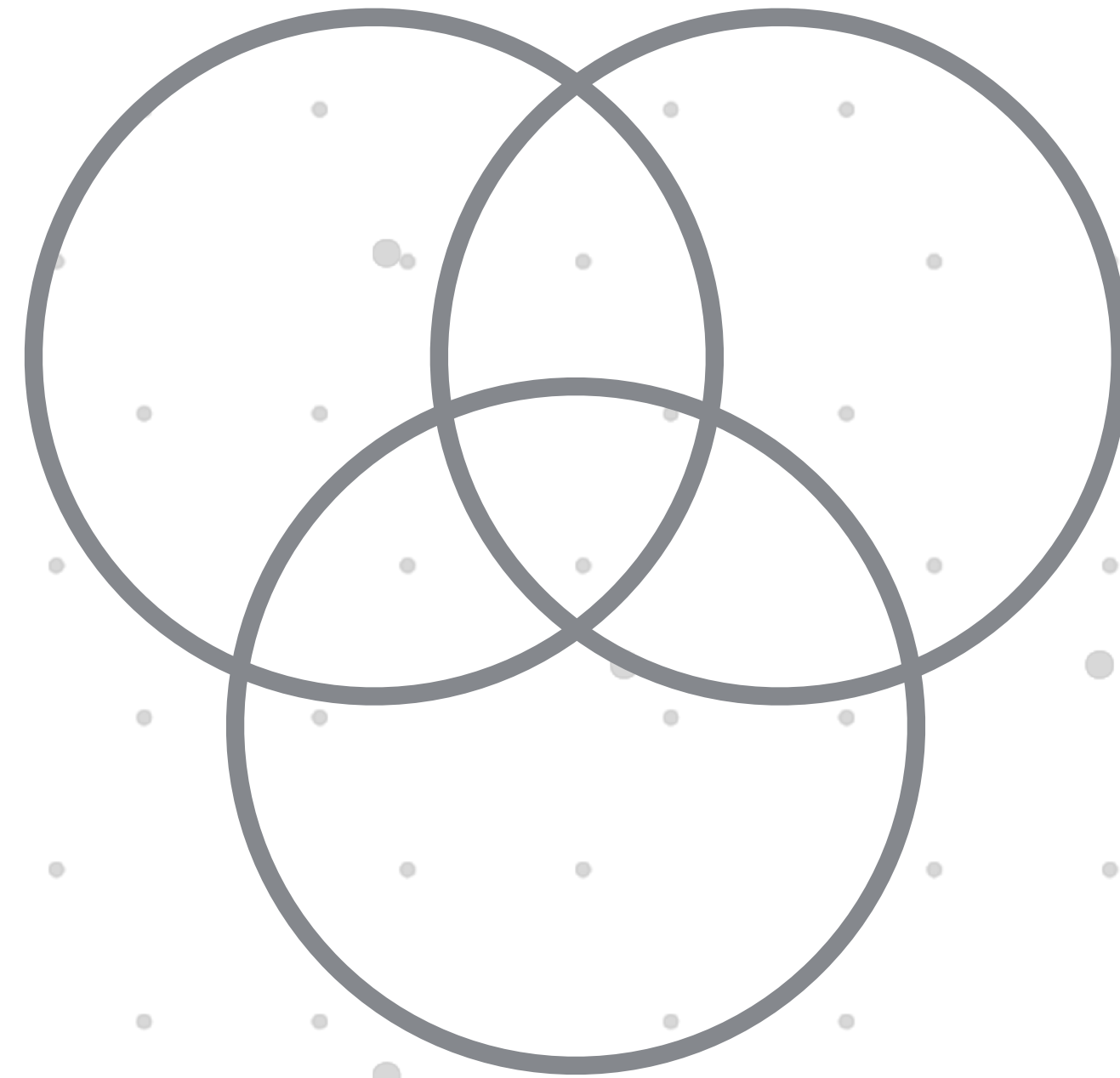


brussels  
europe

kolkata  
india



what  
if



how  
might  
we

why  
should  
we

# experiments

-

-

**experiments**  
-  
**expectations**

**experiments**  
**experiences**  
**expectations**

**"The universe is made of stories, not atoms." -**

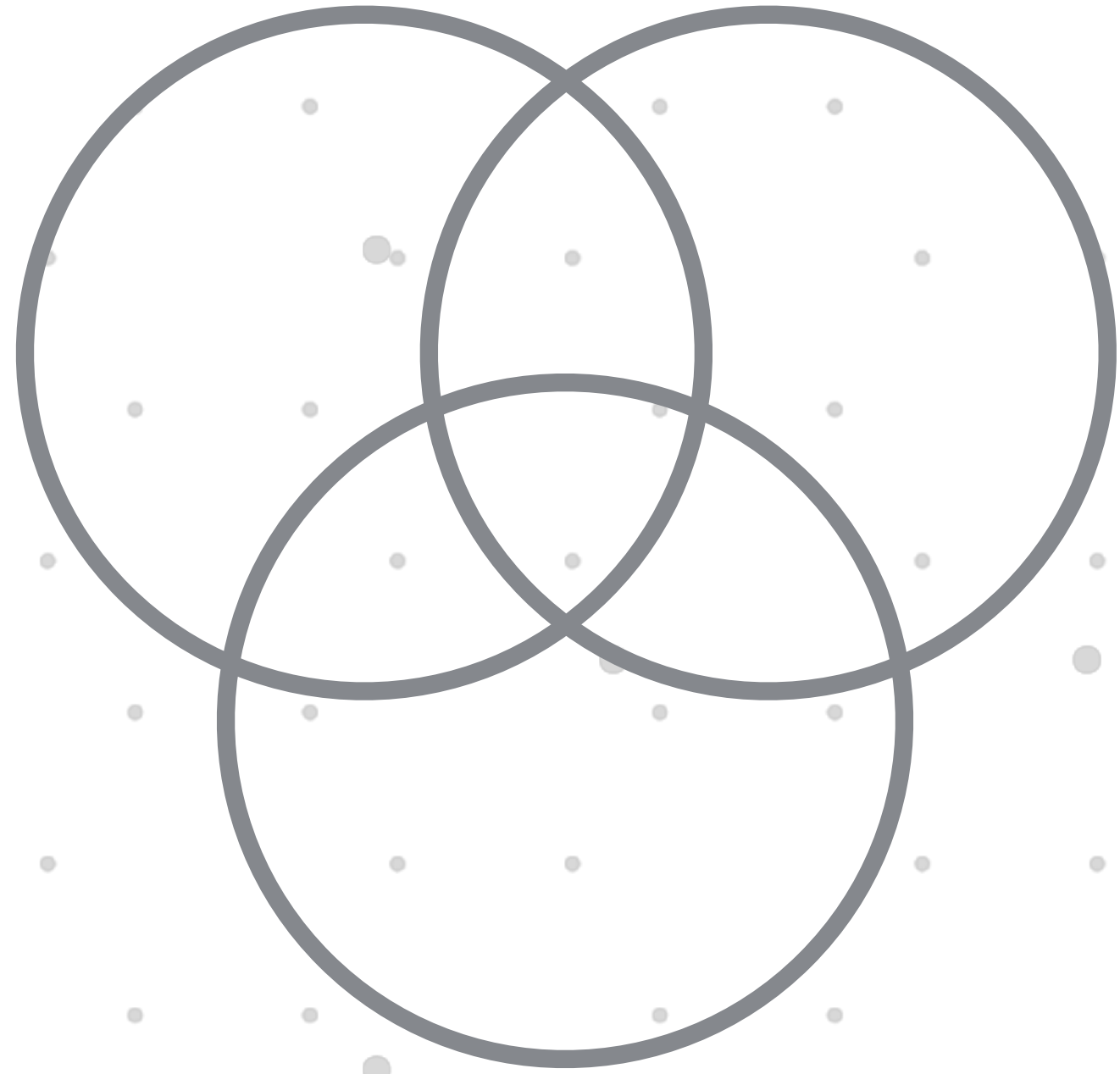
Muriel Rukeyzer

**“Cooking is a language,  
through which society  
unconsciously  
reveals its structure.”**

Claude Lévi-Strauss

**“The future is already here.  
It’s just not very evenly distributed yet.”**

- William Gibson





STAGE

/~

SCAPE

/~

SCALE

/~

# SCOPE

/~

SHAPE

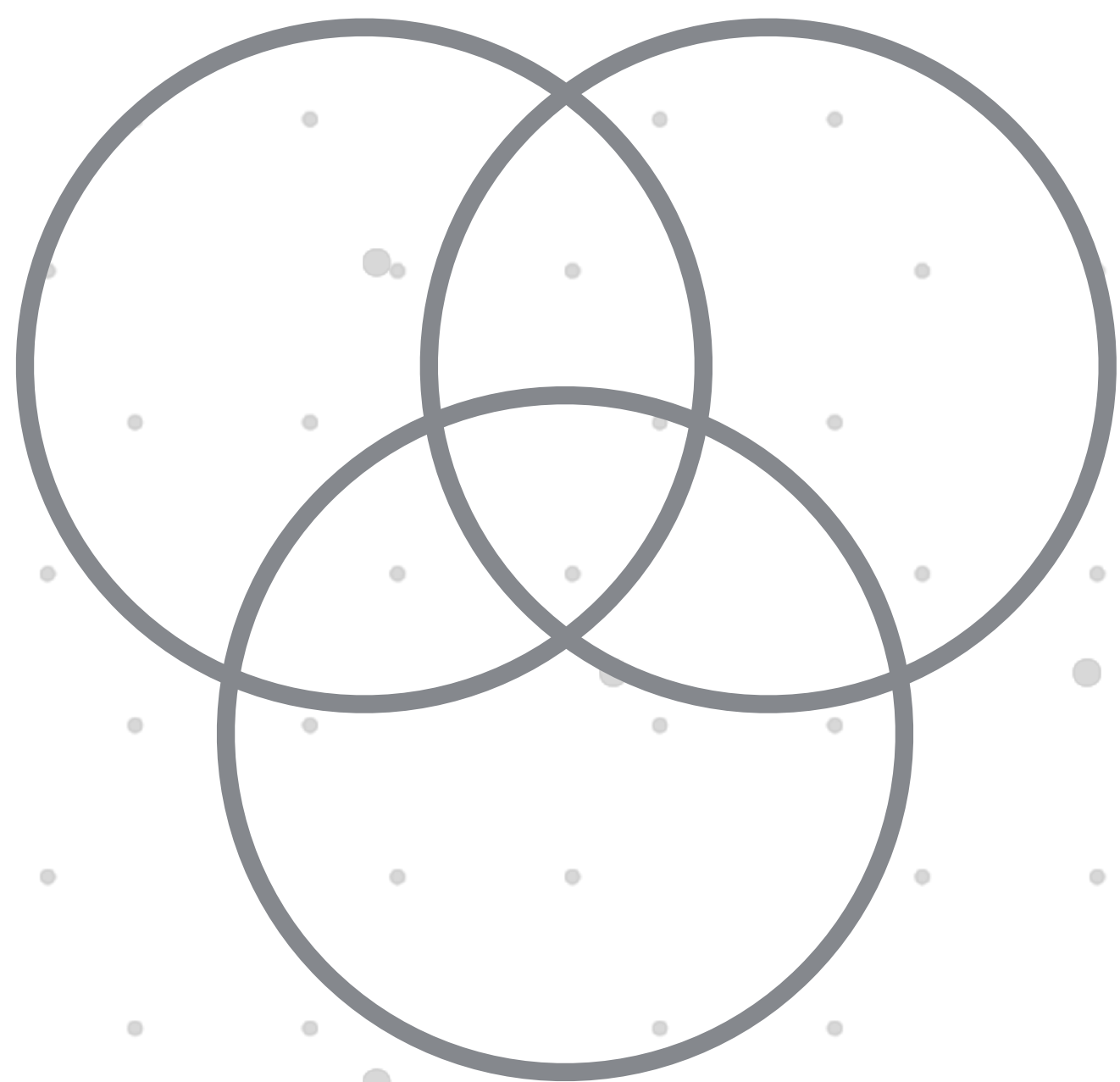
/~

SPEED

/~

SAUCE

/~





STAGE

/~

**now  
here**

*/~*

**PEOPLE**

**PLACE**

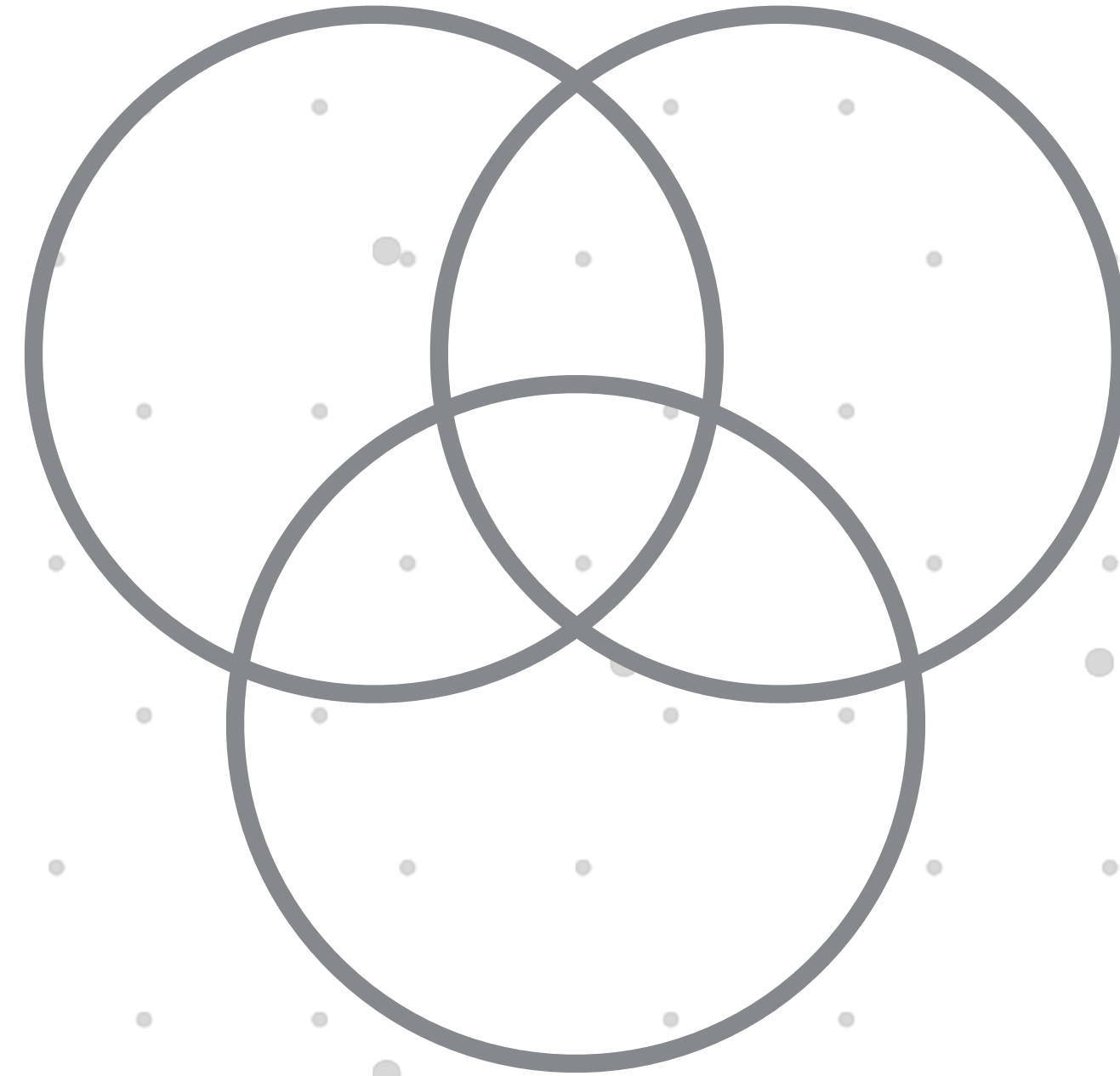
**“Take your sh\*t from home,  
put that with the sh\*t you’ve learned here.  
That’s gonna be a muthaf\*cka”**

Miles Davis to Hugh Masekela - via Farai Madzima @Interaction18 Lyon

**physical**  
**social**  
**cognitive**

/~

**PEOPLEs**



**PLACEs**

**DESIGN**  
**OF**

**DESIGN**  
**FOR**

**DESIGN**  
**AS**

**DESIGN**  
**BY**

/~

SCALE

/~



**TEMPO**

**TIME**

**narrative**

**SPACE**

**PLACE**

**Designs for the Pluriverse** is, succinctly stated, about the **potential for redesigning design** and, in so doing, contribute to redesigning the world. Why? To me, the answer is simple: because we are literally destroying the world at an alarming rate, and I am not just talking about the disappearance of species and the manifold and increasingly destructive effects of climate change.

Designs for the Pluriverse: Radical Interdependence, Autonomy, and the Making of Worlds  
Arturo Escobar

ARTURO ESCOBAR



# Designs for the Pluriverse

*Radical Interdependence, Autonomy, and the Making of Worlds*

coarising and interbeing), in turn enriching my understanding of the ontology of design. I should mention another element of importance that has also influenced my design concerns. Since the early 1990s, my interest in information and communication technologies put me in touch with the digital dimension of design through the work of thinkers like Brenda Laurel, Pierre Lévy, and Paul Virilio, particularly the last's caustic yet lucid critique. Thinking about the digital from relational perspectives became part and parcel of the cultural studies of design I develop in this book.



reframe —  
structure

/~

reframe —  
infrastructure

/~

reframe —  
future

/~

SCAPE

/~



**“... combine the heart with the mind, senti-pensar (feeling-thinking) as they say in Ecuador.”**

Walter Mignolo

I am also talking about the disruption of basic human sociality, the breakdown of social relations, the proliferation of wars and violence, massive displacement of peoples and nonhumans, abhorrent inequality, and the difficulty many young people face today in crafting lives of meaning for themselves. So much suffering and devastation is becoming unbearable for those who are genuinely attentive to the Earth and to the fate of their fellow humans. The book argues that design is central to the current crisis and that it may be a crucial factor in confronting such a crisis imaginatively and effectively.

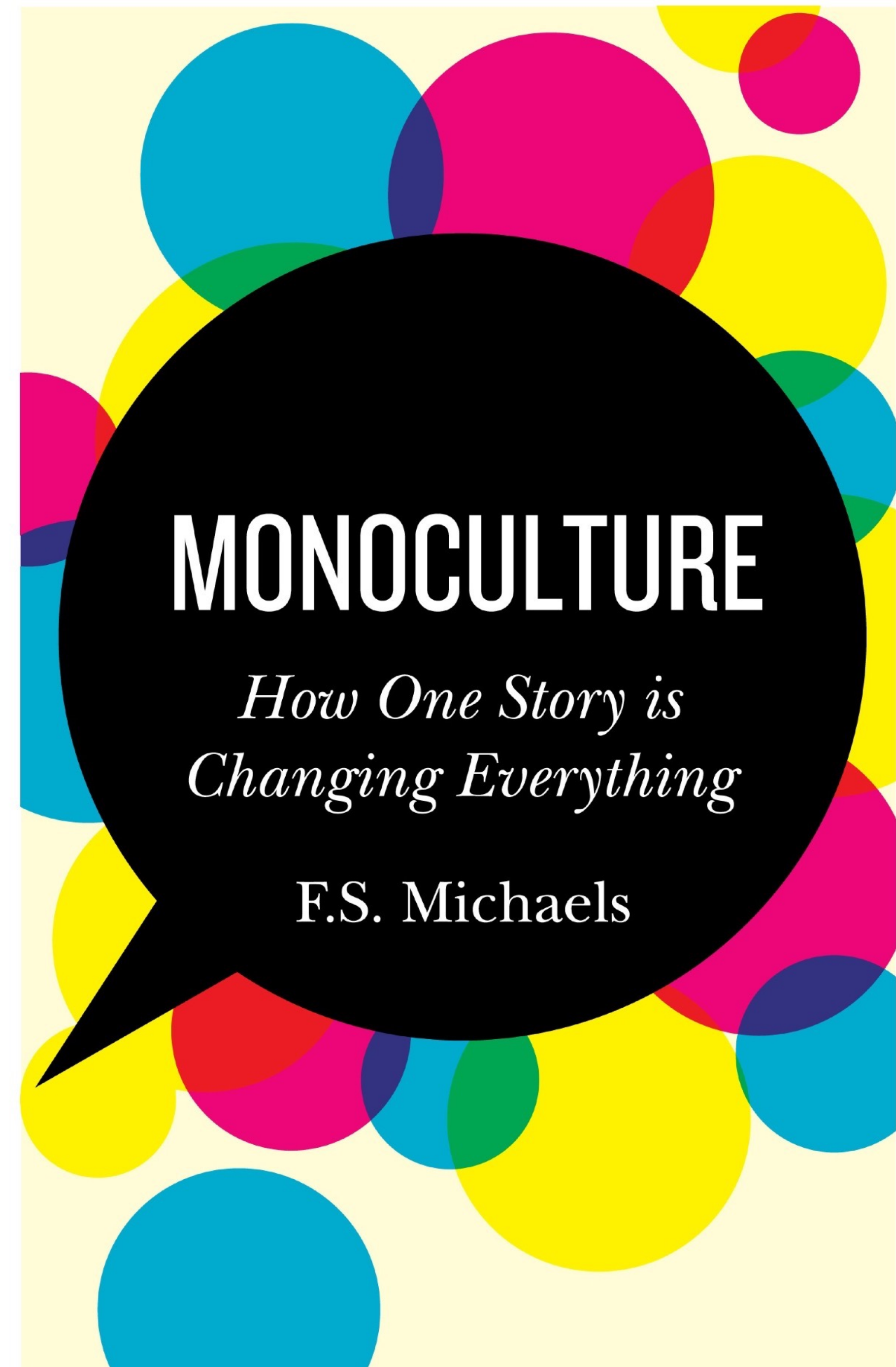
Designs for the Pluriverse: Radical Interdependence, Autonomy, and the Making of Worlds  
Arturo Escobar



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@Interaction13

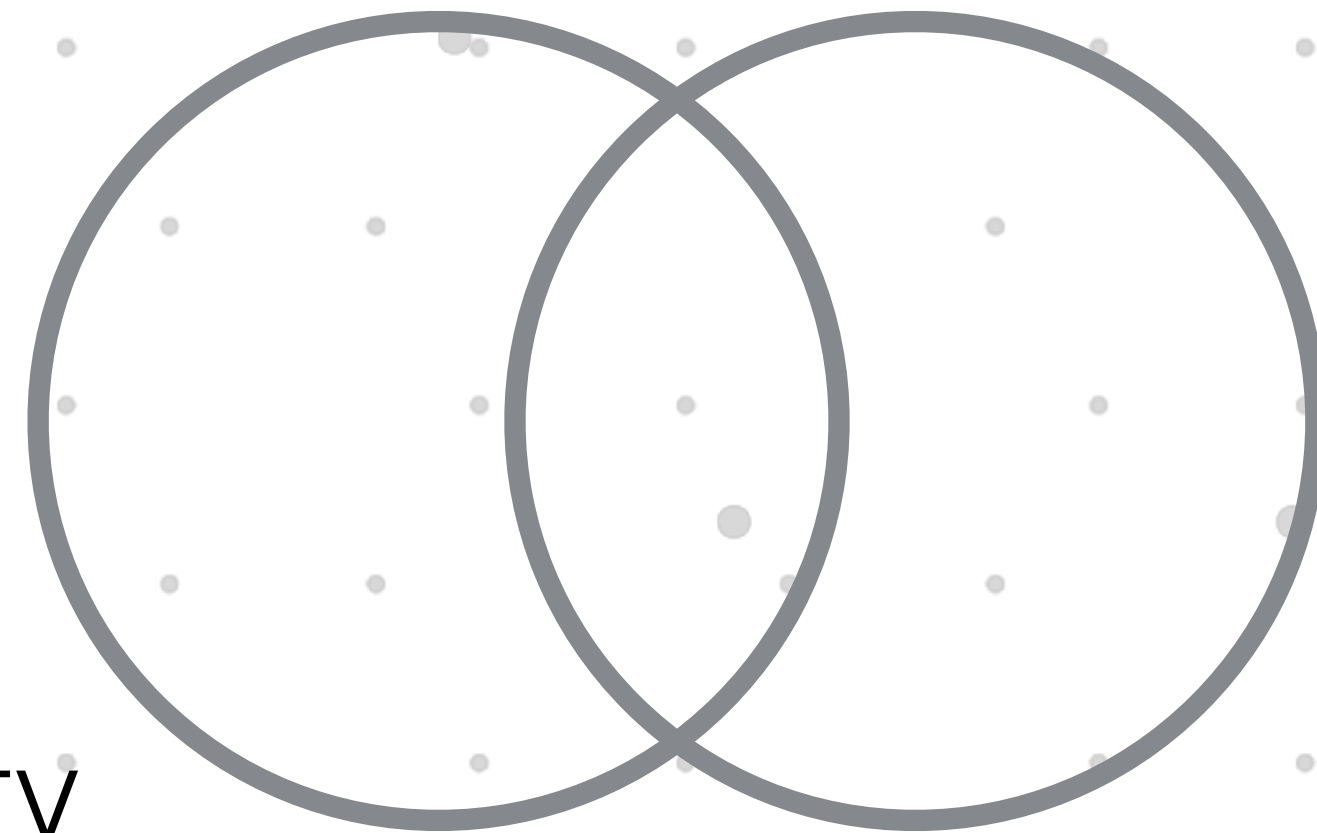
 @aloknandi



The Monoculture. As the monoculture aligns our experiences and expectations with the economic story, our life together becomes more at risk. Just as biodiversity embodies many forms of life and signals the health of our ecosystems, value diversity embodies many ways of life and signals the health of our social systems. When we lose value diversity, we lose our ability to express ourselves outside of the economic realm. We lose the “languages” we once spoke in distinct parts of our lives — the language of family and relationships, the language of the natural world, of art and spirituality, of health and education, of the public interest and the common good. We learn to substitute an economic language for all of it.

F.S. Michaels

the economic market



your creativity



your creativity

the economic market

Imagine two circles that overlap a bit. One circle represents your creativity, and the other represents the economic story's world of markets. The area where the circles overlap represents creativity that is financially successful in the world of markets. The economic story says the circles should overlap as much as possible — that creativity is about producing something someone will buy. In actuality, the circles never completely overlap, and in an economic monoculture, the creativity that exists independently of the market is never considered to be worth pursuing.

F.S. Michaels

**There is that great proverb — that  
“until the lions have their own historians, the history of the  
hunt will always glorify the hunter.”**

Chinua Achebe - in Paris Review, 1994



SHAPE

/~

# narratives of design

/~

causality

/~

# choosing causality

/~

# critical making

/~

prototyping  
critical making

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“We need to possess a great intellectual capacity for complicated problem solving, for dynamic inquiry relating to technology, and for substantial empathy of the human experience. This intellectual insight is ideal for solving the different societal problems plaguing humanity and for humanizing technology, and the creation of pretty interfaces is perhaps the most blatant (and unfortunately prevalent) misuse of this critical resource.”

Jon Kolko

# SCOPE

/~



# navigation interaction

/~

choosing

/~

**enabling  
choosing**

/~



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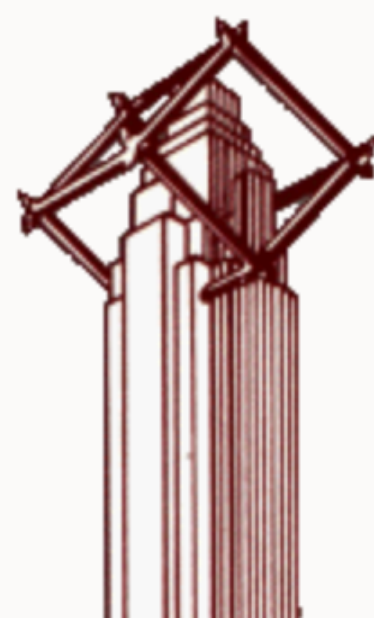
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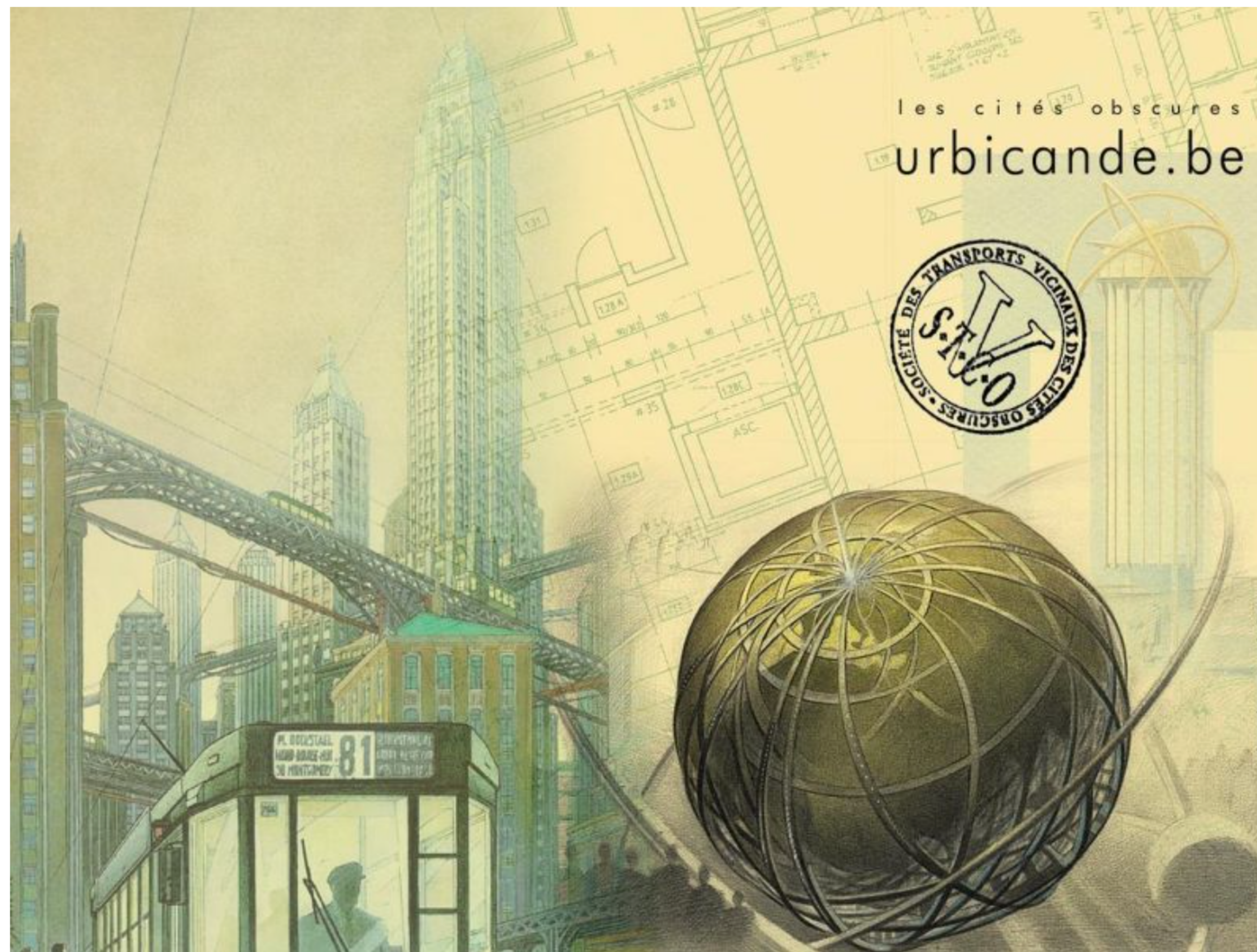
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# Urbicande.be



**Urbicande.be** was a website providing an interactive webfiction, based on the series [Les Cités Obscures](#) by the authors [François Schuiten](#) & [Benoît Peeters](#), and was developed by the authors and the companies Editions Casterman, Commediastra & Magic Square. **Urbicande.be** was the official [Internet](#) site of [Schuiten](#) and [Peeters](#).



## Main menu

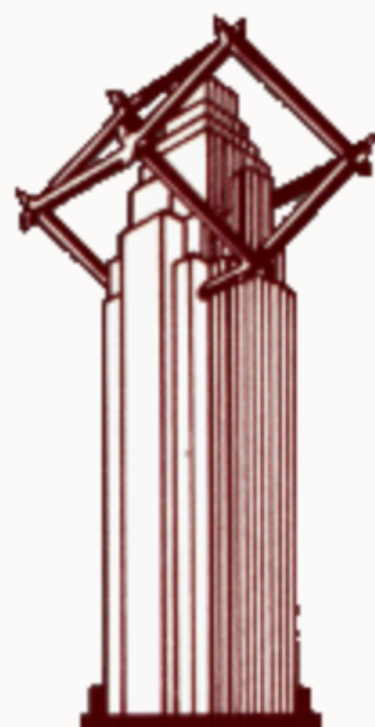
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[S](#) | [T](#) | [U](#) | [V](#) | [W](#) | [XYZ](#)

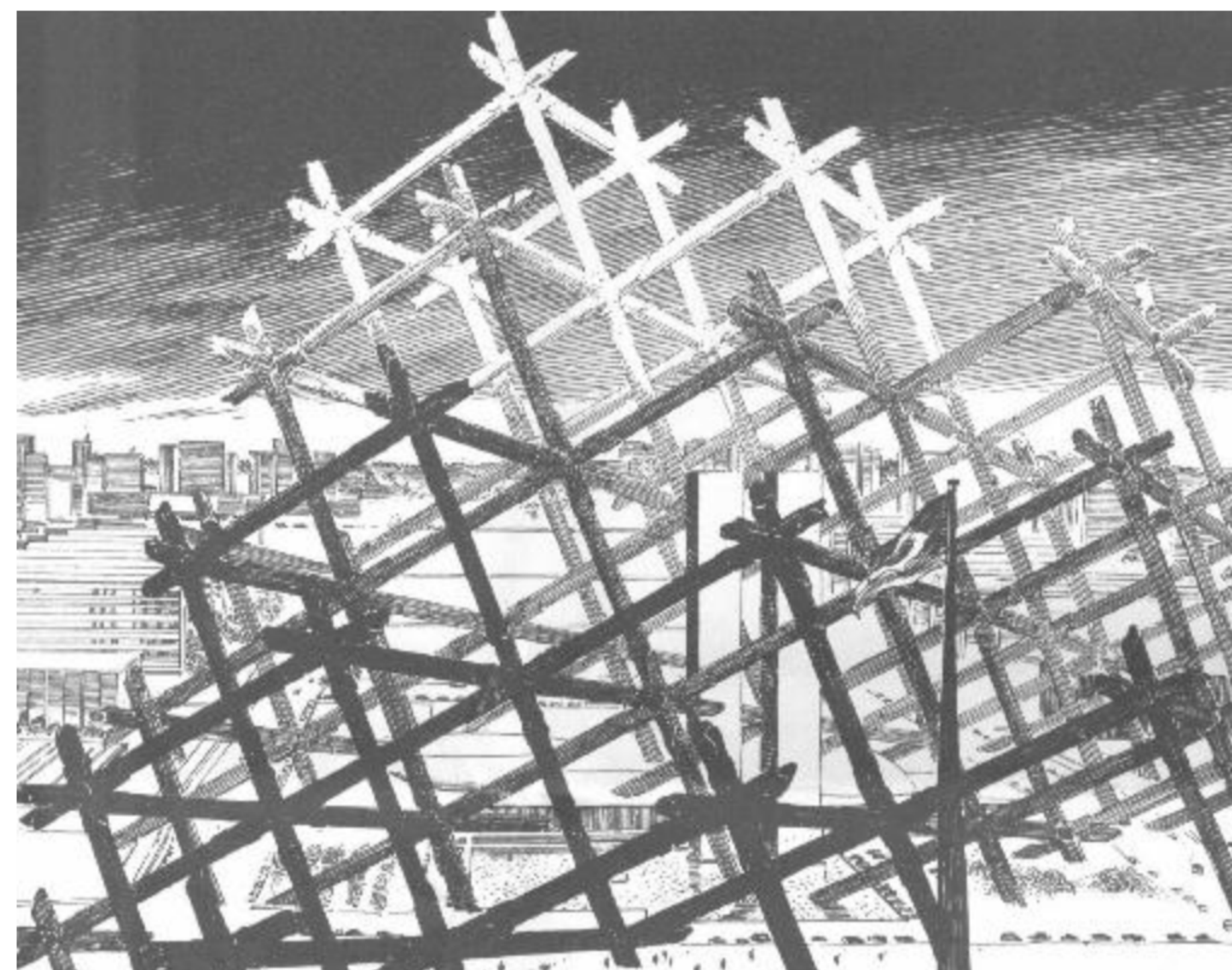


# Network

**Network** or sometimes also called The Web in English (original French word: *Réseau* ), is a strange structure made of bars that seemed to be both mineral and vegetal in appearance.

It developed from a **Cube** that was discovered in **Urbicande** in **735 AT**. Following different laws of physic, its substance went through ordinary matter without displacing it. It grew to tremendous proportions, eventually reaching cosmic proportions and throwing in shambles the social fabric of many cities <sup>1)</sup>.

We know that part of the



structure rose from the wave during the great equinoctial tide not far from the **Sodrovni Cape** <sup>2)</sup>, and it was also seen in **Roth** and at the **Green Lake**, as well as in the **Septentrional** and **Poznah Jungles**, not to mention **Chula Vista**, the **Ivalo** volcanic chain and the **Marahuaca Plateau** Plateau <sup>3)</sup>.

Several mathematical formulas have been set up to calculate its evolution <sup>4)</sup> and **Claude-Françoise Brunon** saw it as linked to our world's **Internet** <sup>5)</sup>. This last hypothesis is quite sound, for **Wappendorf** is known to have built a machine capable of sending messages to our world through the Obscure telephone system.

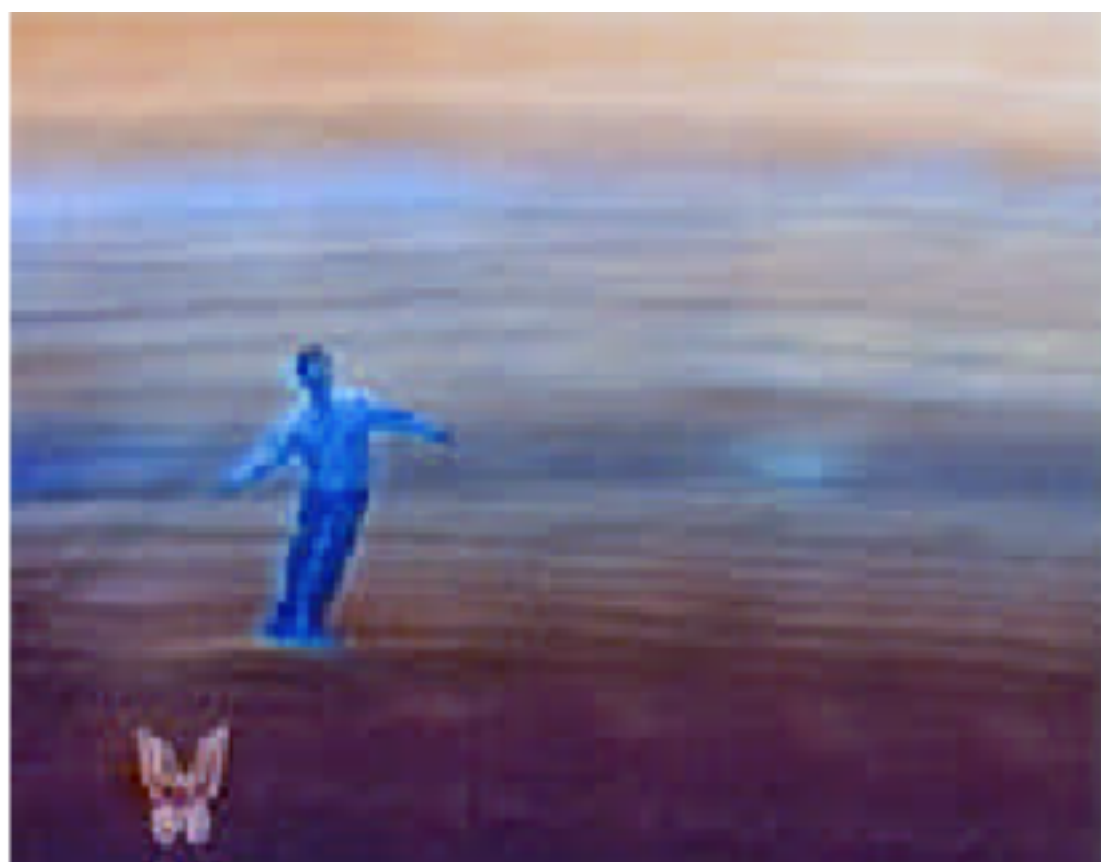
🔍 500.050 - Earth science & geology

<sup>1)</sup> , <sup>5)</sup> Read: *Fièvre d'Urbicande* (La)

<sup>2)</sup> Read: *Archiviste* (L')

<sup>3)</sup> Read: *Fièvre d'Urbicande* (La), *Mystere d'Urbicande* (Le)

<sup>4)</sup> Read: *Guide des Cités* (La)



# MATRIX OF COMPETENCIES FOR IxD

	Design	Computing	Research	Business	People
Knowledge					
Skills					
Attitudes					
Tools					
Qualifications					

SAUCE

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PAUL  
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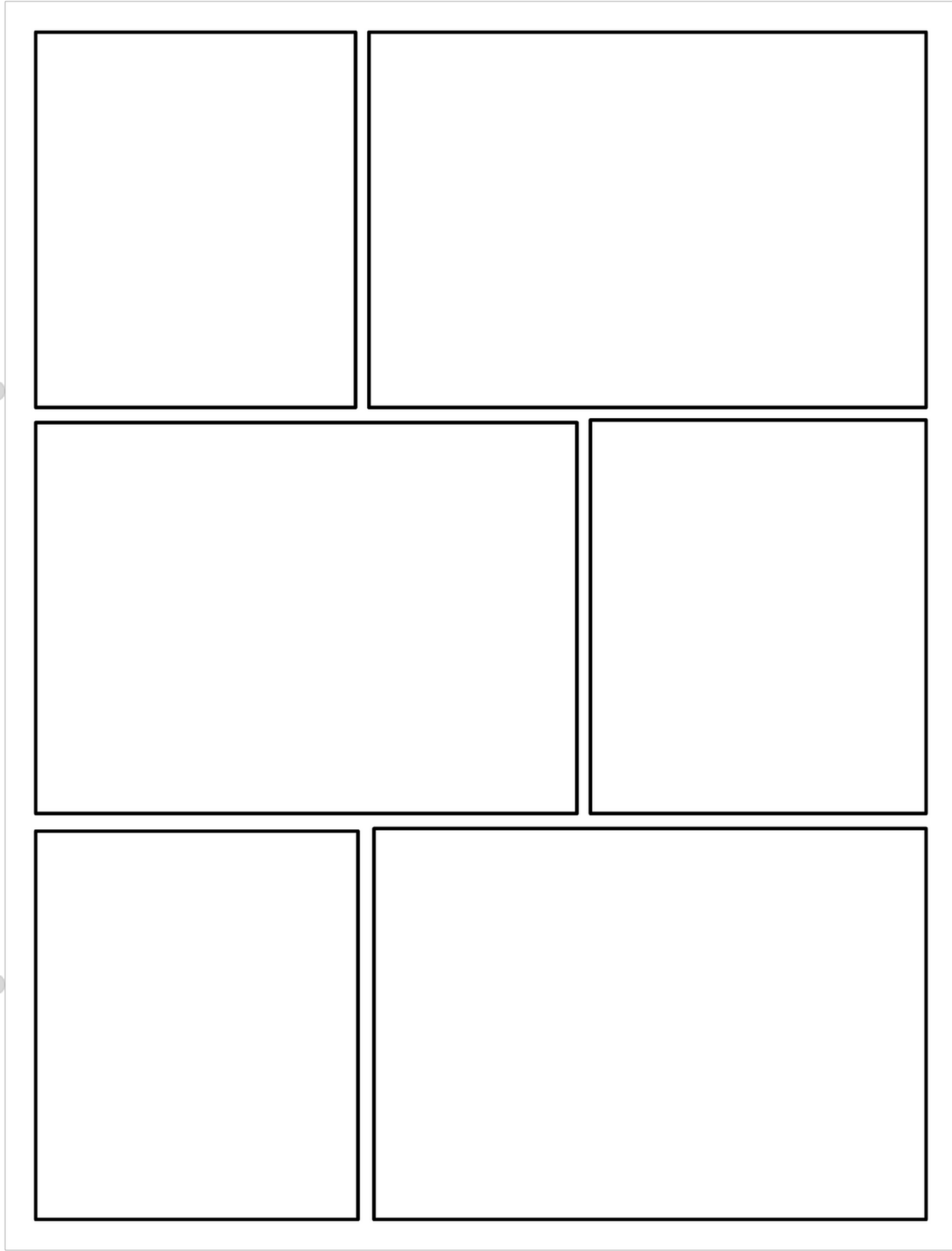


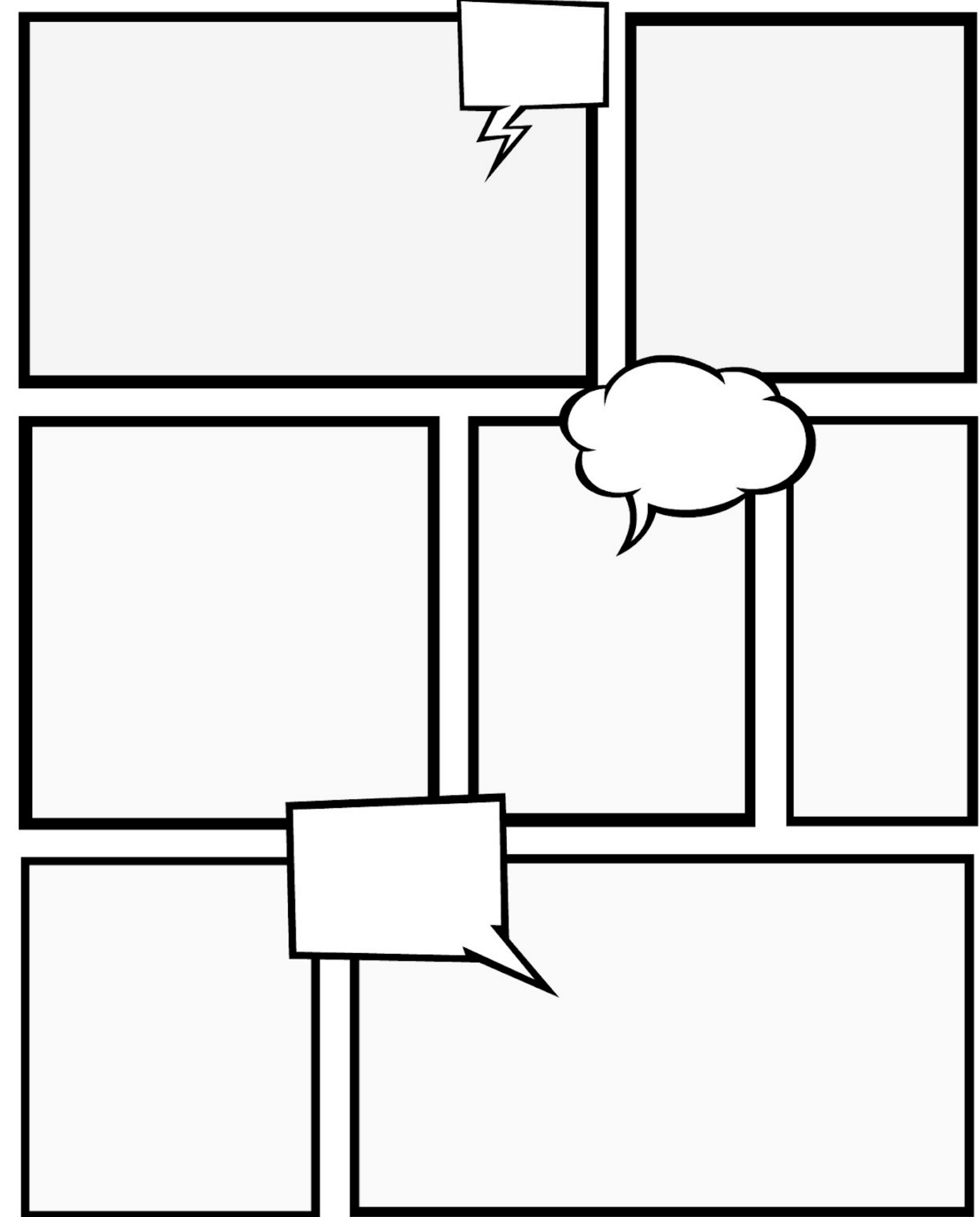
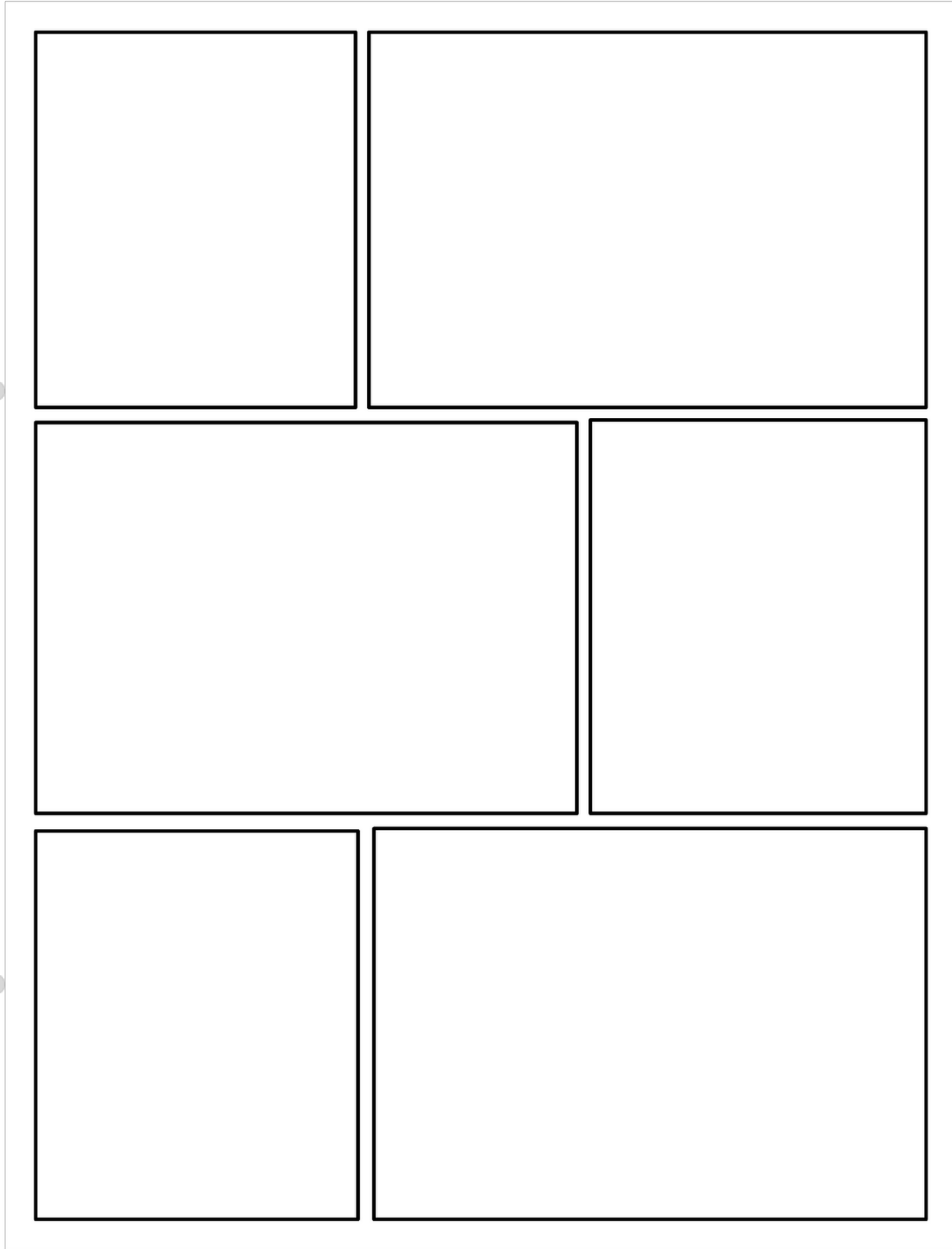
**TINTIN**

**“Design begins always with a narrative ~**

**~ and gets concrete through  
interactions, artefacts,  
environments, infrastructures,  
experiences and stories.”**

Alok b. Nandi





# suspension of disbelief

# point of view

# consensual hallucination



SPEED

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**appropriate producing**  
**mindful consuming**

/~

**sense making**  
**change making**

/~

**immersion  
engagement**

/~

**causality**  
**correlation**

/~

**prediction  
anticipation**

/~

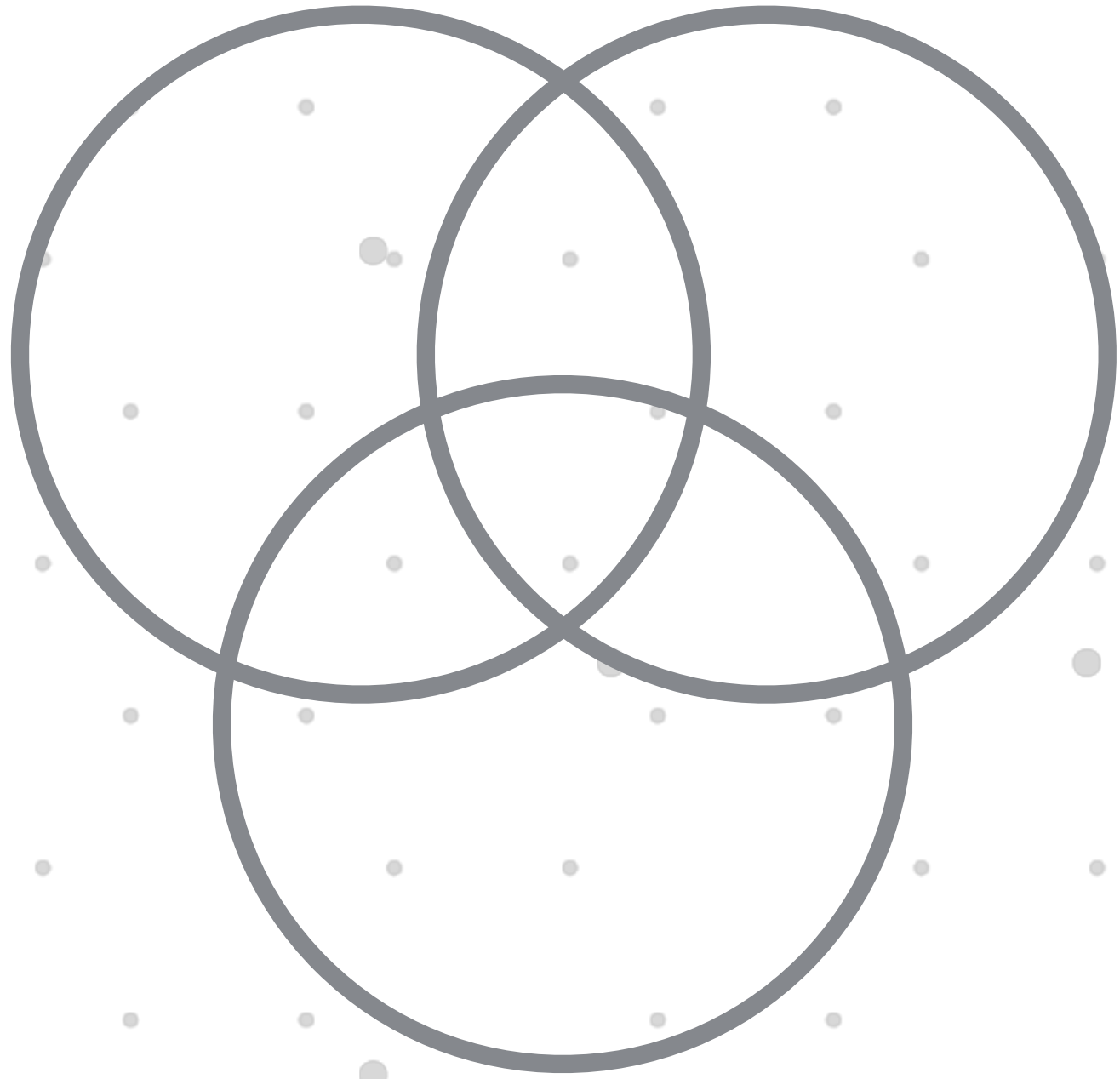
**automation**  
**autonomy**

/~

We should dare to reverse the picture: to entertain the idea that the problem of this region, is not underdevelopment but, in fact, excessive development. Recognizing this opens possibilities for new thinking based on alternative notions of human and ecological well-being.

Arturo Escobar





@aloknandi

scape

scale

scope

sauce

speed

shape

stage

**action**  
**action**  
**action**

/~

**abstraction**  
**action**  
**action**

/~

**abstraction  
transaction  
action**

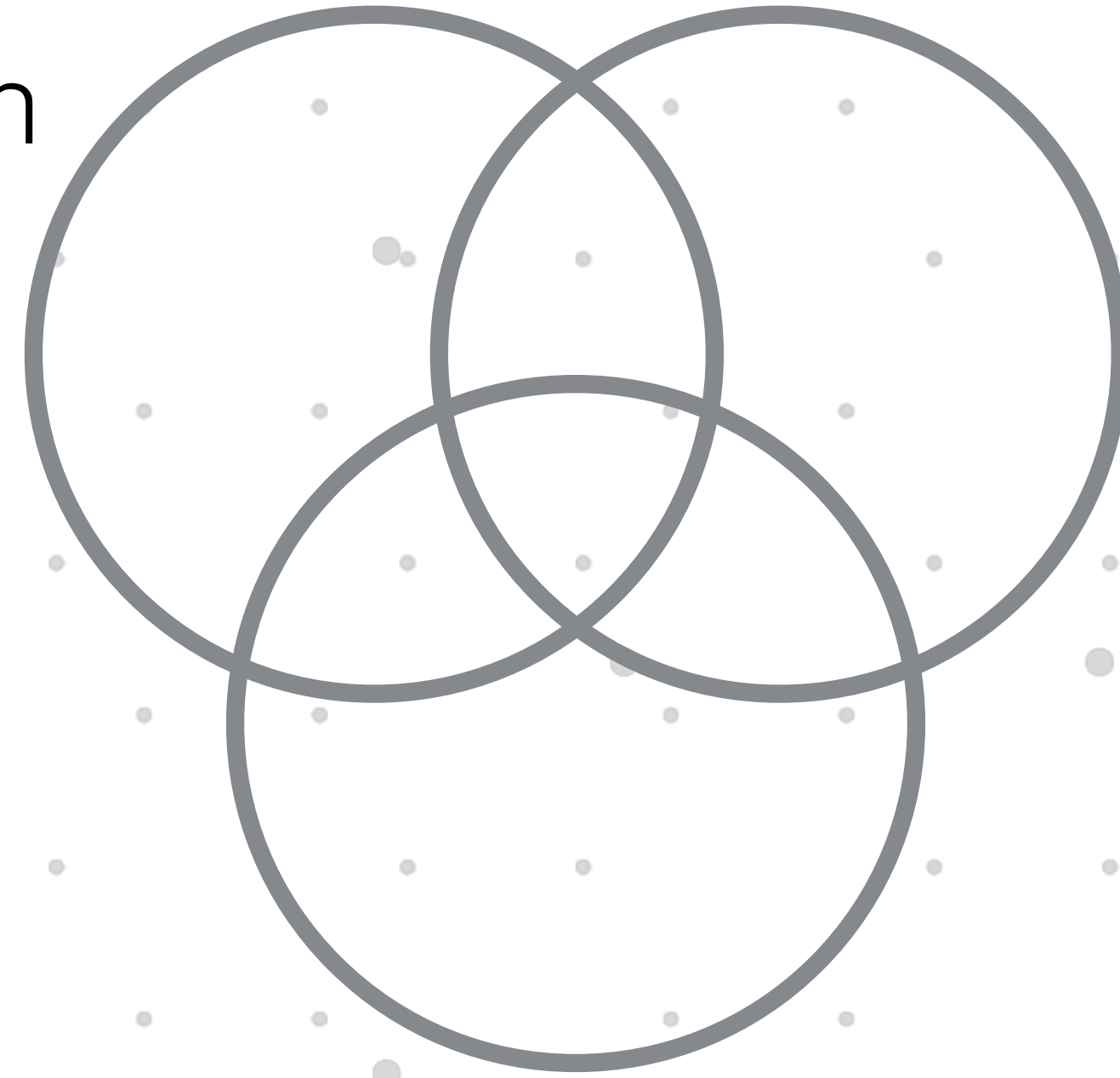
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**abstraction  
transaction  
interaction**

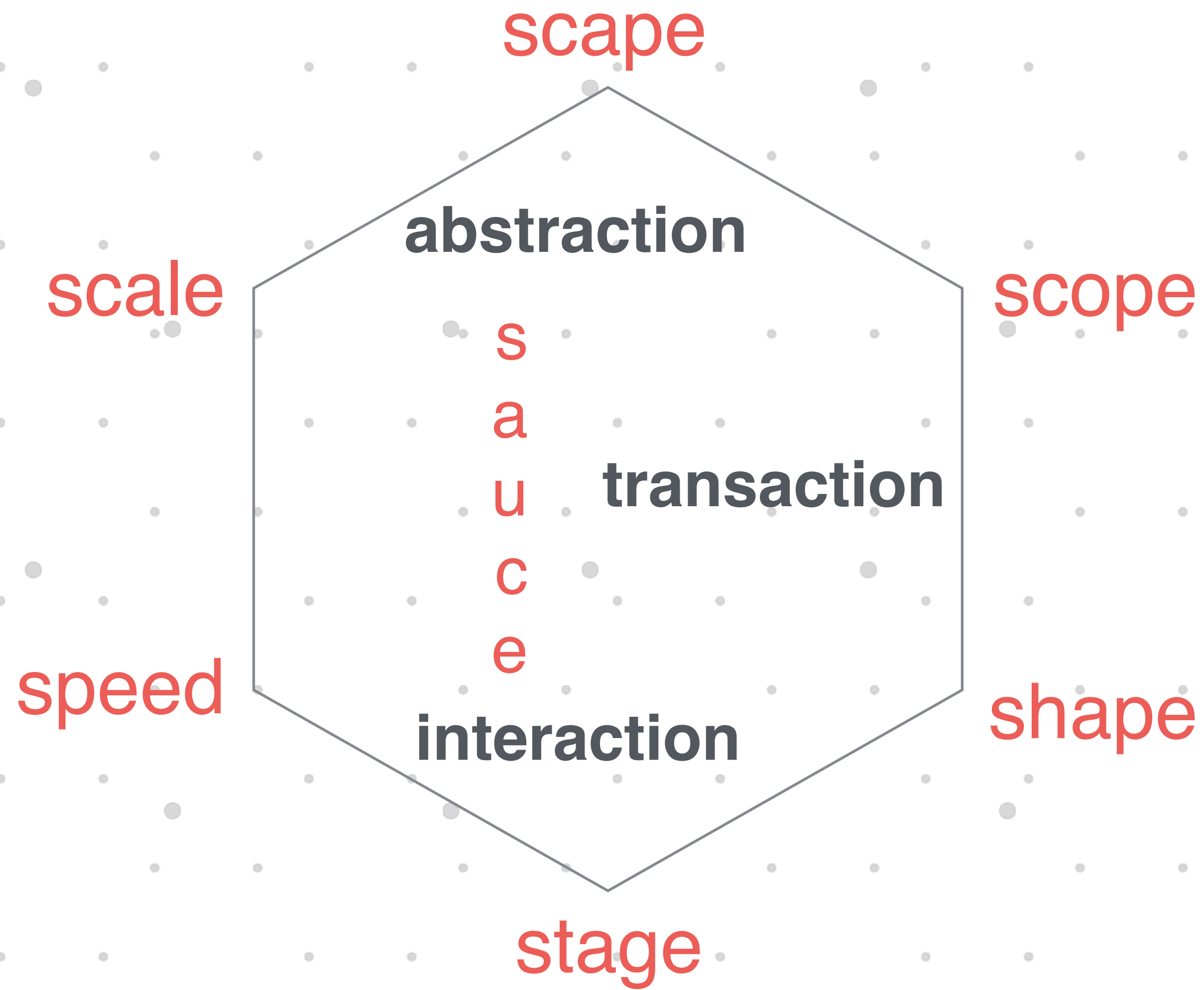
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abstraction

interaction

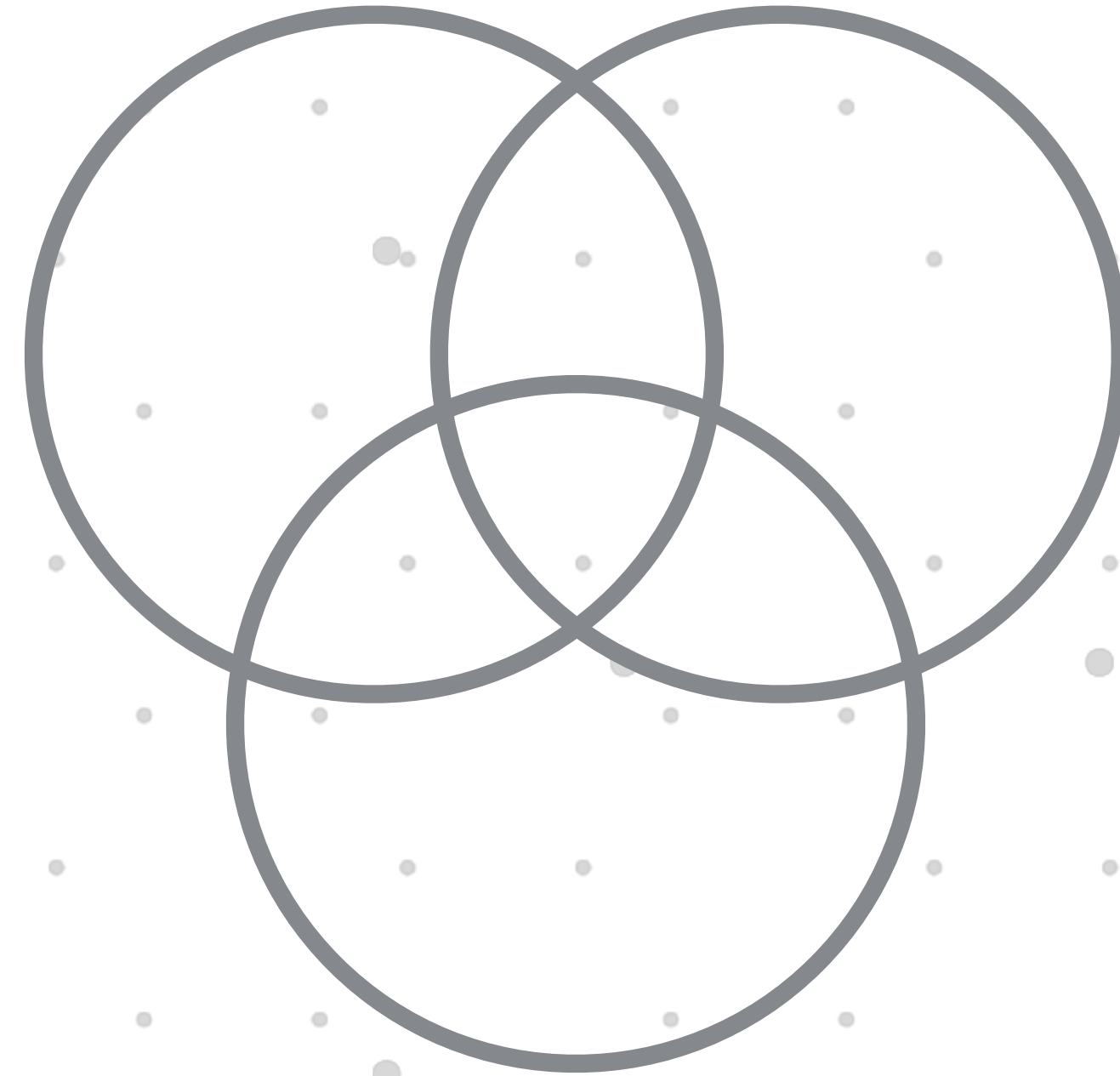


transaction





what  
if



how  
might  
we

why  
should  
we

desire

déambulation

diversity

ありがとうございます

Namaste  
नमस्ते

/~

Alok b. Nandi

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