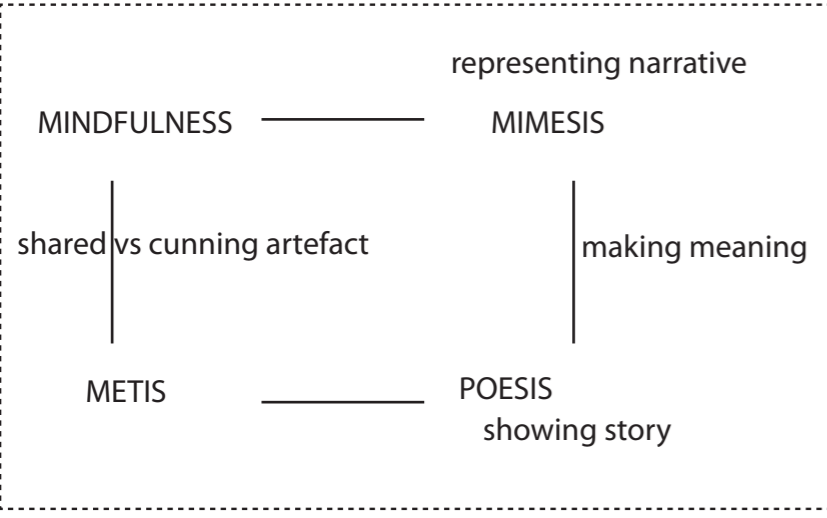




to attend to community membership + service interests

enkrasia vs **akrasia**
wisdom through practice (episteme) + moral will and discipline (enkrasia)

designers are enkratic (behave enkratically) when they do what believe what they should (similar to Sartre's good faith?) vs akrasia acting against one's better judgement (better rather than morally just).



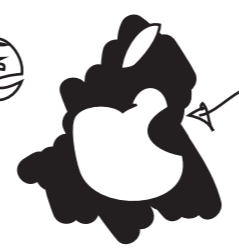
heuristics = poesis + techne

Inácio & Grado construction of intentions
most designers suffer from akrasia

Krippendorf — designers should be responsible for actions as the suffer from akrasia but not amnesia (1998)

is there a difference between intent + consequence?

episteme
to know

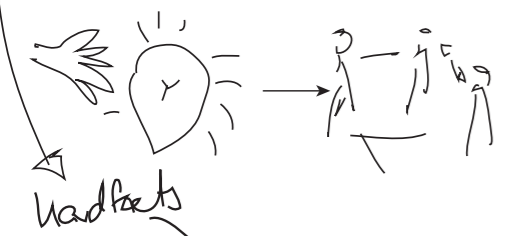


enkratic? good for Apple, but not so much for society, environment

thinking, being, and doing

mechanical, scientific

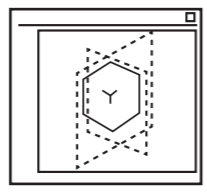
The existing conceptual nature of design is at odds (epistemic dysfunction) with the facilitation of social innovation through co-design practice



Modernity vs. Aristotle
Diedrich in Bauhaus, but never held an in design
ala Latour's "We Have Never Been Modern"
Aristotle techne phronesis
did have distinctions →

I've = scathing of SD (perhaps the snobbery of being part of a 400 yr profession as opposed to a 4 yr one?)

poesis = to make, critical agency based on mimesis, needs to be reconceptualised to incorporate diegesis (narration - to represent)



may involve CAD, visualising, prototyping



hand-drawn

the practice of metis (crafting by cunning intelligence), hostile to intent

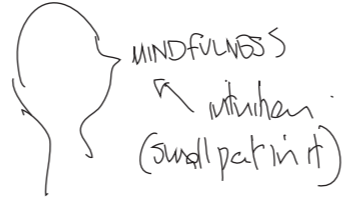
human technology, tempered by metis

metis is ability to manipulate material to the course of unlikely effects from the world that is central to one of the longest running suspicion of the service designer — Singleton (2011)

phronesis
capability to consider the order of change

metis through techne + mimetic capability via poesis
intent & purpose devoid of transparent can easily become subverted

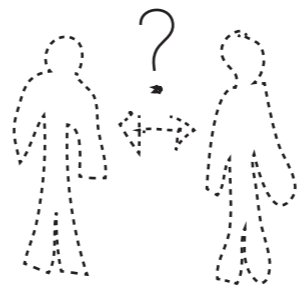
metis ↔ mindfulness



Aristotle — not simply a skill, involves not only ability to decide how to achieve a certain end, but also the ability to reflect upon and determine the end

egocentric not egotistical outcomes

Latour — need to draw matters of concern rather than fact.



<http://www.bruno-latour.fr/articles/article/112-DESIGN-CORNWALL.pdf>

people in performing arts etc are far better at this

Dilnot

not about what we are but how we act

ethics is about how we act with others: in negotiations we take;

not arguing for enkrasia, just better akrasia

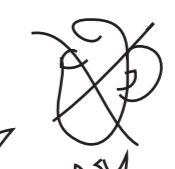
"for better or worse, the ethical applies only to human relations self-consciously taught"

not useful for co-design!

techne

to craft

fail early = easier with products than people!



EASY

VS



HARD (BAD)

cultivating open innovation

techne = team (e.g. to make a building)

Pieter Rans

responsibility and co-design?

Whitehead:

when knowledge has to save the day, ignorance hides the guilt of vice.

co-design

not a thing, a set of practices



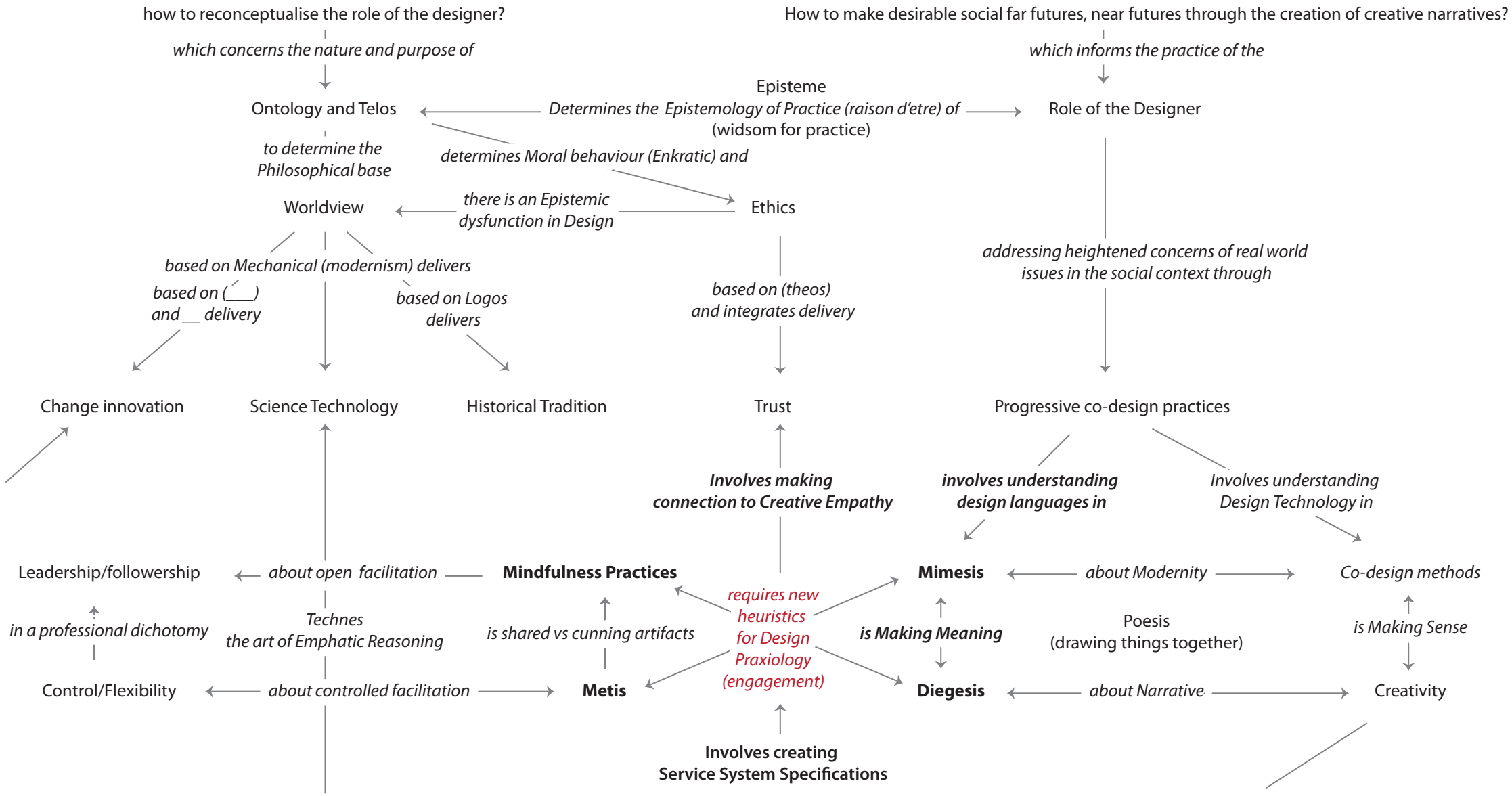
started in Scandinavia → political.

WHAT WE CAN LEARN FROM

ARISTOTLE

understanding complexity in real life

Using learning as a way of having a handle of well considered co-design (through case studies etc?)



Detail of Community Engagement and Greek Philosophy Map — Professor Robert Young