

Faculty of Design

2021

After Work: Questions concerning transition imaginaries towards a post-work society and the use of cautionary tales as frames that resist consensus

Perera, Dulmini

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AFTER WORK

questions concerning transition Imaginaries towards a post work society
and the use of second-order design fictions as frames that resist consensus

**DEMAND
FULL
AUTOMATION**

**DEMAND
UNIVERSAL
BASIC
INCOME**

**DEMAND
THE
FUTURE**

**Inventing the
Future**

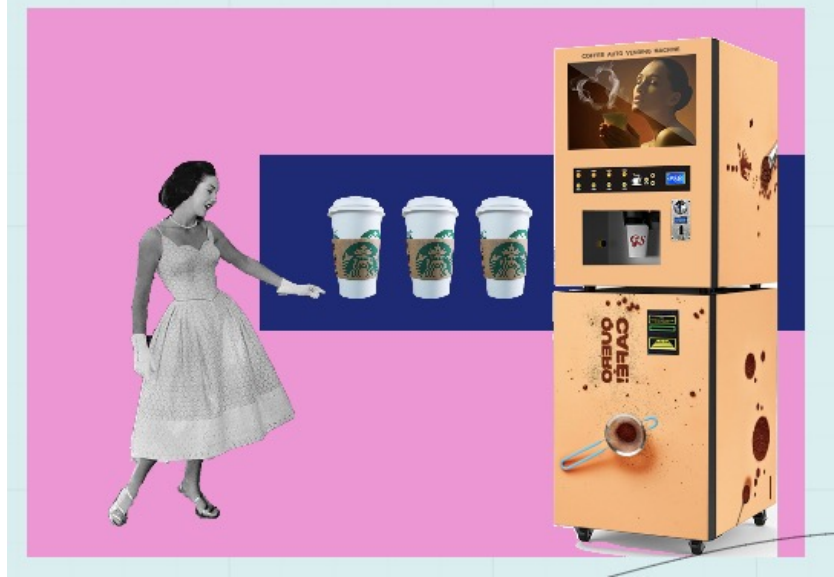
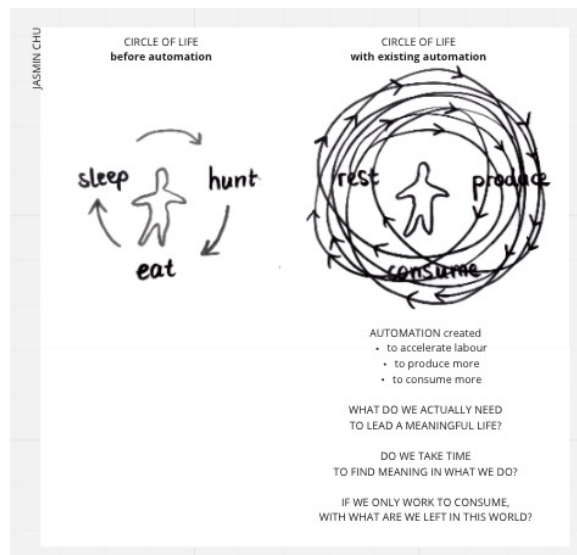
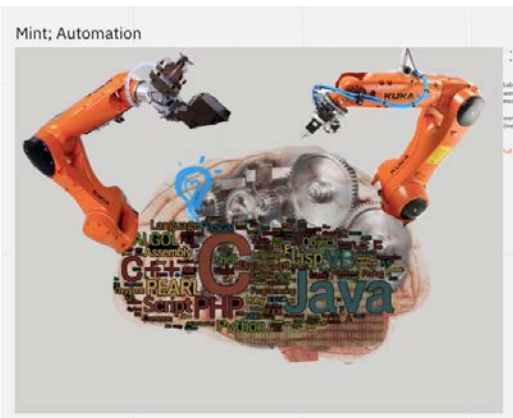
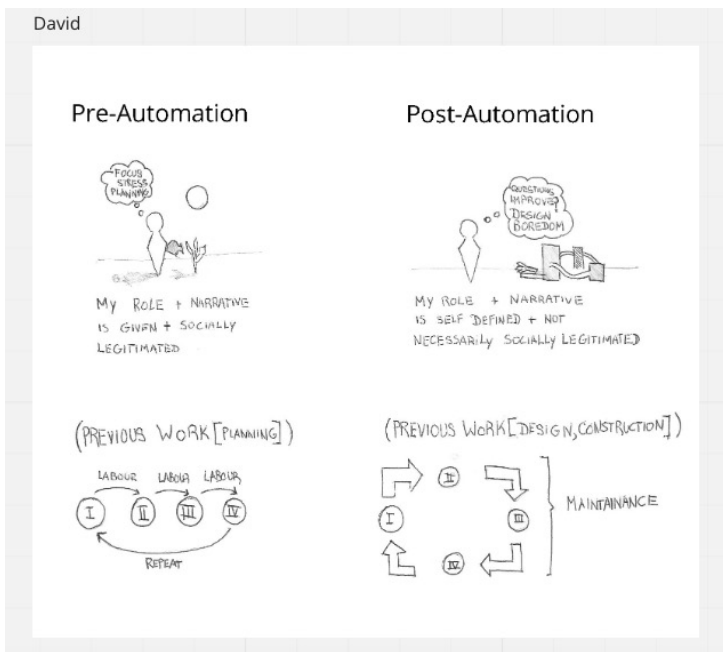
**Postcapitalism
and a World
Without Work**

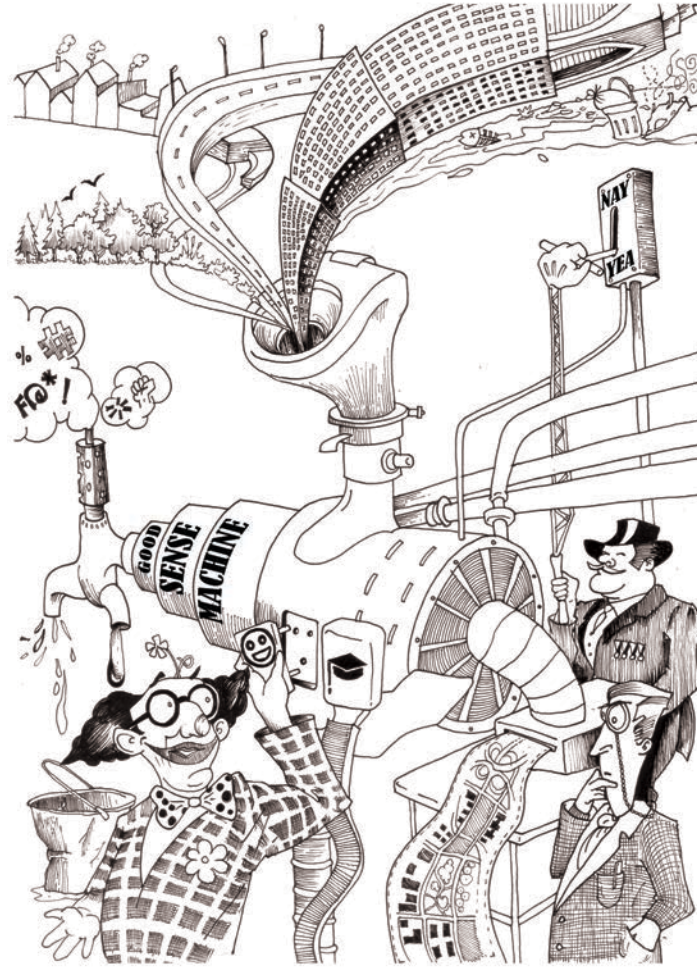
**Nick Srnicek
Alex Williams**



VERSO

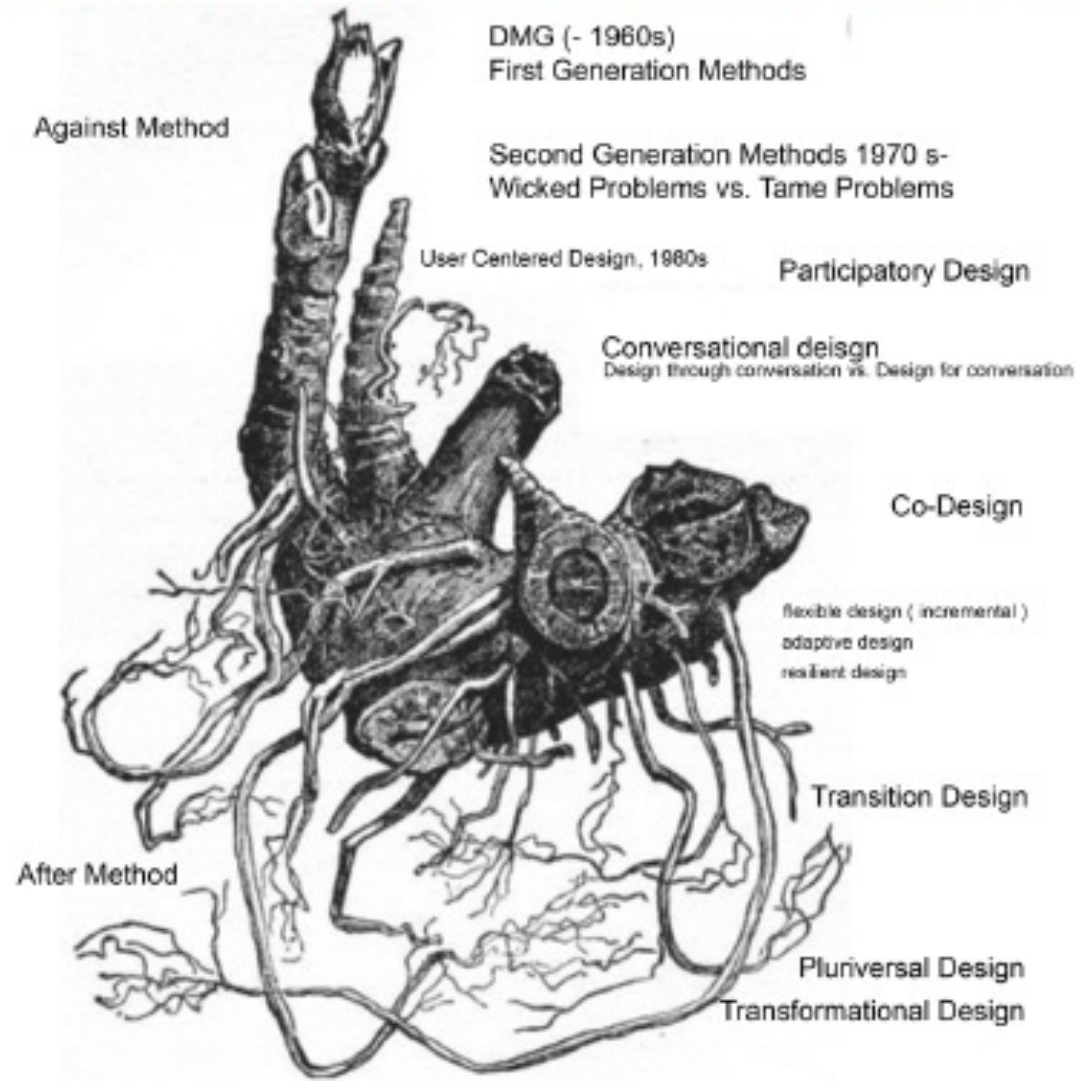
Belcim - sketch on automation

[illegible]



Crisis, Difference, Sense making
Mess and Methods Project

Importance of Designing for change/difference (second-order) vs. Designing change(difference) or design that anticipates change (difference)



Reframing how "difference" and "sense making" relate to the the evolving methods discourse
Dulmini Perera, What Comes after method? Play (2021)

Image source:
Dulmini Perera," What Comes After Method? Play," paper
presented at NERD(New and experimental Research in Design
Organized by Board of International Research in Design, 10 June
2021

Mess and Methods Project

Question the idea that we are going to innovate our way out of messes and rethink the relation between transformation and innovation



**"I don't know what that is, but if it's innovative
we'll manufacture a million of it."**

Question and rethink 'communication systems/ information organisation systems' and rethink the relevance of information structures that can hold tensions. (contradictions/ paradoxes)



Image source:
Dulmini Perera, "What Comes After Method? Play," paper
presented at NERD(New and experimental Research in Design
Organized by Board of International Research in Design, 10 June
2021

Mess and Methods Project

Design Fiction

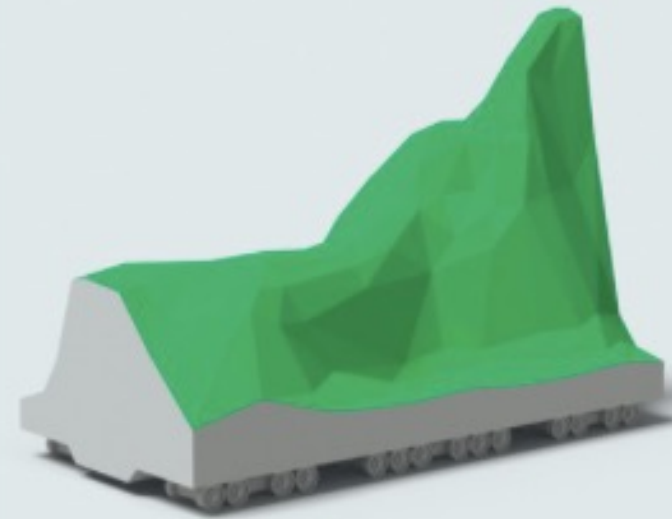
A short essay on design, science,
fact and fiction

Julian Bleeker
March 2009

Near Future
LABORATORY

SPECULATIVE EVERYTHING

DESIGN, FICTION, AND SOCIAL DREAMING



ANTHONY DUNNE & FIONA RABY

Second-order Design Fictions

Defuturing A New Design Philosophy

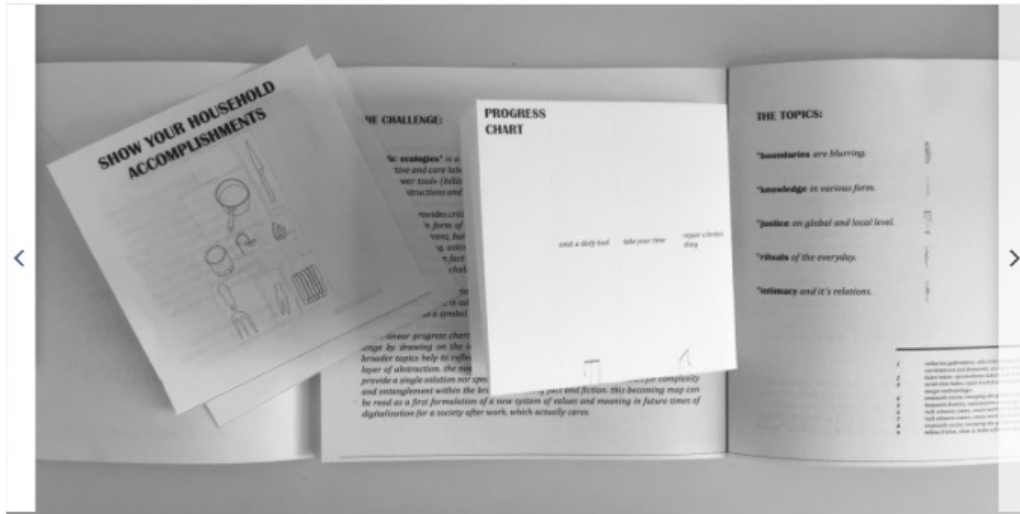
Tony Fry

The Innovation Delusion

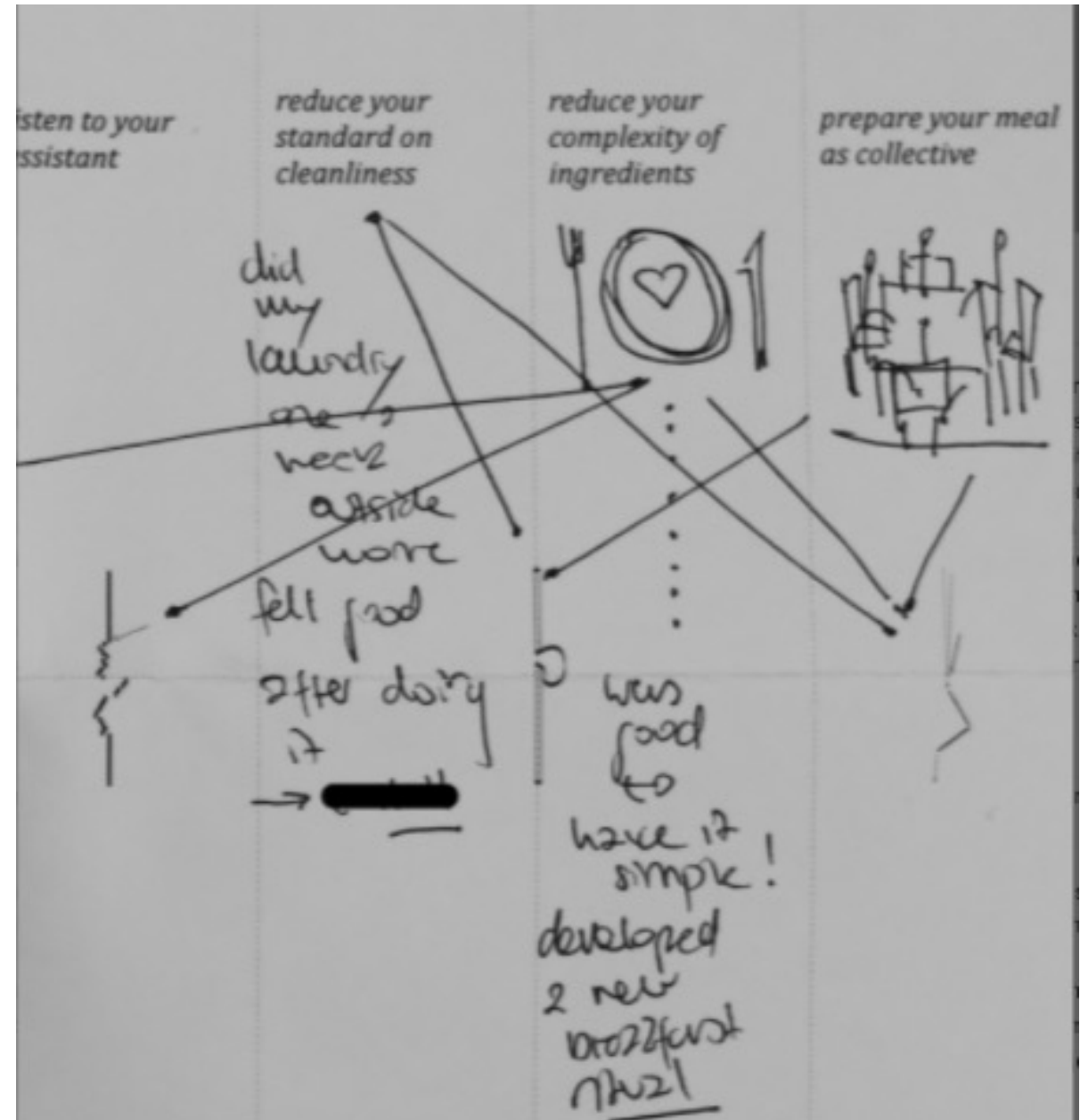
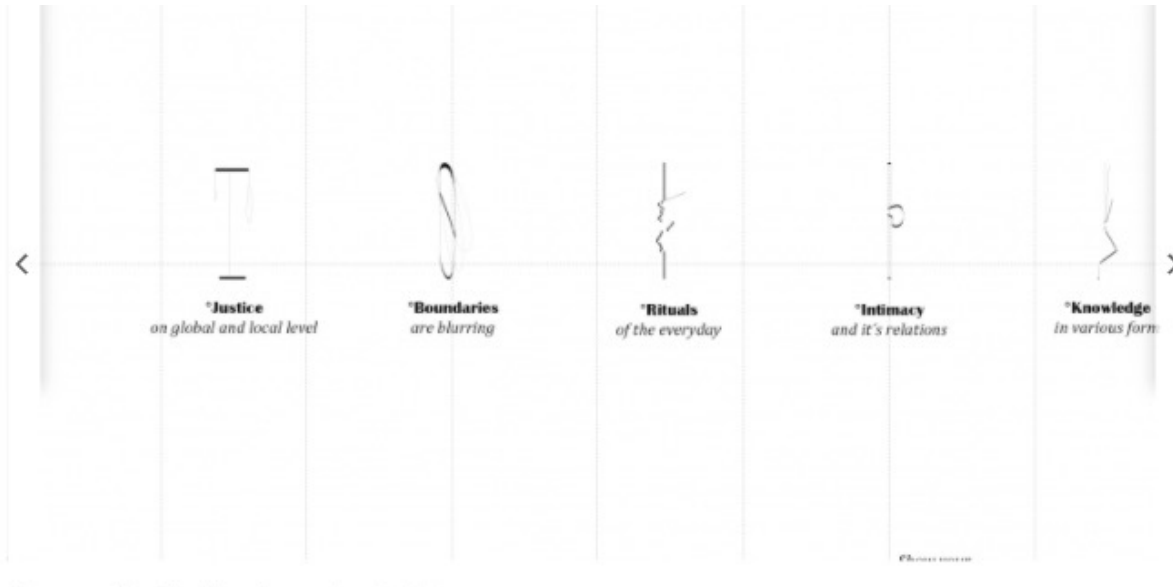
How Our Obsession with
the New Has Disrupted the
Work That Matters Most

Lee Vinsel and
Andrew L. Russell

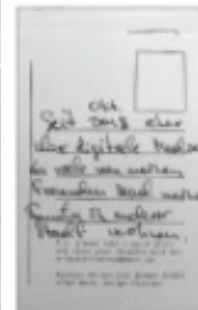
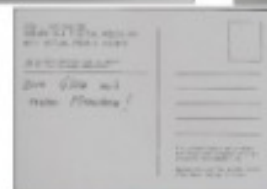
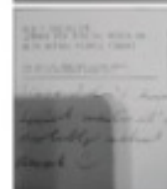
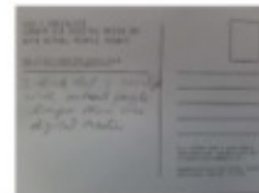
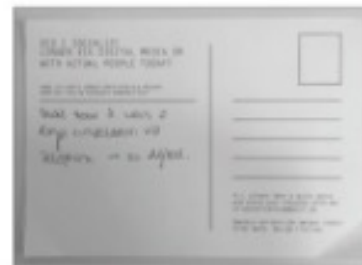
A SERIES OF CAUTIONARY TALES



Domestic Ecologies Leonie Link

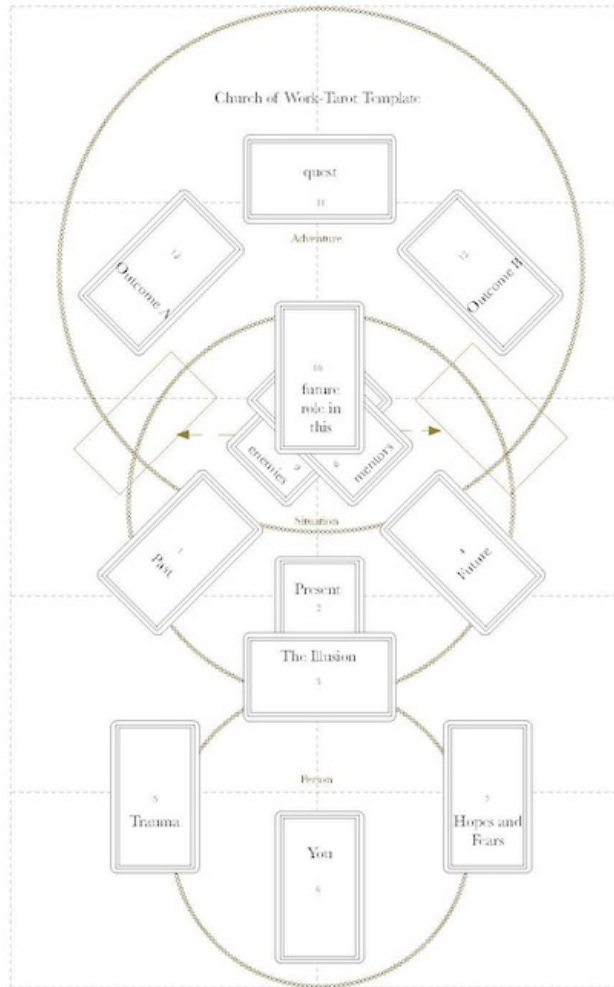


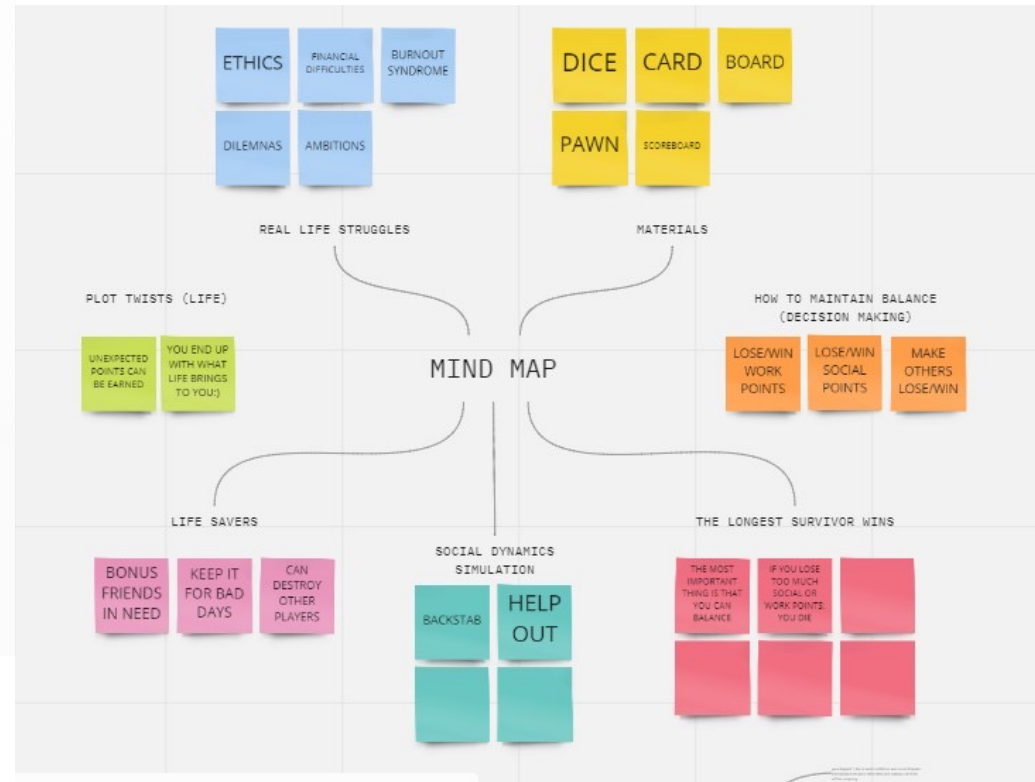
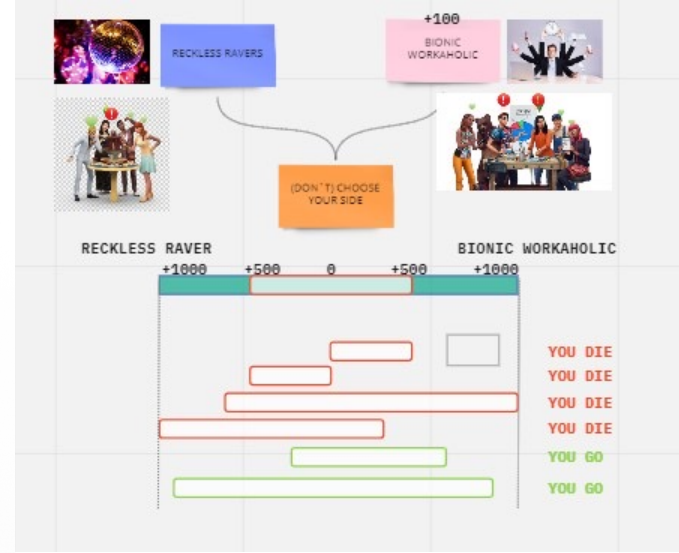
Leonie Link @ After Work



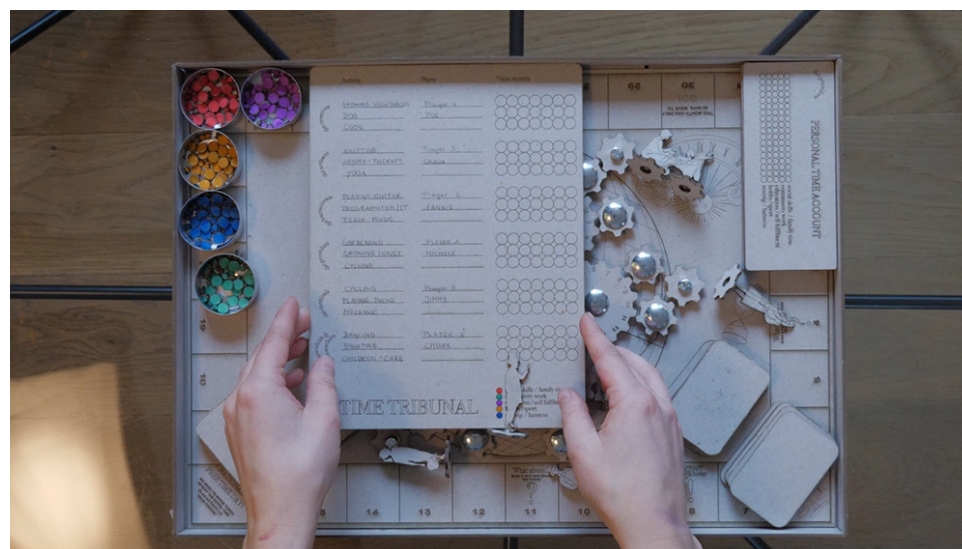
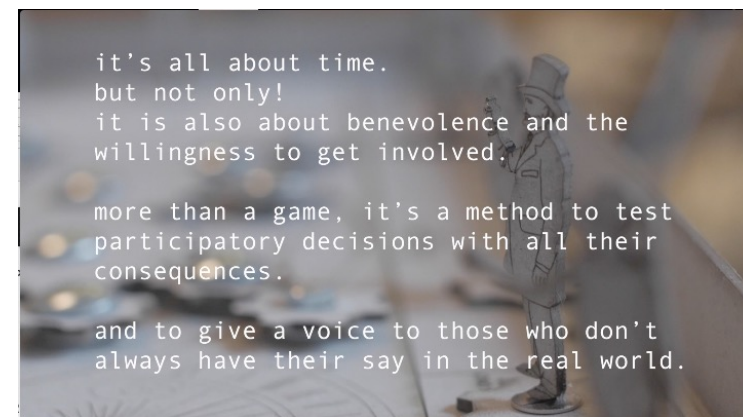
DID I SOCIALIZE
LONGER VIA DIGITAL
MEDIA OR
WITH ACTUAL PEOPLE
TODAY?

Nowadays we can easily be connected and updated by digital communication platforms, like Instagram, Facebook, Whatsapp etc. But are we even aware of the amount of time we use chatting and posting on screen with others living miles away, while we could talk to the people near us instead?





Belcim, Paula, Mint, Defne @After Work



Link to projects :

<https://www.uni-weimar.de/projekte/afterwork/>