

Review a book

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DESIGN



NIOR

Dunne & Raby

Dunne & Raby use design
as a medium to stimulate discussion
and debate amongst designers,
industry and the public
about the social, cultural
and ethical implications
of existing and emerging technologies


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He studied Industrial Design at the RCA
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Design Noir

A person is lying on their back on a light-colored tiled floor. To their left is a large, white, pyramid-shaped acoustic absorber. The background is a plain, light-colored wall with a door handle visible on the right. The text is overlaid on the image.

Product genre that
addresses darker,
more conceptual models
of need than
traditional products

A person is lying on their back on a light-colored tiled floor. To their left is a large, white, pyramid-shaped acoustic absorber. The person's legs are bent at the knees, and their arms are resting on their thighs. The background is a plain, light-colored wall.

Traditional products are meant
to solve problems
and adapt to existing social,
cultural &
political values &
the design works
to keep those values in place

A person is lying on their back on a light-colored tiled floor. To their left is a large, white, rectangular object covered in a grid of small, dark, pyramid-shaped acoustic absorbers. The person's head is resting on the floor, and their legs are slightly bent. The background is a plain, light-colored wall with a door handle visible on the right side.

Design noir
products generate
existential moments

A person is lying on their back on a light-colored tiled floor. They are wearing a dark top and dark pants. A large, white, pyramid-shaped acoustic absorber is positioned in the center of the frame, partially obscuring the person. The background is a plain, light-colored wall with a door handle visible on the right side.

User becomes
protagonist,
designer as co-author
of an experience

A person is lying on their back on a light-colored tiled floor. They are wearing dark clothing and have their arms outstretched. A large, rectangular block of acoustic foam, composed of many small, triangular pyramids, is positioned in the center of the frame, partially obscuring the person's legs. The background is a plain, light-colored wall with a door handle visible on the right side. The overall scene is dimly lit, creating a somber and mysterious atmosphere.

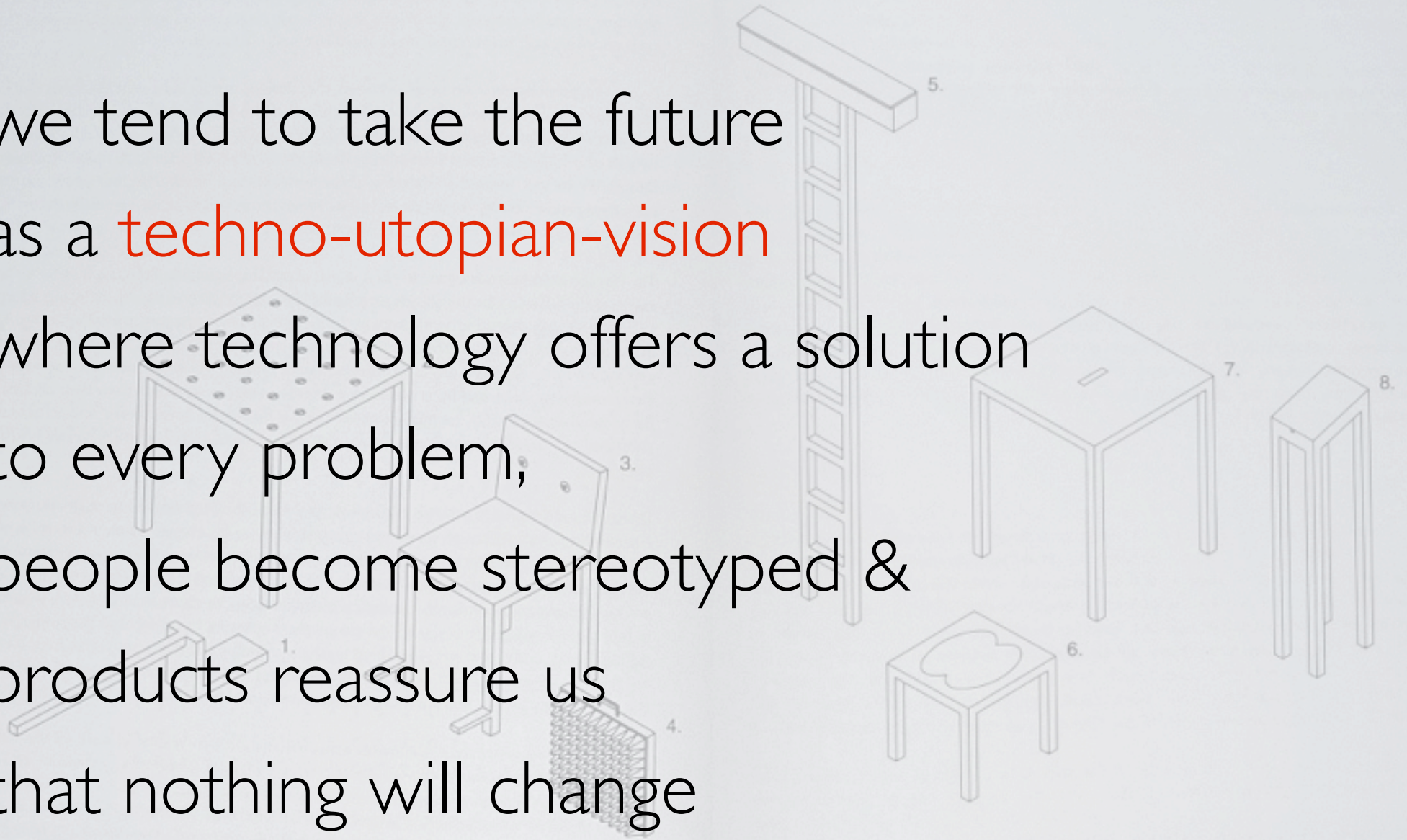
Design noir focuses on
how psychological
dimensions of
experiences offered
through
electronic products can
be expanded

Fuses complex narratives
with everyday life



Setting

we tend to take the future
as a **techno-utopian-vision**
where technology offers a solution
to every problem,
people become stereotyped &
products reassure us
that nothing will change

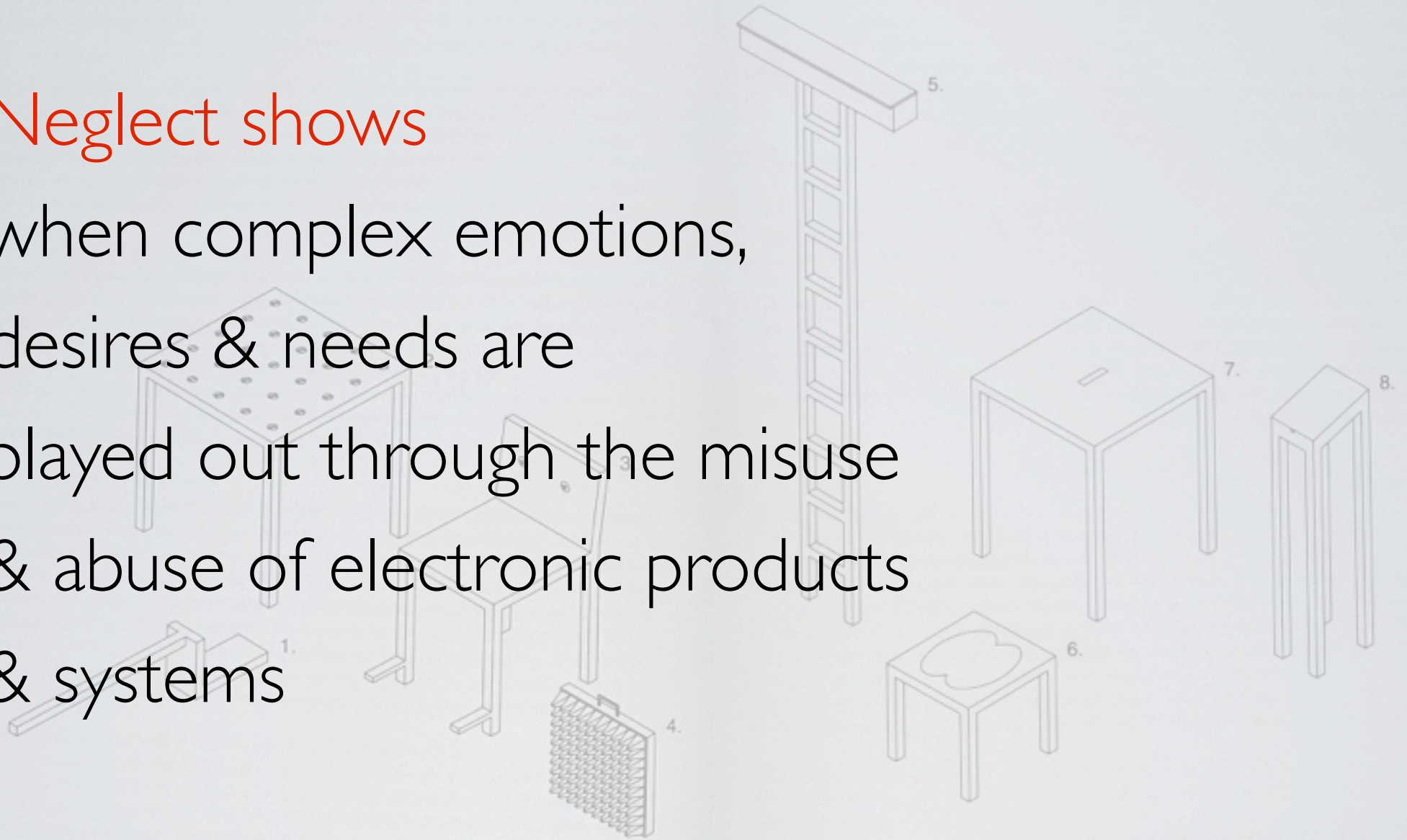


at the same time a dark
& strange world driven
by human needs
is neglected

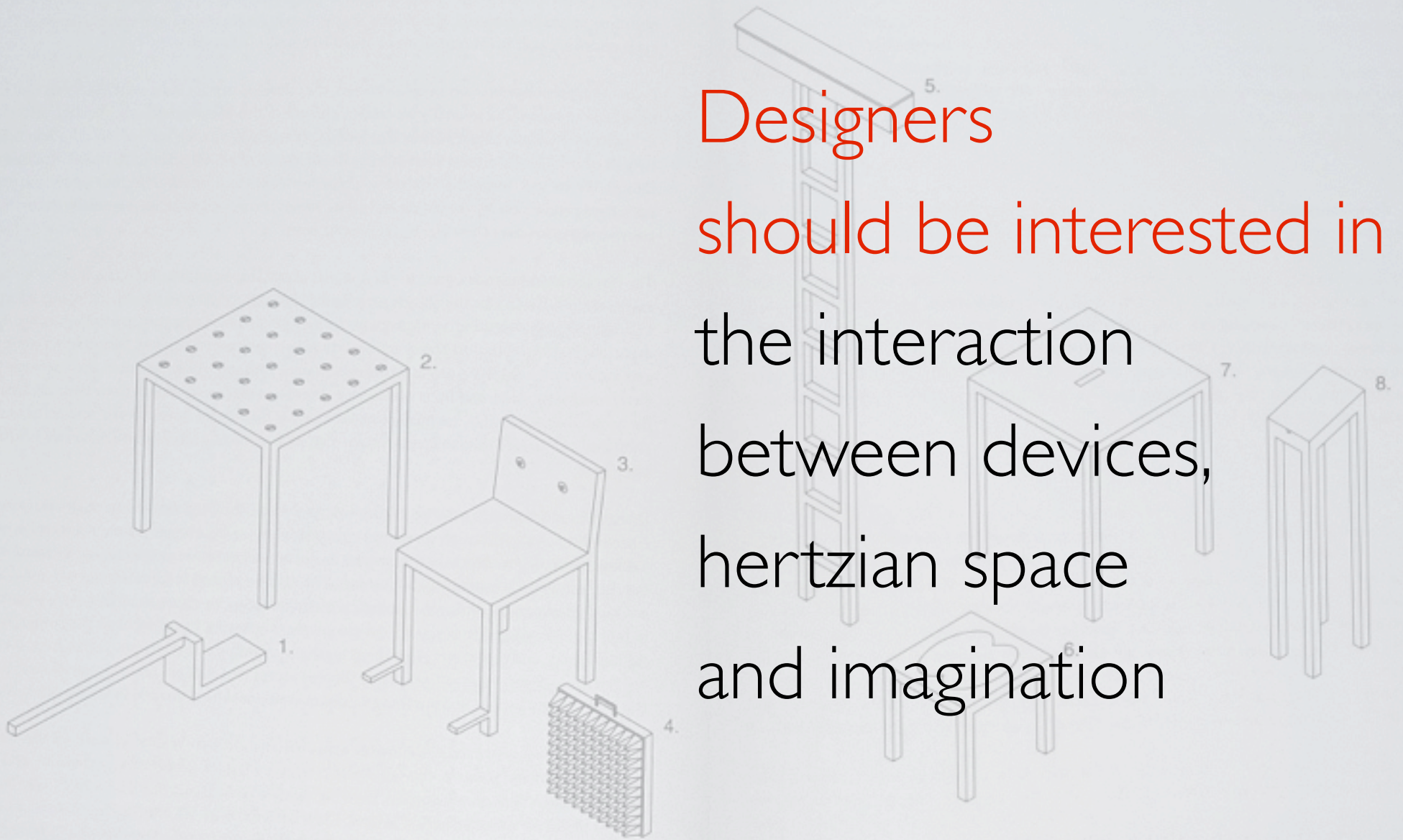


Neglect shows

when complex emotions,
desires & needs are
played out through the misuse
& abuse of electronic products
& systems



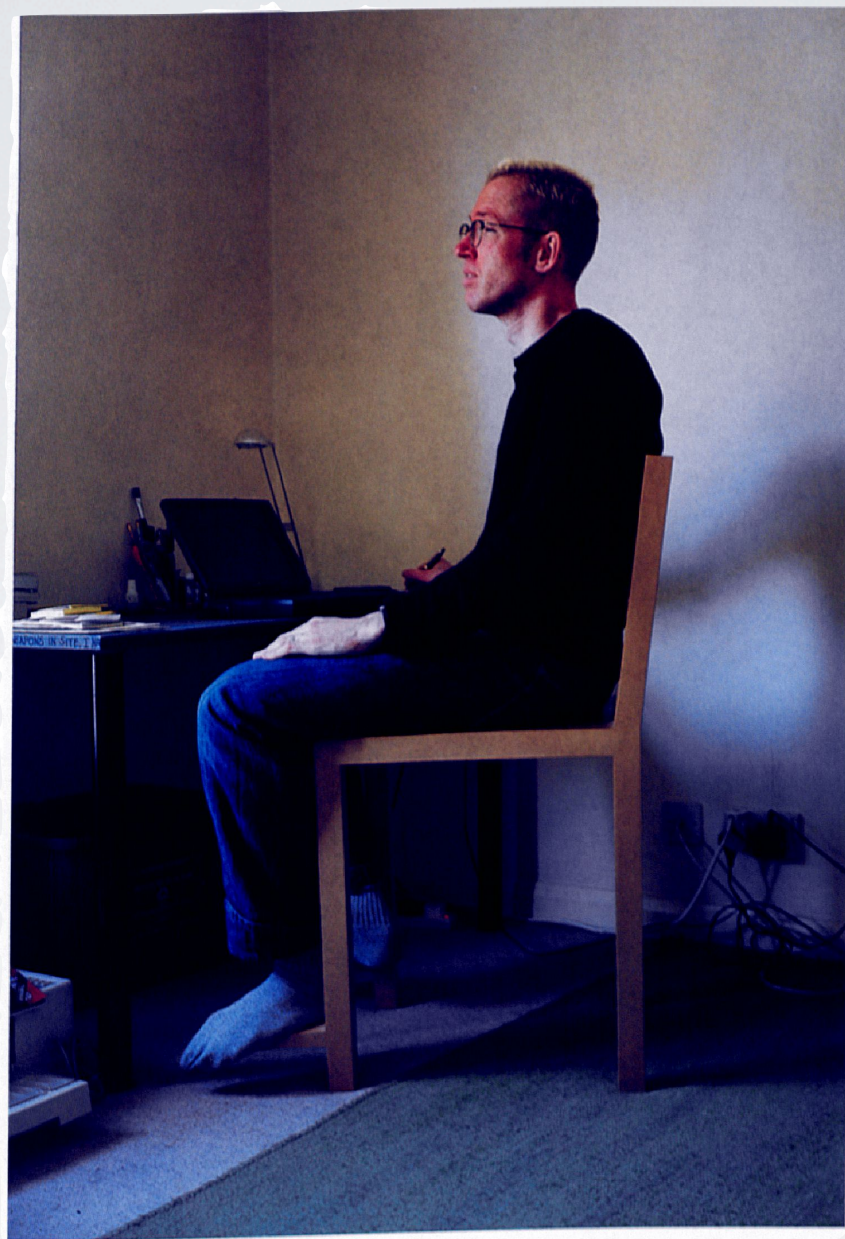
Designers
should be interested in
the interaction
between devices,
hertzian space
and imagination



Designers should see
the social value of their work
as inextricably linked to the marketplace
catch-word “critical design”



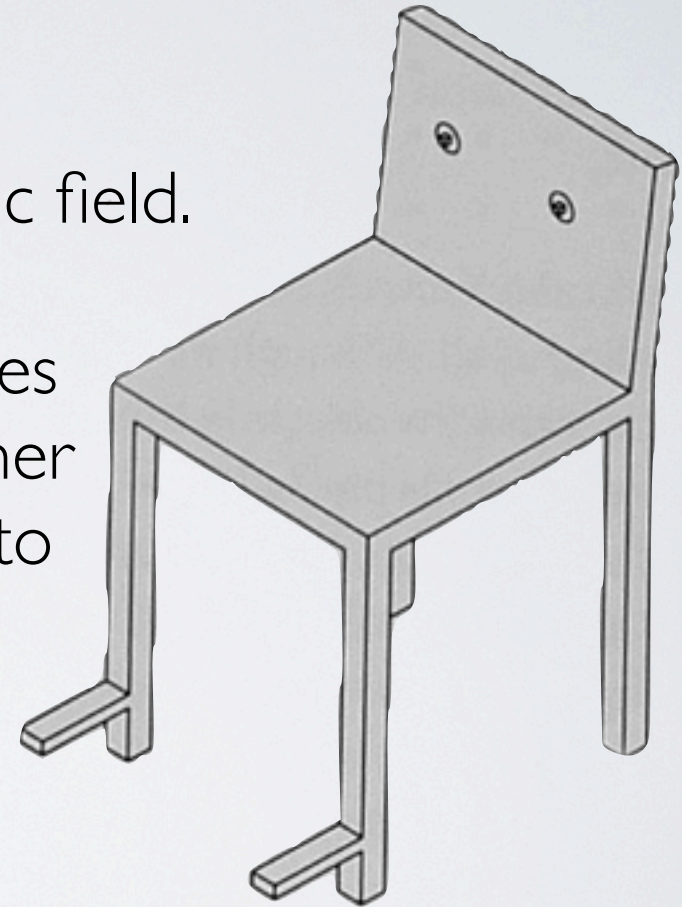
Works



Nipple chair

An electric field sensor and antenna are mounted beneath the seat of the chair.

When the chair is placed in an eletro-magnetic field. two nipples set into the back start to vibrate. and the sitter is made aware of the radio waves penetrating their torso. It is up to them whether they stay and enjoy the gentle buzz, or move to a “quieter” spot. As fields can also flow up through the sitter`s body from electric wiring running underneath the floor, the chair has footrests so that you can isolate your feet from the ground. We like that it is slightly anthropomophic ; it`s as though you are sitting on its lap.





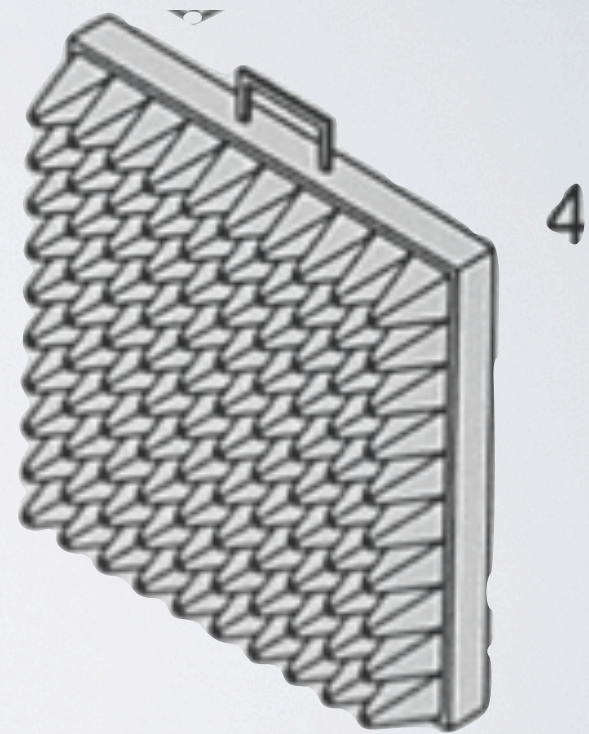
Electro-draught excluder

This object is a classic placebo.

Though the draught excluder is made from conductive foam, it is not grounded, and therefore does not really absorb radiation.

We were interested in whether or not it would make the owner feel more comfortable. If you are working near a TV, for example, you might place the object between you and the TV

to create a sort of shadow - a comfort zone where you simply feel better.

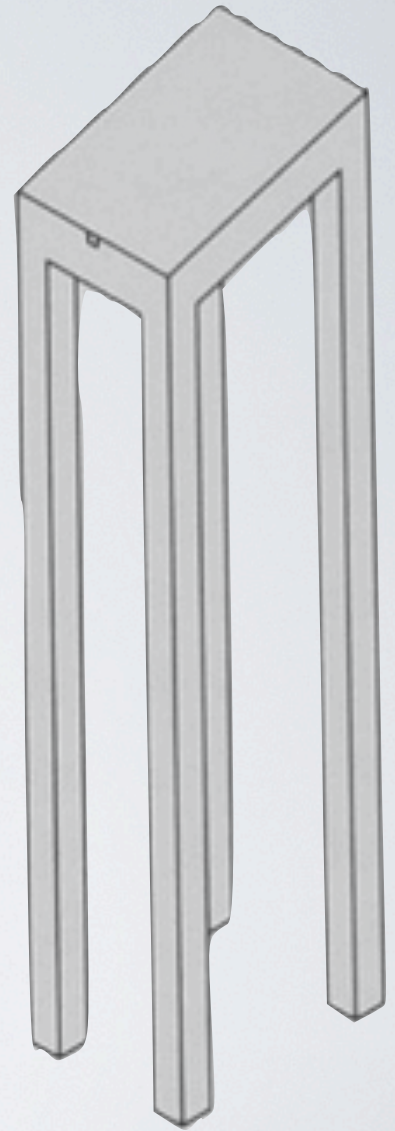




Tracey

Phone table

This table is an attempt to domesticate the mobile telephone, whose synthetic and urgent squawk can be difficult to resist. On returning home, the phone is placed inside the table with its ringer switched off. Whenever the phone is called, the top of the table glows gently. The table suggests how electronic objects can use a more gentle language to capture our attention or mediate human contact. When it does glow, it is much easier to resist than a ringing phone. The phone table can be positioned behind the TV if a call is expected, or out of sight if you would prefer not to be disturbed.



Sources

- Dunne, Anthony; Raby, Fiona: Design Noir. The Secret Life of Everyday Objects. Birkhäuser, Basel 2001.
- Abb. 1: Life Counter. In: Dunne; Raby: Design Noir. S. 69.
- Abb. 2: Neil [Nipple Chair]. In: Dunne; Raby: Design Noir. S. 81.
- Abb. 3: Lauren [Electro-Draught Excluder]. In: Dunne; Raby: Design Noir. S. 83.
- Abb. 4: Tracey [Phone Table]. In: Dunne; Raby: Design Noir. S. 86.

Thank you.