



Design activism as pure politics and anarchy

Fry / Fuad-Luke

Dissensus over consensus

pure politics: police and politics cannot coexist. One must survive by overturning the other

Revolt, Riot, Protest

"creativity becomes an instrument of exercising power"

Design activism as inbetween anarchy and hegemony

Markkussen

Design activism as disruption of social order through aesthetic dissensus

1. Design Activism involves two logics:  
- Logic of existing social order (that must be ruptured)  
- Introducing a new logic through emancipation

"cuts across and exposes hierarchies so processes of subjectivisation can take place"

3. Design Activism is impure politics

2. Disruption through aesthetic dissensus: a short-lived event of opening up of a gap between ways of doing

Hegemony and the taming of design activism

Thorpe / Fuad-Luke

Consensus over dissensus

Design Activism can work within the existing system

Confuses design activism with social design / social entrepreneurship

"renegotiate and reconfigured the police order"

enslaving DA to the hegemony

" Let dissensus be acknowledged, but what comes after can't be predicted "

## Key terminology

### Consensus / Dissensus

**Politics** (dissensus which disturbs the given order of domination) / **Police** (organisations of power which allow a system to govern - formal & informal)

**Pure politics** (the force of the people) / **Impure politics** (blending of politics and police)

# Questions

What do we want to sustain?

How the seed of design can be put in every field.

Are all design activities that are not capitalistic, by nature design activism?

Takeaways:  
design as a  
hybrid  
interdiscipline

Design as  
intradomain  
mode of  
thought

No matter  
what we call it  
(design) but  
WHAT IT  
DOES?

(Design) activism  
can come from  
anywhere, not  
necessarily  
designers

Not all design  
is activism and  
not all activism  
is design