DESIGN FOR THE POSTHUMAN ERA

ACTIVITY Forced connections

Session 18.01.2021 University Wide Arts Studies

1. Forced connections: Task brief

Brainstorming activity to generate ideas around a particular combination of aspects involved in more-than-human relations.

Based on the mapping activity conducted in session 1, a number of concepts have been defined around:

- Non-human actors
- Types of interactions between human and non-humans
- Challenges

1. Forced connections: Task brief

| NON-HUMAN ACTORS | TYPES OF RELATIONS | CHALLENGES |
|----------------------------|--------------------------------|------------------------------------|
| 1. Pathogens | 1. Entertainment / Leisure | 1. Building reciprocal relations |
| 2. Extraterrestrial life | 2. Productivity / Exploitation | 2. Dependency |
| 3. Weather | 3. Co-living | 3. Loss of biodiversity |
| 4. Plants | 4. Control | 4. Recognition of non-human rights |
| 5. Artificial Intelligence | 5. Emotional | 5. Controlling boundaries |
| 6. Bred animals | 6. Ownership | 6. Human supremacy |

The combination will be decided rolling a digital dice.

1. Forced connections: working mode

Group work. Groups will be randomly generated.

- Each group will be assigned a Zoom breakout room.
- There will be a workspace for each of the groups in Miro (identified with the group number)

Schedule: 30 minutes for group activity (10 min. for brainstorming + 20 min. for idea consolidation).

After this, each group will summarise their work with the whole class (5 min./group).