SALVAGE & REMEDIATE **- Group Reflections**

Environment and Sustainability, Consumption and Care

- Which projects are greenwashing? Is some of this (all of this?) greenwashing (example: Adidas, BMW)
- Do we need to consider bigger shift in mindsets in consumption in general?
- We're not happy with what we have and what we've made
- Good to be critical but also good to appreciate these examples
- Fast fashion industry and caring for garments – we don't know how to care for garments any longer (can they even be cared for?)
- Getting people used to non-uniformity in aesthetics but conversely, using the 'cool' factor to sell things that aren't necessarily palatable (funeral suits)
- Be conscious of resource extraction
- Delicate symbiosis of species and biomass regulation
- Monarch project as biomimicry - does it actually provide help, does it require resources etc.?
- What has the most impact — action or inaction?

Collaboration

- The importance of collaborating with different disciplines (e.g. corn project, you don't need to be agriculture expert, connect with local farmers; Therapy forest: collaboration between psychologists and landscape architects)
- Corn project: opens up so many ideas. Lens as a designer situates project one direction but allows other people to join and take it in other directions

Access

- The projects seem elitist; who are these designers and for whom are they designing? Is it too niche?
- The corn project is down to earth
- What do we need to be careful about treading on? Finnish concept of "Everyman's Land"

Critical Lens in Design

- What does it mean to be a designer in this age? Is it possible to do a project without a critical lens?
- Critical design is not made for everyone, not accessible to everyone.
- Does design need to focus on a concrete action
- Critical design: designers who have an artistic ambition
- Corn project: involves whole community, but benefit of speculative design means that people think critically and raise awareness

- Privilege for us to be able to be critical of design
- If design is made for raising questions, is it working?
- Speculative project (plastic rock): borderline art

Appearance and Legislation

- These stand out as 'design' projects. But can they be more than just 'cool'?
- Are these works that simply grab your intention e.g. ink and car pollution
- The economic shift is most critical. Example: Patagonia giving away company
- We need legislation to encourage shifts
- How can design participate in actual change (proposing ideas and alternative ways to do things). Move from proposal to something being delivered and used, and transform how businesses operate