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Design Against War

Convenor Name	E-mail	Affiliation	Workshop role
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Abstract

The **thematic workshop** aims at expanding the design reflection initiated in March 2022 with **Design Against War** - DAW (https://www.design.polimi.it/en/design-against-war) is an international platform of initiatives and projects initially launched by the School of Design of the Politecnico di Milano, open to contributions from students and teachers of all design or related schools and universities. DAW has created a room to welcome ideas against any form of aggression, beyond the specific Ukraine conflict, expressed as simple concepts, support initiatives, testimonies from operators and people, and workshops to imagine actual solutions together with those working to alleviate the effects of a conflict. All the material produced finds a home on a dedicated Instagram page (designagainstwar https://www.instagram.com/designagainstwar/) that, to date, collects several dozen projects developed by several hundred students.

Joining forces with the DESIS Network (Design for Social Innovation and Sustainability) and with the CUMULUS Association, the initiative had a second stage in the *Give peace a chance* seminar, held at the Cumulus Conference Design for Adaptation, held in Detroit in November 2022.

Following this initiative, the proposal emerged to continue to carry on the DAW theme on various international occasions, adapting it to their specificities.

The purpose of this workshop is to further the overall goal of the DAW by developing ideas and practices using the tools of service design. In particular, it intends to engage service **design scholars, teachers, and students** to reflect on the role of

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design in creating a **culture of dialogue, negotiation, solidarity, collaboration and eventually peace**.

The workshop, taking stock of the several ideas collected by the platform, will make emerge **general principles and mechanisms that can be applied to designing services** of any kind, with the aim to foster collaboration, negotiation, dialogue, solidarity, and behaviors that can prevent conflicts, alleviate the consequences of any conflictual circumstance, and rebuild conditions of peace and dialogue.

This proposal implies the involvement of **other design schools in the collaborative definition of an accurate agenda** for the workshop, based on the guidelines here drafted.

Keywords: design against war, peacemaking, collaborative design, design principles.

Workshop description

The workshop will move from the categorization of the ideas and projects showcased in the online platform to elicit **service design essentials** (activity models, interaction principles, relational mechanisms, ethical principles, behavioral journeys, aesthetic qualities, user experiences, touchpoint elements, and more) that could become the words of **a new design vocabulary to create services of a non-aggressive value and with a transformative power for communities**.

The workshop will thus elaborate on the present categorizations of DAW projects which are based on alternative criteria:

The general aim of projects against war:
- prevent conflicts and build environments of peace
- alleviate the consequences of war
- rebuild people, places and societies of peace

The specific purpose of projects:
- AWARENESS: systems to inform, raise awareness, tell the values of peace
- WELCOME: systems for facilitating the reception of victims of conflict and for mutual aid
- ACTIVISM: systems to publicly denounce violence and to promote proximity to affected peoples
- MEMORY: systems for preserving and witnessing the memory of places, territories, people

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Session set-up

_ 20' - Introduction of the initiative of Design Against War and of its more relevant achievements. Presentation and discussion of the categorization of the DAW projects that will better serve as a basis for the following work;

_ 40' - Split into 3 mixed groups of scholars, teachers and students, participants will be guided in eliciting the key principles and mechanisms of non-aggressive interaction that characterize the DAW projects, to envision how to use them to create a new vocabulary for the service design practice;

_ 30' – Collective discussion of the work done in the groups and drafting of a consistent whole of non-aggressive service design essentials to design activity models, interaction principles, relational mechanisms, ethical principles, behavioral journeys, aesthetic qualities, user experiences, touchpoint elements, and more.

Convenors bio:

Anna Meroni: Anna is Full Professor in Design and Deputy Dean of the School of Design of Politecnico di Milano. She is co-founder of the DESIS Network Association and honorary member of its International Coordination Committee. Her research focus is service and strategic design for sustainability to foster social innovation, participation and local development.

Ezio Manzini: Ezio is President of DESIS Network and Honorary Professor at the Politecnico di Milano. He works in the field of design for social innovation. He collaborates with several design schools world-wide. His most recent books are: "*Design, When Everybody Designs*", MIT Press 2015 and "*Politics of the Everyday*." Bloomsbury, 2019

Teresa Franqueira: Teresa is Associate Professor at the University of Aveiro, she is the International Coordinator of DESIS Network – Design for Social Innovation and Sustainability and Member of the Executive Board of Cumulus Association. She has been supervising PhD and Master students within the topics of Design for Social Innovation, Design for Sustainability, Product Design and Service Design.

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