

A

Affirmative
Problem solving
Provides answers
Design for production
Design as solution
In the service of industry
Fictional functions
For how the world is
Change the world to suit us
Science fiction
Futures
The “real” real
Narratives of production
Applications
Fun
Innovation
Concept design
Consumer
Makes us buy
Ergonomics
User-friendliness
Process

B

Critical
Problem finding
Asks questions
Design for debate
Design as medium
In the service of society
Functional fictions
For how the world could be
Change us to suit the world
Social fiction
Parallel worlds
The “unreal” real
Narratives of consumption
Implications
Humor
Provocation
Conceptual design
Citizen
Makes us think
Rhetoric
Ethics
Authorship

C

Subversive
Problems as material
Complicates answers
Design as intervention
Design as empowerment
In the service of the everyday
Playful fictions
For how our world might be
Change something to get to know the world
Physical fiction
The here and now
The «unuseless» real
Narratives of appropriation
Improvisations
Irony
Activation
Improvisational design
Co-Creator
Makes us make
Poetics
Autotelic
Commons