Evolve anthropology with design to become an active agent reconnecting and reshaping our societies, favouring empathy and long term thinking

Anais Moisy
Orchestration is an activity that combines anthropology and design, that supports and responds, but also intervenes and provokes.

The Value Pursuit project by Karianne Rygh, (kariannerygh@gmail.com) research associate Design Academy Eindhoven, here with STBY at Prov. N-Brabant

Bas Rajmakers (@hellobas) reader Strategic Creativity Danielle Arets (@daniellearets) associate reader Design Academy Eindhoven (@DAEnews)
Living with(out) design: Using prototyping to create new perspectives on the conditions of daily life. (Kristina Schultz)
Participatory Story-telling as Visual Speculation: Making Active Ageing Possible (Linda Tonolli)
Speculative Prototyping as Intervention: Engaging with Pain and Pleasures of (a) Future (with) Technologies through Design

Marie Louise Juul Søndergaard
Creative Entrepreneurship – Design Anthropology’s exploited twin?
The need to re-frame creative agency in a different economic value system (Melanie Levick-Parkin)
"Creating future experiences from contemporary realities: using para-ethnographic photos as the basis for design fiction and prototypes" (Rebecca Pardo)
If a product doesn’t scale, it is a prototype.

Analytical prototyping can change discussions of scale: focus on designing intimate interventions while scaling thinking (Tracy Johnson)