

Science And Society



As sites for collaboration between engineers, chemists, biologists, administrators and medics, biomedical engineering labs are spaces for the production of new technologies, which bring together soft tissues and silicon, to heal and enhance the functions of bodies.

How can designers situate this research into broader society? By setting up interventions with engineers and scientists, along with publics, bioethicists and sociologists, design can create products, services and events which stage sophisticated conversations, by plotting original paths through this cross-disciplinary space.

Design can offer more than a critique of biomedical engineering, it can devise speculative methods for embedding science into society. For this project you are asked to take on a hypothetical role at the Institute of Biomedical Engineering, as a designer in residence, taking emerging technologies into non-medical contexts.

You will identify a technological focus to respond to, drawing upon your experiences at the workshop, other research activities at IBE, or other institutes for biomedical engineering. (<http://www3.imperial.ac.uk/biomedeng>, <http://www.ibme.ox.ac.uk/>).

You might consider ...

- Hypothetical lifestyle products which explore the transition from medical applications into a broader consumer space
- Building design objects that take on bioethical or philosophical concerns
- How to facilitate a discussion about biomedical engineering technologies with non specialist audiences
- The role of design documentation as a way of capturing and inscribing scientific processes and protocols

Timetable:

week 1 - workshop & discussion

Tuesday April 22nd - student workshop at IBE, briefing
Wednesday April 23rd - AM round table discussion with Elio and Tobie
Wednesday April 23rd - evening talk - Paul Thurston (Think Public)

week 2 - tutorials & research

Monday April 28th - tutorials Elio & Tobie
Tuesday April 29th - tutorials Elio & Tobie
Thursday May 1st - evening talk - Tom Shakespeare (PEALS)

week 3 - tutorials & design

Thursday May 8th - Mark (University of Reading) & Elio, Patrick (IBE) & Tobie
Thursday May 8th - evening talk - Alex Wlikie (Goldsmiths)

week 4 - tutorials & crit

Monday May 12th - AM round table discussion with Elio and Tobie
Thursday May 15th - crit

For the tutorials in week 2, you will have identified a technology to respond to, and have a design direction - imagine this as a mini pitch to establish your residency at IBE.

For the tutorials in week 3 you will show evidence of how you are developing your design direction, with drawings, quick films, photographic scenarios, prototypes or models etc. Researchers from IBE and Reading will support these tutorials.

The tutorials in week 4 are an opportunity to discuss the communication of your project in Thursday's crit.

Resources:

BA Science and Society programme - <http://www.the-ba.net/the-ba/ScienceinSociety/>
Dana Centre - <http://www.danacentre.org.uk/>
Institute of Biomedical Engineering - <http://www3.imperial.ac.uk/biomedeng>
Material Beliefs - <http://www.materialbeliefs.com/>
PEALS - <http://www.ncl.ac.uk/peals/>
Reading Cybernetics - <http://www.cyber.reading.ac.uk/>

Biopresence - <http://www.biopresence.com/>
Biojewellery - <http://www.biojewellery.com/>
EpiSkin - <http://stage.itp.nyu.edu/~mjl359/wearables/skindesign.html>
Feral Dogs project - <http://www.inhabitat.com/2007/02/26/robotic-pollution-sniffing-eco-dogs/>
Next Nature - <http://www.nextnature.net/>
Symbiotica - <http://www.symbiotica.uwa.edu.au/>
The Eighth Day - <http://www.ekac.org/8thday.html>
Utility Pets - <http://www.eliocaccavale.com/>

RedDetect - http://www.aresa.dk/landmine_plant_project_english.html
Golfish - www.glofish.com/about.asp
Tongue Vision - <http://www.tonguevision.blogspot.com/>

Information Arts - <http://userwww.sfsu.edu/~infoarts/links/wilson.artlinks2.html>
Intute - <http://www.intute.ac.uk/sciences/cgi-bin/browse.pl?id=25638>

[RCA Design Interactions, April 2008 - Elio Caccavale and Tobie Kerridge](#)