

Inter-actant people, interactive interfaces, FAV May 2018

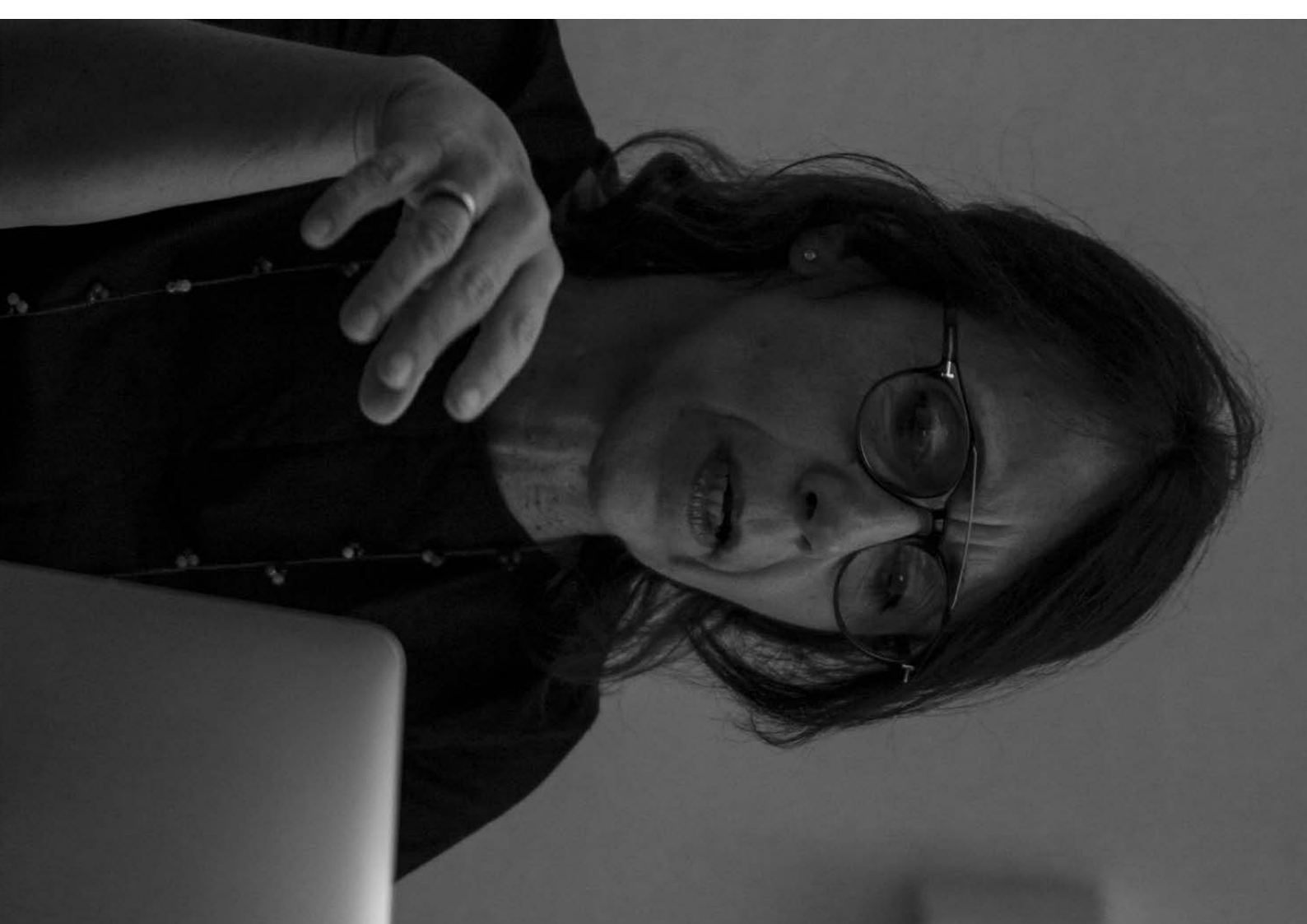
KAU WORKSHOP – SYMPOSIUM “UNIGE BALANCE” MANUEL GAUSA, UNIGE

The last few decades have confirmed the evidence of a spectacular change of scale (and paradigms) in the definition of our spaces of community and sociability – of our own habitats – linked to the accelerated increase in mobility and long-distance communication, the delocalization of exchanges, and the technological and material capacity of transformation of our environment. But connected, too, with the digital revolution and the complex processing of information. A global process connected, in fact, with the rising capacity to combine overlapped and simultaneous layers of interaction between information(s) in more complex, dynamic and diversified relational scenarios. The combination INTERACTION + INFORMATION constitutes the great space-cultural revolution of our time.



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DESIGNING FOR SOCIAL INNOVATION AND ADVANCED URBANISM

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Design for social innovation refers to the social forms on which society is built, generates innovation, solutions based on new social forms and economic models and social changes with a view to sustainability. Design for social innovation is not a new discipline, it is simply one of the ways in which contemporary design manifests itself. New design spaces are emerging in response to people's needs, developing environments that nurture learning, creativity, and human potential. They are spaces not only for consuming but also for experiencing, adapting, making, and creating, and the challenge is building an organisational capability. These events generate relational spaces and are going beyond the boundaries of the project's disciplinary categories: _ urbanism, architecture, design, landscape _ where, more than the dimensional scale, the process counts.