

Changing the change

Design Visions, Proposals and Tools

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NOMADIC WAY OF LIFE

Project policies

Abstract

The present article aims to enable designers to develop nomadic tools. It is understood by nomadic tools, portable or retract furniture, collapsible structures, itinerants and temporary services and the use of mobile marketing. Bearing in mind that those instruments are flexible, adjustable or transportable design it might be mountable and demountable human-made environment.

The specific goals of this exploration are:

- Understand some needs and expectations in mobility situations;
- Understand the theoretical background of nomadic way of life, in which the design of objects for mobility situations are placed in;
- Discover and find who these users are;
- Produce databases of design solutions related to the research subject. This investigation can also verify examples of sustainable design for mobility situations.

According to the theoretical reference of the contributions of some authors such as Rudofsky, Papanek, Manzini, Kronenburg, a revision about nomadic tools must be presented. The results of this doctorate research are based on interviews, visits to design offices and a survey about mobile design and portable architecture solutions. This study searches for better ways to fulfil daily basic activities, including design strategies for more sustainable design solutions. The surveys are organized according to the following activities: relaxing, mental, social, entertaining, energizing, organizing and hygienic. At the end of this article, a comparative table shows different possibilities of design solutions.

The focus of the interviews is to introduce conceptual and operational devices enabling designers to propose better ways for people to move around. The survey focuses on the question "How can we sleep, eat, or practice any other basic activity considering the nomadic way of life?" Firstly, the answer for design could be through the facilitation of the disassembly and the transport, the mobile equipment, portable and wearable, as well as the use of urban services. But, there are new visions for this question if a building, a landscape, a sculptural yet usable object or an interior space considering different interactions, services and strategic design could be possible answers.

The main mobility situation defined in this study is the change of home. People are moving more and more over greater distances. Professionals have been transferred several times in short period of time. The nomadic groups can be those who stay in one place no more than a few months although, the

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period of stay may range from a couple of months up to five years. Distances follow the same pattern, having people moving to a neighbouring city or another country. But, in all cases, the equipment should be easily carried.

It is recurrent the use of public space for nomadic groups, which means city equipments can be added to this investigation. Some solutions rise from forgotten places like abandoned sites, space under viaducts, shelters and bridges. In this emergent aesthetics, the resources are not only discarded products, but spaces as well. It is important to consider if the user interaction is passive or active, individual or collective, which will guide the project.

Few references are found in contemporary knowledge. Not intending to exhaust this subject, this research seeks to bring visibility to significant results in São Paulo, Los Angeles and some cities in the United Kingdom. In every city, the goal is to collect different cases of nomadic behaviour and their design instruments. This study intends to outline the today state-of-the-art of design contributions. The final purpose of this research is to produce project policies for design solutions in everyday life in mobility situations, considering sustainability.

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