

DIID#70

Design 2030: Knowledge

If, in the increasingly fragmented international scene, the system of knowledge and skills evolve rapidly due to technological innovations, it could be useful to ask if Design can still be considered a discipline of "doing" with a strong technical-applicative value or is giving way to other more specific technological know-how, carving out for itself a new role into the fields of cultural studies and human-studies with a predominantly-speculative approach. This trend, that seems to lead towards an asymmetrical competitive system, has to be considered a drift, an opportunity, or an inevitable evolution?

The issue to investigate is an if and which forms of intersection are taking place between Design and other knowledge, and also if and how Design is redefining its knowledge.

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