

RESEARCH QUESTION

**HOW MIGHT DESIGN ENABLE PEOPLE TO
QUESTION THEIR ETHICS AND MORALS?**



THEORY

DESIGN AND ETHICS: REFLECTIONS ON PRACTICE CONSIDERS THE ETHICAL DIMENSION IN DESIGN AND HOW IT CAN IMPACT SOCIETY

SCIENCE, TECHNOLOGY, & HUMAN VALUES DISCUSSES WHEN TECHNOLOGIES COSHAPE HUMAN ACTIONS, PEOPLE GIVE MATERIAL ANSWERS TO ETHICAL QUESTIONS

DESIGN ELEMENTS: USING IMAGES TO CREATE GRAPHIC IMPACT DISCUSSES EFFECTIVE IMAGE SOLUTIONS IN GRAPHIC DESIGN

INFLUENCE OF NEW MEDIA ON GRAPHIC DESIGN IN COMPUTER AGE LOOKS AT THE IMPACT IT HAS ON VISUALLY COMMUNICATING MESSAGES

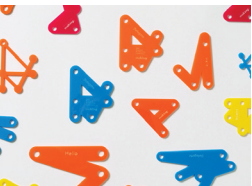
EXEMPLARS



WORKS THAT RAISE EYEBROWS AND CREATE DIALOGUE AROUND SOCIETAL ISSUES BY **TIBOR KALMAN**



DAVID AIREY, DISCUSSES MORALLY QUESTIONABLE PROJECTS HE WOULDN'T DO, IN COMPARISON DISCUSSES INFANTRY



THE MAKING: PROJECT BY **GARBETT** THAT IS LINE BASED AND INDIVIDUALISED TO EACH PARTICIPANT



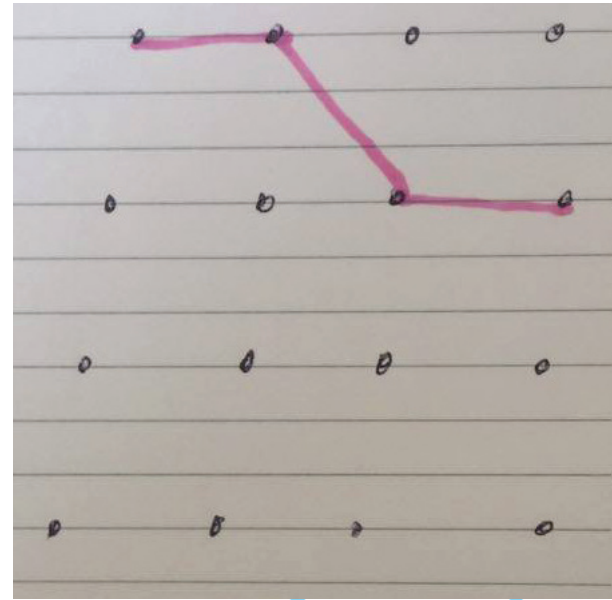
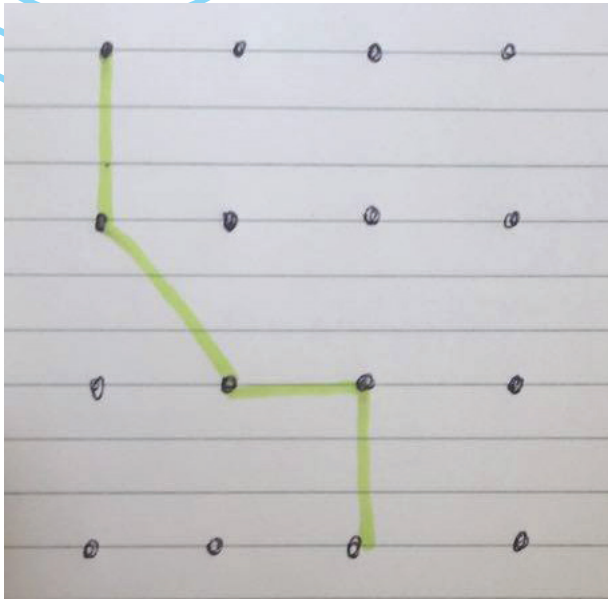
FRANCOIS KNOETZE CREATES COSTUMES THAT EXPLORE ETHICS SURROUNDING POLLUTION

METHODOLOGIES

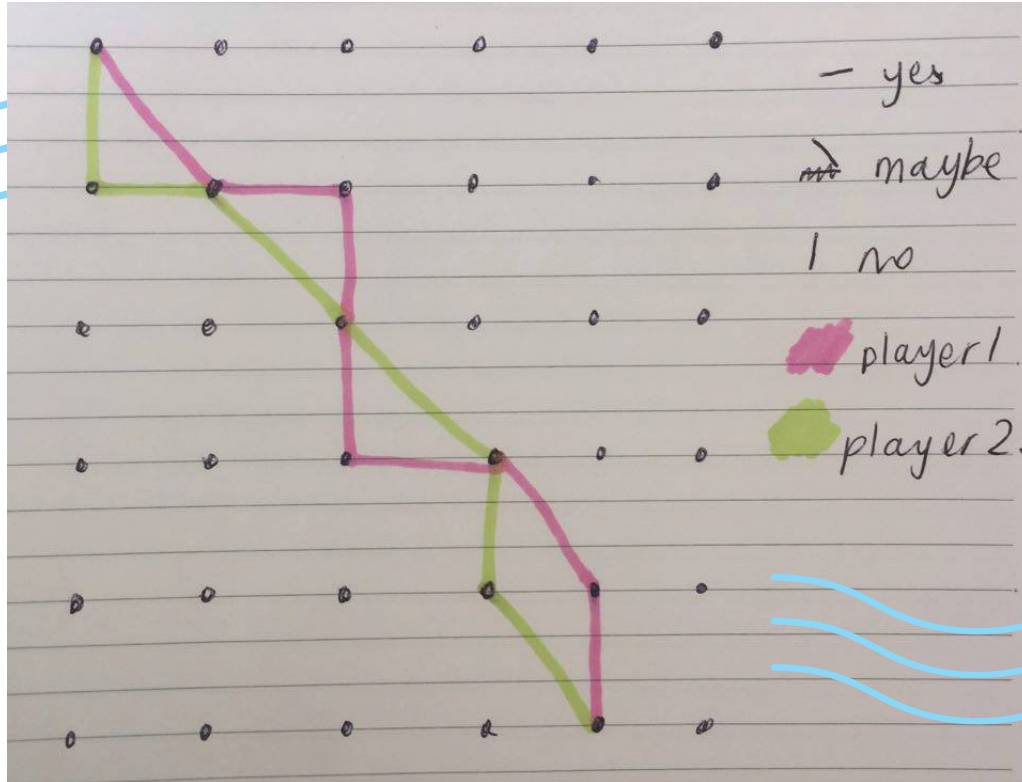
ALL OF MY EXPERIMENTATION HAS BEEN TESTING THROUGH ACTUALLY
PLAYING THE GAME AND BEING ABLE COMPARE RESULTS

DRAW
THIS IS WHERE I
LINE

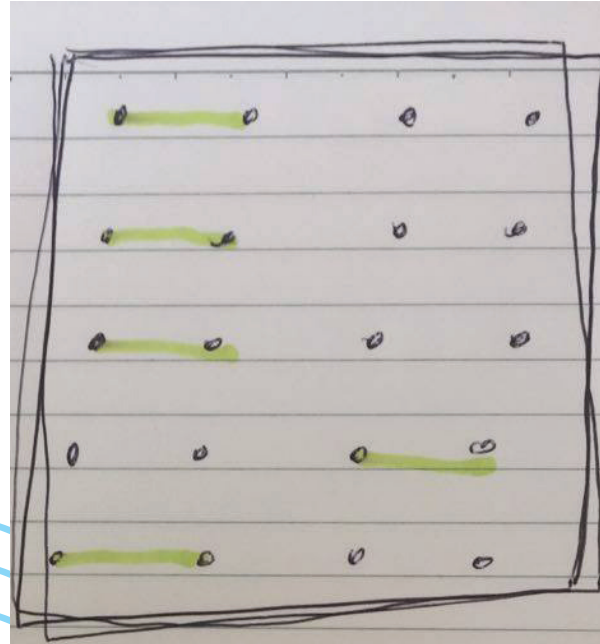
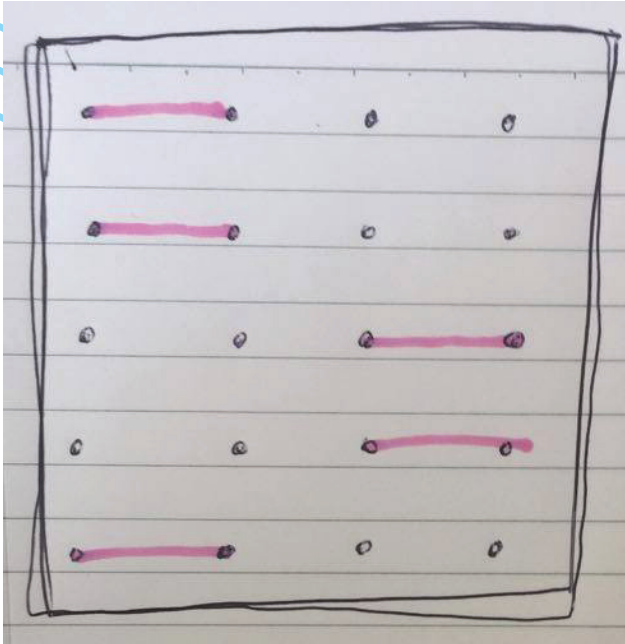




GAME 1



GAME 2



GAME 3



WEEK 6 FINALISE
GAME RULES & TEST

WEEK 7 COMPLETE
MOCKUP OF GAME

WEEK 8 COMPLETE
MOCKUP OF PACKAGING

WEEK 9 COMPLETE
MOCKUP OF APP

WEEK 10 HAVE PACKAGING
PRINTED

WEEK 11 PHOTOGRAPH
GAME AND PACKAGING

WEEK 12 COMPLETE
PRESENTATION

WEEK 13 PRESENT

TIMELINE