

# 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

**AFFECTIVE BASIS OF JUDGMENT-BEHAVIOR DISCREPANCY IN VIRTUAL EXPERIENCES OF MORAL DILEMMAS**

# 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**  
THE  
LINE







DRAW  
THE  
LINE  
THIS IS WHERE I

