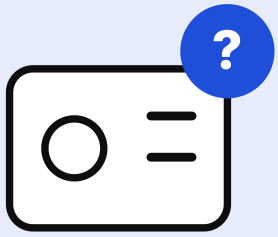
Specialty

Critical design

Uses design to question the assumptions behind products and technology: objects that provoke reflection instead of solving a problem or selling.



In Spanish
Diseño crítico

Origin
Dunne (1999); Dunne and Raby (2001)

What problem it addresses

Almost all design accepts the world as it is; it rarely asks whether it should be that way.

Principles

Ask questions
The object is for thinking, not for using.

Make people uncomfortable
It shows the effects that commercial design hides.

Be believable
Real enough for the critique to work.

Applications in design

✓ Use it like this
Create an object that makes a technology's assumption visible and use it to open the debate before it is taken for granted.

✗ Avoid
Confusing it with making strange objects with no question behind them.

Don't fall for it
Explain the context: without it, the critique is taken for a joke or a product.

Connections

Uses these methods

- Cultural probes

Related to

- Speculative design

Authors and works

1999	**Anthony Dunne**	Coined the term in Hertzian Tales, studying electronic objects.
2001	**Anthony Dunne and Fiona Raby**	Developed it with objects that reveal the hidden life of technology in Design Noir.

Sources

Original sources

- Dunne, A. (1999). Hertzian tales: Electronic products, aesthetic experience and critical design. RCA CRD Research Publications.
- Dunne, A., & Raby, F. (2001). Design noir: The secret life of electronic objects. Birkhäuser.

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