### GRAPHIC BRANDING &IDENTITY

Year 3 Final Major Project 11.03.2024

# Responsible Design Practice



### In 2022 the University of the Arts London (Ual) launched its new strategy.

Ual Research Strategy 2022 - 2032



# **'The World Needs Creativity'**

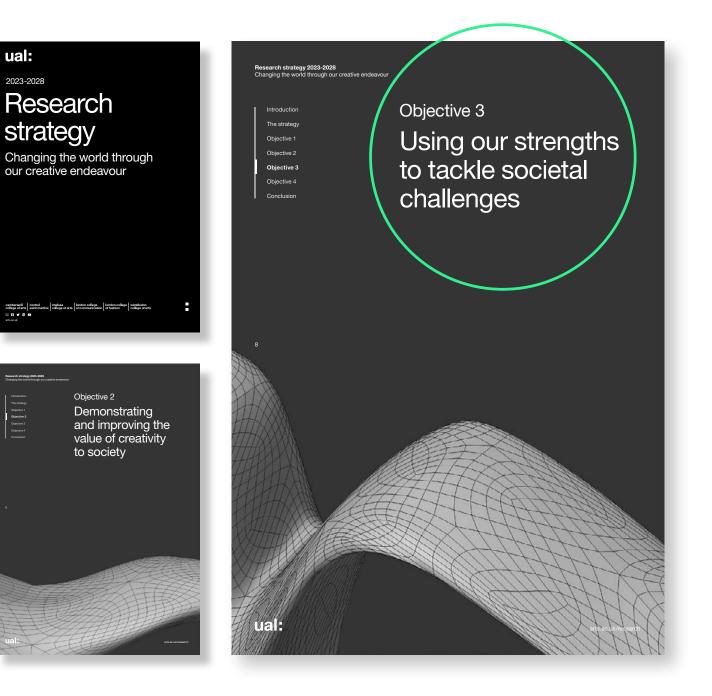
Ual Research Strategy 2022 - 2032



### Which included guiding policy 3. 'To change the world through our creative endeavour.'

Ual Research Strategy 2022 - 2032







# What kind of designer do you want to be?



# Existing Ual Frameworks





'The UAL Climate Action Plan was first published in 2021. It brought together various strands of climate-oriented action at UAL into a plan for systemic change.

The wellbeing of our planet is of unparalleled importance to humanity's future. And yet it is under threat.

All universities – like all organisations and all individuals – have a duty to respond: to put themselves on the side of solutions instead of continuing harm.'

Ual Clmate Action Plan https://www.arts.ac.uk/about-ual/climate-action-plan





The UAL Climate Action Plan examines various calls to change the system, including the way you are taught...

Action 1: Change the way we teach Our students will engage in discourse relating to climate justice as part of the UAL curriculum. Through teaching, learning and practice, developing work of environmental, cultural, economic and social value. We will equip our students with the education and creative agency to further climate and environmental justice.



### ual: the exchange 01. Move with urgency to become a community that has the capabilities to address the social, racial and environmental injustices of climate emergency using creativity and resourcefulness. We offer hope through action committing to the decolonisation and decarbonisation of our education and creative practices. mate, Racial and cial Justice principles 02. Cultivate systems thinking and practices that meaningfully acknowledge the interconnections and complexity of life on earth. 03. Foster futures thinking to design for possible futures that restore and regenerate, unleashing the power of imagination through participatory and speculative methods. 04. Design for human equity, social and racial just by mobilising critical thinking, humbly questioning the norms, practices and biases embedded in our societies and cultures. We recognise and reflect on our individual actions and societal values through self-awareness and reflective practice. 05. Accelerate activism and advoc by participating in co-creation and actions that realise change in solidarity with those within and outside of our community. We advocate for justice for nature and humanity through our creative practices.

Ual Climate, Racial and Social Justice Principles

02 to 05 relate to the idea of responsible design practice.

- Foster future thinking.
- Design for human equity, social and racial justice.
- Accelerate activism and advocacy.

Ual Guiding principles for Climate, Racial and Social Justice https://www.arts.ac.uk/\_\_data/assets/pdf\_file/0028/374149/principles -for-climate-racial-and-social-justice.pdf



You are also marked on Learning Outcomes including 'understanding of the implications of responsible design practice'



### Major Project (Route A&B) Learning Outcome 4 (Realisation); Fully showcase design, technical and craft skills that reflect the principles of responsible design practice applying critical and analytical skills, and the synthesise of ideas from research in the realisation of project work.

Self-Initiated Project (Route B) Learning Outcome 2 (Knowledge); Thoroughly apply approaches that demonstrate intellectual rigour, subject and contextual expertise, while committed to social justice, sustainable practices and awareness of impact on planetary health.

Industry Practice (Route A&B) Learning Outceom 2 (Knowledge); Articulate a project's issues, content and contexts including relevant social, cultural, political and environmental factors, reflecting your critical awareness of contemporary practice.

BA (Hons) Graphic Branding and Identity Course Handbook 2023/24.



According to the Cambridge Dictionary, a designer is "a person who imagines how something could be made and draws plans for it". What if we imagined a new way of making, with less impact on the planet?

Karton NOMAD dividers, shown here in the background in white, green and black, by the Karton Group.

APATRALLA



Realistically, physical designs will obviously still exist. But how can we think more carefully about these, making sure to consider the whole lifespan of an artefact, from raw materials to disposal. That is the responsibility of designers today.



### **Responsible design is...**

Achieving balanced social, environmental and economic development by embedding ethical decision-making in inclusive and sustainable design practice.



In partnership with Square Space Bethany Gray created the Exploring Eden collection – combining discarded seashells and waste feathers to create stunning furniture pieces.



# Design Manifestos



### What is a manifesto? **'A public declaration of intentions, opinions, objectives or motives.'**





- 01 WE BELIEVE IN DESIGN AS SITE OF ACTION AND AGENCY TO RADICALLY TRANSFORM OUR WORLD.
- 02 WE BELIEVE IN THE POWER OF DESIGN TO CRITIQUE, CONFRONT AND CHALLENGE INEQUALITIES.
- 03 WE BELIEVE IN QUESTIONING GEOPOLITICAL, SOCIO-CULTURAL, AND DISCIPLINARY BOUNDARIES.
- 04 WE BELIEVE THAT DESIGN OPERATES IN AN ECOLOGY BEYOND THE HUMAN CENTRIC.
- 05 WE BELIEVE THAT LEARNING IS CONTINUOUS, COLLABORATIVE AND CREATIVE.
- 06 WE BELIEVE IN THE POWER OF MAKING AS CRITICAL PRACTICE AND TANGIBLE INTERVENTION.
- 07 WE BELIEVE IN EMBRACING UNCERTAINTY THROUGH EXPERIMENTATION AND RISK-TAKING.
- 08 WE BELIEVE IN THE VALUE OF INTERROGATING THE PAST TO SHAPE OUR FUTURES.

ual: london college of communication

LCC Design School Manifesto 2018. What would you change or add?





### A manifesto

We, the undersigned, are graphic designers, photographers and students who have been brought up in a world in which the techniques and apparatus of advertising have persistently been presented to us as the most lucrative, effective and desirable means of using our talents. We have been bombarded with publications devoted to this belief, applauding the work of those who have flogged their skill and imagination to sell such things as:

cat food, stomach powders, detergent, hair restorer, striped toothpaste, aftershave lotion, beforeshave lotion, slimming diets, fattening diets, deodorants, fizzy water, cigarettes, roll-ons, pull-ons and slip-ons.

By far the greatest time and effort of those working in the advertising industry are wasted on these trivial purposes, which contribute little or nothing to our national prosperity.

In common with an increasing number of the general public, we have reached a saturation point at which the high pitched scream of consumer selling is no more than sheer noise. We think that there are other things more worth using our skill and experience on. There are signs for streets and buildings, books and periodicals, catalogues, instructional manuals, industrial photography, educational aids, films, television features, scientific and industrial publications and all the other media through which we promote our trade, our education, our culture and our greater awareness of the world.

We do not advocate the abolition of high pressure consumer advertising: this is not feasible. Nor do we want to take any of the fun out of life. But we are proposing a reversal of priorities in favour of the more useful and more lasting forms of communication. We hope that our society will tire of gimmick merchants, status salesmen and hidden persuaders, and that the prior call on our skills will be for worthwhile purposes. With this in mind, we propose to share our experience and opinions, and to make them available to colleagues, students and others who may be interested.

Edward Wright **Geoffrey White** William Slack **Caroline Rawlence** Ian McLaren Sam Lambert Ivor Kamlish Gerald Jones **Bernard Higton Brian Grimbly** John Garner Ken Garland Anthony Froshaug **Robin Fior** Germano Facetti Ivan Dodd Harriet Crowder Anthony Clift Gerry Cinamon **Robert Chapman Ray Carpenter** Ken Briggs

Published by Ken Garland, 13 Oakley Sq NW1 Printed by Goodwin Press Ltd. London M4

Ken Garland spearheaded the First Things First manifesto in 1964, there is a now 2020 online addition with thousands of signatures. https://designmanifestos.org/first-things-first-2000-a-design-manifesto/





Design Declares is a growing group of designers, design studios, agencies and institutions here to declare a climate and ecological emergency. As part of the global declaration movement, we commit to harnessing the tools of our industry to reimagine, rebuild and heal our world. https://designdeclares.com

Build the best product. Cause no unnecessary harm. Use business to inspire and implement solutions to the environmental crisis. patagonia

patagonia.com/ourmission

Patagonia's mission is so core to their existence, they painted it on buildings.

WHEN ALL IS SAID AND DONE, HAVE YOU DONE OR SAID ENOUGH? HAVE YOU JUST GONE HLONG FOR THE RIDE, OR HAVE YOU STEERED DESTINIS NOT ROD? WHEN YOU LEAVE THIS WORLD, DID YOU MAKE IT ANY BETTER THAN IT WAS WHEN YOU ARRIVED? ALLYOU NEED IS ALL YOU'VE GOT; YOUR WITS AND THE CLOTHES ON YOUR BACK, YOUR EPITAPH IS YOURS TO EARN, YOUR LEGACY IS YOURS TO MAKE.

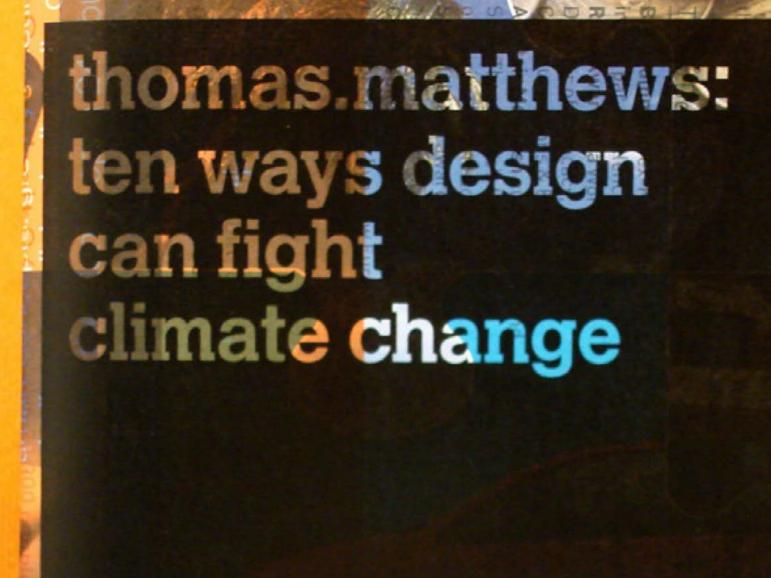
Levi's

LEVI.COM

Levi's manifesto is a call to action, encouraging people to be brave and make their mark (ideally while wearing Levi's). It's an attitude.



### As designers, how do you think we can be sustainable?



**GE** 

Design agency Thomas.Matthews set out with strong sustainable values at their core, even making a printed version of their manifesto (on waste make-readypaper with vegetable inks of course!)



### The Thomas.Matthews manifesto points:

- Re-thinking think first design second
- Re-using do more with less
- Using friendly materials
- Saving energy design to minimise energy demand
- Sharing new ideas collaboration and innovation
- Designing to last picking the right material for the job
- Staying local, buying ethical less energy, more community
- Supporting what we believe like-minded clients
- Inspiring, having fun inpiring others to do the same
- Saving money save waste, energy + money



### Creative examples



### COMMON THREADS INITIATIVE

### REDUCE

WE make useful gear that lasts a long time YOU don't buy what you don't need

### REPAIR

WE help you repair your Patagonia gear YOU pledge to fix what's broken

### REUSE

WE help find a home for Patagonia gear you no longer need YOU sell or pass it on\*

### RECYCLE

WE will take back your Patagonia gear that is worn out YOU pledge to keep your stuff out of the landfill and incinerator



REIMAGINE TOGETHER we reimagine a world where we take only what nature can replace

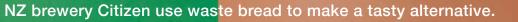
patagonia

Patagonia are famous for having strong principles and sticking to them.

















Puma reduced the need for multiple layers of packaging with this box/bag hybrid.



Rubies in the Rubble make ketchup and condiments using ugly produce - imperfect fruit and vegetables.

### GROWN OF ZOA

ZOA is a lab-based leather, reducing the need for resource-intensive cattle farming.



### **NOTLA**

Notpla focus on creating biodegradable packaging materials, like seaweed paper and celulose sachets.



Skincare brand Haekels use locally sourced natural materials in both their products and packaging.

Malloolen Walloolen

Had Chels.

Pegwell bav / 211



# Now it's your turn...



What are your values? What matters to you? What do you consider to be important in life and your practice as a designer?



### What is your vision for the future? What change do you want to see in the design industry?



### There are 4 categories Think Make Use Connect

To help you, we have a series of prompt cards to use as a framework and lense. Allowing you to think about your projects in a new and different way.



### Think Make Use Connect

Spend the next half an hour playing with the materials available in your studio space.

Draw inspiration from what's there to develop your project in a new way.

Think Make Use Connect

Consider your use of materials. How could they be more sustainable? What would be the most credible version of your project?

A sustainable activity is able to continue without running out of resources or causing harm.

Think Make **Use** Connect

### How can your creative outcome be circular?

The circular economy is a system where materials never become waste and nature is regenerated. In a circular economy, products and materials are kept in circulation through processes like maintenance, reuse, refurbishment, remanufacture, recycling & composting.

Think Make Use Connect



Choose four cards, one from each category in the pack provided to you for this session.

- Read the activity and apply it to the project you are currently working on.
- Think about, write, make or participate in the question posed.
- Consider how you could use these as a framework for your creative process.
- Share your findings with the group sitting at your table.
- Document your results as part of your sketchbook process.

Thank you for participating.

GRAPHIC BRANZING & IDENTITY

# Any questions?