

# The Brief

Develop a design intervention based on your responses to a given cultural manifestation (place, practice, behaviour or artefact) to provide a response to a chosen topic which may be self-selected or chosen from the list provided.

- Self-narrative and negotiating the familiar and unfamiliar.
- Notions of situation, instruments of change and re-invention based on the changing environment and the surrounding
- The idea of awkwardness and weirdness, alienation
- The idea of 'strangeness', making it strange
- Displacement, lost of identity, changing identities, out of ordinary
- Changing context, changing space & time and mixed identities

## Providing a context Forming Insights Content Creation

### Key words – Themes/Topics

<b>I'm not me, you are me</b>	<b>Future Money</b>	<b>Local Fictions</b> (something speculative)	<b>Happy</b>	<b>Disrespect</b>
<b>Subversion</b>	<b>Comfort</b>	<b>Banality</b>	<b>Indulgence</b>	<b>Engagement</b>
<b>Fantasy</b>	<b>Conviviality</b>	<b>Fear</b>	<b>Loathing</b>	<b>Real fiction</b>
<b>Real fake</b>	<b>Myth</b>	<b>Childhood</b>	<b>Old</b>	<b>Doctrine</b>
<b>Maturity</b>	<b>Governance</b>	<b>Heroism</b>	<b>Listening</b>	<b>Immortality</b>
<b>Love</b>	<b>Loyalty</b>	<b>Privacy</b>	<b>Piracy</b>	<b>Designership</b>
<b>Story</b>	<b>Divergence</b>	<b>Beauty</b>	<b>Complicity</b>	<b>Control</b>
<b>Citizenship</b>	<b>Monster</b>	<b>Story</b>	<b>Money</b>	<b>Foreign</b>