Transition

Anne-Marie Willis

EDITORIAL

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In this issue we preview our forthcoming project, *Design Philosophy Politics*; make some introductions, invite papers on some new themes. And yes, we have some new papers too! Not as many as usual, owing to the additional work on DPPolitics, but we'll be back on track soon.

Design Philosophy Politics update

In the previous issue we announced we would be creating a new context for *Design Philosophy Papers* by developing a magazine format website (ezine) with briefer, more popular content to 'enframe' DPPapers. It will be called *Design Philosophy Politics*.

   We are now extremely pleased to confirm that we are doing this with support from the School of Informatics at Indiana University at Bloomington, USA, which is to host *Design Philosophy Politics*. We are very grateful to Erik Stolterman, Director of the Human Computer Interaction Design Program and especially to his colleague Eli Blevis who is co-ordinating interested, volunteer graduate students to develop a very user-friendly platform and format for the ezine.

Given this close collaboration, we also formally welcome Eli Blevis as a Correponding Editor to *Design Philosophy Papers* and Eric Stolterman as a member of the Editorial Advisory Board.

Before joining Indiana's School of Informatics in 2005, **Erik Stolteman** was Professor and Head of the Department of Informatics, Umeå University, Sweden. His research interests are Human-Computer Interaction Design, Information Systems Design & Use, Technology and Society, Philosophy of Design, and Philosophy of Technology. He is the author, with J. Löwgren, of *Thoughtful Interaction Design*, 2004 and with Harold Nelson, of *The Design Way: Intentional Change in an Unpredictable World*, 2003 (both have been reviewed in DPP).

Eli Blevis, is an Assistant Professor of Informatics and Adjunct Assistant Professor of Cognitive Science in the Human-Computer Interaction Design Program at the School of Informatics. His major research interest is sustainable interaction design (see his paper in the previous issue) and he has had wide experience in designing the interactivity, and other aspects, of software for industry and educational contexts.

New Themes

We urge everyone to look at the new themes for future issues and consider putting forward paper proposals. We've put a tight deadline on submitting abstracts – 14 June 2007 – as we want to gauge degree of interest in each theme. From there, we'll schedule the issues and set deadlines for papers.

Papers in this Issue

Questions of design and ethics are not going to go away. In fact we predict they will increasingly become mainstream as palpable signs of climate change proliferate and the demand for action grows. It's now no longer such a big leap to make between the cause of global warming – the energy and resource-intensive 'good life' delivered by industrial production – and design. So, it is timely that all the contributions in this issue circle around design and the ethics of sustainment.

Tony Fry focuses on the practitioner, presenting an outline of the theory of redirective practice. How and where do you begin, if you want to redirect your practice towards sustainment? Not necessarily, as many would think, by diving into conventional 'sustainable design' projects, but by interrogating your current practice and what, historically, brought you to it. Following from this, one soon bumps up against the political, and guess what? It is also in need of redirection! To some readers, Tony Fry's paper might seem overly abstract and therefore at odds with 'practice', yet he has developed his thinking on redirective practice in live contexts over a number of years, including, recently, working with a Brisbane architectural practice on staff development and an

international design competition, for which their entry is amongst the finalists from seven countries, with the winners to be announced in June 2007.

Cameron Tonkinwise reviews Albert Borgmann's latest book, finding a rare instance of a philosopher who actually uses the word 'design' and who has consistently engaged with the agency of designed materiality. Borgmann grants design a central role in his *Real American Ethics,* but what, asks Tonkinwise, is the precise nature of its agency?

Following on from his laying-out-the-ground paper on 'Advancing Sustainable Interaction Design' **Eli Blevis** takes some time out to make an inventory of some of the interactive technologies that populate his own life, in a mode which parallels the kind of professional self-examination Fry advocates as the first stage of redirective practice. We present Eli Blevis's 'Living Room Totem of the Unsustainable' as a sample of some of the kind of things we want to pursue in DPPolitics. Perhaps such inventories, diaries and other personal accounts of the unsustainable in everyday life could be a starting point for a new ethics of sustainable use.

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