אדם–חיה–מרחב

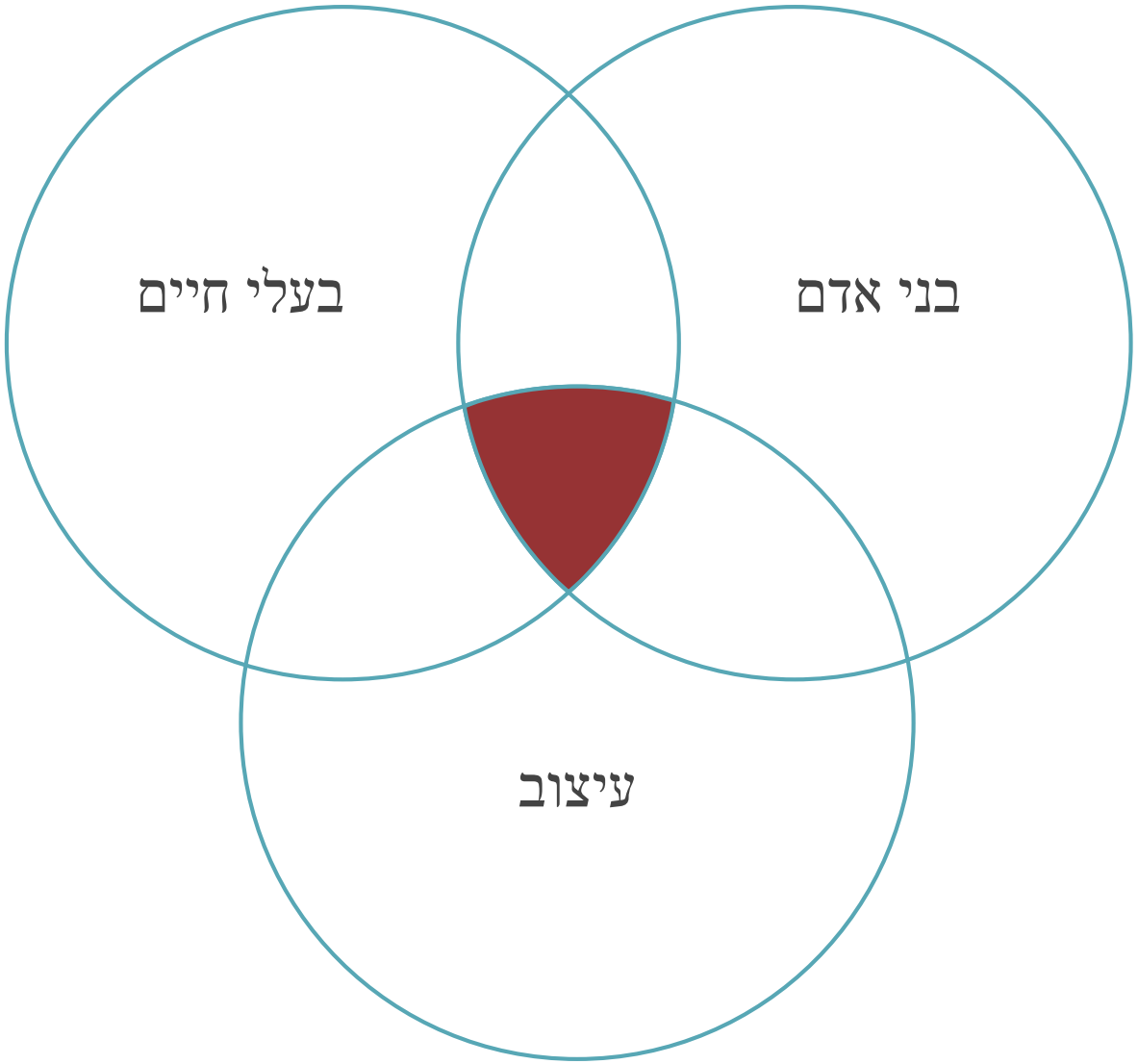
מחשבות עיצוביות על בני אדם, בעלי חיים ותכנון נופי

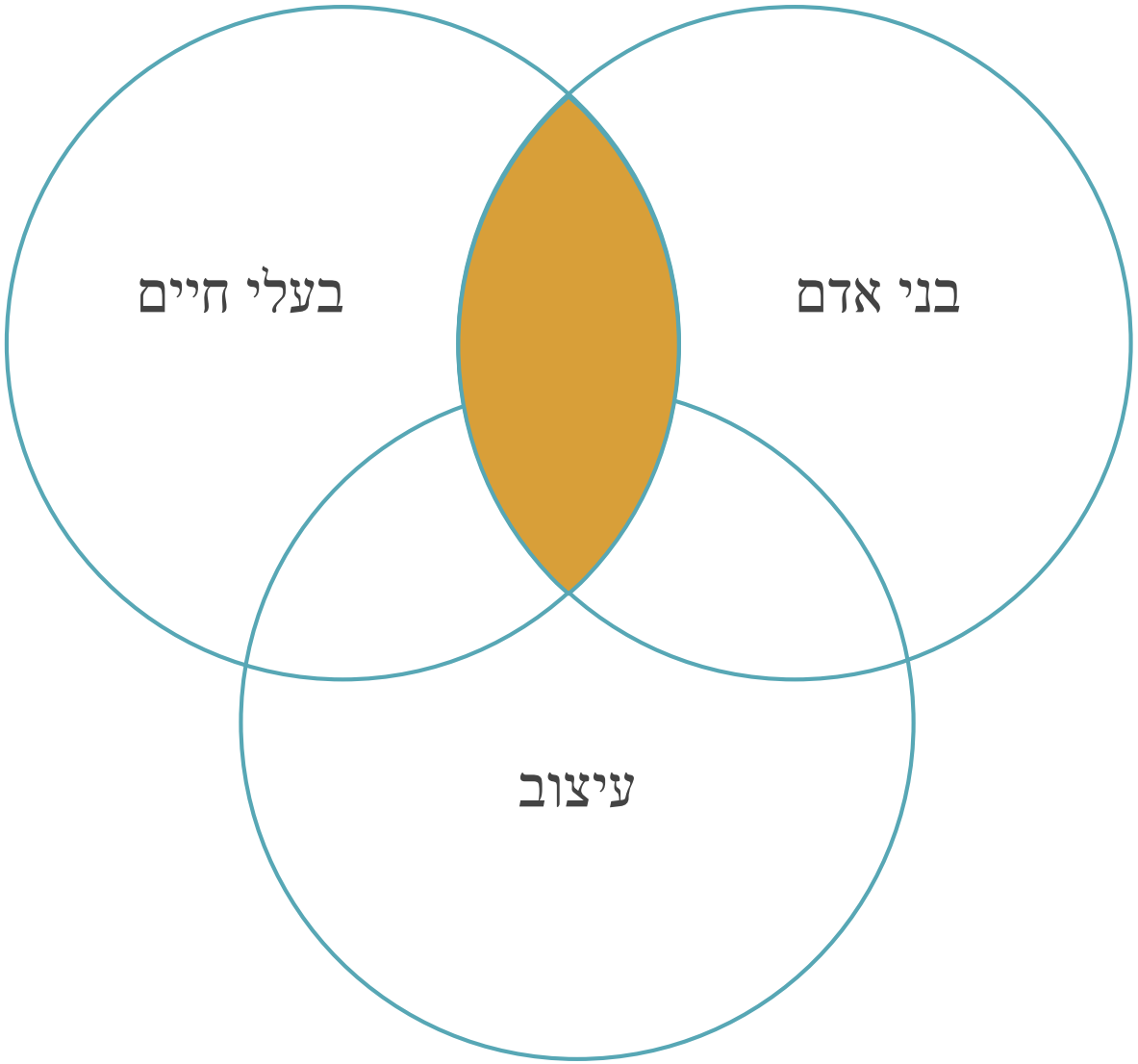
ד"ר דניאל מטקלף

whooping-crane conservation project www.washingtonpost.com/news/animalia/wp/2017/09/18/a-50-year-effort-to-raise-endangered-whooping-cranes-comes-to-an-end

Human-Centred Design

The only problem with Human-Centred Design is that it is human centred


בעלי חיים
בני אדם
עיצוב

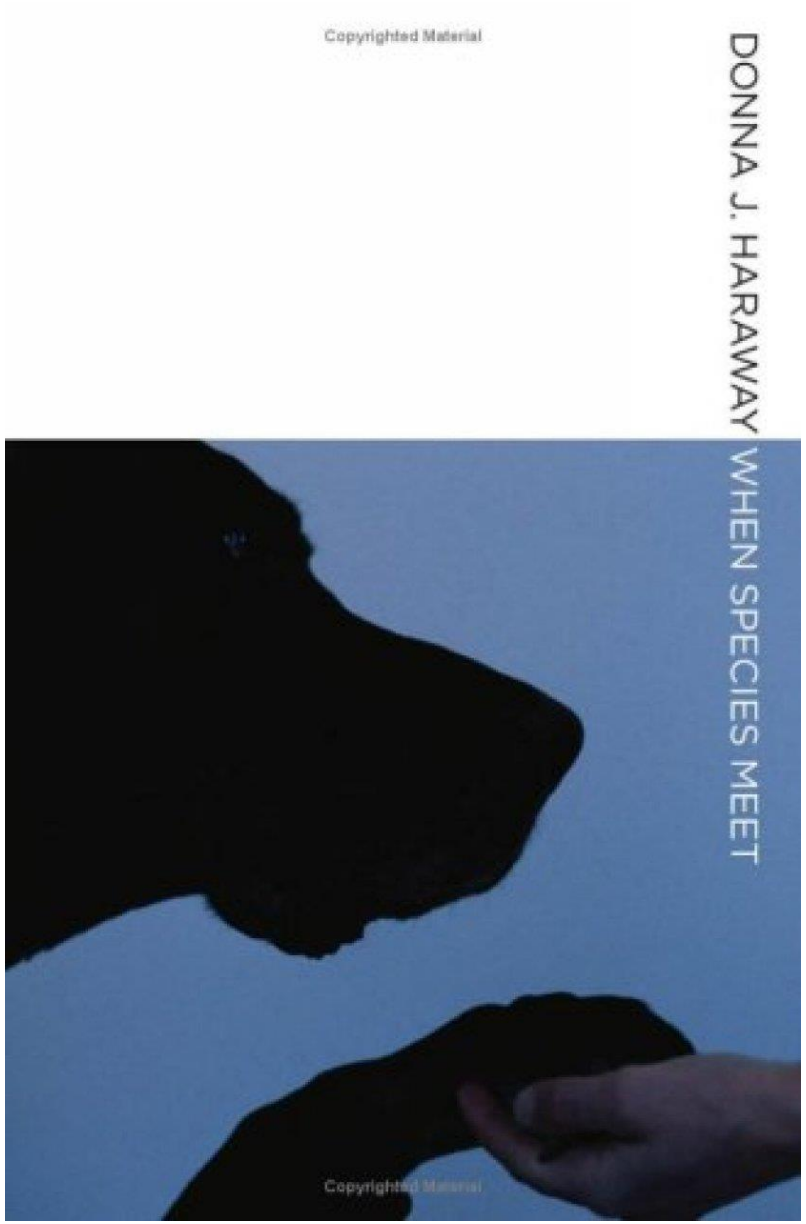

בעלי חיים
בני אדם
עיצוב

מה בין בני אדם ובעלי חיים?

Illustration: Katie Scott

“A single life form is a set of things that are not that life form – I am made of lungs, for instance, which are evolved swim bladders of fish”

Tim Morton (2013)

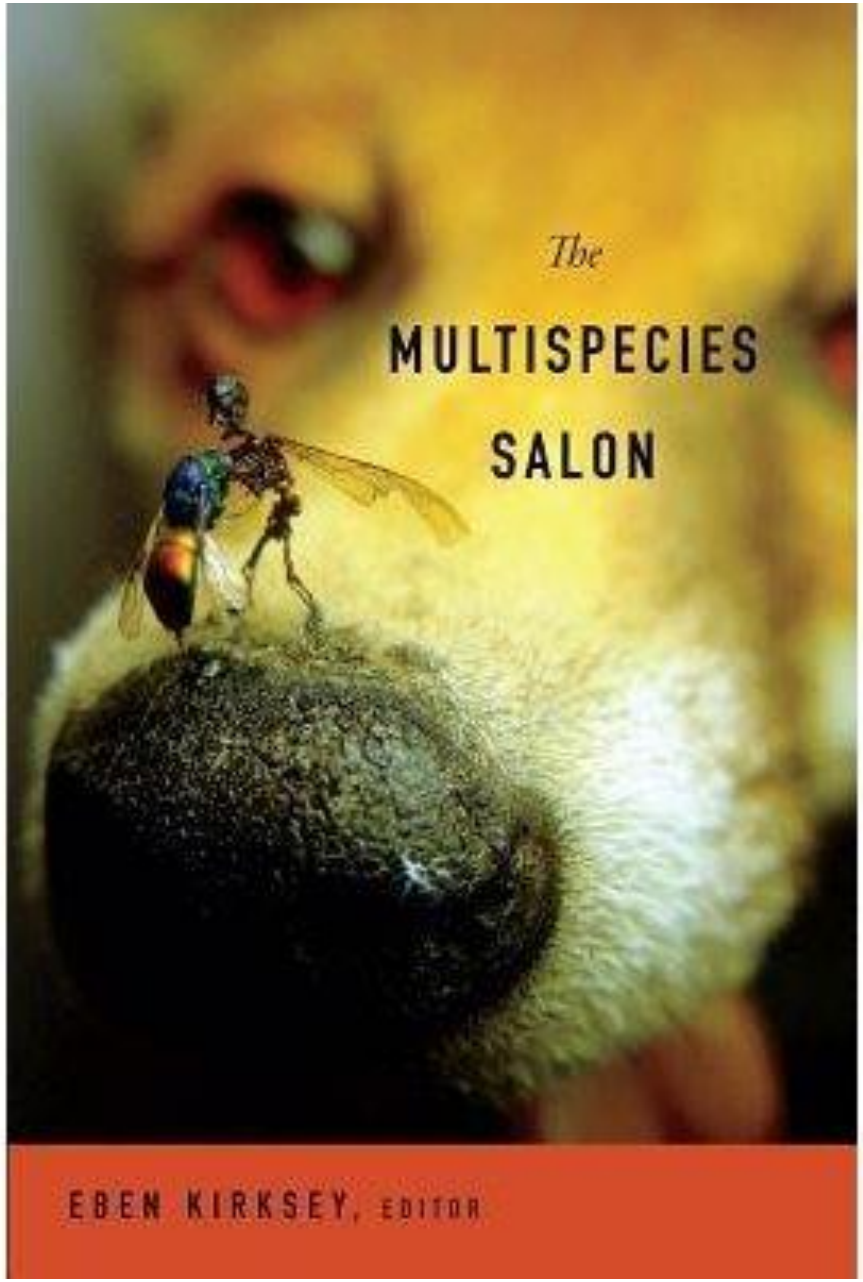


”

אני אוהבת את העובדה שהגנום האנושי נמצא רק ב10 אחוז מהתאים הקיימים במרחב אותו אני מכנה הגוף היום-יומי שלי. 90 האחוזים הנותרים מלאים בגנום של חיידקים, פטריות ומיקרובים אחרים, חלקם לוקחים חלק בסמפוניה שמחזיקה אותי בחיים, חלקם רק תופסים טרמפ, ואינם מזיקים לשאר הגוף שלי, הגוף שלנו.
בגוף זה אני נמצאת במיעוט.

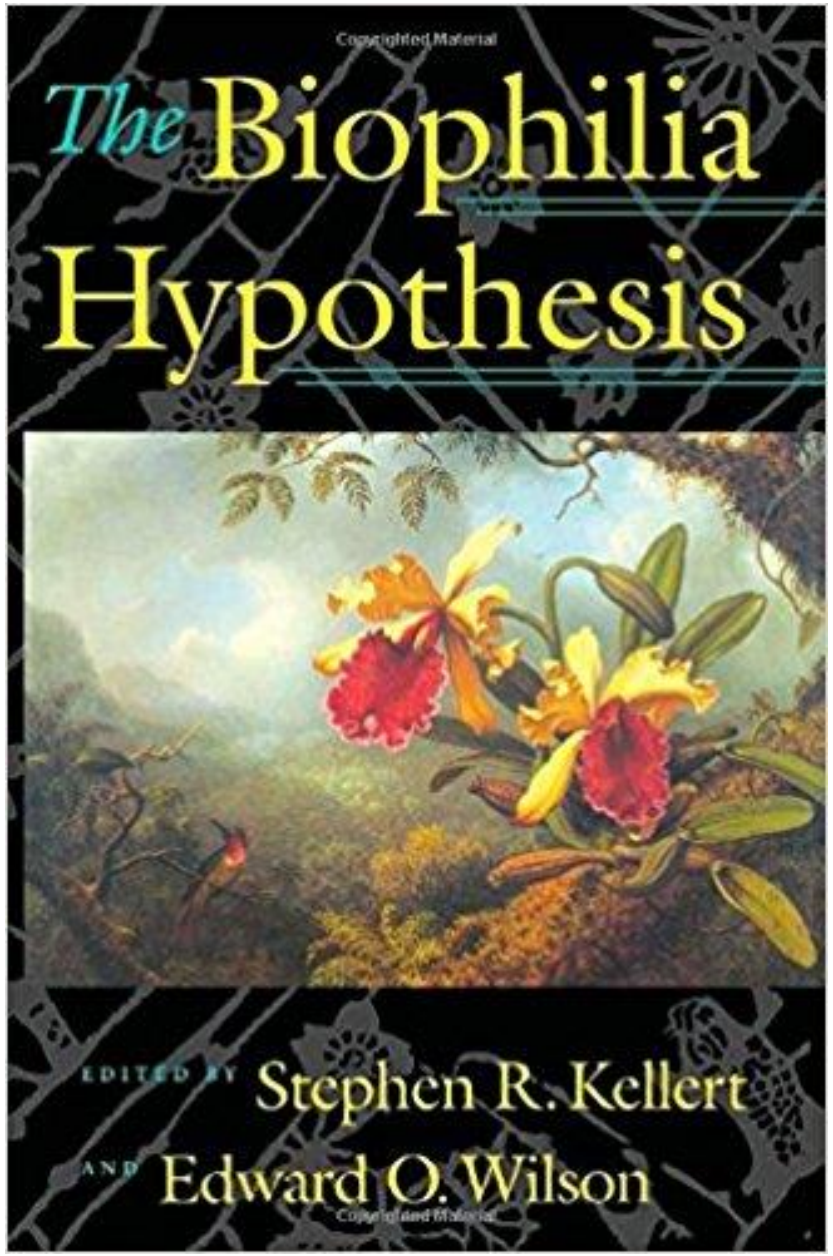
“

Donna J. Haraway, *When species meet*



The Animal Turn

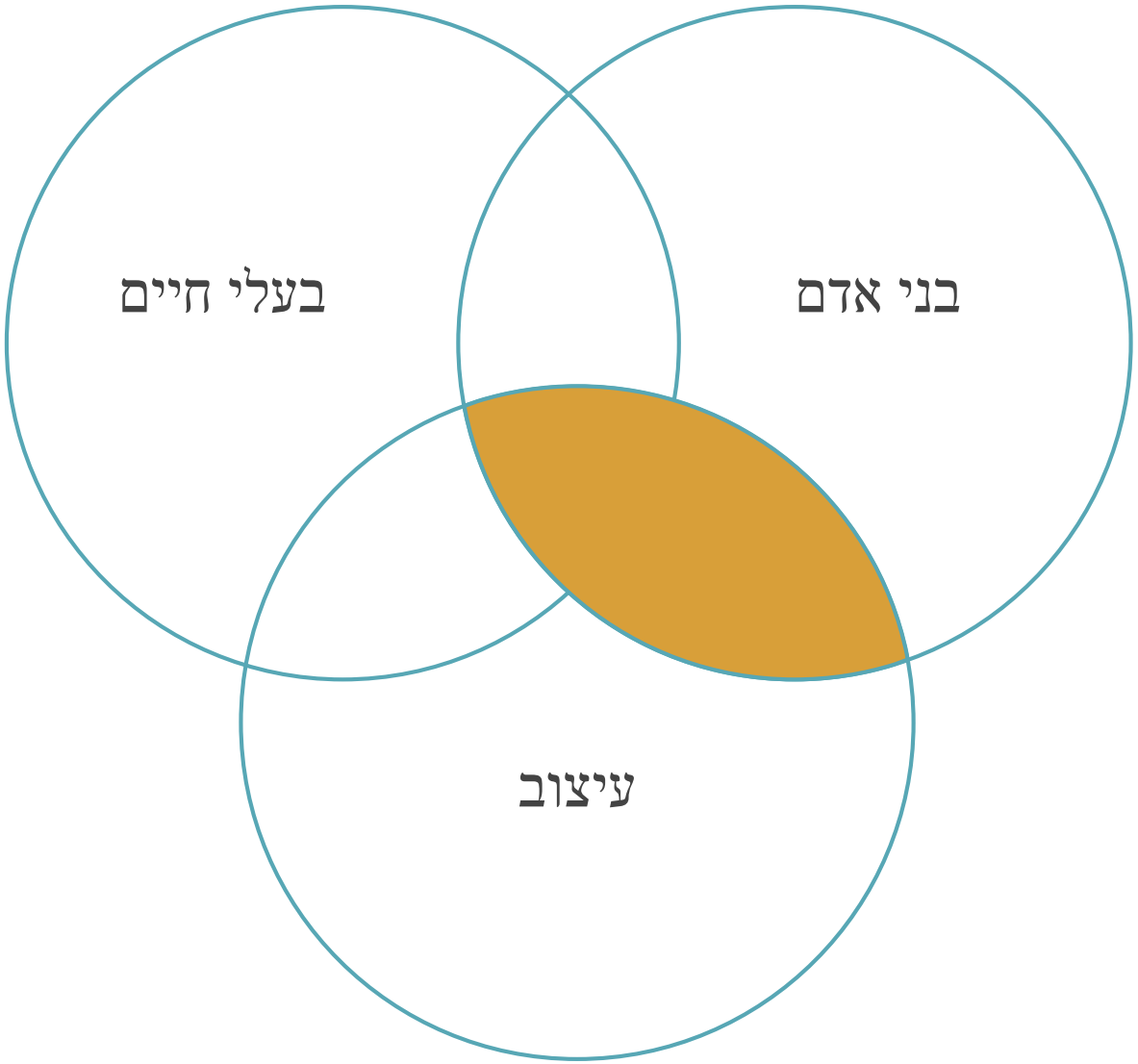
תשומת לב הולכת וגדלה כלפי ה"לא אנושי "בתחומים שבעבר התייחסו בעיקר ל"אנושי"

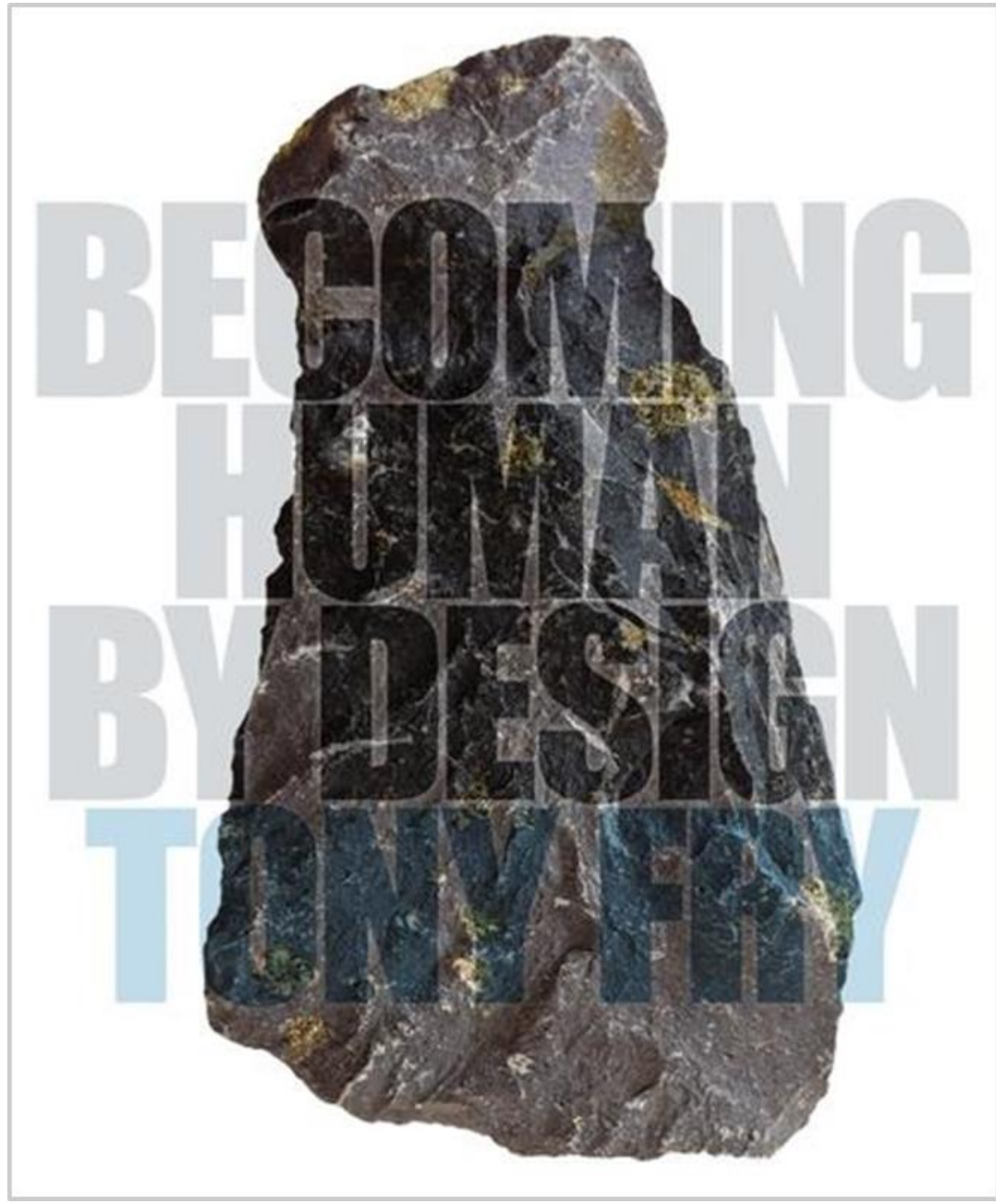


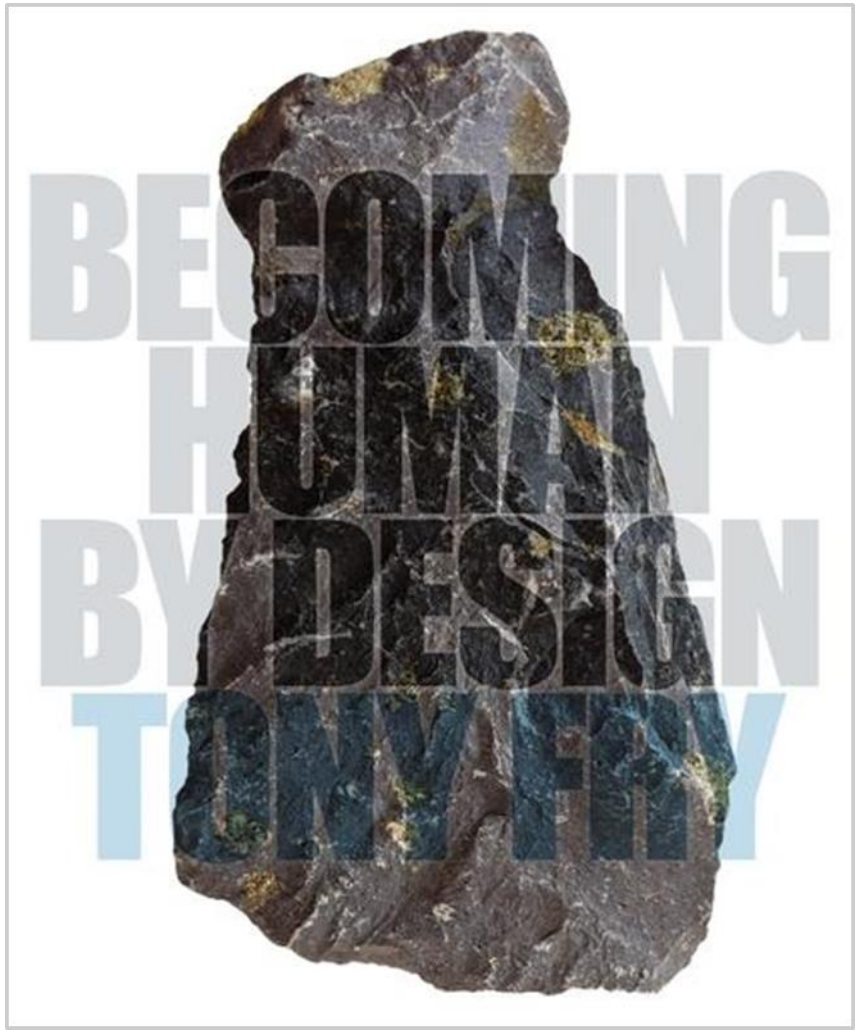
“Humans possess an innate tendency to seek connections with nature and other forms of life.”

Edward O. Wilson, *The Biophilia Hypothesis*

מה בכל זאת עושה אותנו אנושיים?


בעלי חיים
בני אדם
עיצוב


BECOMING
HUMAN
BY DESIGN
TONY FRY



“

…human intelligence is inseparable from design…

It is not just that primates evolved the intelligence to begin to make their own tools, but rather that tool-use by primates altered the nature of their evolution toward increased intelligence…

”

(Tonkinwise, 2013)

“

The historical link between animals and architecture is as long and as old as society. From its early beginnings… **architecture has been silently devoted to managing human and animal life**

”

The Cross-Species Design Imperative by Ned Dodington

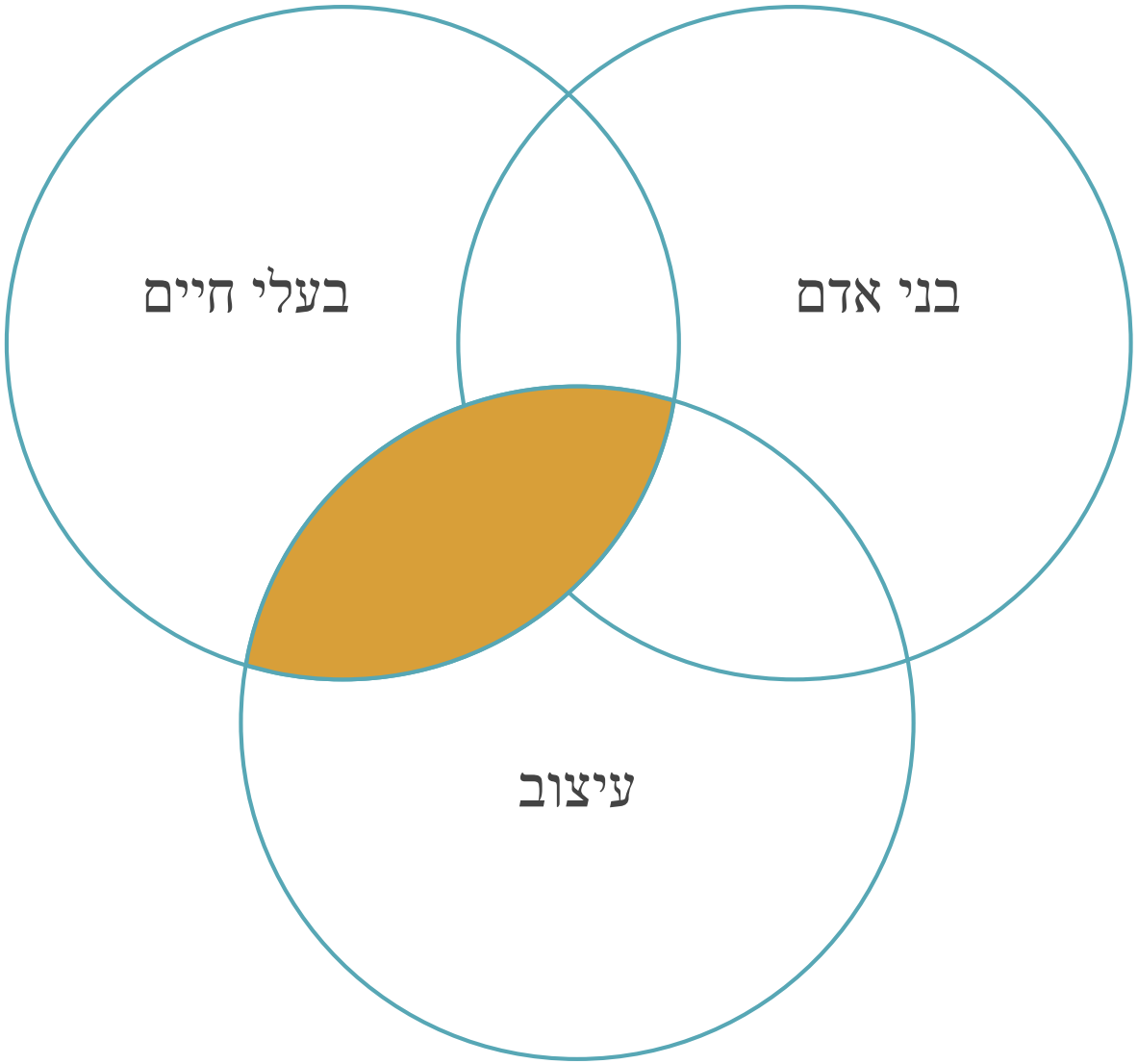

בעלי חיים
בני אדם
עיצוב

Image: Globaia.org

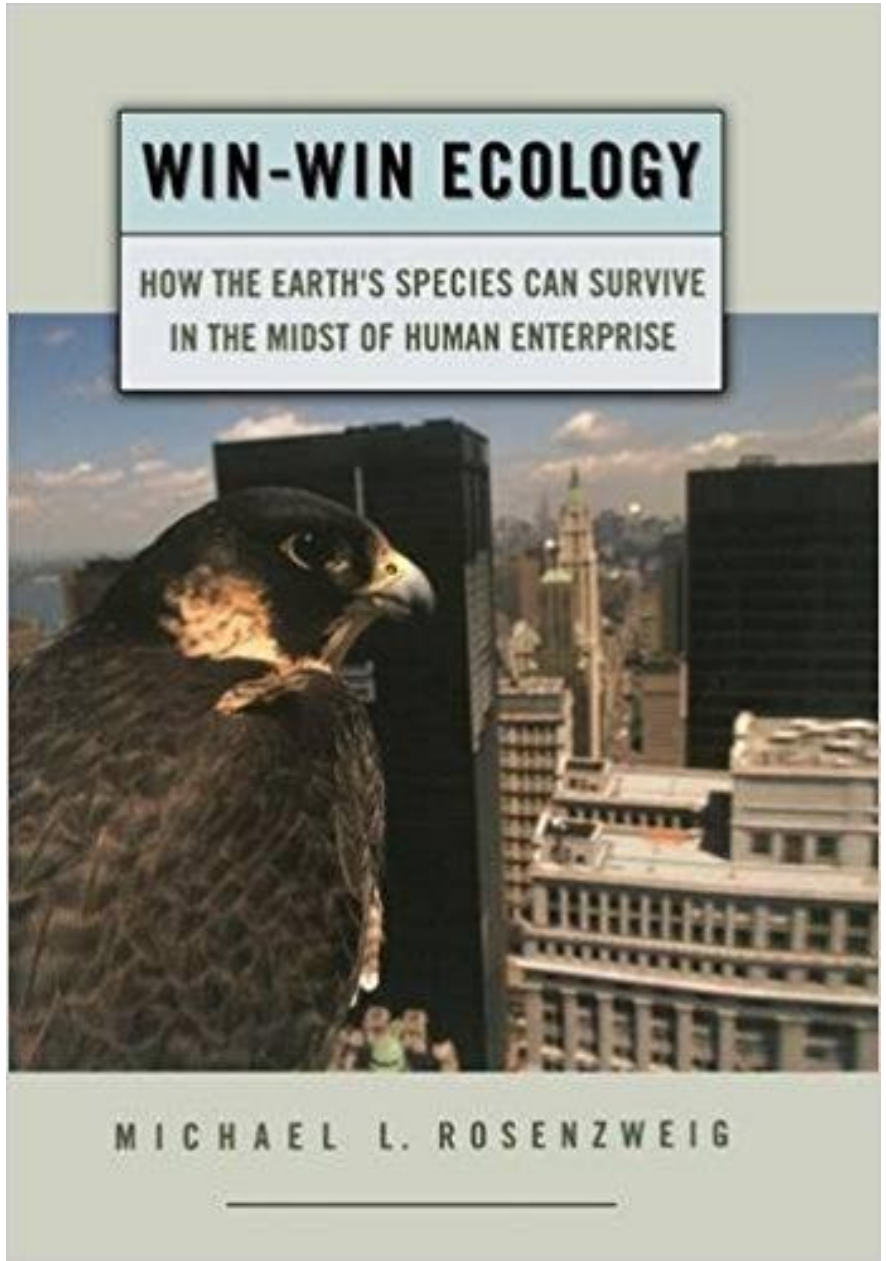
https://www.flickr.com/photos/mrmullaney/2569861703

www.depave.org

צילום: בני סטרשונסקי

Synurbization

Synurbization denotes changes in behaviour and adjustment of wild animal populations to the new conditions they encounter in urban environments (Luniak, 2004)

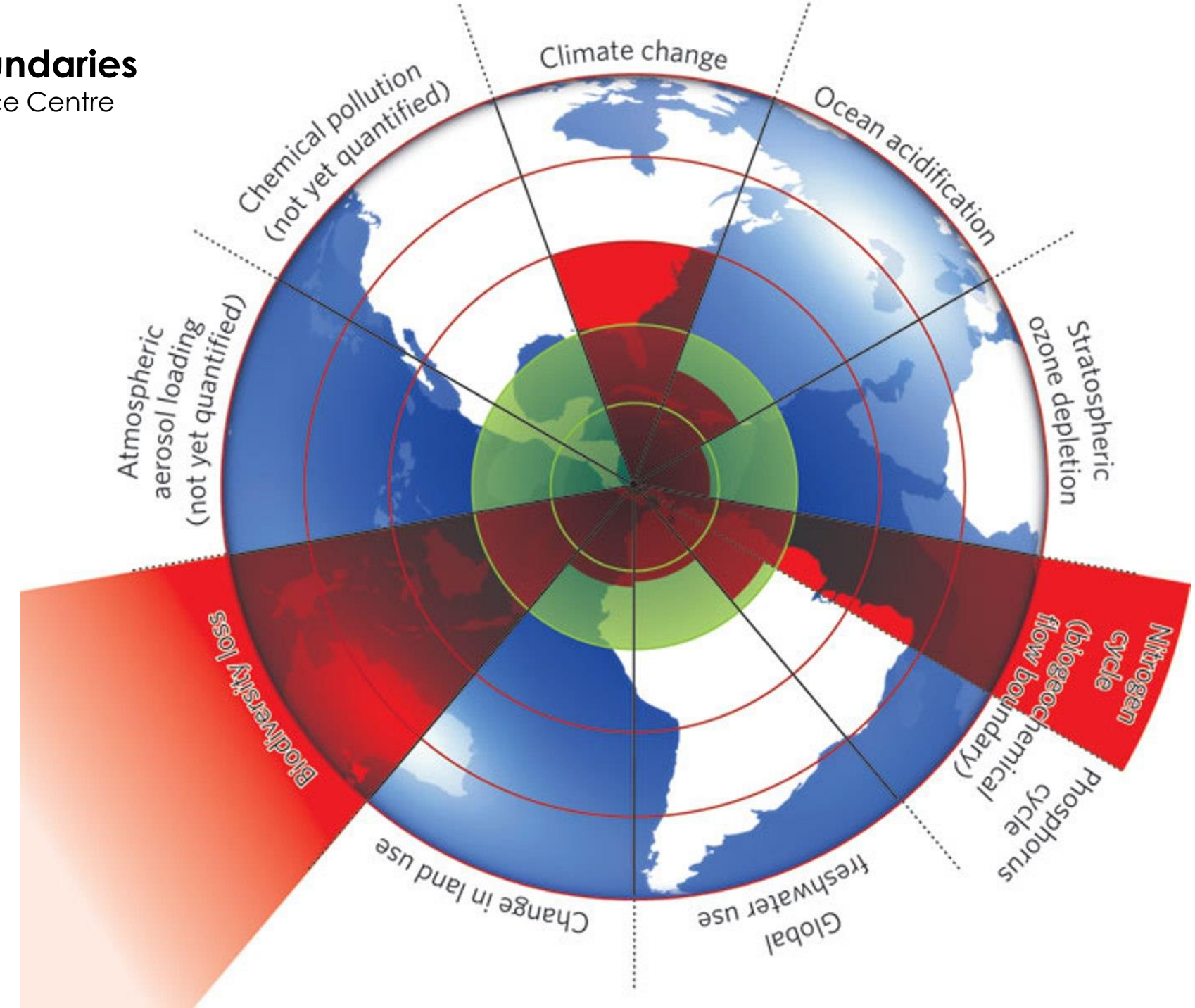


“There still is time, there is a good reason to believe that civilization need not destroy most of the Earth’s nonhuman species. The trick is to learn how to share our spaces with other species.”

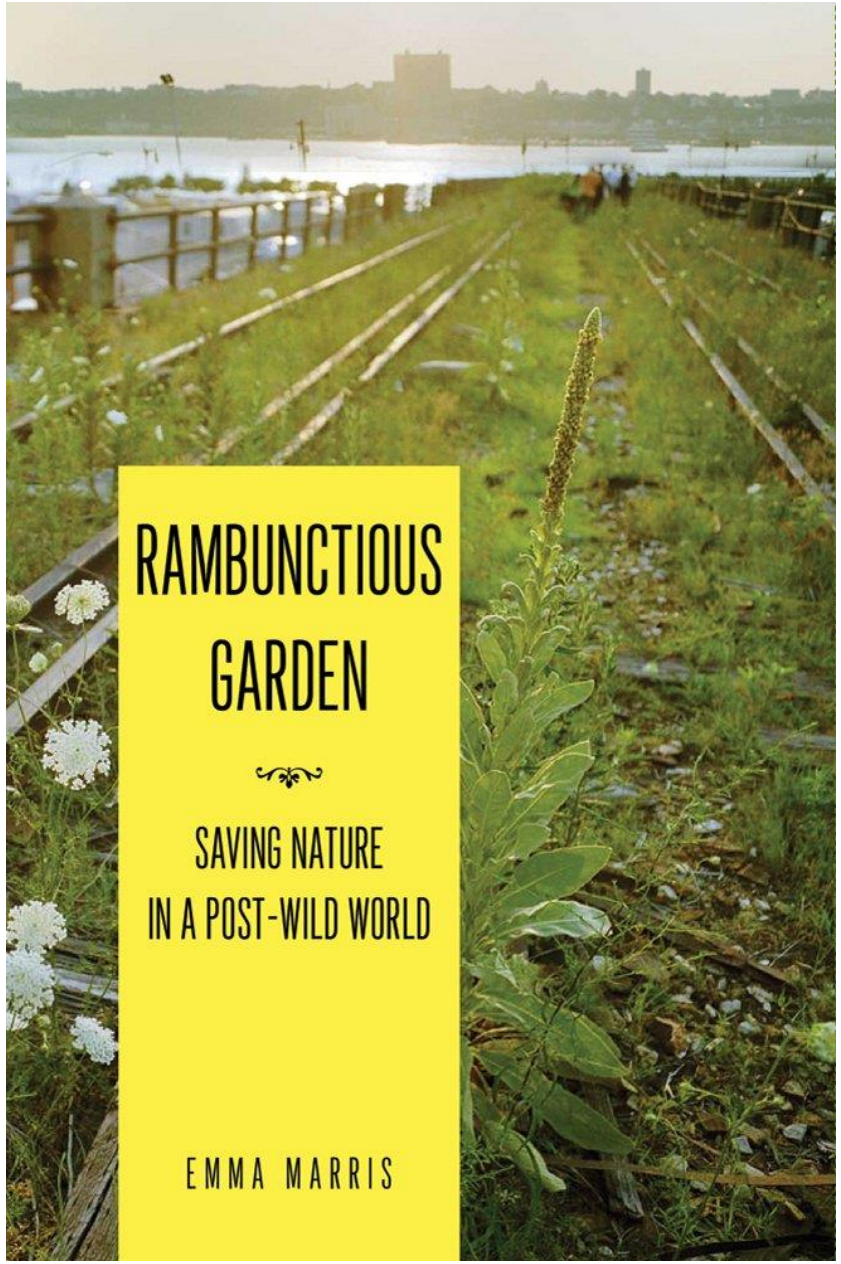
Michael Rosenzweig, *Win-win ecology*

Planetary Boundaries

Stockholm Resilience Centre

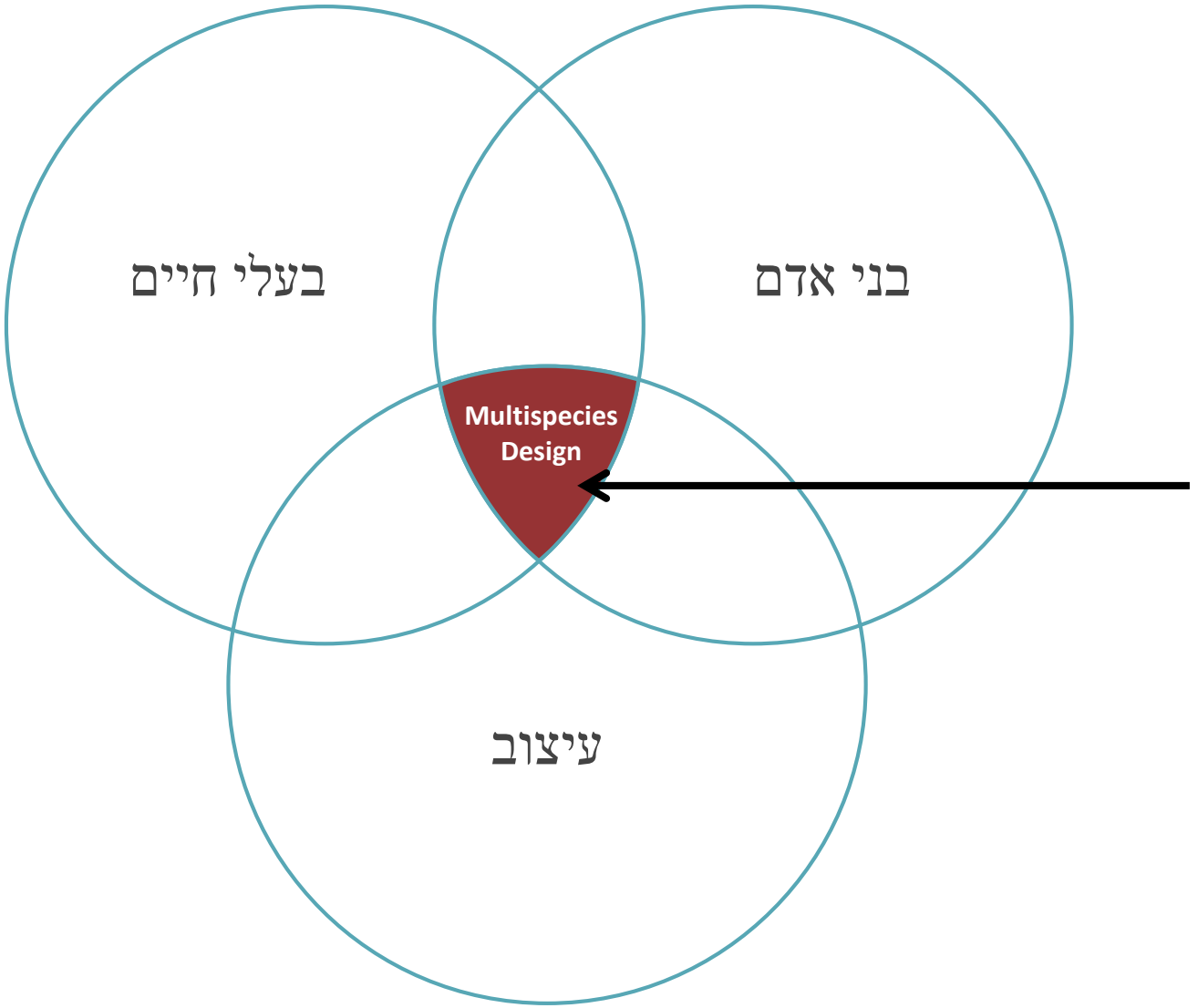


https://he.wikipedia.org/עינות_גבתון



> *We have lost a lot of nature in the past three hundred years—in both senses of the word lost. We have lost nature in the sense that much of nature has been destroyed… But we have also lost nature in another sense. We have misplaced it. We have hidden nature from ourselves.*

Emma Marris, *Rambunctious Garden*


בעלי חיים
בני אדם
Multispecies Design
עיצוב

"הרבה מונח על הכף במפגשים מסוג זה, והתוצאות אינן מובטחות מראש. אין נקודת סוף ברורה, אין סוף טוב או רע, מבחינה חברתית, אקולוגית או מדעית. **כל שיש היא הזדמנות להסתדר יחד עם מעט חן.**
ההפרדות הגדולות, בין אדם לחיה, בין טבע לתרבות, בין אורגני לטכני, בין פראי למבויית משתטחות להבדלים יום-יומיים – מהסוג שיש להן השלכות ודורשות כבוד ותגובה – לא מהסוג שמתיימר לקביעות נחרצות ונעלות."

" A great deal is in stake in such meetings, and outcomes are not guaranteed. There is no teleological warrant here, no assured happy or unhappy ending, socially, ecologically, or scientifically. ***There is only the chance for getting on together with some grace.*** The great Divides of animal/human, nature/culture, organic/technical, and wild/domestic flatten into mundane differences - the kinds that have consequences and demand respect and response - rather than rising to subline and final ends."

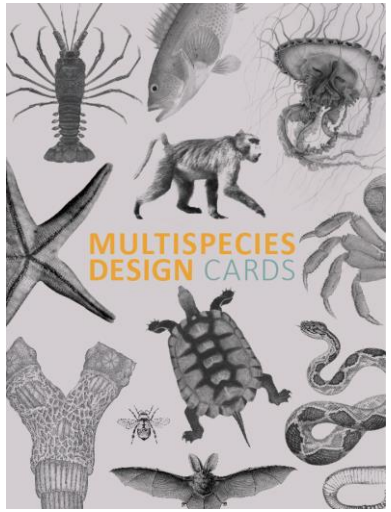
Donna J Haraway, *When species meet*

עקרונות לעיצוב רב-מיני

Multispecies Design A toolkit created to help in design projects involving nonhuman species

The full toolkit can be found at: *danimetcalfe.com/index.php/md/*

לראות ולחוות את המרחב מנקודת מבטן של החיות



RESEARCHING ANIMALS

Somatic design research

- Experiment in seeing and experiencing the world from the animal's perspective.
- Use your imagination, role playing, movement, props or any other means you can think of to help you with this.
- Change your viewpoint to the height of the animal and move in the environment at the animal's pace.

MULTISPECIES DESIGN CARDS

RESEARCHING ANIMALS

Multispecies Design Ethnography

- Spend time with your animal clients in the field.
- Use photos, videos, drawings and visual diaries to capture their interaction with their environments.
- Focus on eco-socio-technical interactions, i.e. interactions between animals, humans and manufactured objects.

MULTISPECIES DESIGN CARDS

Conceptual designer Thomas Thwaites investigating what it might be like to live as a goat

In The Eye Of The Animal Iteota.com •

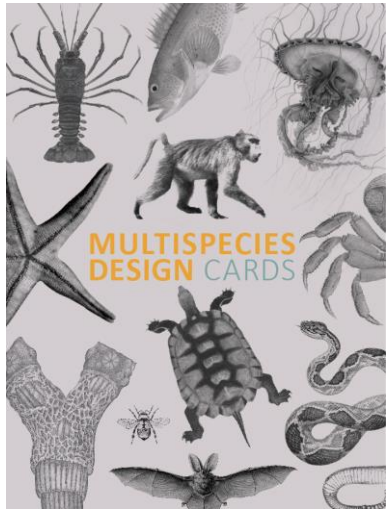
RESEARCHING ANIMALS

Proxy interviews

- Interview people studying the animal in question.
- Ask them to talk about the animal and also for the animal (as if they were the animal).

MULTISPECIES DESIGN CARDS

לעצב עבור הצרכים הייחודיים של החיה

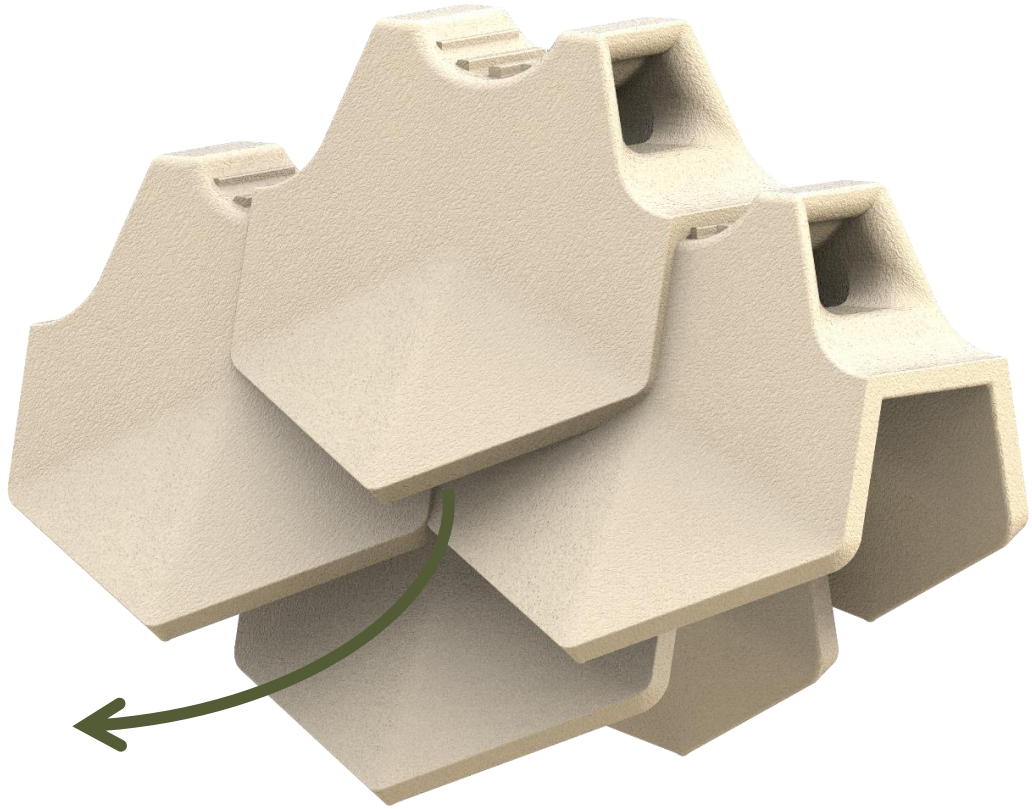


ANIMAL CLIENTS

Identifying needs

- Identify the needs of the animal you are designing for.
- What is missing for them in human habitats that exist in natural ones?
- What risks are present in human habitats that can be addressed by your design?

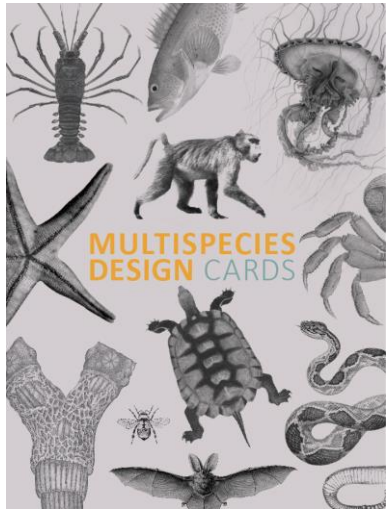
MULTISPECIES DESIGN CARDS

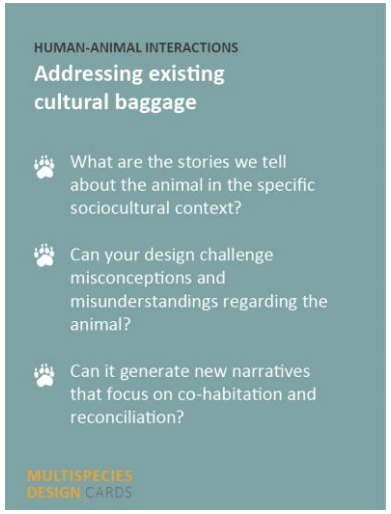


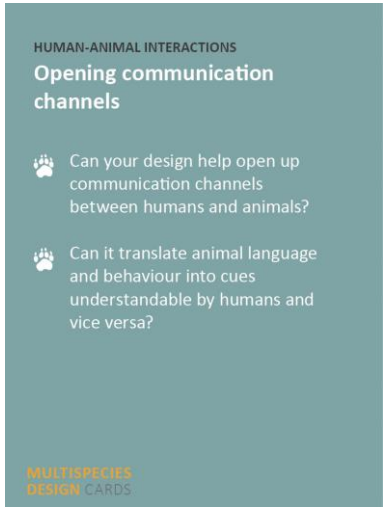
RepTile

עבודות סטודנטים קורס אדם-חיה-מכונה | נופר קן

להגדיר מחדש את מערכת היחסים הרצויה עם בעל החיים סביבנו



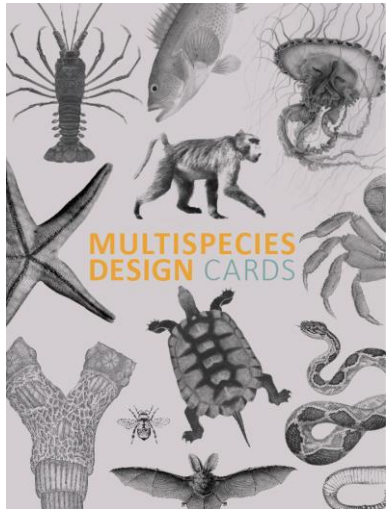


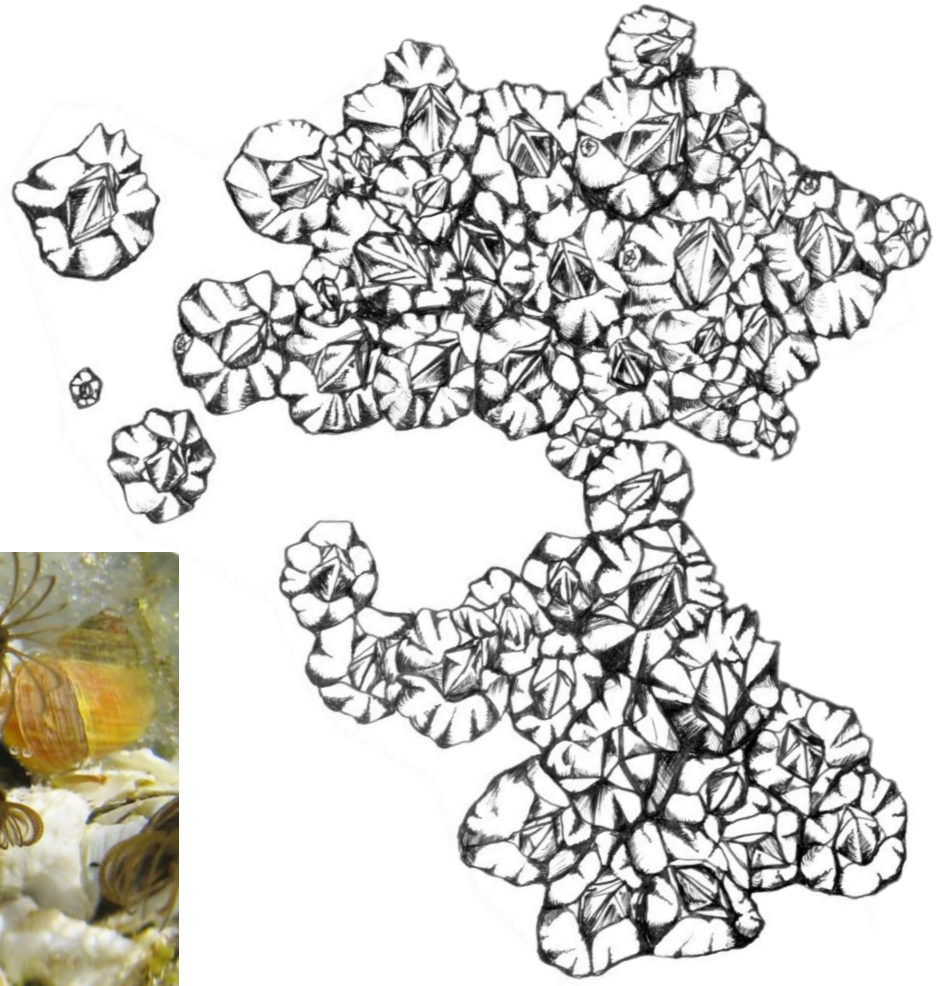


עבודות סטודנטים קורס אדם-חיה-מכונה | הדר אוליאל

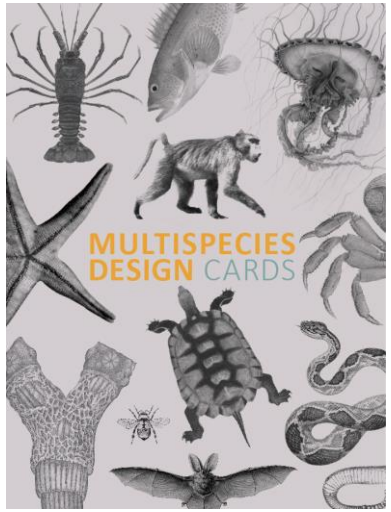
עבודות סטודנטים קורס אדם-חיה-מכונה | רובי גל

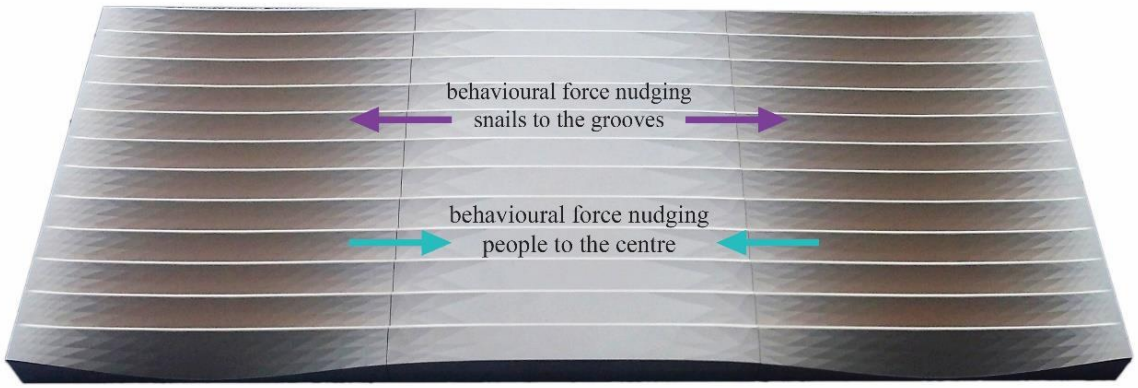
להנכיח את הטבע החבוי סביבנו





הפרדות רכות, סינרגטיות ומבוססות התנהגות



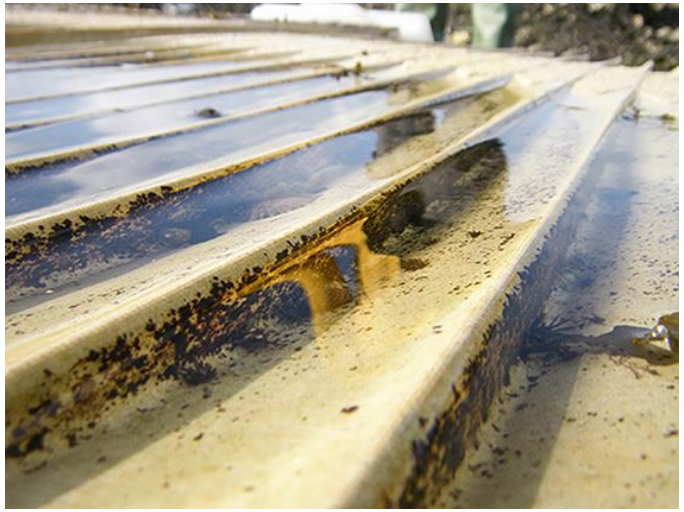


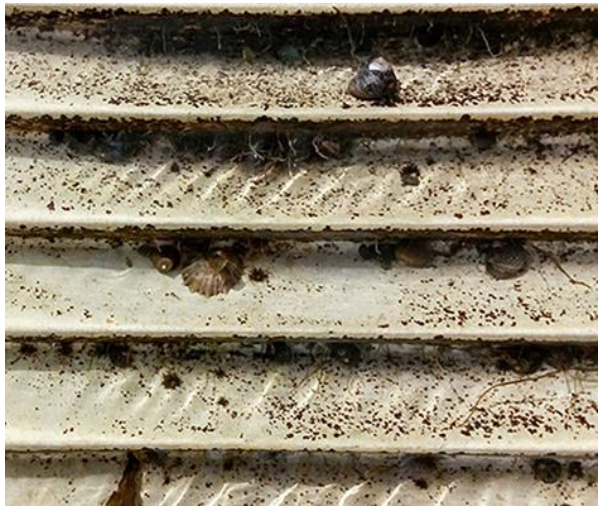
HUMAN-ANIMAL INTERACTIONS

Soft reservation

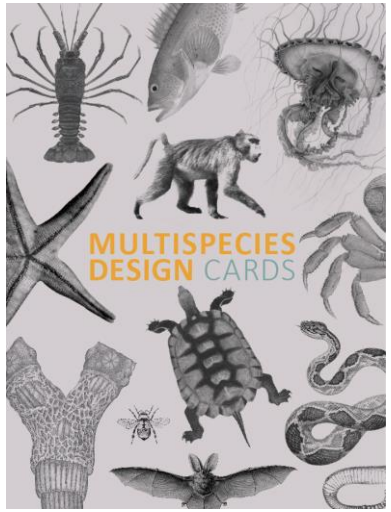
- Some degree of separation between the animal and human uses of a structure is sometimes needed to keep humans and animals safe.
- Can this separation be achieved by addressing human and animal behaviour?
- Can hard barriers be avoided to leave room for interaction?

MULTISPECIES DESIGN CARDS





תכנון המשלב מפגש ואינטראקציה יחד עם שמירה על בעלי החיים



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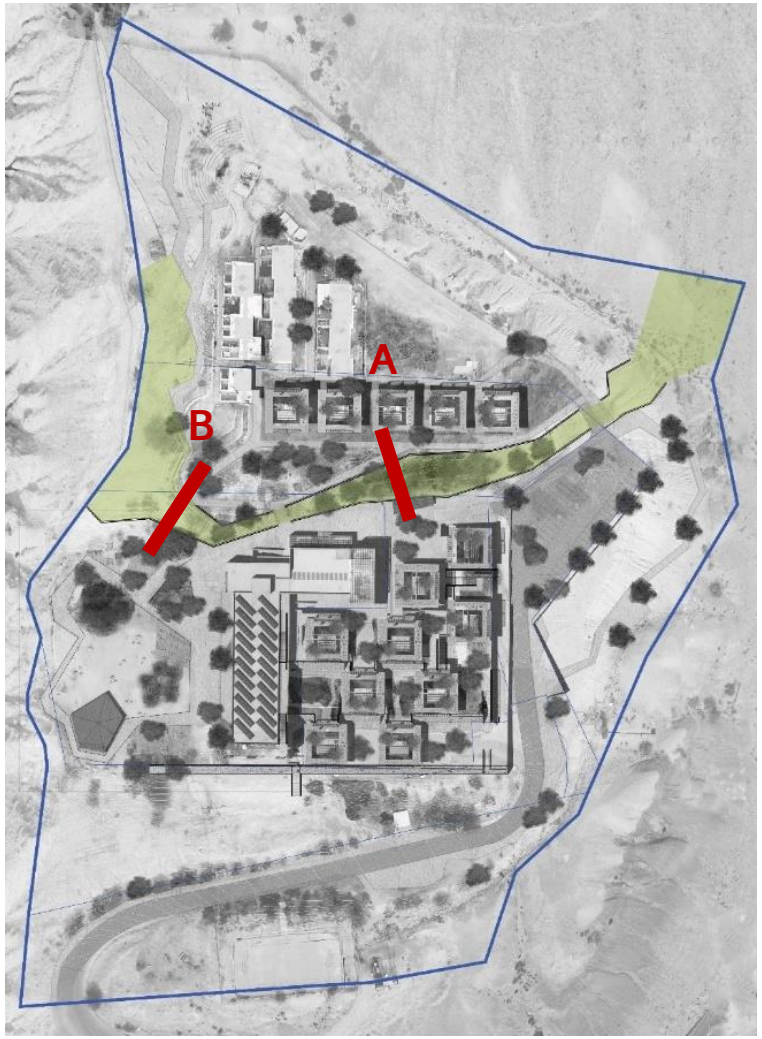
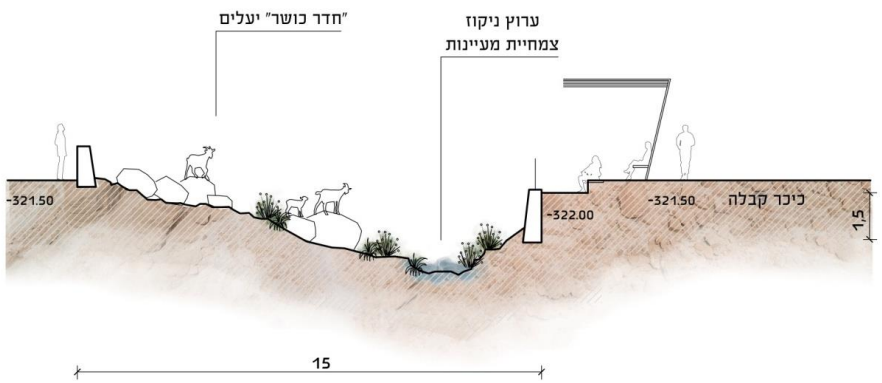
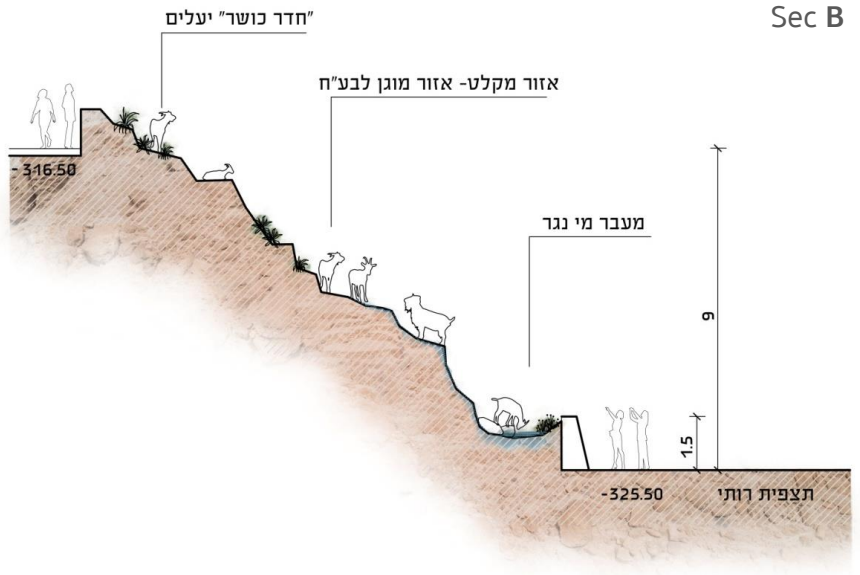


Sec **A**

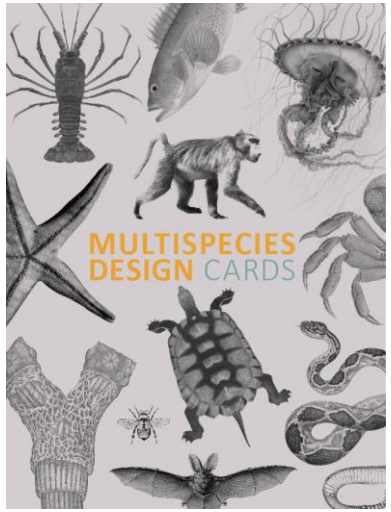


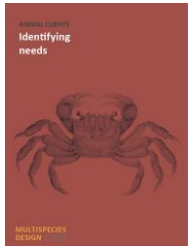
Sec **B**

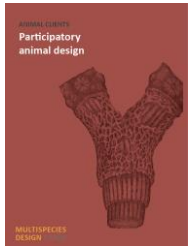


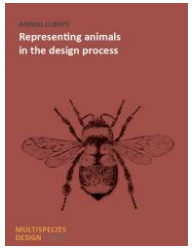
תכנון נופי בית ספר שדה עין גדי – משרד נחלת הכלל

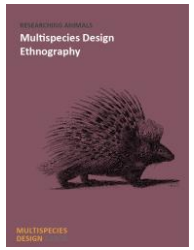
Multispecies Design A toolkit created to help in design projects involving nonhuman species

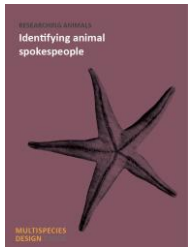


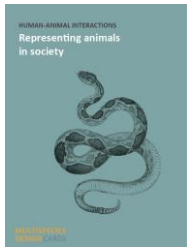


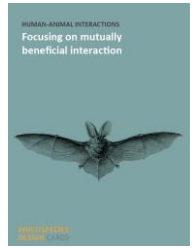


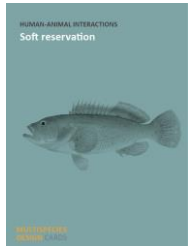


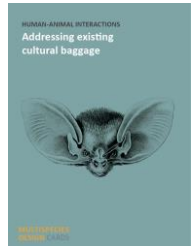


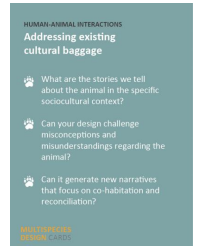


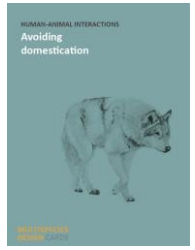


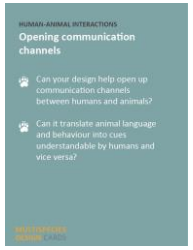


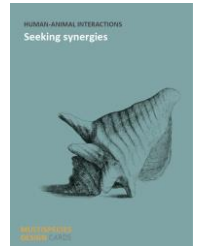


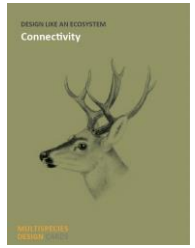


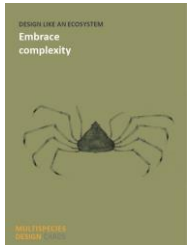












The full toolkit can be found at: *danimetcalfe.com*

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