

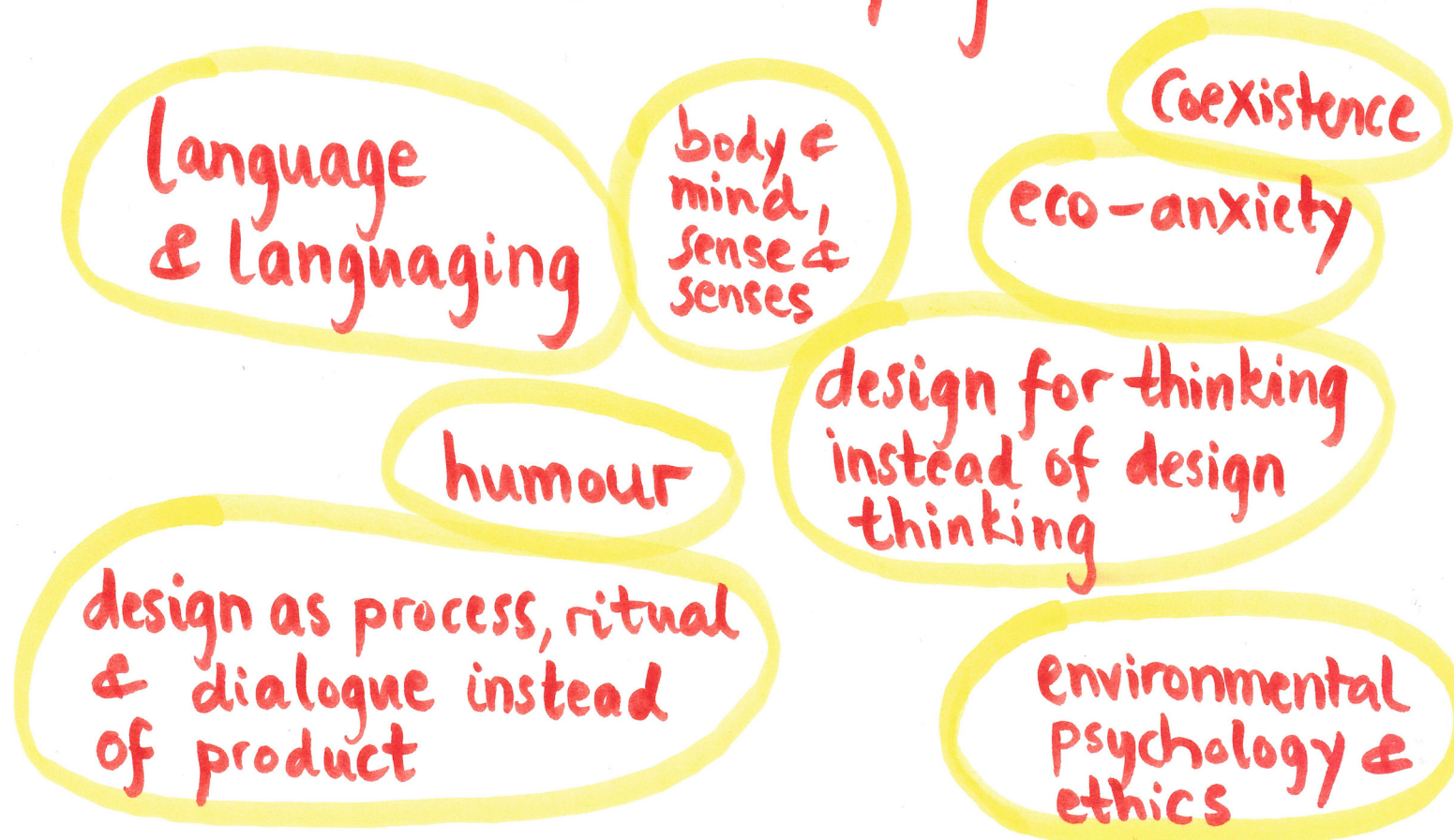
The HUMAN Object

An exploration
of the human
relationships to
the designed world

The interrelation between human and design

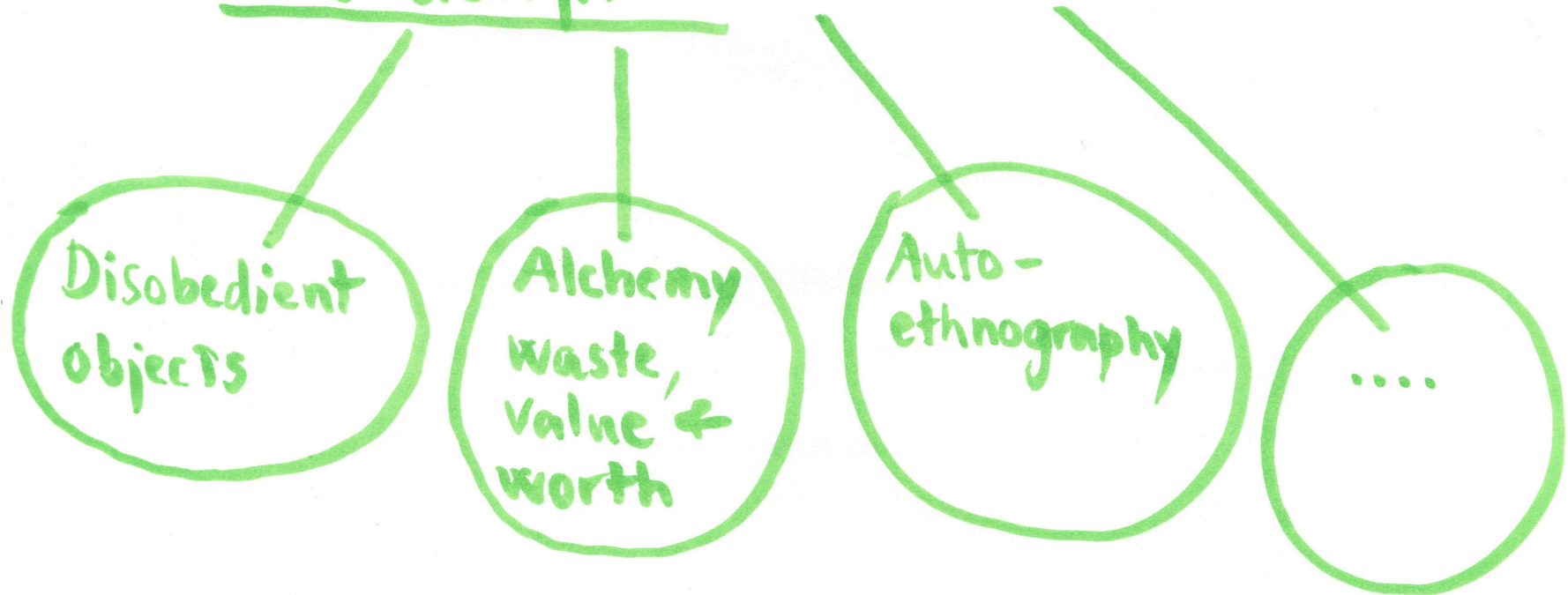
I also like to frame it as an interrelation because this activates the designed objects and in a way gives them a soul and autonomy. What happens when we use another language when we talk about design? How does this shape the relationships we have to the things surrounding us, if we think of this as a symbiosis instead of a one way relation?

Topics & Methods related to the project:



I have worked a lot with mapping the project, to clarify what it is about and placing it within a context of existing knowledge. I realize the broadness of the project and that it touches upon a lot of topics. Some of them are more important than others, some are methods, approaches or attitudes, while others rest on theory within fields like philosophy, sociology and psychology. I love this openness and ocean of possibilities and believe that exploring a multitude of fields is a method to discover hidden spaces in between. At the same time it can be overwhelming and a bit confusing, because everything seems important and interesting, and that no matter where I start digging there is a world of possibilities and material for at least ten phds.

Design experiment/projects
related to the main topic
interrelation between human
and design



Galaxy Dimension Addendum

This addendum contains important updates to the Galaxy Dimension installer manual. This addendum must be used in conjunction with the IEx-0063 manual in order to ensure compliance to EN50131 requirements.

Programming limits for compliance

The following programming limits must be observed for compliance to EN50131.

Entry Time – Parameter 51.05

The entry time for the unsetting procedure shall be limited to a maximum of 45 seconds.

Abort Time – Parameter 51.03

An alarm shall not be remotely notified until the warning device has operated for a minimum of 30 seconds.

Tamper Reset – Parameter 51.07

Tamper restore authorization should be set to access level 3.

Inhibit (Omit) Function for PA Zones – Menu 52.4

In attribute 52.4=Omit, for programming zones, the omit function should be disabled for PA Zones.

Clock Speed Adjust

When setting the time in menu 41, it is possible to modify the speed of the real time clock for correcting drift in adverse conditions by pressing the * key then entering a correction value. However, for EN50131 compliant installations, this should be left at the default setting (0).

Alarm Confirmation settings (UK requirements only)

The following options should be configured depending on the version of PD6662 which the installation is to comply to:

Compliance and approvals

This product has been independently tested by CNPP to the following directive and standard:

R&TTE 99/5/EC

EN50131-3: 2009 security grade 3, environmental class II

This product is suitable for use in systems designed to comply with EN50131-3:2009:

- Security Grade: 3
- Environmental Class: II
- Power Supply Type: A
- Alarm Transmission System: ATS2=D2, M2, T2, S0, I0

The Dimension control panel is compatible with the relevant parts of the following standards:

EN50131-1:2006+A1:2009 Alarm systems – Intrusion systems – General requirements (grade 3).

EN50131-6:2008 Alarm systems – Intrusion systems – Power supplies (grade 3).

PD6662:2010 Scheme for the application of European Standards for intruder alarm systems.

BS8243: 2010 Installation and configuration of intruder alarm systems designed to generate confirmed alarm conditions - code of practice.

The ALCHEMY project is about reimagining what is considered to be waste and what is given value. Since I have used a lot of wood in my design practice, it felt natural to start my alchemical material explorations here. I like wood because it is a living material that is quite easy to shape, yet it has its own agenda; you can manipulate it but also have to play along with the nature of the material (it is a bit disobedient). I also love that fact that one piece of wood is never identical to another, that it is degradable and that it appeals to many senses; touching the warm surface, smelling it, seeing the perfect imperfections, etc. Wood can be experienced as a living creature; we connect to it much like a person or an animal, which makes it the perfect material for this project. I will therefore build on my experience of working with wood. However, being much more aware of the aftereffects of the traditional design process of products and furniture, I want to look into the issues of waste, value, and the use of resources. What is waste? And how is it decided what is waste and what is not? How can I reconsider and reimagine what is considered waste and what is given value?

WASTE
VALUE
HIERARCHY
ALCHEMY
GOLddigging

Affordance
Repair
Wabi-sabi
Kintsugi
Upcycling

RESOURCES
Tim Ingold "Lines"
Guiseppe Penone
James J. Gibson
Donald Norman

In a system where planned obsolescence has led to overconsumption, we have to reconsider how we look at waste and value, and be humble towards the planets resources—not taking more than we give back. We must consume less and make things last, embrace repair, and recognize the poetry of imperfections. I will therefore also work with wood and other materials in a collage technique, taking used material from one context into another, combining old and new materials, and play with hierarchies of value and worth. I am also interested in how these methods expose layers of history and give life and personality to objects.



These are observations of trees and wood in different stages and shapes on my way to work.



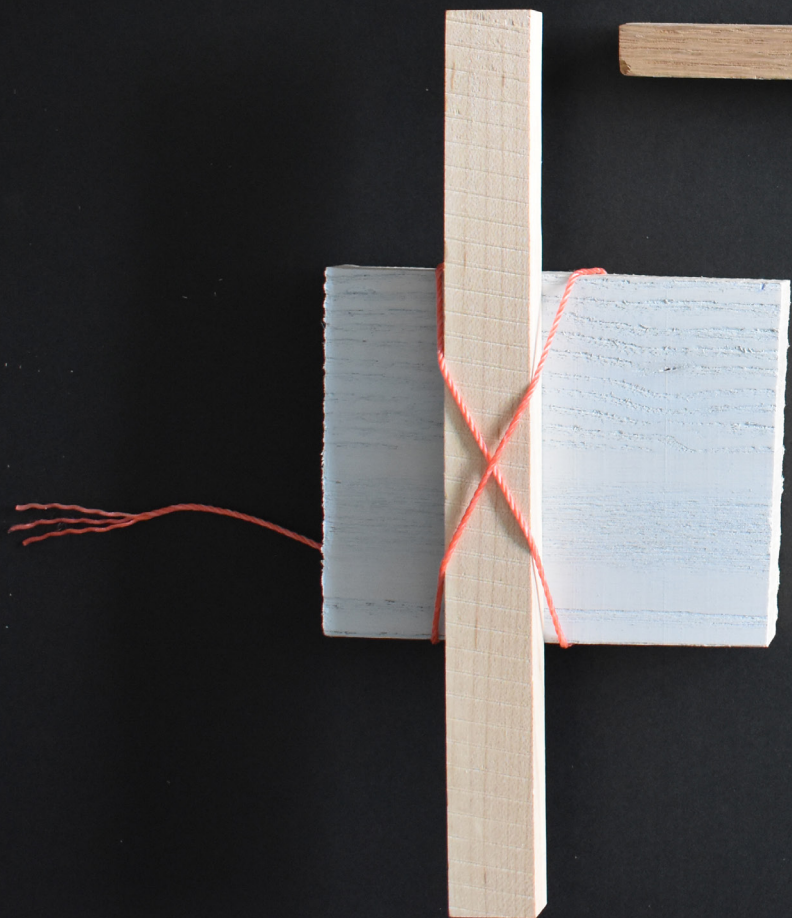
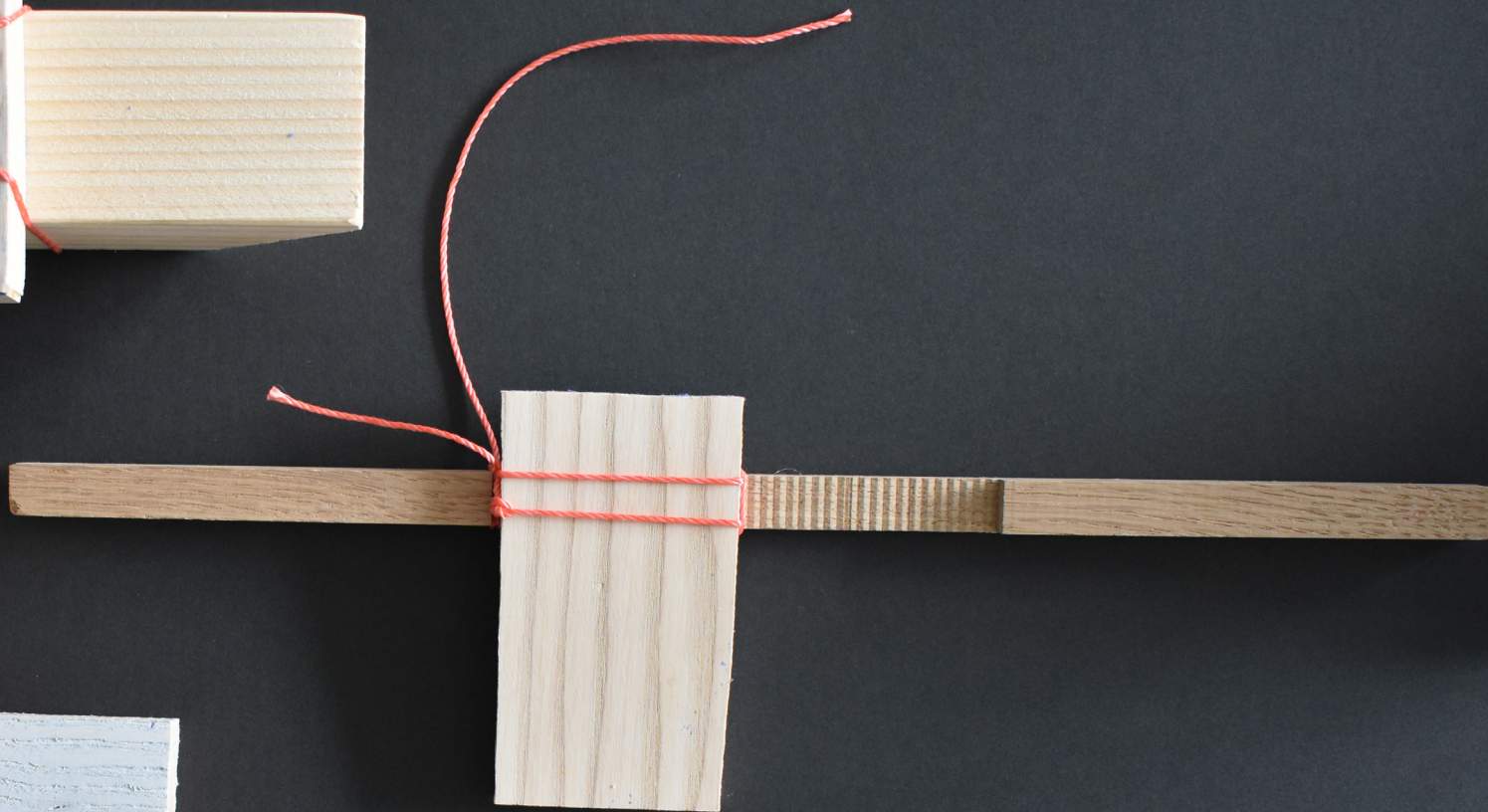
Arriving at my work, I emptied the trash at the wood workshop.



And arranged it.

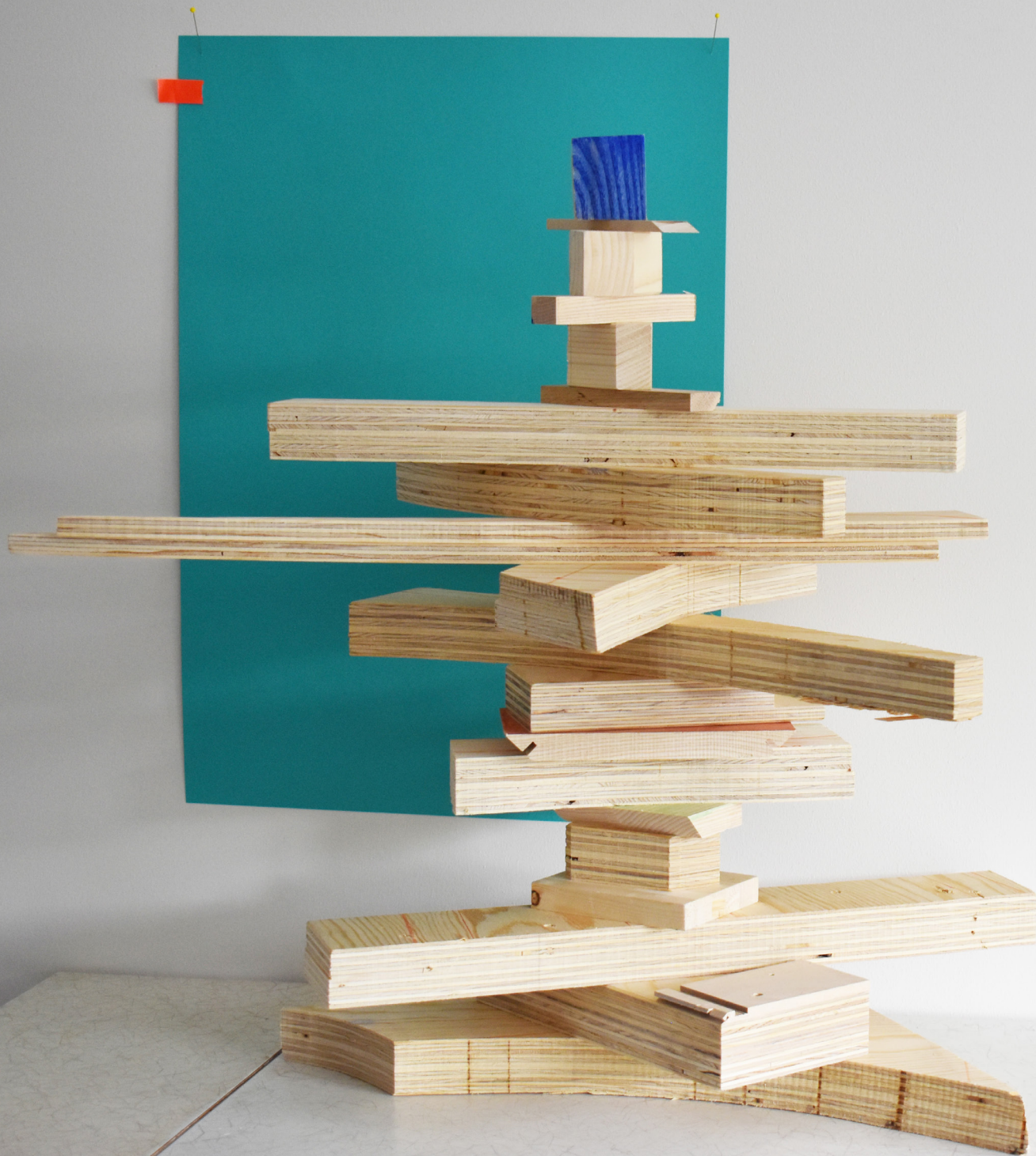


Then I started playing and composing with the cut-offs. Rules for the experiment: do nothing with the original pieces (no cutting, painting, drilling etc.), and only combine the elements with string and tape. Also: Ignore functionality.











(Sometimes you get frustrated and it can help to materialize some swearing!)





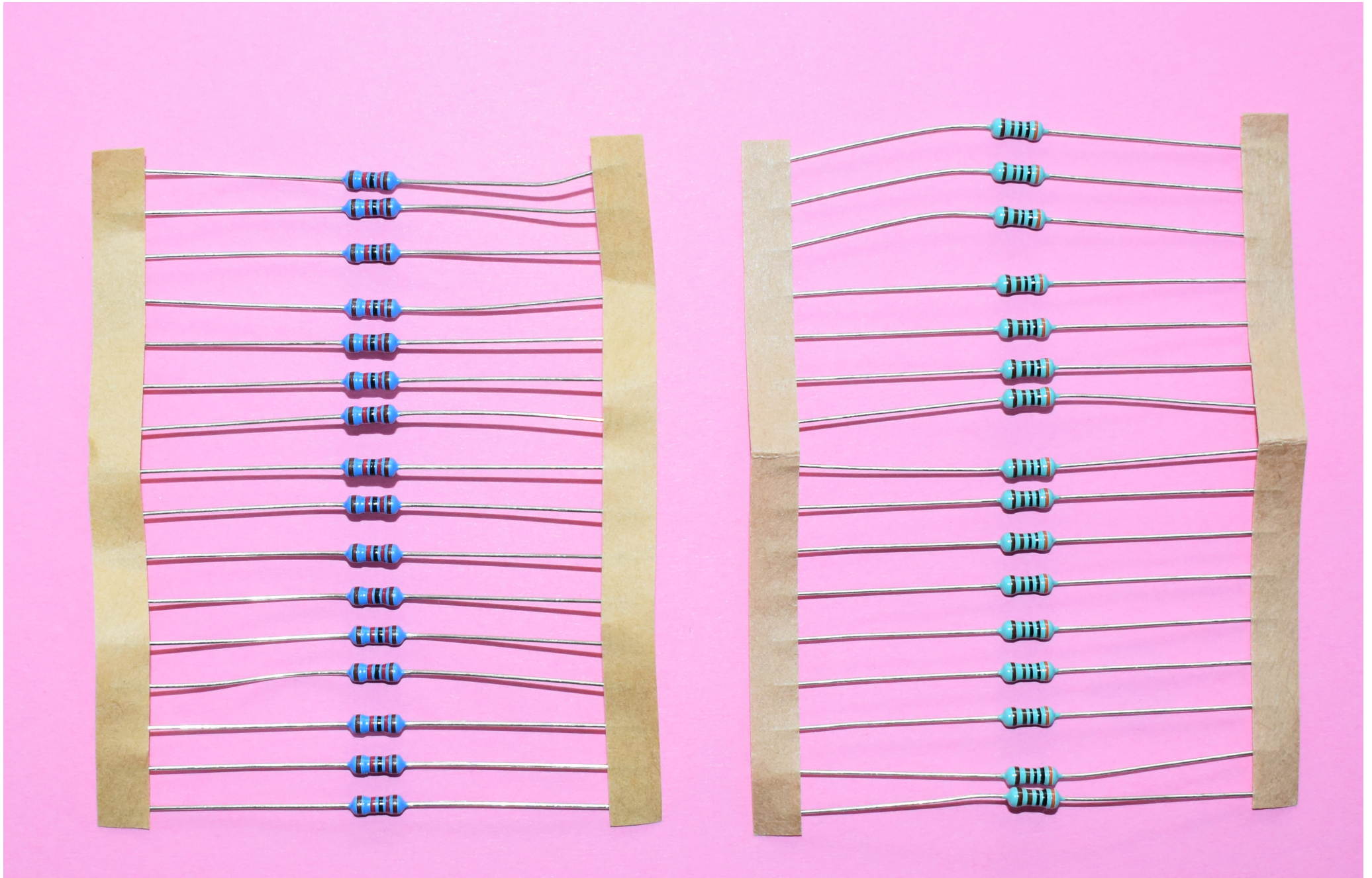
After some time I went back to the Alchemy project and started working with colour.



Sticking with the rule of working intuitively and refuse to think of functionality and result.



Again I scavenged from the trash - this time the trash left from the electricians installing new alarm systems in our studios.



I found these ones. So nice! I don't know what they are, only that they have something to do with electricity. They might just as well have been jewelries. But they are now defined as trash and have no value.



Arranging and composing. Reflecting on how quickly things go from having a function and a value to have neither. I realize I am very inspired by archaeology. What I am doing here is a form of contemporary archaeology.

12/8-19

Collage/bicollage technique.
Layers of history and
traces from the past
integrated in the work from
using waste/discarded/displaced
materials

Intuitive creative process,
not focusing on function
and outcome.
Let accidents happen, let the
material and my interaction
with it lead the way. Try to
turn off the judgemental, analytical
brain and play and have fun.

12/8-19

The alchemy project —
What is it about and
how does it relate to
the human object design
research project?

The aftereffects of design —
waste.

Question how we consider
waste and value.

What value can come from
waste?

Explore potential and alterna-
tives.

DISOBEDIENT OBJECTS

OR:
Rebellious/
turbulent/
disloyal/
disorderly/

feisty (sprelsk) /
defiant (trassig)

OR:
autonomous?

What happens when objects
stop behaving like our slaves
and start doing what they
want? What happens when
the traditional hierarchy between
human and designed object is
turned upside-down?

the chair eating
Julias dress

a chair is
not supposed
to behave like
that

the chair is
acting rebellious

example of an
object that
refuses to
follow the
rules and
start living
its own life,
sick of serving
us

You don't
always
agree with
your pets/
friends/family,
and you don't own
them.

What if we
started treating
our objects as
friends instead of
servants or
slaves?
or pets
family?

But you can become adoptive parent/
gardener/friend to the object

And you
might start treating
the objects with
more love and
respect

Care &
repair/
mending

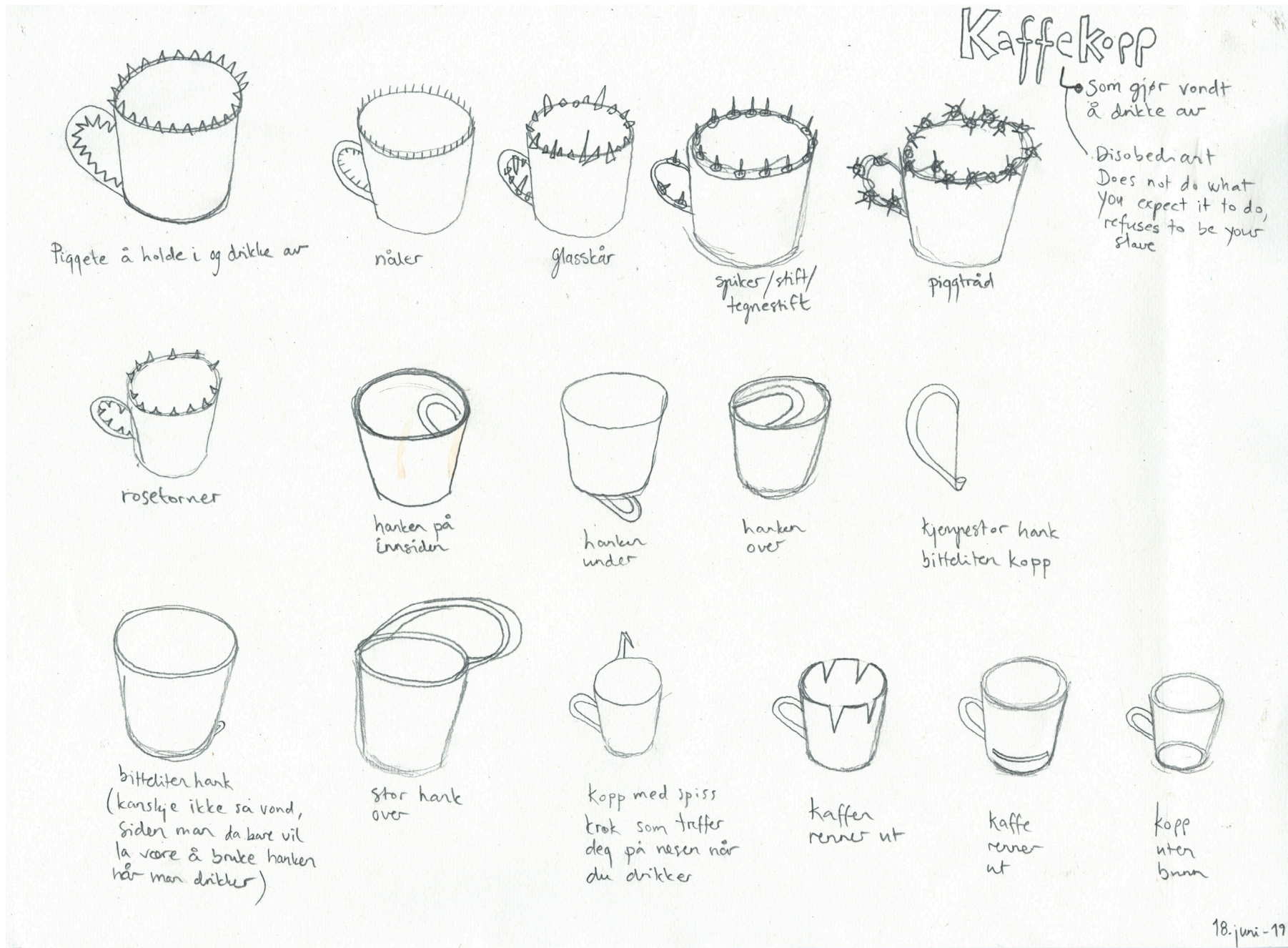
maintenance

Inspired by an incident in Helsinki when one of my supervisors dress got stuck in the chair and she had to crawl out of the dress and the chair had to be disassembled to get the dress free. Talk about disobedient object!

Resources:
Design as politics
Adversarial Design
Critical Design
Discursive Design



I took one of the most trivial objects I could think of; a coffee cup, an object we take for granted, that is almost invisible to us and serves the simple purpose of transferring hot coffee to our body in a pleasant manner.



Then I started sketching ideas for disobedient coffee cups; coffee cups that do not want to do as we expect them to. This is just a humble start of the disobedient objects project. Disobedient objects are everywhere, it is just to start observing. Like the disobedient suitcase on the train that kept on rolling on its wheels out of its allotted place. Passenger getting annoyed, but nobody knew who owned it and could make it obey. I will make a collection of pictures, drawings of disobedient objects sometime soon.



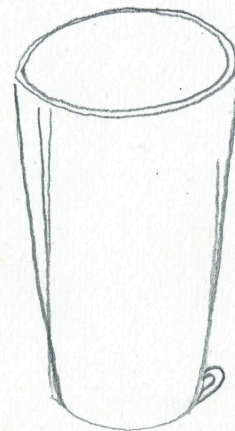
brennemanettråder



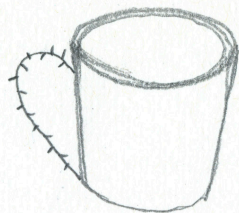
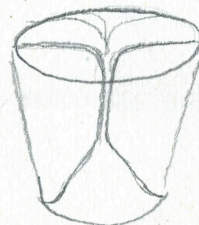
sprøytespiss



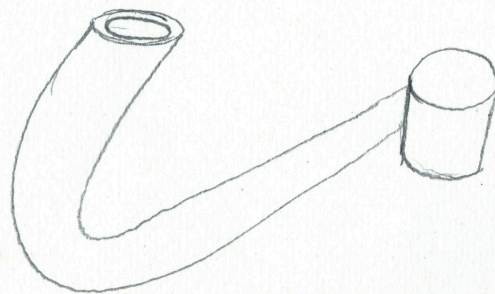
kjempetykk
kant



perforet



tynn, piggete
hank



kaffe i hanken
Kopper fungerer
som hank for
hanken som fungerer
som kopp



Through the creative process I realize how different topics within the project start merging. I see connections I was not aware of when I was in the middle of the process. The ALCHEMY project focusing on waste as material, and the more political DISOBEDIENT OBJECT project are both integrated in the USELESS MACHINE I made in February 2019: The very useless and inconvenient machine made from found and leftover materials, where you have to use a lot of muscles to pull the rope that carries a suitcase. Are you the one moving the machine or is it the other way around?

<https://www.dropbox.com/s/bqwf4ed3l7vt7b/The%20useless%20machine.mov?dl=0>



On a September evening hike I got an epiphany – I suddenly realized the connection between THE ALCHEMY project and the DISOBEDIENT OBJECT project. Both projects are about making us see what we take for granted and no longer pay attention to. We must realize that materials, objects, living creatures and non-living things all have agency and value: that we are all both subjects and objects, entities with value in and for ourselves, and at the same time in relation to others. What happens when the usual hierarchy between humans and objects is turned upside-down, when objects stop behaving like our slaves and start doing what they want? What if the objects and materials that we consider as waste (and therefore no longer pay attention to) start to disobey, refusing to be devalued by us, the humans? This contests the core of how humanity has put itself on top of the world: What if we step down from the throne and started co-existing with other living and non-living creatures?

AUTOETHNOGRAPHY =

Objekter som slutter seg oppføre seg som
slavene våre og begynner å leve sitt eget
liv smu opp ned på hierarkiet — vi er
vant til at tingene våre skal gjøre som vi
vil, men hva skjer når de ikke gjør det?

interactions with designed objects

map all my
interactions
with designed
things
throughout
a day

a week of auto-
ethnographic experiments

07¹⁰ → 9¹⁵: Hjemme og til jobb

Mobil, mobil, penn & denne boken, kanten på senget,
lysbyrter, telefonlader, telefon, headset, briller & etui,
morgenkåpe, dørhåndtak, trappegelender, dørhåndtak,
lysbyrter, toalett, dopapir, kran, håndkle, såpe,
intimate oil, rensekrem, håndkle, badematte, ansiktstrem,
deo, speilskap, vask, morgenkåpe, dørhåndtak,
Ylva, Astrid, Eirik, grøtgryte, tresleiv, melkekartong,
komfyrbyrter, håndtak skap, skål, håndtak skuff, skje,
brødkniv, brød, kjøleskuff, vannflaske, spring, ost, ostehøvel,
matbox, Eirik, kniv, paprika, aquet, sekk, sokker, truse, BT
bukse, qenser, vindu, gardin, sekk, stol, bord, duk, sekk,
nøkler, Astrid, gryte, sleiv, blåbær, frøhøttmix, kopp,
kaffekanne, vannglass, bok (evocative objects), Ylva, klut,
telefon, headset, tannbørste, tannkrem, teksturjer hårprod.,
mascara, øyenbrynssminke, håndkrem, støvler, regnbukse,
goretexjakke, sykkel, hjelm, headset, mobil, podcast (åilvarlig
talat), nøkler, nøkkelkort, kortleser møllendalsbakken,

1003 Sykkellås, nøkkel, kaffetrakter, kaffebox, spring, mobil,
headset, briller, mobil, bukse, singlet, skjorte, sko, persi-
ennegardiner byrter panelovn, nøkkel, kamera, laptop, mus,
bord, kontorstol, knappenaler, kaffekopp, kaffekanne, dørhåndtak, drikke-
flaske, vannkran, eple, skissebok, stoffnett med steiner,
indesign, word, mailprogram, dørhåndtak, toalett, papir, spring,
såpe, papirtørkle, dørhåndtak, mobil, laptop, mus, dør-
håndtak, toalett, dopapir, spring, såpe, papirtørkle,
tegning, scanner, id-kort, kortleser på kopi/scanner-
maskin, laptop, mus, post-it, mobil, Calm-app, headset,
facebook, Calm-app, lysbyrter, dørhåndtak, nøkler, jakke,
sekk, nøkkelbyrter, paraply, dørhåndtak, nøkkelkort, kortleser,
dørhåndtak, n.k, k.l., dør, Ingrid, bord, sekk, briller, plakat,

^{brød}
brett, skål m/ suppe, glass m/ vann, lommebok, kortleser,
stol, bord, skje, brett, glass, skje, skål, laptop, stol, bord,
sekk, bilder, indesign, mobil, mus, sensor, kortleser, kode,
kortleser kopimaskin, printer, printer, papir A3, kortleser,
kode, kort, sensor, ark, Ingrid's plakat, telefon, sensor,
kort, kortleser, sensor, datamaskin, mus, mobil,
indesign, mail, facebook, dørsensor, kort, kortleser, mobil,
stol, datamaskin, mus, sensor, sensor, sensor, kort,
kuttmaskin, papirremser, Ingrid's nøkkelkort,
dørhåndtak, toalett, papir (dopapir), spring, vann, såpe,
tørkepapir, dørhåndtak, sensor, sensor, sensor, sensor,
nøkkelkort, stol, bord, kort, sensor, nøkkelkortet til
Ingrid, kortleser, nøkkelkort, kortleser, sensor, stol,
bord, Ingrid's telefon, sensor, kortleser, kort, dørhåndtak,
sensor, kort, kortleser, stol, datamaskin, mus, bord,
sensor, kort, kortleser, sensor, mobil, twist, twist, skål,
kort, kortleser, kort, kortleser, twist, kort, kortleser, bord,
papir, håndtak, kortleser, sensor, benk i soverommet
datamaskin, mus, sensor, kortleser, printer, A3 papir, benk,
kort, kortleser, kode, sensor, kortleser, kort, sensor, bord, stol,
papir, mobil, datamaskin, brilleetui, mobil, mus, papir, sensor,
kortleser, printer, kort, papir A3, kort, kortleser, kode, sensor,
kort, kortleser, sensor, stol, bord, papir, laptop, mus, sensor,
kortleser, printer, A3-ark, sensor, kortleser, kort, dørhåndtak,
papir, kortleser, sensor, dørhåndtak, stol, bord, laptop,
papir, briller, telefon, laptop, skrivebok, sekk,
vannflaske, mobil, sekk, mus, bilder, brilleetui, sensor,
plakat, tape, glassdør, tape, plakat, tredør, Ingrid,
betongstøyle, plakat, plakat, MDFvegg materialbiblioteket,
messingbord, dørhåndtak, dør, plakat, dør,
plakat, dørhåndtak, vegg, plakat, Ingrid, vegg, plakat, Ingrid,
betongvegg, plakat, Ingrid, Njål, Ingrid, betongvegg.

plakat, heisvegg, kort, kortleser, tastatur, plakat,
kort, kortleser, sensor, dør, Ingrid, heisvegg, plakat,
Ingrid, kort, kortleser, heis knapp, kort, kortleser,
kode, sensor, kort, ^{kortleser} sensor, stol, bord, barnevogn med
Sonja oppi, strikkejakte, sekk, jakke, bord, paraply,
mobil, mail, facebook, sensor, sensor, dørhåndtak,
nøkkelkort, kortleser, kodetastatur, nøkkel, håndtak,
stol, bord, sekk, papir, mobil, klyper, papir, persienne-
gardin, støvler, stol, lysbryter, sekk, håndtak, nøkkel,
sens, nøkkelbryter, dørhåndtak, headset, mobil,
paraply paraply, telefon, dør, pappa, innesko, stol, ETTER
JOB
bord, spring, såpe, håndkle, brødrister, ost, kniv, ostehøvel,
skjærebrett, skapdør, tallerken, spring, glass, kjøleskap,
dørhåndtak, bord, sofa, pute, gulvteppe, glass, brødkniv,
dørhåndtak, kjøkkenbenk, støvler, dørhåndtak, handle-
nett, regnfrakk, regnfrakk, mobil, sydvest, dørhåndtak,
toalett, dør, spring, vann, såpe, håndkle, dørhånd-
tak, dørhåndtak, ulljakke, kunstnerleksikon, mobil,
sofa, mobil, støvler, ullgenser, mamma, jakke, sekk
dørhåndtak, bussete, briller, headset, mobil, podcast
(ålvorlig talat), nøkler, dørhåndtak, nøkler, dør-
håndtak, balje, håndkle, ullgenser, stol, bord,
spring, vann, såpe, Eirik, Astrid, skje, gryte, tresleiv,
skapdør, skål, skuffedør, gaffel, chutney, linsegryte, ris,
limepicke, vannmugge, vannglass, Eirik, mobil, sofa,
briller, stuebord, Eirik, Eirik, balje, spring, vann, håndkle,
skål, sofa, håndkle, pute, Eirik, Astrid, lammeskinnsfelle,
mobil, sofa, headset, dørhåndtak, seng, dørhåndtak,
dør, dørhåndtak, Ylva, Astrid, ullgenser, matboks,
drikkeflaske, stol, bord, brosjyre, mobil, bokse, genser,

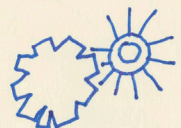
Skjort, skinnfell, stol, bord, knapp på lampe, mus,
tastatur, meterstokk, hårstrick, mobil, persel, mobillader,
mobil, lampebryter, glassm/smoothie, kjøkkenbenk,
telefon, spring, sofa, skinnfell, sofabord, telefon,
briller, Eirik, lysbryter, sofa, mobil, Eirik, mobil, Eirik,
knekkebrød, kjøleskap, ost, ostehøvel, skapdør,
tallerken, vannkoker, spring, kopp, tepose, vannkoker,
sofa, eirik, knekkebrød, te, kopp, te, ullgenser, BH,
tallerken, knekkebrød, te, kopp, Eirik, ullgenser, fjernkontroll,
bord, Eirik, telefon, lysbryter, innesko, stuebord, telefon,
kopp, glass, håndkle, dørhåndtak, toalett, dopapir, spring,
vann, sipe, håndkle, speilskapdør, tannbørste, tannkrem,
dørhåndtak, lysbryter, Astrid, lysbryter, telefon, headset,
briller, dørhåndtak, innesko, sokker, bukse, singlet,
seng, dyne, pute, Eirik, nattbord, quiz fra aris,
lysbyter, telefon, headset, lysbryter,



These are the items I touch the most during that day. I haven't decided how to move on with the information I got or whether I should keep on doing autoethnography. One idea is to work with size and scale; to make my everyday essential objects really big or surprisingly small. (To unfamiliarize the familiar). I could also play with function vs. dysfunction of the items, or explore how they could be replaced by something else, material or immaterial. I could replace or change the materials in the objects (a back-pack made of paper, the computer made of stone etc.). I could imagine what the opposites of the objects could be (what IS the opposite of a key, a pen, a computer etc.), or how my days would be different without them. This could all be interesting and fun to do. To be continued.

"Fantasins makt" MÄNNISKAN OCH MASKINEN

20. August

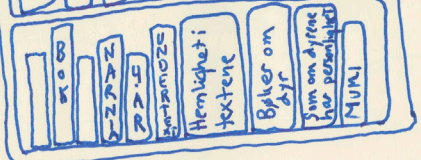


NewTon
Mekanistisk
Verdensbilde
newton var ikke
mekanist.

Grunnlag
for Vårt
Samfunn i dag

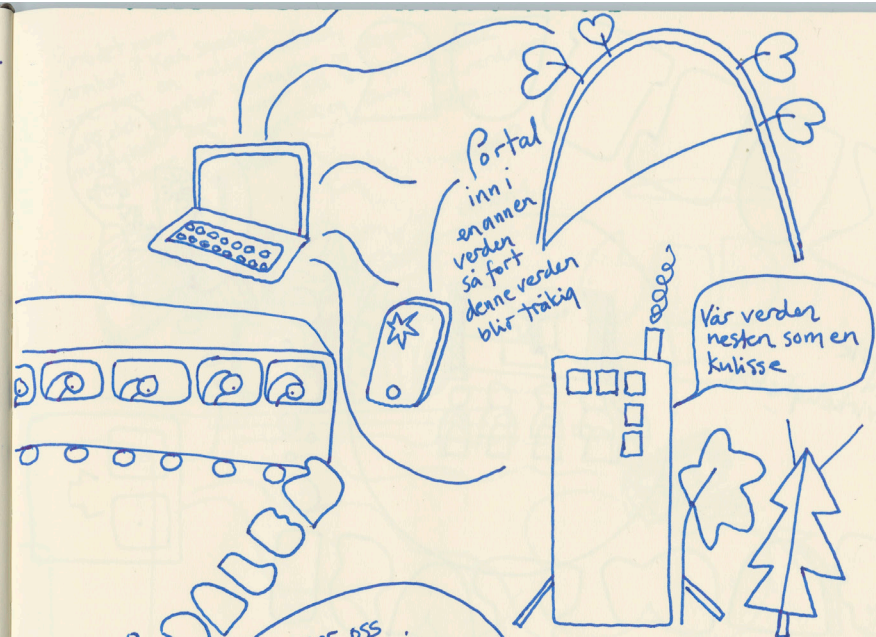
Samtale mellom
Per Johansson & Eric Schöldt
i ET

BIBLIOTEK



NARNIA-bøkene:

Det fins en annen virkelighet som er
like virkelig som der vi lever i



MUNNDAL

Kjenner oss
hjemme i
munndalen,
sier både
Per & Eric

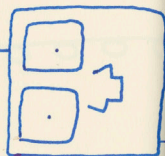
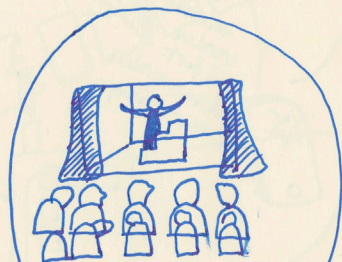
temperament

Sagan om Ringen
Det er noe sant i
denne sagan!

"Hvur kan non ting som maras fram
ur en text i ens egen fantasi
upplevas som så virkelig så at
vissa personer, vissa hendelser,
vissa saker ~~er~~ i dom her
verdena framstår for en som
egntligen nesten verkligare
enn ens grannar. Det er
uhørt egendamlig.
Det her sejer non ting om oss
menniskor."

KULTUR

kapte inn
virkeligheten



Hva er en
maskin?

er en tanke
som er realisert

er et produkt
av en fantasi

vi har bygget opp
en verden basert
på en fantasi,
som er fysisk
nærværende og
som fungerer som
en refleksjon av
hva vi er akkurat
nå.

Denne har ingen
annen eksistens enn
der rent fysiske
materialiteten,
bare den betydningen
vi gir den

finst det noen
sannhet? Kan sannhet
være som en rolig vannflate,
der det oppstår beregelse og uregel-
messigheter som fører til bølger og ulike
regninger som spres seg som verden....
som oppstår verden?

SAMFUNN

GUD



VI ER MASKINER

VI VIL SKAPE NOE
SOM ER STØRRE ENN
OSS. FØR: GUD.
GUD VAR STØRRE ENN
OSS. NÅ: SEKULARISERT
SAMFUNN. VI SKAPER
VÅRE GUDER.
MASKINGUDEN. KUNNSKAPS-
GUDEN. SOM OM DET FINS
EN RIKTIG GUD INNI
MENNESKET.

MARTIN
LUTHERS

definisjon på hva en gud
er: En gud er det som man venter seg
alt godt av, og som man i all nød
tar tilflukt til. Å ha en gud er
altså ingenting annet enn at av hjertet
tro på han (...). Er troen og trykthet rett-
skaffen så er din gud den rette.
Er den falsk og urett så er det ikke
den rette gud (...).

1 dagens samfunn
er det det økonomiske
systemet vi tror på.
DET ER EN TRIST GUD!!



Vannflaten deler seg

Det fins måter
å avgjøre noe
som er sannere
enn annet, bedre
etc.

Det fins noe som er
likt i ulike religioner,
uavhengig av hverandre

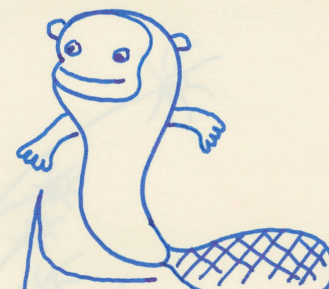
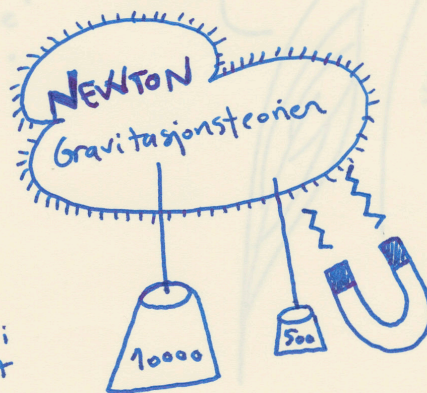
- sier oss noe om hva
et menneske er.
- Hierarki av formogor.
- Metafysisk
hierarkisk
prosess

Forvirkligen potensialen
Formågan at skapa
verdat fins i oss oxo!
Menneskeligheten
kollektivt + hvert
indivrid

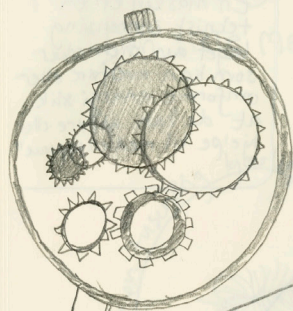


METAFYSISK
ORDNING

hvordan noe i
det hele tatt
kan finnes



Beveren bygger.
Det gjør vi mennesker
og. Det er fundamentalt
i oss. Vi bygger verdener



URVERKET
Metafor for den ytre
Verden på Newtons tid.
Mennesket var fremboles
guds avbildning

KOSMOSER
EN MASJIN
SOM VI KAN
SKAFTE OSS
MER & MER
KONTROLL
OVER

OPDAGELSE AV
DNA

Den indre
Verden, oss
mennesker, er
også maskinell



vi kan
studere og
forstå
ytterverden

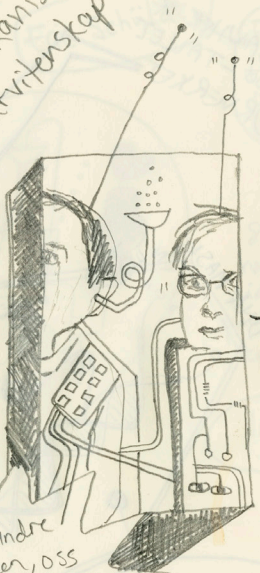
vi kan også
manipulere
ytterverden !!

kan ikke og manipulere
både ytterverden og
innvi oss - DNA

objektiverende
syn på
mennesket

vi kan skape
der meningen vi
selv vil, men
det er din mening,
du er en tenkende,
følende maskin.

Den mekanistiske
naturvitenskapen



Spiller det
noen rolle
at vi faktisk
ikke føler oss
som maskiner
likevel?



Han er selve symbolet
på det mekanistiske verdensbildet,
men han var selv ikke en
mekanist. WHAT ?!?

HVA VAR HAN DA ?!

THULKE SPØRSMÅL VAR DET HAN
GAV SVAR PÅ ?
GRAVITASJEN



Hvis man ikke
forstår bevegelse
så forstår man
ingen ting, for det
er så grunnleggende

Galileo
(1600-tallet,
før Newton)

man begynte å
mistenke at bevegelse
i himmelen og på jorden
henger sammen!

Aristotelisk
skolevisning
tragedi

Himmelske
bevegelses
(planeter, stjerner)

Et slags kynisk
menneskesyn:
Jeg kan gjøre det
jeg vil

- okultist
- alkymist
- magiker

har vi

MakroKosmos
(hele universet)

Mikro -
Kosmos
(vår menneske)

Usynlige drifter
som står for disse
forbindelsene → repressjon
(hat)

Intellektuelt
vakuum i Europa
etter 30 årstingen,
man var så lei
av religion og dens
forklaring av verden.

Handwritten note in a speech bubble: "Jordan var overfor dette skatte med dette baggrund. bredt ned! gæt om det er samtd. i"

Vi kan
fortære
verden
uten å
forholde oss
til Gud

holdt oss
til Gud



Finnishing up with a picture of my studio that sums up my process so far.