

Index

Note: Page numbers in *italics* indicate figures.

- Absent citizen, 64
Academic design, 8–9, 26–27
Activism
 minor design, 20–21
 political, 10–11, 109
“Actually Existing Smart Citizens”
 (Shelton and Lodato), 64
Addams, Jane, 23–28, 32, 134–135, 164, 187
Adversarial Design (DiSalvo), 20
Advocacy, neighborhood. *See Careful Coding* project
Affects, of design experiments, 154–159
Afrofuturism, 3, 31, 32
Agid, Shana, 111
Agonism
 in adversarial design, 20–22
 in *Careful Coding* project, 173, 186
 concept of, 20–21
Agonistic data practices, 136–137
Agonistic dialogue, 133–134
Agonistic pluralism, 19–21, 27
Agonistic spaces, 20–21
Ahmed, Sara, 158
Air quality, story theme of, 35–37, 42
Akama, Yoko, 163–164
Alam, Tasmia, 102
Allemansrätten, 72
Alternative social orders, envisioning
 of, 71
Ansell, Chris, 28
Appadurai, Arjun, 30
Araya, María José, 32
Archigram, 2, 38
Archizoom, 3, 38
Artful integrations, 148
Artifacts. *See* Devices of inquiry
AT&T, stories from, 37
Atlanta, Georgia. *See also* Devices of inquiry; Institutioning; Smart-city technologies; Stories cultural history of, 10
 data services used by, 109–110
 emergence as smart city, 9–12
Atlanta City Studio, 44, 51–53, 68.
 See also *PARSE (Participatory Approaches to Researching Sensing Environments)* project
Atlanta Housing Code, 107
Atlanta Police Department, Code Enforcement Section. *See also* *Careful Coding* project
 code violations handled by, 107–108, 114
 dialogue with, 122–136
 sharing of data with, 118

- Atlanta Police Department, Code Enforcement Section (cont.) tinkering with institutions of, 171–172
- Atlanta School of Sociology, 27
- Atlanta Sociological Laboratory, 27
- Author, designer as, 3
- Badham, Richard, 148
- Baker, Karen, 115
- Bardzell, Jeffrey, 41
- Bardzell, Shaowen, 41
- Bendor, Roy, 39, 64
- Bend sensors, for fruit trees, 95–99
 commons and commoning in, 95–101
 design of, 79–85, 81, 82, 84
 design team for, 102
 incompleteness of, 92–95
- Benesch, Henric, 113
- “Better,” in design, 94–95, 173–174
- Big data, 109
- Binder, Thomas, 18, 148, 159, 168
- Black communities
 culture of, 109
 gentrification of neighborhoods of, 10, 11, 36, 52, 53, 109
 surveillance of, 108
 withdrawal of resources from, 109
- Black feminism, 6
- Black Quantum Futurism, 32
- Block by Block initiative, 103, 106, 114, 119, 130, 132. See also *Careful Coding* project
- Boston Office of New Urban Mechanics, 11
- Brandt, Eva, 18, 46
- Broken-window policing, 107
- Broken world thinking, 58
- Brown peoples, surveillance of, 108
- Butoliya, Deepa, 5
- Cameron, Jenny, 100
- Canty, Les. See also *Careful Coding* project
 agency of, 136
- Block by Block founded by, 114
- Careful Coding* launched in collaboration with, 115–117, 132, 135–138
 motivations of, 126, 130–131
 navigation of institutions by, 134–138
 neighborhood canvassing and data collection by, 103–106, 109–110, 114–117
- Capitalism, free-market, 1, 21, 66, 99, 181–183
- Cards, in *PARSE* project, 45–48, 51, 60
- Care. See also *Careful Coding* project;
 Care of the possible
 affective valence of, 176–177
 caring democracy, 101
 “caring with,” 162
 complications of, 164, 175–177
 as endeavor, 32–33
 ethics of, 162
 labor of, 176
 logic of, 162
 pragmatism and, 161
 process-oriented nature of, 186–187
 relevance of design to, 162–163
 value of, 32–33
- Careful Coding* project. See also
 Institutioning
 ad hoc data processes and tools in, 115–116
 canvassing process for, 103–107, 105
 data collection and interpretation in, 114–117
 democratic dialogues in, 121–129
 design as a relational practice in, 111–114
 design experiments as pathways through institutions in, 134–137
 design for data collection and interpretation in, 114–117
 design team for, 138
 gathering and orchestration in, 151–154
 goals of, 107–109

- history and origins of, 109–111
- infrastructuring in, 112–113
- inventive problem-making in, 168
- modes of togetherness in, 125–129
- navigation of institutions in, 129–134
- nontraditional design process of, 115
- paper tool in, 117–118, 120
- publics in, 112
- quasi-events in, 156–158
- scale of, 134
- tinkering in, 170–175
- transformative nature of, 146–147
- web-based form in, 118–121
- work of institutioning in, 106–107
- Care in Practice* (Mol, Moser, and Pols), 173
- Care of the possible
 - caring design experiments, 163–164
 - complications of, 175–177
 - concept of, 161–164
 - definition of, 33, 161–162
 - inventive problem-making as, 164–169
 - origins of term, 161
 - pragmatism as, 161
 - scope of, 161–162
 - tinkering as, 169–175
- Caring democracy, 101
- Caring design experiments, 163–164
- “Caring with,” 162
- Castoriadis, Cornelius, 32
- Chicago School of Sociology, 25
- Chin, Elizabeth, 111
- Choice, logic of, 162
- Cisco, stories from, 37
- Citizenship, entrepreneurial, 6, 41, 65
- Civic imaginaries
 - care of the possible and, 33
 - cultivation of diverse, 21, 38, 65, 71, 107, 144, 159–160, 161
 - definition of, 110–111
 - in *Fruit Are Here* project, 93, 100
- Civic media, 40, 163
- Civics, diverse. *See also* Design
 - experiments in civics
 - designer/community relationship in, 184
 - exploration of, 147
 - exploration through design, 1, 10, 20–22, 33, 67, 171
 - potential for, 39, 137
 - “Civic tech” apps, 109–110
- Civil rights movement, 10
- Clarke, Allison, 4
- Code Enforcement Section, Atlanta
 - Police Department
 - code violations handled by, 107–108, 114
 - dialogue with, 122–136
 - sharing of data with, 118
 - tinkering with institutions of, 171–172
- Codesign, as practice of collaborative inquiry, 24, 94–95
- Code violations, documenting and tracking. *See Careful Coding* project
- Collaboration
 - care in, 32–33
 - codesign as, 24, 94–95
- Collective designer, 148
- Commercial Maintenance and Industrial Code, 107
- Committing dialogues, 124
- Commons and commoning
 - concept of, 74–76
 - ongoing interpretation, adjustment, and change of, 99–101
 - refiguring assemblages of, 95–99
- Communal life, 19, 33, 161, 169, 182, 186, 187
- Communication design, 43, 139
- Community-based participatory research, 26, 107
- Community/designer relationship, 184–186
- Complications of care, 164, 175–177
- Compositionism, 148

- Concern, matters of, 44, 60, 156, 162, 168–169
- Concrete Jungle, foraging initiative of commons and commoning in, 74–76, 95–101
 definition of, 72
 designing to support, 78–79
 diversification of, 77
 expansion in post-COVID-19 era, 179
Falling Fruit project, 86
Fruit Are Heavy project, 79–85, 81, 82, 84, 92–95, 102, 141–145, 148–151
Fruit Are Here project, 86–95, 90–91, 102
 motivations of, 72–74
 regulations governing, 72–73
 reimagining through making, 79–91
 transformative nature of, 145
 work and logistical challenges of, 69–72, 76–77
- Confluence of design, 2–6, 31
- Consensus, 20, 153
- Contestation
 characteristics of, 20–21
 democratic dialogues and, 121
 democratic inquiry and, 27, 160, 186
 democratic pluralism and, 133
 design experiments and, 181
 entrepreneurial citizenship and, 6
 in institutional encounters, 133–134
 perpetual, 8, 20
 tinkering and, 173–174
- Contingent events, 159–160
- Cooperative experiments, 134–135
- Cosmopolitics, 148
- Costanza-Chock, Sasha, 5–6, 43
- Counterculture, 4
- Counter-data action, 182
- Counternarratives, stories as, 36
- COVID-19 pandemic, smart-city technologies in, 179–180
- Creative Reaction Lab, 32
- Creativity, amplification through design, 1–2, 5, 17, 31, 38, 47
- Critical and speculative design
 effects of, 8
 history and origins of, 2–3
 social and participatory design and, 4–6, 31
 storytelling in, 3
- Critical fabulations, 5, 41–42, 183
- Critical jugaad, 5
- Crooks, Roderic, 136
- Cultural imperialism, 1, 4
- Curie, Morgan, 136
- Data citizenship, alternative models of, 40
- Data collection, tools/processes for.
 See *Careful Coding* project
- Data feminism, 183
- Data interpretation. See *Careful Coding* project
- “Data Stewards” (*Fictions of a Smart Atlanta*), 58, 65
- Decolonization, 17, 31, 177
- De-futuring, 142
- Deleuze, Gilles, 140
- Democracy. See also Design experiments in civics
 caring, 101
 commitment to, 186–187
 experiential perspectives on, 24–30
 ongoing nature of, 33
 role of imagination in, 99
 work of, 17–19
 in the workplace, 16–17
- Democratic design experiments, 18–19, 163, 180–181. See also Design experiments in civics
- Democratic dialogues, 121–129
- Design
 communication, 43, 139
 confluence of, 2–6, 31
 critical perspectives of, 12
 designer/community relationship in, 184–186

- fields of, 139
- graphic, 139
- industrial, 82, 98, 139
- interaction, 139
- limitations of, 6–9
- popularity of, 1
- pragmatism in, 19–21, 23–28, 31, 161, 186
- service, 139
- storytelling in, 42 (*see also* stories)
- “Design after design,” 143
- “Design before design,” 143
- Design charette, 46
- Design criticism, design experiments in civics as, 12–13
- Designer as author, 3
- Designer/community relationship, 184–186
- Design events, 140, 148, 150
- Design experiments in civics, 1–2.
 - See also *Careful Coding* project;
 - Experiments and experimentation;
 - Fruit Are Heavy* project; *Fruit Are Here* project; *PARSE (Participatory Approaches to Researching Sensing Environments)* project
- as aspirational design criticism, 12–13
- commitment to democracy in, 186–187
- communal life in, 19, 33, 161, 169, 182, 186, 187
- concept of, 15–16
- democracy in the small in, 18–24, 117–118, 161, 180–181
- democratic design experiments and, 18–19, 163, 180–181
- designer/community relationship in, 184–186
- forms of experimentation in, 22–30
- hopeful nature of, 187
- imagination and care in, 30–33
- origins in participatory design, 16–17
- power and privilege in, 23
- as practice of care (*see* care of the possible)
- pragmatism in, 19–21, 23–28, 31, 161, 186
- scientific experiments versus, 22–23
- situated nature of, 179–182
- tinkering in, 170–175
- Design fictions, in *PARSE* project, 54–56
- Design for social innovation. *See* Social and participatory design
- Design for the pluriverse, 4
- Design for the Real World* (Papanek), 3
- Design games, in *PARSE* project, 46–51, 49, 50, 59–60
- “Designing away,” 142
- Design justice, 5–6, 134, 183
- Design science, 22, 28
- Design teams
 - for *Careful Coding* project, 138
 - for *Fruit Are Heavy* project, 102
 - for *Fruit Are Here* project, 102
 - for *PARSE* project, 68
- Design time, 143
- Devices of inquiry, 69–72
 - commons and commoning and, 74–76, 95–101
 - design of, 78–79
 - foraging regulations and, 72–73
 - Fruit Are Heavy* project, 79–85, 81, 82, 84, 92–95, 102
 - Fruit Are Here* project, 86–91, 90–91, 92–95
 - in post-COVID-19 era, 179
 - purpose and motivation for, 72–74
 - reimagining through making, 73–74, 79–91
 - work and logistical challenges of, 69–72, 76–77
- Dewey, John, 24–25
- Dialogues
 - agonistic, 133–134
 - committing, 124

- Dialogues (cont.)
 democratic, 121–129
 questioning, 124
- Digital maps, for *Fruit Are Here* project
 commons and commoning in, 95–101
 design of, 86–91, 90–91
 design team for, 102
 incompleteness of, 92–95
 inventive problem-making in, 168
 tinkering in, 168
- D'Ignazio, Catherine, 39
- Dilnot, Clive, 183
- Disability studies, 6
- Discursive design, 62–64
- Disruption, fascination with, 154
- Diverse civics, 21–22
 designer/community relationship in, 184
 exploration of, 147
 exploration through design, 1, 10, 20–22, 33, 67, 171
 potential for, 39, 137
- Diverse economic subjectivities, 21–22, 36–38, 40–43. *See also* Free-market capitalism
- Dixon, Brian, 24
- Doing versus making, 16
- Dourish, Paul, 115
- Du Bois, W. E. B., 27–28
- Dunne, Tony, 2–3
- Durkin, Craig, 79–80, 102
- Eco-homes, 93
- Economic institutions, 129
- Economic subjectivities, diverse, 21–22, 36–38, 40–43. *See also* Free-market capitalism
- Ecosocial design, 183
- Ehn, Pelle, 18, 46, 63, 143, 148
- Empathy, 1, 134
- Empirical tinkering, 169–171
- English Avenue community. *See* Black communities
- Entrepreneurial citizenship, 6, 41, 65
- Escobar, Arturo, 4
- Ethics of care, 162
- Ethylene, detection of, 80
- Events
 design, 140, 148, 150
 experiment as (*see* experiment-as-event)
 prototyping as, 159–160
 thinking, 140
- Expectations, of design experiments, 154–159
- Experiential perspectives on democracy, 24–30
- Experiment-as-event
 affects and expectations of, 154–159
 concept of, 29, 139–141
 contingent nature of, 159–160
 expectations of, 154–159
 gathering in, 148–154
 impact on design, 139–141
 inventive problem-making resulting from, 145–147
 orchestration of, 152–154
 prototyping and, 112, 140, 142, 159–160
 provisional and probative nature of, 159–160
 quasi-events, 140, 154–159
 scope of, 141–143
 transformative nature of, 143–147
- Experiments and experimentation, 22–30, 161–162. *See also*
 Design experiments in civics;
 Experiment-as-event
 care in (*see* care of the possible)
 cooperative, 134–135
 democratic design, 18–19, 163, 180–181
 design science and, 22, 28
 as inventive problem-making, 29–30, 164–169
 limitations and potential of, 28–30

- living, 28–29
- making in, 135
- as pathways through institutions, 134–137
- potential for abuse and exploitation in, 23
- pragmatism in, 19–21, 23–28, 31, 161, 186
- problematic dimensions of, 175–177
- as social science, 29–30

- Fabulations, critical, 41–42, 183
- Falling Fruit* project, 86
- Feminism
 - Black, 6
 - care of the possible and, 161, 163
 - critical and speculative design and, 3
 - data, 183
 - feminist pragmatism, 25–29, 31, 161
 - feminist technoscience and design, 40
 - killjoy and willful subject in, 158
 - pluriversal design and, 4
- Fictions, design, in *PARSE* project, 54–56
- Fictions of a Smart Atlanta*, 56–59, 153–154
- Fields of design, dynamic nature of, 139–140
- Fischer, Marilyn, 134–135
- Fisher, Berenice, 162
- Food insecurity, 7, 11, 70, 182. *See also* Foraging
- Foraging
 - as alternative mode of communal life, 182
 - commons and commoning in, 74–76, 95–101
 - definition of, 72
 - designing to support, 78–79
 - expansion in post-COVID-19 era, 179
 - Falling Fruit* project, 86
 - Fruit Are Heavy* project, 79–85, 81, 82, 84, 92–95, 102, 141–145, 148–151
 - Fruit Are Here* project, 86–95, 90–91, 102
 - motivation for, 72–74
 - regulations governing, 72–73
 - reimagining through making, 73–74, 79–91
 - work and logistical challenges of, 69–72, 76–77
- Forlano, Laura, 5, 40
- Formal institutions, 129–134
- Forms, in *Careful Coding* project
 - paper, 117–118
 - web-based, 118–121
- Foster, Caroline, 68, 102
- Frames, institutional, 44, 113. *See also* Institutioning
- Fraser, Mariam, 29–30, 140, 144, 145, 164
- Freeman, Guo, 41
- Free-market capitalism, 1, 21, 66, 99, 181–183
- Friction, in *PARSE* project, 60–62
- Fruit Are Heavy* project
 - commons and commoning in, 95–101
 - design of, 79–85, 81, 82, 84, 92–95
 - design team for, 102
 - gathering and orchestration in, 148–151
 - incompleteness of, 92–95
 - inventive problem-making in, 168
 - quasi-events in, 156
 - scope of, 141–143
 - tinkering in, 168
 - transformative nature of, 144–145
- Fruit Are Here* project
 - commons and commoning in, 95–101
 - design of, 86–91, 90–91
 - design team for, 102
 - incompleteness of, 92–95
 - inventive problem-making in, 168
 - tinkering in, 168
- Functionalism, 9, 146
- Futures, rehearsing, 71, 95

- “Game Day Parking,” care of the possible in, 166
- Gated communities, 74–75
- Gathering, as activity of making, 148–152
- GE (General Electric), stories from, 37
- Geib, Jon, 113
- General citizen, 64
- Gentrification, 10, 11, 36, 52, 53, 109
- Geographic information systems (GIS), 86. See also *Fruit Are Here* project
- Georgia Institute of Technology, 11, 64
- Georgia State University, 11
- Georgia Tech Research Institute, 44
- Gibson-Graham, J. K., 21–22, 40, 100, 101, 185
- Gilligan, Carol, 162
- GIS. See Geographic information systems (GIS)
- Global Tools, 2
- “Good” in design, 94–95, 173–174
- Good Kupa Koffie, 51–52, 68. See also *PARSE (Participatory Approaches to Researching Sensing Environments)* project
- Google Maps, 86, 104, 117
- Gordon, Eric, 39, 163
- Government. See also Institutioning
academic work dismissed by, 9
data services used by, 109–110
neoliberal governmentality, 39, 66
role of, 9, 183–184
smart-city technologies reinforcing, 39
- Graffiti Ordinance, 107
- Graphic design, 139
- Gross, Matthias, 134–135
- Hackerspaces, 21
- Halse, Joachim, 18, 20, 95
- Haraway, Donna, 5, 41, 67
- Hardt, Michael, 100–101
- Hargraves, Ian, 136, 162–163
- Harvey, David, 74–75, 99–100
- Healy, Stephen, 100
- Helmke, Gretchen, 129–130
- Hope, in design experiments, 187
- Hull-House, 25–28, 134–135
Hull-House Papers and Maps, 26
- Hunt, Jamer, 19
- Huybrechts, Liesbeth, 113, 124, 133–134
- Hyperrationalization, 73, 96, 99
- IBM, stories from, 37
- Imaginaries, civic
care of the possible and, 33
cultivation of diverse, 21, 38, 65, 71, 107, 144, 159–160, 161
definition of, 110–111
in *Fruit Are Here* project, 93, 100
- Imaginaries, sociotechnical, 30
- Imagination, 30–33
envisioning of alternative social orders in, 71
events sparking, 143–147
joint, 94
political qualities of, 31–33
pragmatic approach to, 31, 161
role and importance of, 66–67, 99
sociological, 30–33
technological, 30–31
- Imperialism, 1, 4
- Industrial design, 82, 98, 139
- Inefficiencies, meaningful, 163
- Inequity, discourses and practices of care in, 176
- Informal institutions, 129–134
- Infrastructuring, 112–113
- Innovation Team (Los Angeles), 11
- Institutional frames, 44
- Institutioning, 103–107. See also *Careful Coding* project
agonistic dialogue in, 133–134
characteristics of, 106–107
concept of, 113–114

- definition of, 129
 democratic dialogues in, 121–129
 design experiments as pathways
 through institutions in, 134–137
 design team for, 138
 economic versus political institutions
 in, 129
 formal versus informal institutions in,
 129–134
 institutional frames in, 113
 modes of togetherness in, 125–129
 navigation of institutions in,
 129–134
 participatory refusal in, 134–136
 Integrations, artful, 148
 Intel, stories from, 37
 Interaction design, 139
 Interest, generating, 166–167
 International development, social and
 participatory design informed by, 4
 “In the large”
 definition of, 18–19
 importance of, 180–181
 “In the small”
 Careful Coding project and, 117–118
 care of the possible and, 161
 civics as, 19–22
 definition of, 18–19
 diverse economies as, 21–22
 experience as central to, 24
 importance of, 180–181
 Inventive problem-making
 in *Careful Coding* project, 146–147,
 168
 as care of the possible, 164–169
 experiment as, 29–30, 145–147
 Irani, Lilly, 6, 41, 65
 “Is Humanitarian Design the New
 Imperialism?” (Nussbaum), 4

 Jackson, Steve, 58
 JafariNaimi, Nassim, 136
 James, William, 29, 161

 Jasanoff, Sheila, 30, 40, 110–111
 Jeanneret, Charles-Édouard. *See* Le
 Corbusier
 Jenkins, Tom, 82, 83, 102
 Joint inquiry and imagination, 94
 Jönsson, Li, 149–150
 Jugaad, 5
 Justice, design, 5–6, 134, 183

 Karasti, Helena, 115
 Kelly, Florence, 26
 Kennedy, Katherine, 69, 76
 Keshavarz, Mahmoud, 4
 Kevin (student canvasser), 103
 Killjoy, 158
 Kim, Karl, 68, 102
 Kim, Sang-Hyun, 30, 110–111
 King, Martin Luther, Jr., 70
 Koolhaas, Michael, 117, 138
 Kozubae, Sandjar, 68

 Labor, caring as, 176
 Lancaster Care Charter, 163
 Language games, 46
 Larkins, Natalie, 98, 102
 Late-liberalism, 140
 Latour, Bruno, 148, 168
 Laws, foraging, 72–73
 Le Corbusier, 38
 Le Guin, Ursula, 31
 Lenskjold, Tau Ulv, 20, 149–150
 Levitsky, Steven, 129–130
 Lezaun, Xavier, 29
 Liberalism, 140, 154
 Light, Ann, 163–164
 Lin, Cindy, 158
 Lindström, Kristina, 163
 Lindtner, Silvia, 41, 158
 Living experiments, 28–29
 Lockton, Dan, 31–32
 Lodato, Thomas, 64
 Logic of care, 162
 Logic of choice, 162

- Logistical challenges, of foraging, 69–72, 76–77
- Los Angeles Innovation Team, 11
- Loukissas, Yanni, 114
- Lury, Celia, 146
- Mackey, Sean, 102
- Makerspaces, 21
- Making
 - design experiments as practice of (see experiment-as-event)
 - versus doing, 16
 - feminist pragmatist approach to, 25–26, 161
 - gathering and, 148–152
 - orchestration in, 152–154
 - reimagining foraging through, 73–74, 79–91
- Manzini, Ezio, 4–5
- Maps, for foraging. See *Fruit Are Here* project
- Marres, Noortje, 28–29, 93, 146
- Marxism, participatory design
 - influenced by, 17
- Matters of concern, 44, 60, 156, 162
- McKenna, Erin, 31, 71, 99
- Meaningful inefficiencies, 163
- Meaning-making, collaborative, 5
- Meeschia, Catherine, 82, 102
- Meng, Amanda, 68, 103–106, 115, 138. See also *Careful Coding* project
- Metrolab Network, 11
- Michael, Mike, 42, 60–61
- Mihailidis, Paul, 39
- Mills, C. Wright, 30
- “The minor,” engagement with, 154. See also Quasi-events
- Minor design activism, 20–21
- Minority communities
 - culture of, 109
 - gentrification of neighborhoods of, 10, 11, 36, 52, 53, 109
 - surveillance of, 108
 - withdrawal of resources from, 109
- Mobile mapping application, Concrete Jungle, 78
- Modernism, 4, 38, 175
- Mol, Annemarie, 33, 162, 173
- Moser, Ingunn, 173
- Mouffe, Chantal, 20, 40
- Mugar, Gabriel, 163
- Murphy, Michelle, 177
- Narrative joints, 42–43
- Narratives, in *PARSE* project, 51–54, 52
- Nathan, Lisa, 136
- Nationalism
 - discourses and practices of care in, 176
 - social design and, 4
- National Science Foundation, 117, 179
- Navigation of institutions, 129–134
- Negri, Antonio, 100–101
- Neighborhood advocacy. See *Careful Coding* project
- Neoliberal governmentality, 39, 66
- Nguyen, Cookie, 43, 44, 46, 53, 55, 58, 68
- Non-teleological theory of design, 146
- Nussbaum, Bruce, 4
- Obesity, as event, 159–160
- Office of New Urban Mechanics (Boston), 11
- Olander, Sissel, 20
- Opazo, Daniel, 32
- Orchestration, as activity of making, 152–154
- Ostrom, Elinor, 74
- Papanek, Victor, 3–4
- ParkingLawn service scenario, in *PARSE* project, 56, 61–62
- Parochialism, 177

- PARSE (Participatory Approaches to Researching Sensing Environments)* project
- care of the possible in, 166–167
 - concerns and cautions in, 43
 - design fictions resulting from, 54–56
 - design game sessions in, 48–51, 49, 50
 - design game structure in, 46–48, 59–60
 - design team for, 68
 - as discursive design, 62–64
 - discursive experiments in, 59–60
 - Fictions of a Smart Atlanta*, 56–59, 153–154
 - funding of, 43–44
 - gathering and orchestration in, 151, 153–154
 - goals of, 37–38, 43
 - productive frictions in, 60–62
 - quasi-events in, 156
 - residential narratives in, 51–54, 52
 - subjectivities constructed from, 64–67
 - tinkering in, 174
 - toolkit for, 45, 47
 - workshop setup in, 44–45, 45
- Participatory design. *See* Social and participatory design
- Participatory refusal, 134–137
- Parvin, Nassim, 40, 55, 59, 158
- Patchworking, 148
- Paternalism, 43, 176–177
- Peer, Firaz, 68
- Peirce, James, 92–95
- Perpetual contest, 20
- Perplexities, conditions of, 164–165, 187
- Pierri, Paola, 32
- Pluralism
- agonistic, 19–21, 27
 - in participatory design, 17
 - pluralistic subjectivities, sharing through stories (*see* stories)
 - stories restricting, 38
- Pluriversal design, 4, 183
- Police. *See also* *Careful Coding* project
- broken-window policing by, 107
 - code violations tracked by, 107–111, 114
 - dialogue with, 122–136
 - history of oppression and abuse by, 107–108
 - sharing of data with, 118
 - surveillance by, 107–108
 - tinkering with institution of, 171–172
- Political institutions, 129
- Politics, imagination and, 31–33
- Pollock, Anne, 158
- Pols, Jeannette, 173
- Ponce City Market, 44, 51
- Positivism, 12, 27
- Possible, care of the. *See* Care of the possible
- Postcolonial theory, 3, 4
- Potter, Beatrice, 25
- Povinelli, Elizabeth, 140, 154–158, 159
- Powell, Allison, 40
- Power, in experiments, 23
- Practice-based research
- academic label applied to, 8–9
 - collective and collaborative nature of, 7
 - ideas uniting, 7
 - limitations of design in, 6–9
- Pragmatism
- agonistic pluralism and, 19–21
 - as care of the possible, 161
 - in experimentation, 23–28, 186
 - feminist, 31, 161
 - feminist pragmatism, 25–29, 31, 161
 - imagination in, 31
 - post-instrumental notion of designed things and, 146
- Precision agriculture, values and implications of, 96–99
- Privilege, in experiments, 23
- Probative events, 159–160

- Problem-making, inventive
 in *Careful Coding* project, 146–147, 168
 as care of the possible, 164–169
 experiment as, 29–30, 145–147
- Processes, data collection. *See* Data collection, tools/processes for
- Projects. *See* individual projects
- Project teams. *See* Design teams
- Promise Center, 103, 104
- Prototyping, 112, 140, 142, 159–160
- Provisional events, 159–160
- Public engagement, devices of, 93
- Publics, concept of, 112
- Public sphere, 112
- Puig de la Bellacasa, María, 162, 168
- Quasi-events, 140, 154–159
- Quayside project, 181, 182–183
- Queer theory, 3, 6, 31
- Questioning dialogues, 124
- Raby, Fiona, 2–3
- Redström, Johan, 12, 95
- Reductionism, 140
- Regulations, on foraging, 72–73
- Rehearsing futures, 71, 95
- Reimagining foraging through making, 79–91
- Relational practice, design as, 111–114
- Reparative approach to design, 142–143
- Residential narratives, in *PARSE* project, 51–54, 52
- Resident-led data collection, 182
- Reverse-geocoding process, 117
- Ripeness of fruit, sensors to detect commons and commoning in, 95–101
 design of, 79–85, 81, 82, 84, 95–99
 design team for, 102
 incompleteness of, 92–95
- Rosner, Daniela, 5, 41–42, 67, 146
- Sadowski, Jathan, 39, 64
- San Diego, smart streetlights in, 181
- Scale
 importance of, 180–181
 “in the large,” 18–19, 180–181
 “in the small,” 18–22, 24, 117–118, 161, 180–181
- Scenario cards, in *PARSE* project, 45, 46–47
- Scenarios, storytelling in, 42–43
- Schechter, Beth, 78, 102
- Schneiderhan, Erik, 164–165
- Schrock, Andrew, 39
- Sciences of the Artificial*, *The* (Simon), 28
- Scientific experiments, design
 experiments in civics versus, 22–23
- Scope, of events, 141–143
- SeeClickFix, 109–110
- Segregation, discourses and practices of care in, 176
- Seigfried, Charlene Haddock, 26, 27, 66
- Sense-making, collaborative, 5
- “Sensor Maintenance” (*Fictions of a Smart Atlanta*), 58, 65
- Service design, 139
- Shelton, Taylor, 64
- Sidewalk Labs, Quayside project, 181, 182–183
- Silicon Valley, counterculture and, 4
- Simon, Herbert, 28
- Smart and Connected Communities program, 179
- Smart cities
 Atlanta as, 9–12
 colonialist nature of, 39
 concept of, 38–40
 critical perspectives of, 12, 39–40
 neoliberal governmentality reinforced by, 39
 in post-COVID-19 era, 179–180
 prevailing discourses of, 35–39

- stories of (*see* stories)
- universalism of, 4, 39
- Smart Cities Toolkit, 45, 47
- Smart citizen, 64
- Smart-city technologies, 38–39, 180–181
- Social and participatory design, 2–3, 31
 - critical and speculative design and, 4–6
 - democratic concerns at work in, 16–19
 - democratic design experiments and, 18–19, 163, 180–181
 - design justice and, 5–6, 134, 183
 - effects of, 8
 - expansion beyond traditional workplace, 17–19
 - gathering and orchestration in, 148
 - history and origins of, 3–4, 16–18
 - lack of adoption of, 17
 - origins of design experiments in civics in, 16–17
 - pluralism in, 17
- Social science, experiments in and as, 29–30
- Social theory, 28
- Societal transition, imaginaries
 - shaping, 32
- Sociological imagination, 30–33
- Sociotechnical imaginaries, 30
- Solnit, Rebecca, 187
- Spaces, agonistic, 20–21
- Speculative and critical design
 - history and origins of, 2–3
 - themes and aesthetics of, 3
- Ståhl, Åsa, 163
- Stakeholder cards, in *PARSE* project, 45, 47
- Stanford prison experiment, 23
- Star, Susan Leigh, 112
- Starr, Ellen Gates, 25
- Steen, Marc, 24, 94
- Stengers, Isabelle, 29, 140, 141, 148, 161. *See also* Experiment-as-event
- Stokes, Benjamin, 39
- Stories. *See also* *PARSE (Participatory Approaches to Researching Sensing Environments)* project
 - characters in, 36
 - diverse economic subjectivities in, 36–38, 40–43
 - impact of, 35–36
 - narrative joints in, 42–43
 - as part of larger narrative, 37
 - scenarios in, 42–43
 - sources of, 36–37
 - types of, 36–37
 - vendor influence on, 37
- Storytelling
 - in design, 3
 - design and, 42
- Streetlights, smart, 181
- Stump cards, in *PARSE* project, 45
- Subjectivities, sharing through stories. *See* Stories
- Suchman, Lucy, 148
- Superstudio, 2
- Surge pricing, 57
- Surveillance, 11, 54, 108, 180–181
- Sustainability, experiments in, 28–29
- SW Maps app, 117
- Tanya (student canvasser), 103
- Technological citizenship, 73, 99
- Technological imagination, 30–31
- Temperature cards, in *PARSE* project, 45
- Temporal frame of designing, 143
- Thinging, 140
- Thinking the event, 140
- 311 system, 109, 127, 136, 151
- Tian, Qing, 117, 134, 138
- Tinkering
 - in *Careful Coding* project, 146–147, 170–175
 - as care of the possible, 169–175
 - empirical, 169–171
 - in *PARSE* project, 174
 - qualities of, 169

- Tippens, Nick, 117, 138
- Tironi, Manuel, 29
- Tools, data collection. *See* Data collection, tools/processes for
- Toomb, Austin, 163
- Toronto, Quayside project in, 181, 182–183
- Transition design, 183
- Tronto, Joan, 32, 73, 101, 162, 176
- Turner, Fred, 4
- Tuskegee experiment, 23
- Universal, view of design as, 1, 18–19, 27
- Universalism, 4, 39
- University of Chicago, 25–26
- Users, subjectivity of, 41
- Utopia, feminist pragmatist approach to, 31
- Vendors, influence on stories, 37
- Weather cards, in *PARSE* project, 45
- Web-based form, in *Careful Coding* project, 118–121
- Western values
- critical and speculative design and, 3
 - social and participatory design and, 4
- “What Is a ‘Democratic Experiment?’” (Ansell), 28
- Whitehead, Alfred North, 140
- Wilkie, Alex, 42, 60–61, 159
- Willful subject, 158
- Winance, Myriam, 169
- Wittgenstein, Ludwig, 46
- Wolff, Matias, 32
- Workplace, democracy in, participatory design and, 16–19
- Young, Iris, 153
- Zegura, Ellen, 117