DESIGN SCHOOL: Undisciplined and Irresponsible

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WE HAVE CREATED A WORLD THAT NOBODY WANTS!
1.5 billion people on our planet live in poverty.

We use the equivalent of 1.5 planets to meet our current consumption rate.

2.5 times as many people die from suicide as die from homicide or in wars.
Ecological Crisis
Social Crisis
Spiritual Crisis
Billion people unable to read a book or sign their own name.

Percent of people between the ages of...

26 to 30

...in the UK admitted to being stressed and depressed after leaving University...
Emotional Crisis
Worldometer slide
Disclaimer

Absolutely nothing whatsoever, in any way shape or form, contained within this project – The Free University of Liverpool – accepts any responsibility for this website, its contents and any loss or damage arising in any way from the receipt or use of this website and any of its associated persons. In particular it accepts no responsibility for the use of the term 'University' which it recognizes to be the sole privilege of the Privy Council to bestow upon whichever institution it deems best fit to fulfill the conditions of an education only they, and absolutely nobody else in any way shape or form, throughout the world and forever, can legitimize. This is especially true of any grassroots education initiative that seeks to hand back the power and rights of an education to its participants, thereby exposing and defeating the elitist agenda of the Privy Council – The Free University of Liverpool are in no doubt that that sort of sentiment is utter rot and nonsense and that the Privy Council's ultimate control over the word 'University' is true, good and just, fair, equitable and right. The same goes for the titles 'Bachelor of Arts' or 'Foundation Degree'.

It is a vicious rumour that The Free University of Liverpool runs a Foundation Degree designed to provide an accessible base from which people, irrespective of background and education, can forge ways of learning together in preparation for the non – existent BA in Cultural Praxis – which The Free University of Liverpool is also responsible for not running. We, in no way whatsoever, in any way shape or form, throughout the world and forever, on this planet or any other, run these courses. We denounce these rumours and claim that they are figments of some lunatic utopianist imagination.

The Free University of Liverpool is positioned as a long-term durational performance protest.

The Committee
DESIGN SCHOOL: A Charter

*Signatories: Paul Rodgers, Craig Bremner, ...

• More to be added soon...
DESIGN SCHOOL is shaped by internal, external, and contextual trends including blurring of disciplinary boundaries, making consumed by digital reproduction, and systemic micro-management.
DESIGN SCHOOL contests the historic logic of design education measured by degrees determined by forms of industrial legitimisation. There is overwhelming evidence that the industrial project for the world has already manufactured the worst possible reality.
DESIGN SCHOOL proposes that the entertainment complex be replaced by a new strategy to reconnect design with the modern project - to imagine change. Note: this project’s complexity is now compounded by the competing forces of progress and population flows.
DESIGN SCHOOL became necessary when we entered the urban age. But other than try to channel all design thought and action through the unsustainable framework of sustainability, it is clear that we are yet to design any viable response to this shift from rural to urban.
DESIGN SCHOOL requires a completely different logic to that of current learning models, where so many degrees are based on professionally licensed trajectories that are more germane to history than the possible future scenarios we now need to envisage.
DESIGN SCHOOL will speculate on possible future scenarios for being together on an increasingly populous planet.
DESIGN SCHOOL is a learning environment where the health of the modern project can be observed and where the current and future conditions for being together in increasing numbers can be tested.
DESIGN SCHOOL will re-engage design with the eternal scenario conjured by the unavoidable question - what kind of world do we want? A question also known historically as the basis of the modern project.
DESIGN SCHOOL operates by selecting themes that countervail the shrinking scope of the modern project to a biased contest between progress and population.
DESIGN SCHOOL’s core function is to disrupt, contest, invent, direct, coordinate, respond, provoke and project...
DESIGN SCHOOL will conduct projects based on themes and stage these projects anywhere they may or may not be needed. Projects will be the currency for any degree programs deemed appropriate for the School to endorse. Projects must be disseminated by the participants.
DESIGN SCHOOL graduates will be capable of working wherever their projects point them.
DESIGN SCHOOL will connect people through its themes and its projects, and people will determine the technologies for these connections.
DESIGN SCHOOL will ask academics, practitioners, students, and researchers to design new models for being together on a congested planet exhibiting its limits.
DESIGN SCHOOL aims to revalue the currency of the long-standing policy throughout the world of public investment in education for the common good.
DESIGN SCHOOL will convene programs and facilitate projects for any worthwhile concept. DESIGN SCHOOL will also foster collaboration with the growing number of projects across the globe using design as part of their logic.
DESIGN SCHOOL compensates for the educational industry’s well-meaning but unrealisable ideals.
DESIGN SCHOOL provides a completely new alternative to the educational cul-de-sac of our traditional institutions.
DESIGN SCHOOL provides a new platform to the destabilised business of education.
DESIGN SCHOOL gives priority to learning as a means of improving everyday life.
DESIGN SCHOOL best illustrates the global imaginary.
DESIGN SCHOOL will not compete but will question.
DESIGN SCHOOL will not use design to differentiate products and services.

“The art lady came in and told me all people want is derivative crap.”
DESIGN SCHOOL will not play a role in economic growth.
DESIGN SCHOOL will not presume the digital platform can connect people from all over the world in pursuit of answers to universal questions.
DESIGN SCHOOL will not fake alliances with other professions or affect fertilisation across disciplines and industries.
DESIGN SCHOOL will contest existing knowledge and expertise by exploring new projects, to test skills and widen perspectives on the problems of the anthropogenic age.
DESIGN SCHOOL will construct scenarios that offer new ways to value what we don’t know.
DESIGN SCHOOL will stage events that tempt leadership in thought and action.
DESIGN SCHOOL will be nomadic.
DESIGN SCHOOL will cultivate counter proposals to existing commonplace notions.
DESIGN SCHOOL will disseminate all its activities as ‘products’.
DESIGN SCHOOL will use design to invent new research and production methods.
DESIGN SCHOOL will learn from the world.
DESIGN SCHOOL will be critical of futures and future critiques.
DESIGN SCHOOL will reveal new possibilities.
DESIGN SCHOOL will foster revolution in thought and action.
DESIGN SCHOOL will stimulate possible future scenarios.
DESIGN SCHOOL will sponsor new projects to modify known, not known, accepted, and unaccepted conditions.
DESIGN SCHOOL will identify new platforms for ecologies, societies, cultures and economies.
DESIGN SCHOOL is an important initiative to remedy hubris.
DESIGN SCHOOL is an arena for undisciplined, irresponsible, unethical, and ignorant design.
Tomorrow's vacation

With computers and robots doing most of your work, you're going to have more leisure time in the future. You'll want to enjoy this extra time - and here computers and robots will again come to your aid.

Suppose you feel like a vacation. Planning it is easy. On the viewscreen of your home you can see the Space Islands. These are a group of huge space colonies that are resorts for people from Earth, the Moonbase and other space colonies. They have different climates in order to attract all kinds of tourists, and you choose a colony that is like several South Sea islands inside. However, unlike the real South Sea islands, you can play weightless games there and experience other such delights that only the Space Islands can offer.

Getting from your home to the colony is a long and complicated journey, but your computer arranges all the various stages of the trip, books your seats, reserves your hotel rooms... and pays your bills.

Then it's off on a whole variety of robot transports as exciting as the vacation itself - beltways, autotaxis, high-speed monorail trains, underground vacuum bullet trains, mammoth jets, space shuttles and finally a spacecruiser out to the colony.

You're there at last, and a wonderful view of Earth, and so their languages vary. You've chosen one in which Spanish is spoken. You can't speak Spanish, so you hire a portable computer that translates instantly from one language to another.

Portable interpreters worn around the neck enable people to speak to each other in the Space Islands. The computers in them can listen to one language and instantly feed a