Anti-dogmatic design

Tjerk Timan and Benjamin Voss
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Dogma

You should strive to live as long as possible

Taboos

- You should not talk about death;
- You should not be relieved to die;
- You should not help people die;
- You should not have a desire to die;

Dogma

You can pay for a 'love' experience...

You can pay for a 'power' experience...

...but can you buy a death experience?

Dogma

There are many <u>after</u>-death services, and only then and at that place people talk about 'the subject'
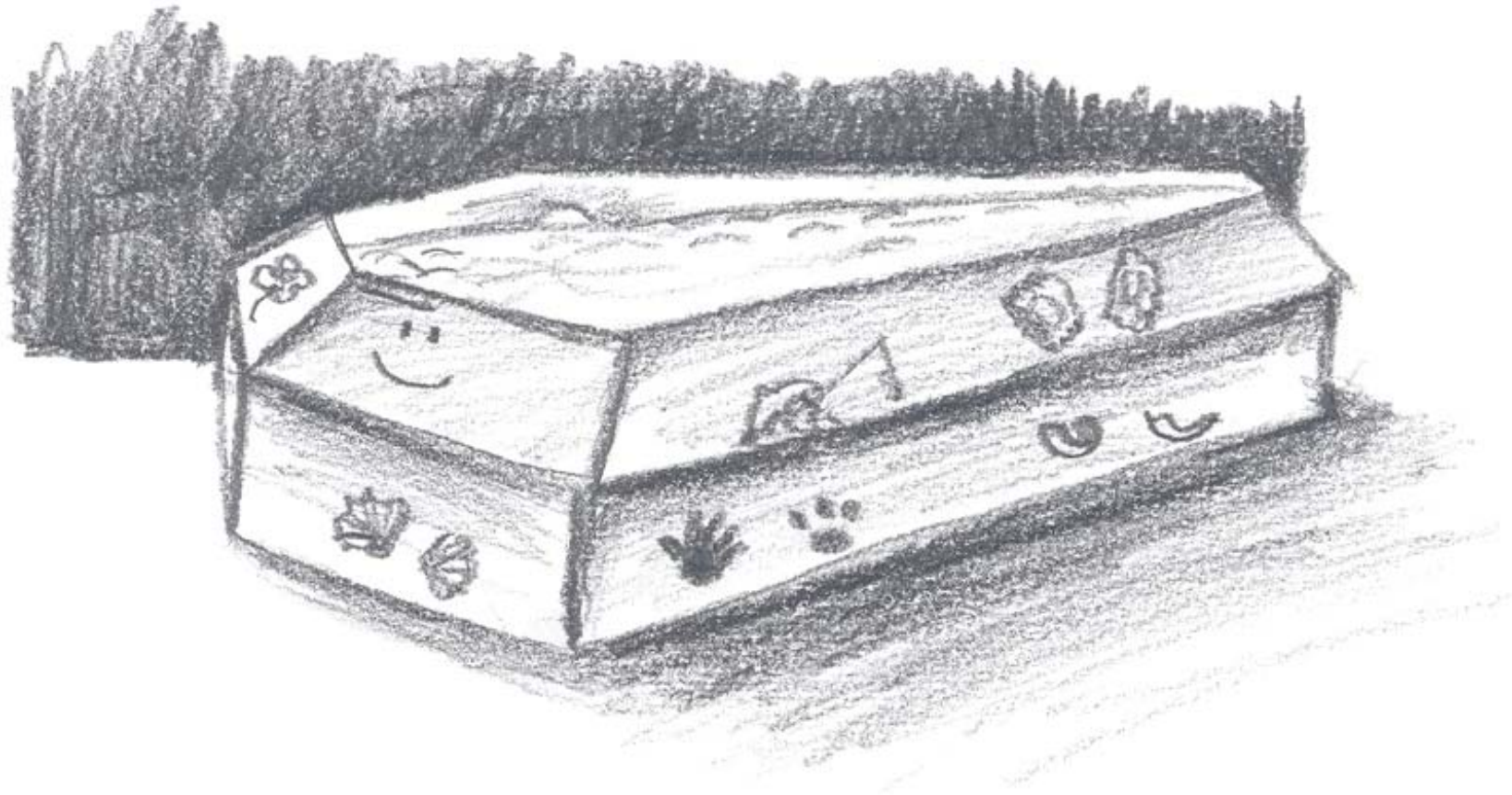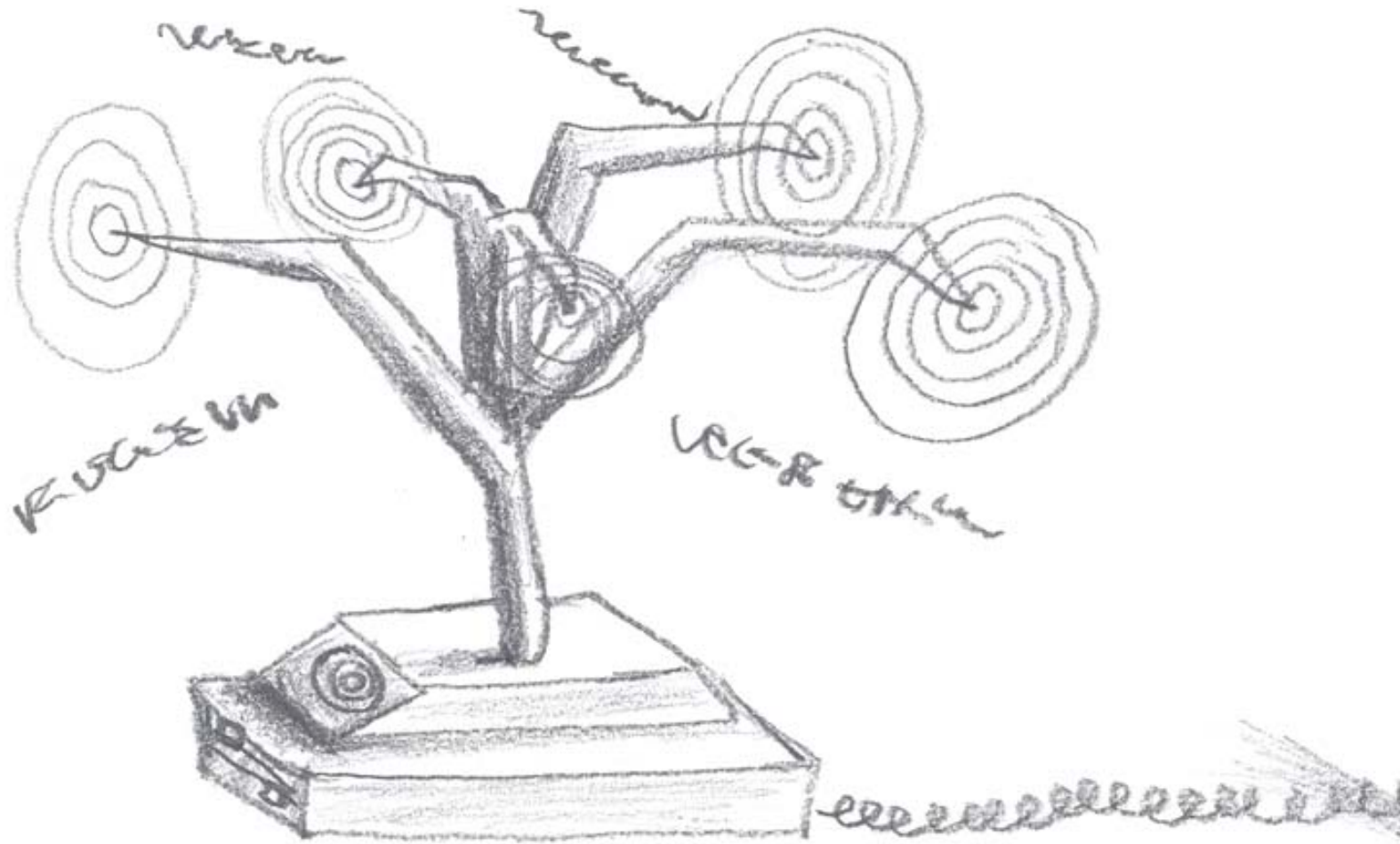
Design solutions

Design solutions

Design solutions

Design solutions
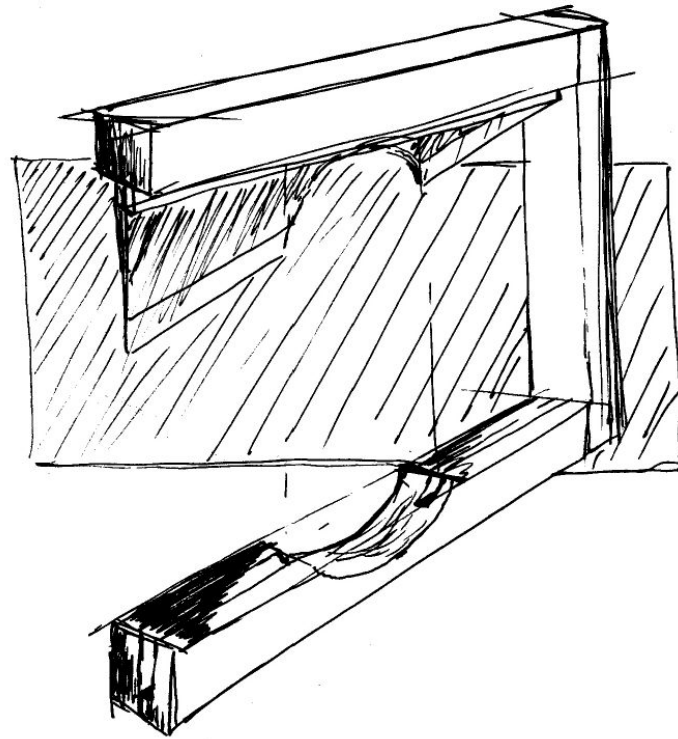
Design solutions

Design solutions

Design solutions

PAPB sketches

!Take the experience

'just get the feeling of'

Design solutions

AA003   Sketches

Death Design Buro

Designing the FINAL MOMENT must be your grandest of achievements!!! (as a designer, that is..)

Design solutions

Develop a service and tools to be remembered (the worst is to be forgotten, right?)

'Gods are mortal, humans are immortal, living their death, dying their life'

(Heraclitus, 500 vC)

Design solutions

Keywords of interest (no sketches yet..)

-*CoffinCustomisationSite (fill in length, date of death, weigth fav. colour, type of material etc.)*

-*How Do You Want to-go buro (mass-customisation on where, when, how, etc, you want to 'go')*

-*LastMomentMovieService (some neuro-brainrecorder..)*

-*MemoryServiceManagement buro (where you can manage what the people you leave behing can and cannot 'experience')*

-*Memory Jar / orb of messages (gadgety digital storage and projection...*