CHATHAM HOUSE | LONDON DESIGN BIENNALE

DESIGN IN AN AGE OF CRISIS

URGENT WORK BRIEF: MAKING WORK WORK FOR US

Design In An Age Of Crisis is a global OPEN CALL inviting radical design thinking from the world's design community, the public and young people. It seeks to harness the creativity that comes from crisis. We want to hear your radical design thinking about the world you want to live in. How can we create healthier, greener, equal and prosperous societies?

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OPEN CALL FOR DESIGNERS, YOUNG PEOPLE & THE PUBLIC TO HAVE THE OPPORTUNITY TO BE:

1   **Selected for an online exhibition, Design In An Age Of Crisis, from Autumn 2020**

2   **Exhibited at the London Design Biennale at Somerset House in June 2021**

3   **Considered for further development and implementation by Chatham House**

DEADLINE Please submit your radical design thinking by **31 August 2020.**

WORK

What do we want from work in the 21st century? How do we create a wider purpose to work? COVID-19 has put existing, long-standing systems in flux and presented a timebound opportunity to recast work as a social activity, as well as an economic activity.

Work is now required to be more networked, more human-scale and people-centred and more flexible. From this, new systems will emerge, organisations and business models may change, and new ways of organising work and life could come to the fore.

Your radical design thinking could focus on whole policy frameworks, architecture and buildings, to the desk and home space, the body or communications tools, and how work fits into the life of our communities.

GUIDELINES

Submissions can be in any format and any stage of thought, from a simple sketch to a fully developed concept.

YOU CAN SUBMIT WORK IN ANY OF THESE FILE FORMATS:

PDF, WORD DOC, PPT

VIDEO
(10 seconds – 1 minute) in mp4, vimeo, YouTube link

AUDIO
(music, podcast, sound) in mp4, vimeo, YouTube, psa

IMAGES
jpeg, eps, ai or gif format

Any content which can be interpreted as discriminatory, abusive, or inappropriate will be discounted.

Please only submit original work - submissions can be either pre-existing or work created especially for this opportunity. All submitters retain ownership and copyright of their work. However, by submitting your idea, you consent to allow London Design Biennale, Chatham House, Somerset House and any collaborating partners and supporters the opportunity to feature and promote your work as part of an exhibition and across advertising and marketing channels.

We welcome collaborations, and you may choose to respond to a single brief, or all four. Further submission details and guidelines can be found online.

10 PROMPTS TO INFORM YOUR DESIGN THINKING

1   What will success look like in the 21st Century? How can we rescale the places, settings, systems and artefacts of work to create a new model of work that goes beyond the 20th century economic growth model to meet wider obligations and goals?

2   How can work be woven into the community, locality and environment, alongside business growth? As lockdown has increased our physical connections with our neighbourhoods, how can design contribute to the wellbeing of our local communities in a meaningful way?

3   Business models have traditionally predicated success on scaling up, how might we redesign this model, to make work more human scale? While not all organisations will reduce in scale, could new systems bring together individuals in 'swarms', when needed, to solve a particular problem?

4   How can design address some of the biggest human-centred challenges, be it an ageing work force, uneven distribution of work, widespread unemployment or a general dissatisfaction with work as it exists today?

5   If care homes and poor-quality new building developments are symptomatic of a system that prioritises profit over people, can design help us to better incorporate humanity within our economic models?

6   How can shops and offices, now lying empty as demand for them declines, be repurposed by design?

7   For people working in jobs where they have little control over the activities or tasks they have to complete, how can work be designed to be more meaningful?

8   How can design help people differentiate between work and leisure when remaining in the same place? How can design aid flexible working, enable greater connectivity both professionally and personally and improve people's quality of life?

9   When workforces are distributed across cities, countries and globally, how can design thinking drive innovation forward - be it chance encounters or unexpected collisions of ideas? Can the design of digital environments adapt in order to not only transmit information, but also provoke interactions, human emotions and thoughts?

10 How can we design strong and coherent work teams, even when they are not physically connected. If designed communal spaces are vital to relationships between colleagues, and enjoyable for workers, what do these look like?