

(Image: <https://yewtu.be/Mzb4wnzw21w>) Note: This episode addresses matters notably delicate in gentle of this week's school capturing in Texas. While Design Observer has never shied away from tough conversations, the editors acknowledge that this content material could also be tough for some listeners. Content Warning: Violence, killing, and dying are mentioned in this episode. It could be onerous to find someone who needs to share house with a mosquito. Hence, [Zap Zone Defender Device](#) the creation of the bug zapper. But as designers, how will we deal with what lives and what doesn't? On this episode of The Futures Archive Lee Moreau and [ZapZone Defender Sloan Leo](#) go deep on how human-centered design doesn't all the time mirror humanity. With extra insights from David MacNeal, [Zap Zone Defender Device](#) Juliano Morimoto, Spee Kosloff, Paula Antonelli, and Lindsay Garcia. There's a necessity for people to exert their authority, however there can be a need for us to exert our love. The factor that I hope we hold house for is: That is all apply because it's not going to be resolved, and it shouldn't be.

[external site](#) That might create some sort of stagnancy. Life is definitely about holding area for dynamism, modifications and cycles. Lee Moreau is President of Other Tomorrows, a design and innovation consultancy based in Boston, and a Professor of Practice in Design at Northeastern University. Sloan Leo (they/he) is a Community Design theorist, educator, and practitioner. They're the founder of FLOX Studio, a group design and strategy studio. David MacNeal is a author [Zap Zone Defender USA](#) and the author of *Bugged: The Insects Who Rule the World and the People Obsessive about Them*. Dr. Juliano Morimoto is an entomologist and lecturer at the University of Aberdeen in Scotland. Spee Kosloff is an associate professor of psychology at California State University in Fresno and co-writer of "Killing Begets Killing: Evidence From a Bug-Killing Paradigm That Initial Killing Fuels Subsequent Killing". Paola Antonelli is an writer, architect, and the Senior Curator within the Department of Architecture and Design at the Museum of Modern Art, in addition to MoMA's founding director of Research and Development.

Lindsay Garcia is an artist, scholar, and an assistant dean at Brown University. Kathleen Fu created the illustrations for each episode. A big thanks to this season's sponsor, Automattic. Hi, everybody, this is Lee. Every week is just a little totally different on this show. And this week, whereas we're still talking about design, we're going to be talking about some fairly serious points. And so I would like to ensure that everyone who's listening is conscious of that's in a superb place when they're listening. And that i encourage you to verify our show notes previous to listening to the episode so you perceive the context of what we're talking about and prepare ourselves a bit. Beyond that, I welcome you to the conversation and that i hope you discover this dialog as powerful as it was for us. And that i thank you for listening. Welcome to The Futures Archive, a present about human centered design where this season, [Zap Zone Defender Device](#) we'll take an object, search for the human at the center and keep asking questions.

... and I am Sloan Leo. On every episode we're going to start with an object with power. Today the item is the bug zapper. We'll look at the history of that object from our perspective, as designers who've carried out work in human centered design. Not just how it looks and feels and sounds and smells, but additionally the relationship between that object and the individuals it was designed for... .. and with different humans too. The Futures Archive is dropped at you by the design crew at Automattic. Later on, we'll hear from Vanessa Riley Thurman, a member of Automattic's Designer Experience Team. Sloan Leo, it's fantastic to see you again. Thanks for becoming a member of us. Lee, it's a thrill to be here. So I'm wondering-for this specific episode, I'm questioning if you may tell me a bit of bit about your history as a baby with bugs and insects. Where you this form of like, like kid that like liked the creepy crawly stuff?

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