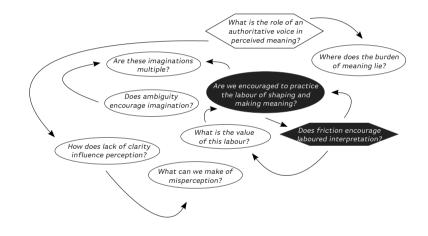
$Methods \ \longleftrightarrow \ Positions$ 

Positions Through Dialogue

I began this unit by exploring the relationship between *Subject, Maker, Viewer* and their roles in shaping *Meaning*. Following this thread, through my research and practice, I arrived at a myriad of questions that guided my exploration.



My position - though not totally resolved - is that difficult concepts require time and labour. The labour of looking. The labour of consideration. The labour of shaping and interpreting.

At the end of the unit, I started to question - but did not totally explore - the pursuit of total efficiency, smoothness and immediacy within communication design. Perhaps revealing and encountering friction might allow us to better understand the way things are, and more importantly, imagine the way things *could* be.

# Introduction

Dialogues

1. Maya Ober (Co-Founder at Futuress).

**2. Mandeep Ahira** (Lecturer in Fashion Media and Communication International Preparation for Fashion at London College of Fashion).

3. Deshna Mehta (Co-Founder at Studio Anugraha).

4. Nina Paim (Co-Founder at Futuress).

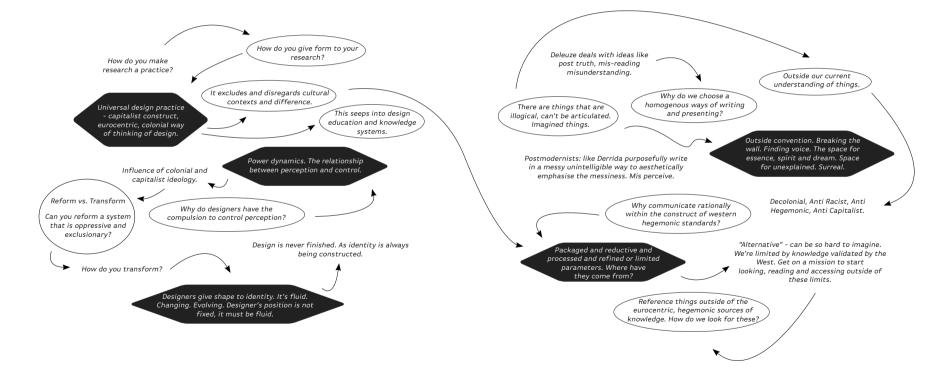
Each dialogue unique. Each approaching these concepts through different threads. Each challenging the way I think about my project. All these conversations have been engaging and overwhelming. The have left me to ponder: where do I want to go with this?

## **Dialogue with Maya Ober**

4

# **Dialogue with Mandeep Ahira**

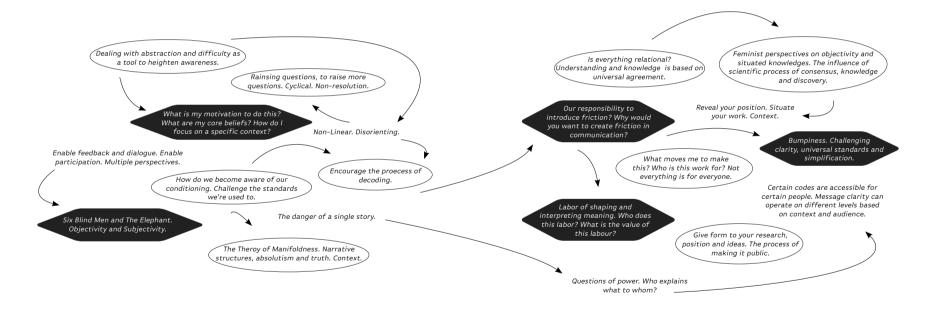
5



### **Dialogue with Deshna Mehta**

## **Dialogue with Nina Paim**

7



6

## **Suggested References**

The following list is a compilation of all of the references and practices that were suggested to me during my dialogues. I might not engage with every one of these. But this could be a useful starting point to build my own network of references.

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# [Not A] Resolution

In each of the dialogues I was asked some version of the question, *'what is it that has moved you to pursue this line of questioning*?' (Paim, 2022). What makes me feel so strongly about this position? Ambiguity is a conscious choice in my project. It is part of my inquiry. However, my motives don't have to be ambiguous. This has given me a lot to think about. How do I reveal my position? What has moved me to go down this path? Who is this work for? And what do I want to say to them?

The dialogues made me realise my hesitance - even struggle - to make a positioned stance. Subconsciously I felt that reaching a position would mean reaching a final conclusion, one that is set in stone, that I must forever believe and defend. But I've since come to recognise that doing so has made me feel inclined to conceal my voice - my motivations as a designer. In each of the dialogues there was an acceptance of non-resolution. Of evolution. As Maya Ober put it in my conversation with her, '*design is never finished*'.

So, that being said, where have I found myself now? What are the threads I'm keen to follow? And what do I want to say with my work?

Moving forward I hope to make explicit my motivation to reveal friction and *'bumpiness'* within my work (Krishnamurthy, 2021). I want to further the inquiry that aesthetic incoherence can encourage the labor of engaging with difficult things. And further substantiate that this labour has value as it allows for multiple imaginations born out of our (mis)perceptions. If we are to dream of alternative systems of thinking, working, and operating, we must be able to imagine it.

I hope to challenge notions of universality, smoothness, linearity and efficiency within Graphic Communication Design. Where have these standards come from? Why might they be problematic or worth challenging? How might we work outside of the constraints of the dominant systems we occupy? Is there space for imagination - the illogical, the surreal? And what can I engage with that does not limit my position within the comfort of the constructs of the current systems we occupy? And how can I give form to this line of inquiry?

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