

Design More (-than - Human) Ecology

Exploring a More-than-Human Approach to Designing with Urban Ecology



Make space for ecology

The city is designed to be human-centred. In the multispecies urban environment humans take on roles of management and ownership over flora and fauna. This leaves the richness and biodiversity of urban habitats in the hands of humans. We designers should support the revitalisation of ecology by finding ways to create space for ecology to flourish.

But how do you design with ecology?



Decentring through experimentation

The goal of this project was to explore the way designers can work with the entanglements around local ecology and design equal and just treatment of ecology. Design experiments are used as a knowledge generation tool to find what affordances and materialisation ecology needs. During the experiments practices were gathered and explored to decentre the human in interventions. Play and multidisciplinary collaboration support the designer in finding new uses for objects. In this project, the overwhelming complexity of designing with ecology often led to designing paralysis, hence the journal is created to provide support to the next designer.



A (never) complete journal of practices for designers of urban ecology

The goal of the journal is to stimulate experimenting and share tools to grow beginning more-than-human designer's practices. It is filled with 29 practices, examples of interventions and activating questions. The practices originate from more-than-human-design, the material-centred design agency Refunc, nature-inclusive building and ecologists. They can be applied and explored one by one in a reflective and iterative design process. After the designer has mastered its contents, the journal can be planted and create space for ecology by itself.

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