

## List of Possible Strategies for the 4240 Final

### Persuasive Design

using computation to modify discrete measurable behaviors in real time

### Political Information Visualization

combining data, representation, and procedural processing for rhetorical purposes

### Infrastructure Redesign

modifying infrastructure in narrow, specific ways to rebalance winners and losers

### Modernist Design

marching across users in your jackboots, or leveraging the vision of elite experts through

totalizing designs

### Critical Design

critiquing existing design approaches, products, and tendencies by creating uncanny alternatives;

technically near but societally different

### Political Computer Game Design

procedurality and narrative to offer users a chance to experience a situation

### Values in Design

understanding what values are built into tech, and making sure that those values aren't out of

whack with users

### Speculative Design

expanding the design space by setting aside practicality and iterating and thinking laterally

### Papanek/99% Design

recognizing elitism in design, designing for the undesigned for

### Liboiron-style Socially Engaged Design

designing based on superior understanding of systemic sociotechnical issues

### Algorithmic Redesign

auditing and changing a platform's code for social impact

### Infrastructural/Platform Activism

developing secondary tech to affect the impacts of large-scale systems managed by others

### Data-Driven Labor Intervention

using the master's tools to intervene in labor questions

### Participatory Design

expanding who is doing design, designing techniques to reduce barriers of expertise

### Afro(X)Futurist Design

leaning on cultural differences as a strength for alternative designs

### Silicon Valley Method

emulating the methods of SV since the invention of the web

### Accra Method

leveraging the advantages described by Ghanaian entrepreneurs