

Elias Paulson

Response to *Design For Social Change*

The design intervention that I found the most interesting was titled “Stories of the City”. In essence, a design student named Morgan Allen attempted to bring together a community that otherwise kept its distance.. emotionally, that is. She created booklets, questionnaires, slideshows and posters and provided them to her fellow community members, hoping to get them together to start establishing a rapport with one another. Ultimately, her intentions went unfulfilled, as no one really showed enough interest and put forth the proper effort to make it work. A conclusion was drawn that possibly a common interest is required to bring people together, not just geographical similarity.

This project first interested me because I am drawn to personal and emotional design. I have also been surprised at the fact that neighbors in a city really don't interact with each other at all. Having grown up in Montana, I have always been very friendly with my neighbors and members of my community. This causes me to reevaluate the conclusion I stated above that Morgan Allen came to. I submit that proximity to a person can be all that is required to bring members of a community together, it is the location of the community as a whole that really matters. Although I would have to test and study this further, of course.