

Speculating With The Tent

Canada 2226



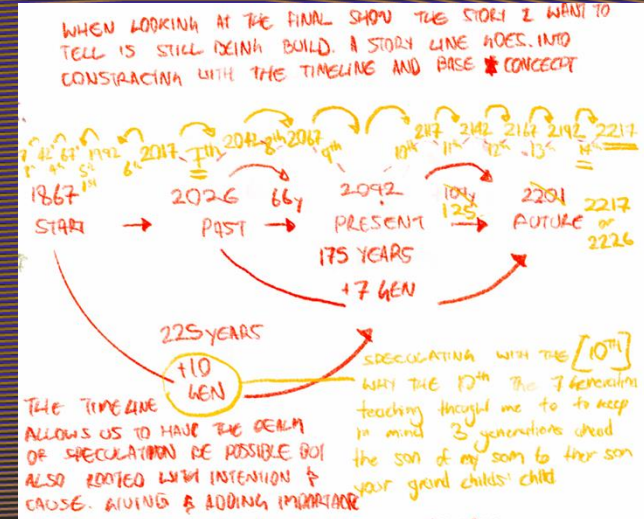
Speculating With Tenth

The Calculation: 2092 represents the **10th Generation** since Confederation (1867).

The Logic: It marks a 225-year cycle. If the "7th Generation" principle guides us to look forward, the "10th Generation" is the site where we test if the cycle of repair is complete. It is the "Post-State Condition."

Why "Patch 2092"?

Tangibility and the Plausible



RQ.

To recall: How speculative design thinking can inform future public spaces that are adaptable, equitable, multispecies, and technologically responsive. It examines how public installations, AI, and experiential storytelling can collectively shape more participatory and ethical urban futures. How can speculative design serve as both reflection and call to action in creating inclusive, ethical, and future-ready public spaces? "How can physical, speculative artifacts (like my prototypes) function as tools for public discourse, specifically to communicate complex, optimistic futures that merge "sentient technology" with 'native stewardship practices'?" How can physical, speculative artifacts function as tools to communicate a 'Grounded Optimism' in the face of Ontario's looming infrastructure collapse?

Overarching Question

How can speculative public installations, artifacts and experiential storytelling invite people to step out of the everyday present and inhabit near-future, AI supported, more than human shared spaces?

How can the speculation of Hamilton 2092 be transformed into a call to action for today's public intersections?

How can physical speculative artifacts model more than human technologies that aim to regenerate the urban landscape and communicate a grounded, optimistic multispecies civic life in the face of looming infrastructure collapse?

Topic, Aims, Objectives.

topic

The intersection of **Speculative Design**, **Artificial Intelligence**, and **Public intersections (Shared Spaces)**. It moves beyond traditional urban planning to explore how design fiction, storytelling and physical artifacts can serve as tangible interfaces for public engagement.

Aims.

1: To Map the Convergence of Tech AI, Culture, and Ecology through prototypes.

2: To Develop Ethical Awareness. treating technology as a steward for ecological healing instead of just a consumer product.

3: To transport into a new plausible reality with out too much science fiction. future claim has to tie back to real grid data.

4: Call to Action...

Expected deliverables.

- Hamilton 2092 Guidebook
- Excavated Artifacts (3–4 prototypes)
- Mini-exhibition with labels + renders

The goal is that by the end, people don't just hear my thesis they inhabit it for a few minutes . ADD TO AIMS

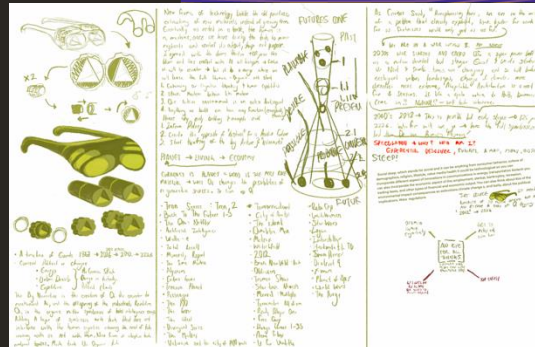
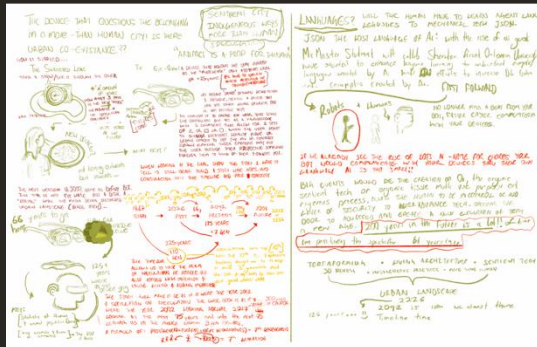
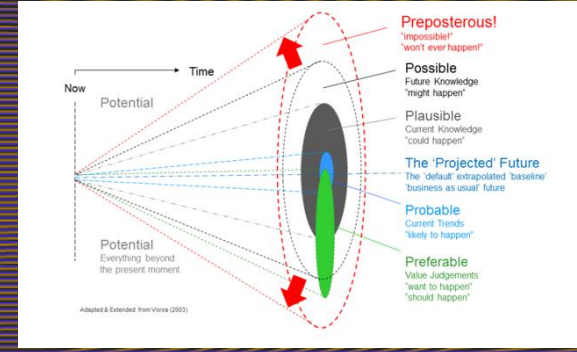
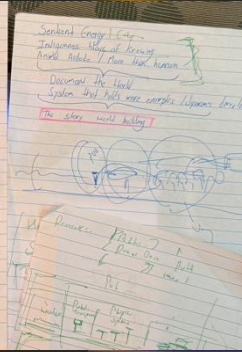
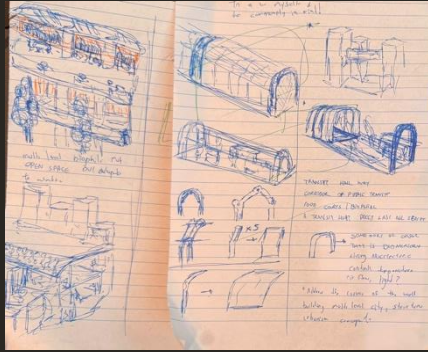
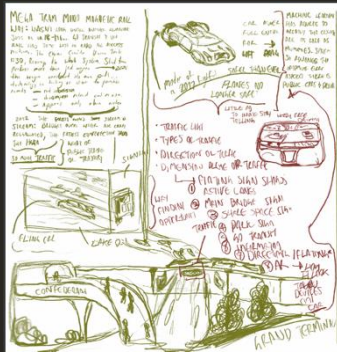
Theory AND METHODS.

Methodologically, I'm using Research through Design: cycles of visual (contextual audit of transit hubs, theoretical mapping, and discursive prototyping like The Steward and the Multi-Lens to test material thinking and define the 'excavated' aesthetic of this future city.

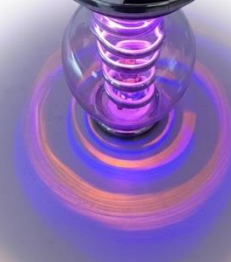
- I. Discursive Design
- II. Futures Cone
- III. Life Centered Design
- IV. Mora Than Human

Progress.

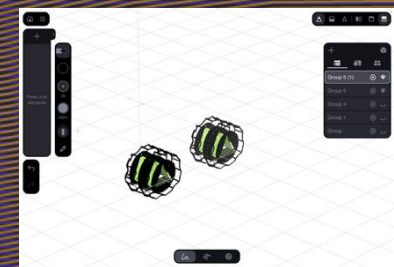
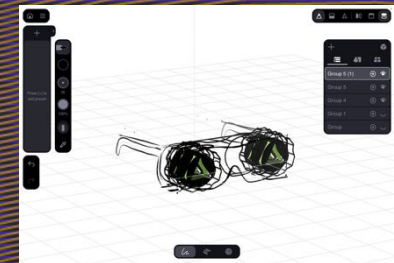
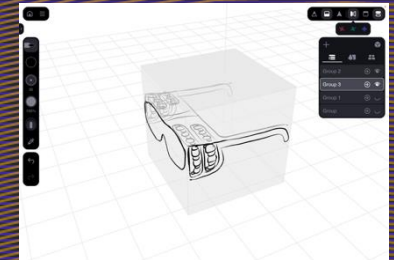
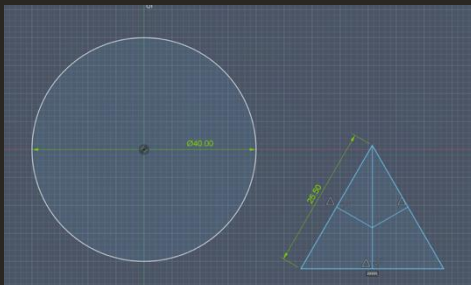
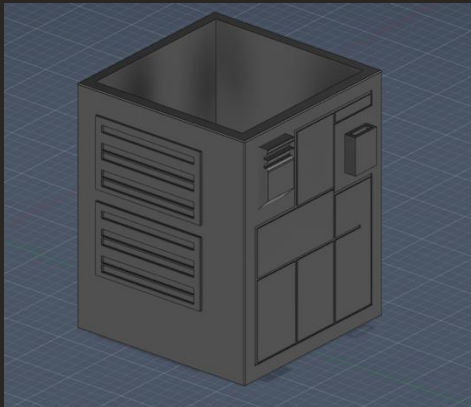
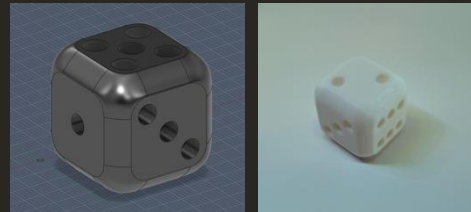
Guidebook



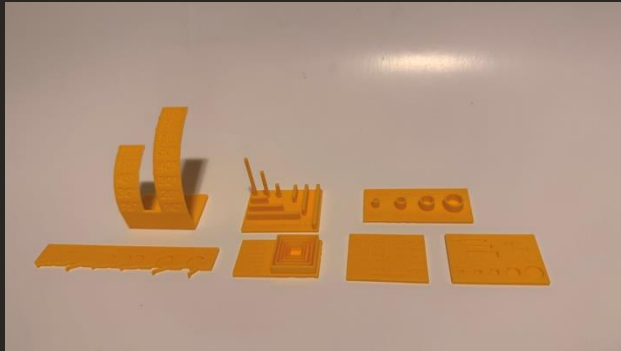
The Artifacts



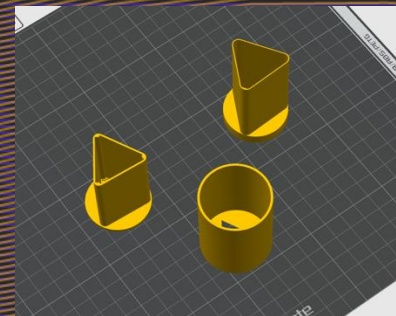
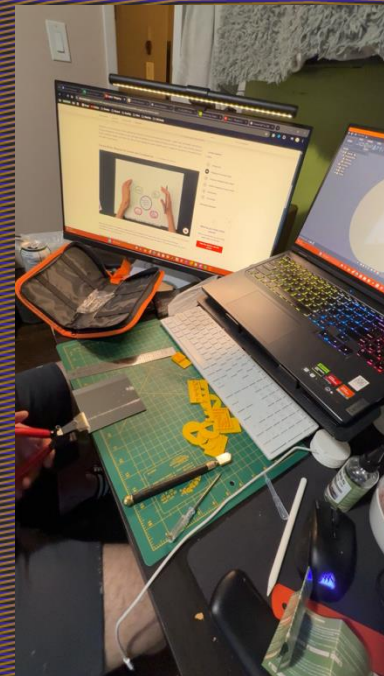
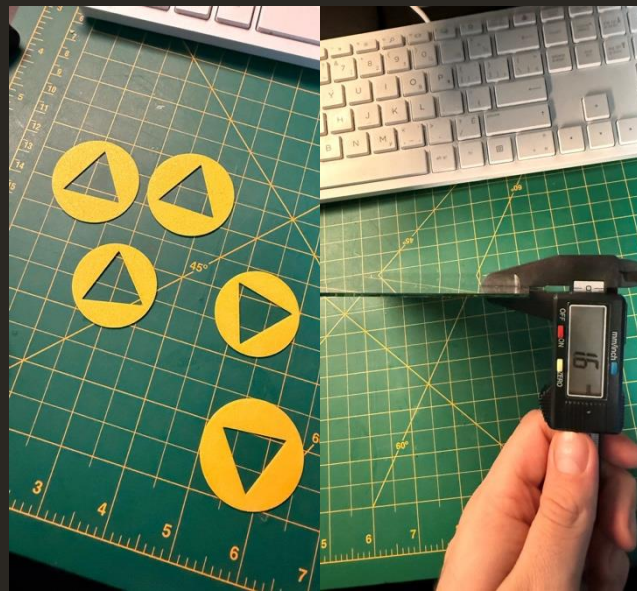
The Multi Lense



The Multi Lense



The Multi Lense



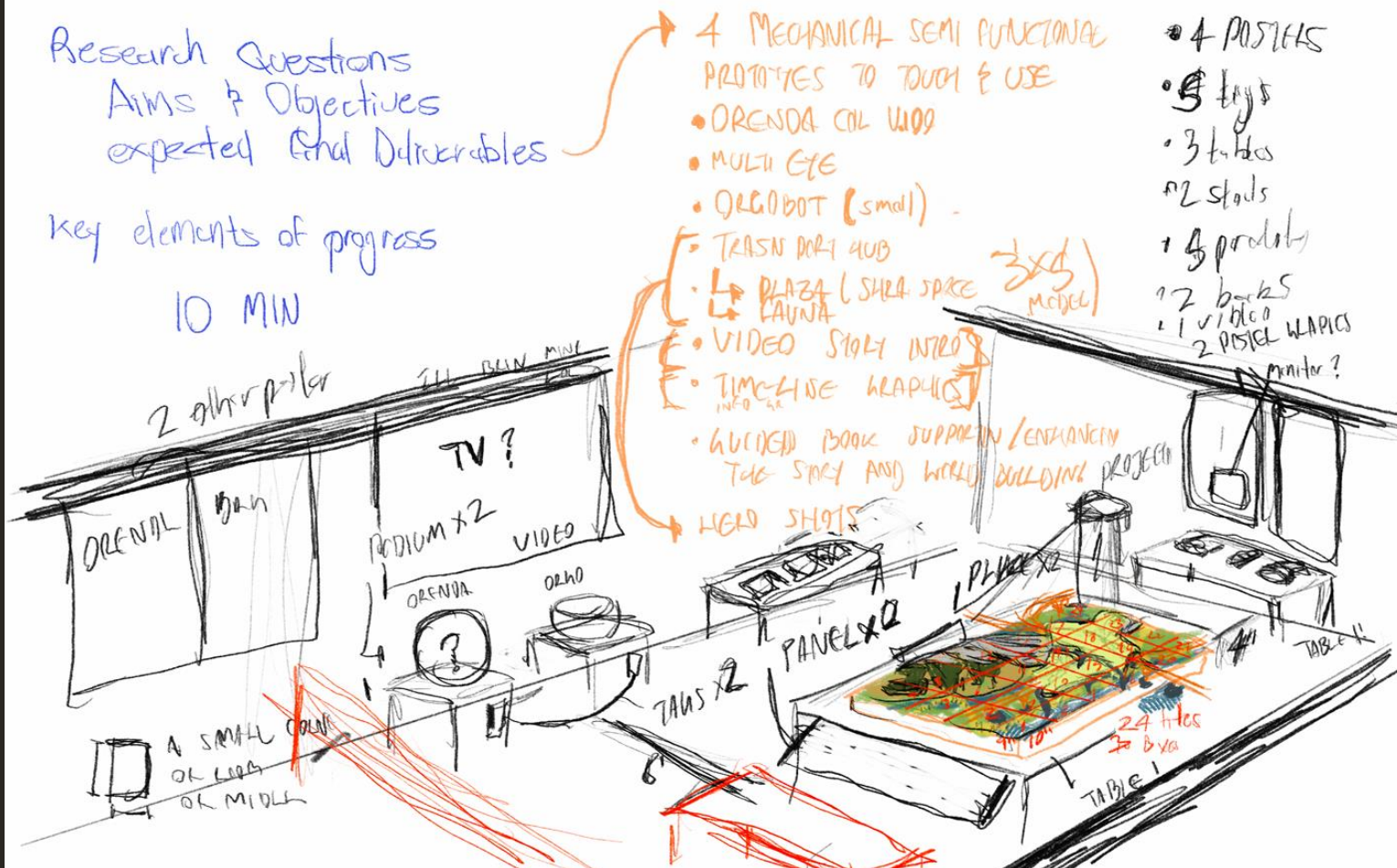


Exhibit

Research Questions
Aims & Objectives
expected final Deliverables

key elements of progress

10 MIN



NEXT STEPS.

- World Rules
- Visual Identity
- Guidebook Drafting
- Artifact refinement
- Mini Exhibit Execution

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