

# continuum deck

## A Continuum of Freeing Design & Vigorous Futures: Instructions

First, thank you for purchasing this deck! It contains both content detailing an approach for designing for equitable & just outcomes in the present and content detailing an approach for designing for thriving and flourishing worlds in the future. I hope that it aids you in your journey of emancipation design.

And I'd especially like to thank the following people for their feedback and reviewing of this deck:

Sam Viotty  
Sabrina Meherally  
Emily Nordquist  
Theresa Slate  
Zariah Cameron  
Rashid Owoyele

**NOTE:** Instructions with further guidance may be found on [graffitiversal.com](https://graffitiversal.com).

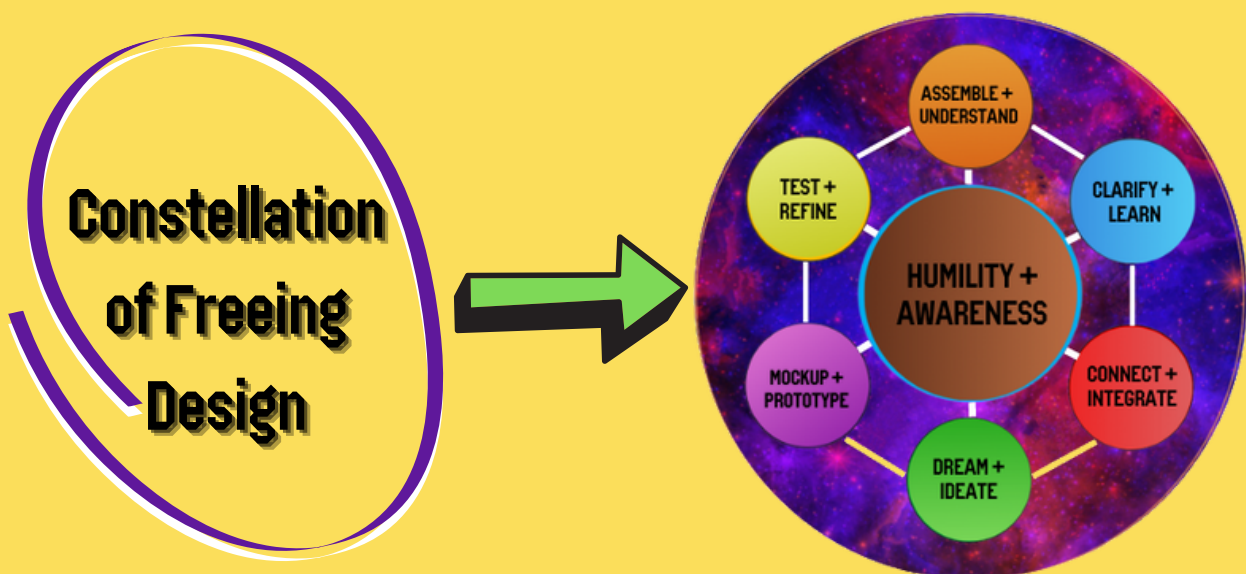
# Freeing Design: Instruction Booklet

Definition –Freeing Design is emancipatory design – which means to design free from restraint by or control under dominant societal constructs such as: White supremacy, patriarchy, capitalism, heteronormativity, carcerality, etc and their related norms that are embedded in human centered design, UX/UI design, service design, and the like. Freeing Design is also emancipatory in that it allows the design practice and process themselves to be freed from the above isms that deprioritize the input and decision making agency of oppressed groups versus those with power in the design process. Freeing Design is participatory, democratic, and centers those most approximate to the social issues as the ones most appropriate to develop the right solutions.

Deck content: Design Tenets, States, Revivify Cards

When using the deck ahead of a design project, you are invited to select 2 - 3 Design Tenets that will guide your design project. What are the tenets you most prioritize for a project? As you move through the project, regularly check back with the tenets to ensure you and your team are actually keeping them in mind with your practice.

The Design States in totality represent the emancipatory design process that undergirds the Continuum Deck. Begin with the Humility & Awareness State, move to Awareness & Understanding, and continue around the circle clockwise. Or jump from one state across to another.



The Constellation of Freeing Design is built such that design teams can always come back to the center state of Humility & Awareness.

Design State cards hold practical steps that a team can take in the design process.

Revivify Cards are essentially ground rules or boundaries that a team member or the whole group can come back to and invoke in order to keep conversation and dialogue alive in the midst of difficult conversations about identity, privilege, power, and oppression.

## **Vigorous Futures: Instructions Booklet**

### **Deck content:**

- Future Design Tenets
- Scenarios
- Systems Lenses
- States
- Warps

There are two ways to use the Vigorous Futures Deck—as a Game, or as a guiding method for a real Design Project.

## **Using as a Game**

Future Design Tenets > Scenarios > Systems Lenses > States > Warps

The Vigorous Futures Deck can be used as a game to speculate design solutions for future issues that have yet to pass or to design solutions that give insight on how to approach current situations.

You are then invited to move through a truncated design process (Constellation of Freeing Design below)—interview stakeholders, connect findings, generate solutions, prototype a minimum viable product/solution, get critique for feedback.



As you are in the testing State, you can use Warp Cards to take your design process and your prototype through new/added alternative scenarios to see if new insights can be made that will stress test your idea.

### Using for a Design Project

- If you are using the Vigorous Futures Deck for a real design project, before anything else you will want to engage community members and build relationships, trust, and self work.
- Start with the Humility & Awareness Cards of the Constellation of Freeing Design. Utilize the Cards from the Freeing Design Deck.

- Move to the Assemble & Build State cards and go through those processes to build individual & team courage, reflection points, resilience.
- Then facilitate your team to move through the Constellation as necessary.
- Choose 2 – 3 Future Tenets to set as your north star.
- Then, choose a card from the Scenarios Cards. Each Scenario Card has a state of positive and a negative possibility of said Scenario (for instance, one Scenario could be Housing Abundance vs Housing Insecurity).
- From there, choose one Systems Lens Card. The Systems Lens Cards hold different lenses by which a solution might be achieved—for instance, Cultural, Political, Environmental, Technological, Economic, or Commercial.
- You are then invited to move through a Freeing Design design process using the Freeing Design State Cards. (see Constellation of Freeing Design below).



As you are in the testing State, you can use Warp Cards to take your design process and your prototype through new/added alternative scenarios to see if new insights can be made that will stress test your idea.

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The Continuum Deck was written, illustrated, and designed by Alvin Schexnider.

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