are we human?

notes on an archaeology of design

by

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Lars Müller Publishers
1. The Mirror of Design
spiderwebs – sediments
radiation – extinction
self-surveillance

2. The Plastic Human
plasticity – strange artifacts
interface

3. Blows of Design
technofossils – prehistory
genetic continuum
hands – ornament
sexual selection

4. The Invention of the Human
tools – brain – curiosity

5. The Ornamental Species
domestication – beads
networks – thinking strings
useless things

6. News from Nowhere
mechanical life – good
design – morality – failure
toys – functionalism

7. Good Design Is an Anesthetic
smoothness – shock – smile
shock absorber – nerves

8. The Design of Health
dissection – X-ray
tuberculosis – fatigue
allergies – autoimmune
burnout
9 Human-Centered Design

camping – artificial limbs
biology – survival – self-destruction – primal scene

10 The Frictionless Silhouette

normal – human engineering – automaton
biotechnique – discipline

11 Designing the Body

bodybuilding – hedonism
nudism – libido – stomach psyche

12 Design as Perversion

fetishism – bondage
voyeurism – erotica
scatology – pedophilia

13 Designing a Ghost

scale figure – protohumans
clothing – lurking shadows

14 The Unstable Body

microbiome – prosthetics
plastic surgery – drugs
biodesign – chimera

15 Homo Cellular

intimacy – connectivity
shelter – computation
selfie – surveillance

16 Design in 2 Seconds

social media – avatar
hybrid space – the bed
postlabor – self-design