

*(Initial line of enquiries at the beginning of Unit 2)*

How can structure and intuition coexist? What does it mean to create design systems that are personal yet procedural? What happens when randomness becomes a tool in itself?



*(Current line of enquiry)*

How can design systems be engineered to prioritize the creation of the unique, non-repeatable instance over the abstract authority of standardization?

→ overall aim: finding/creating the unique non-repeatable within design systems

