

(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

System / Structure

general/simplistic/reductive/abstract/efficient

Specific / Singular

non-repeatable/personal/historical/situated/subjective

vs.

*how it's applied to different context

form (randomness)	architectural motif	system of communication	typography
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