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### **Multistability, Diagram and Emergent Design: The Entanglement of Technology and Creativity.**

Most often design is seen as a crafted and singular form of a delimited work. However, this approach is inadequate in a time of climate change and pervasive artificiality. We want to argue that only if design attains a character of emergent purpose, that is a purpose integrating multiple future states (Michelsen, 2020), can it become a success. This is in contact with Verbeek's postphenomenological framing of design (Verbeek 2005), which underlines the intricacies of what he terms "multistability." The argument of this paper is that only if a design attains a multistable character informed by emergent purpose can it retain its influence. Some theorists argue for a posthuman hyperobjectivity beyond reach (Morton, 2013), we argue that design can be redefined by integrating multiple emergent features and effects of purposive action and support new methodologies. We explore this through a debate on the "diagram" from semiotics and poststructuralism, and the ontology of Being as a meta-instable "transduction" (Simondon 1964/1989).

The paper substantiates the argument with a case from our project to develop architectural responses to the current building boom in Somaliland. Since the 2010s reconstructive building has accelerated, but paradoxically it does little to support broader development. We argue that this is closely related to views of the notion of design as crafted and delimited work. Through the Somali case we demonstrate the potential for real-world impact that a notion of multistable design informed by emergent purpose can have.