

## **1300 Things Designers Should Know**

### **Process & Thinking**

#### Description

Making lists help us notice things we may not notice. Antonio Gramsci's advice that knowing thyself requires compiling an inventory. Danah Abdulla pays tribute to the late architect, activist and critic Michael Sorkin, whose original list, *Two Hundred and Fifty Things an Architect Should Know*, inspired her updated version targeted at designers. The iterative list is not meant to be a definitive how to guide, but to spark conversations, to prompt critical thinking and to help designers reconfigure their discipline. The result is poetic, functional, critical, and at times funny. In this exercise, students made a list of 100 things a designer should know from their point of view. This project culminated in 13 risographed prints resulting in 1300 things designers should know.