

the 99%

a design inquiry into the performative
Conrad Fulbrook

Questioning what I suggest is a western conception of **‘things’**
as the site of design-activity, I explore an understanding of design as a
relational epistemology: in which ‘things’ are
the far more complex, unstable, and dynamically constructed **effects**
of perception and agency, both of which are embedded in wider cultural and
ecological frameworks.

Rather than regard space as **‘surface’** for representation, I explore
the notion of it as **‘field’** for enactment, and the implications of this **servility** to an
shift: from a perspective that conceives of an assumed axiomatically-existent **while**

assumed axiomatically-existent other
the field brings something new into **being projectively)**
‘projective’ (Olson).

Through the etymology of **‘gest’** —the old French root of words such as
‘gesture’, ‘suggest’, ‘gestate’ —meaning *in between*, I explore design with the
notion of **wandering / wondering**:
a reflexive, symbiotic and transformative process for both ‘designer’ and ‘viewer’.
Theoretical frameworks include Latour’s ‘Actor Network’ theory, as well as the
relational epistemologies of Buddhism and animism; previous artists working in
this area might include Robert Irwin, April Greiman, Sol LeWitt, Maya Lin, and
arguably many members of the Bauhaus, among others.