



FIX THE
SYSTEM,
NOT US

FIX THE SYSTEM, NOT US
/
I'M DIFFERENT, NOT LESS



LISTEN TO US, REALLY LISTEN TO US

TREAT US AS EQUALS

**EDUCATE YOURSELF,
AND DON'T EXPECT US TO DO ALL THE EXPLAINING**

NEVER ASSUME, BUT ASK US FOR CLARIFICATIONS

ENCOURAGE OUR INDEPENDENCE

NEVER DENY NEEDED ASSISTANCE AND ACCOMMODATION

WE ARE NOT YOUR 'INSPIRATION' MATERIALS

DON'T COMPARE US TO YOU, OR ANYONE ELSE

ADVOCATE WITH US, BUT NOT FOR US

WE ARE PART OF YOU

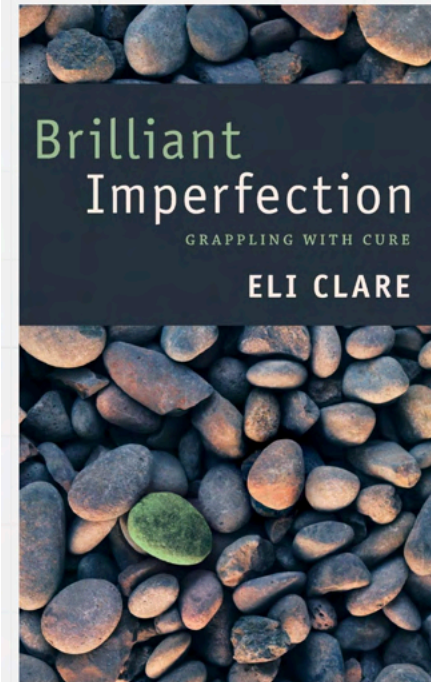
DISABLED PEOPLE ARE DIFFERENT, AND NOT INFERIOR, OR A TOOL TO MAKE ABLE-BODIED PEOPLE WHO HAVE SAVIOUR COMPLEX FEEL GOOD, OR INNOCENT ANGELS TO BE BABIED.

HOW MANY DISABLED PEOPLE WISH THAT THEY WERE NOT DISABLED? DO THEIR ABLE-BODIED FAMILIES AND FRIENDS WISH FOR THEIR DISABILITY TO BE CURED, TO VANISH, TO NOT EXIST IN THE FIRST PLACE? HOW MUCH WORK, MONEY, TIME, AND RESOURCES HAVE BEEN PUT INTO ASSISTING DISABLED PEOPLE?

BUT JUST HOW MANY PEOPLE WOULD THINK ABOUT THE VOICES OF DISABLED PEOPLE? HOW MUCH FRUSTRATION DO THEY EXPERIENCE, ABOUT THEIR CONDITIONS, THE HELP THEY ARE RECEIVING, THE HELP THAT THEY ARE NOT GETTING, THE IDENTITY CRISES, THE LONELINESS AND ISOLATION, AND THE STIGMA?

IN THIS CHAOTIC SOCIETY, ABLE-BODIED PEOPLE ARE BUSY VOCALISING ABOUT ACTIVISM, DISABLED RIGHTS, AND DIGNITY, AS WELL AS MEDICALISED TECHNOLOGIES, MEDICAL MODEL OF DISABILITY, PERSON-FIRST-LANGUAGE, AND TRYING TO FIND A CURE FOR EVERYTHING. BUT THE UTTERANCE OF 'FIX THE SYSTEM, NOT ME' FROM THE DISABLED COMMUNITY IS TOO OFTEN MUFFLED.

DISABLED PEOPLE ARE PEOPLE, LIKE YOU, LIKE ME. BUT YOU WOULD ONLY SEE THEIR DISABILITY, AND NOT THEIR FRUSTRATION, SADNESS, ANGUISH, AND EMBARRASSMENT, AND JUST HOW THE STATUS QUO OF THE SYSTEM IS DOING THEM A BIGGER DISSERVICE THAN YOU CAN IMAGINE, UNLESS YOU ACTUALLY STEP INTO THEIR SHOES, OR SIT IN THEIR SEATS.



Most non-disabled people believe that I need to be repaired.

Overcoming disability?

Defectiveness wields incredible power because ableism builds and maintains the notion that defective body-minds are undesirable, worthless, disposable, or in need of cure.

The interdependent relationships between disabled people and the people who provide care for us are often messy and fraught with power imbalances booted in racism, sexism, homophobia, transphobia, ableism, and capitalism.

These imbalances frequently cause abuse and neglect for the person receiving care, low wages and exploited labour for the person providing care, and harassment flying in multiple directions



"Design model of disability" that encapsulates the way that design has been deployed as a "fix" for the physiological and social experiences of disability in modern history.

In many cases, the structures and products of modern design created barriers by preventing disabled bodies from moving through space and society. In others, they could alleviate disability or provide useful tools for political agendas or the expression of disability identity

At the same time, disabled people's roles as agents in design, whether as makers, users, or activists, represent a history not often captured in trajectories of taste or style

Social model vs. Medical model vs. Design model

This design model identifies disability as a phenomenon that can be treated or ameliorated through digital or material things

Designing for the disabled helped articulate a changed attitude toward physical impairment: thoughtful design could mitigate or even change the nature of disability

Preaching a doctrine of self-reliance, Nugent wanted them to live "independently and without distinction."

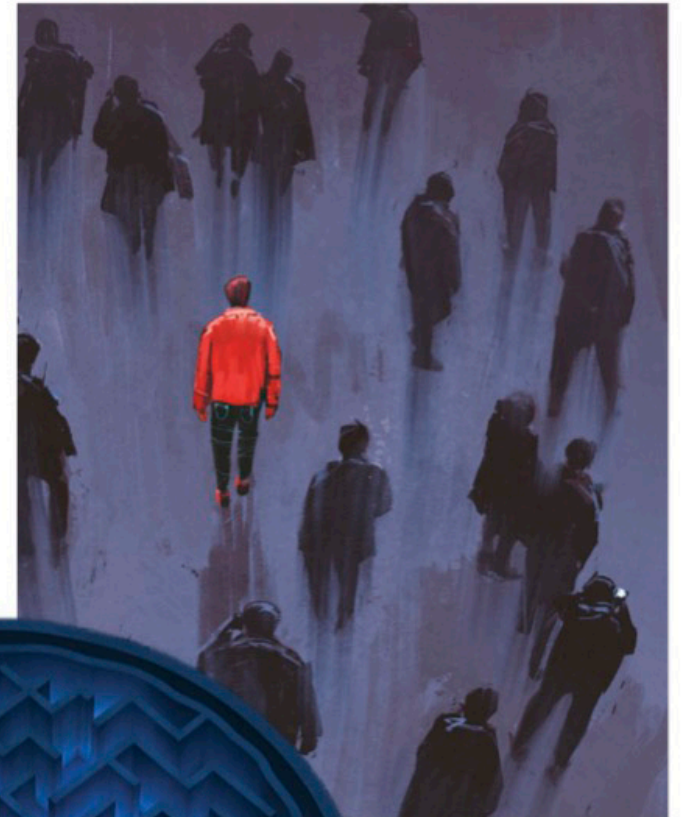
KEY WORDS AND PHRASES

CEREBRAL PALSY RELATED	GENERAL DISABILITY RELATED	YOUNG ADULT & INDEPENDENCE RELATED
Motor skills (gross vs. fine, upper vs. lower)	Infantilisation (language, body language, 'allows', decision-making)	Education & Employment
Moving around inside home vs. outside home	Accessibility (relationships, finance, legal matters, etc)	Finance (Bank, bills, rent, shopping, budget)
Speech issues (clacking, slurring, etc)	Social exclusion	Housing (chairs, cleaning, ownership, working)
Intellectual disability (how it's being perceived by others)	Self-esteem / self-confidence / self-image	Leisure / social activities (friends circle, communities, clubs)
Societal ignorance, prejudice, stereotype	Normal vs. 'Abnormal' in the society	Intimate relationships (friendship, dating)
How to minimise pain & discomfort?	Societal contribution, productivity, burden	Sexuality (Sex-Ed, dating, explanation, language) (know your body)
How to remove / reduce work for family & friends?	Money, energy, labour, time	Transportation (public, private, with/without assistance)
Mental health & self-image ↓ pain, motor skills		

COLLAGES

KEYWORDS:

CARE, ACCESSIBILITY, DISABILITY,
AUTONOMY, INDEPENDENCE,
ASPIRATION, ACCEPTANCE, FRUSTRATION











INSPIRATIONS

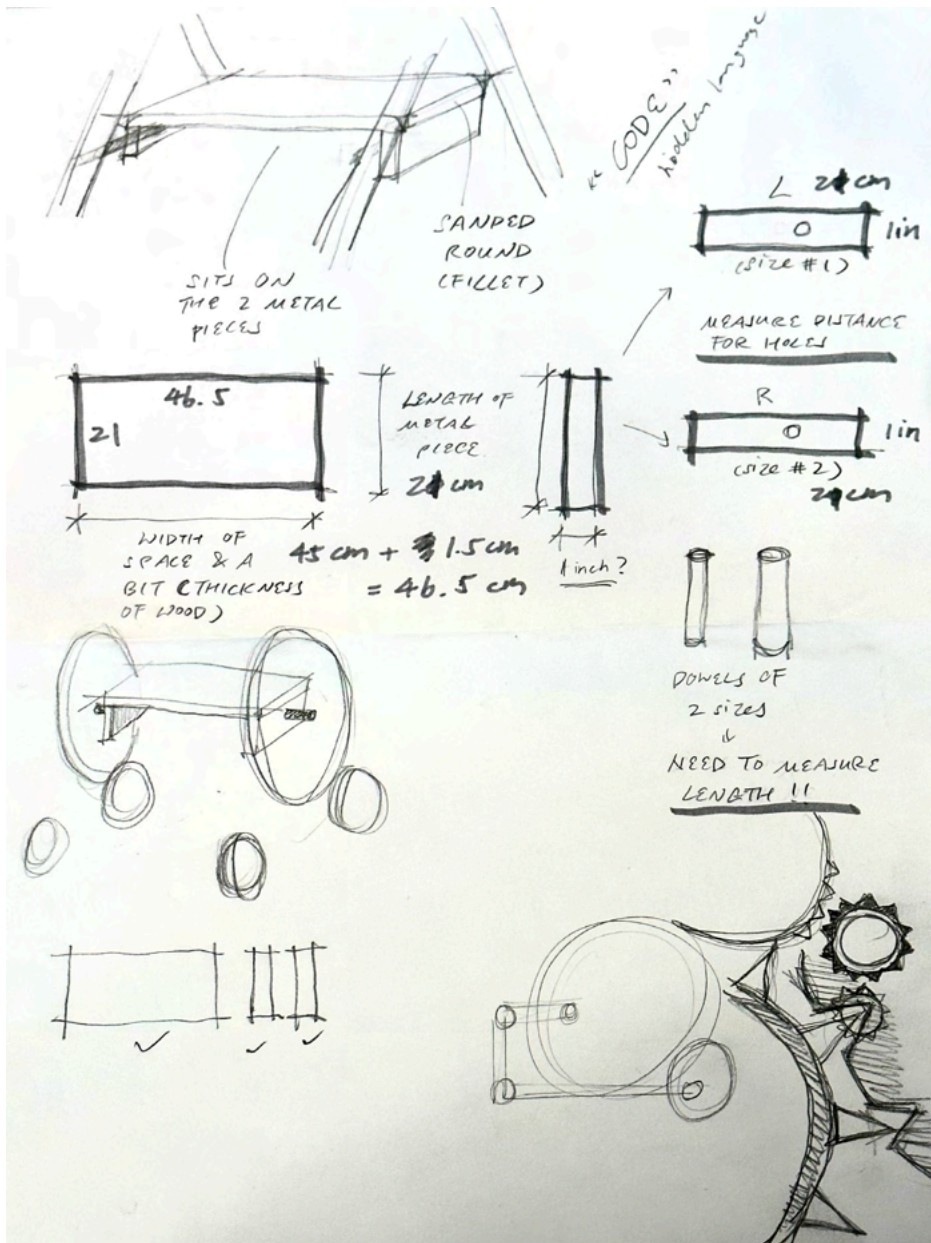


**AUSTRALIAN FASHION WEEK 2022 - THE ADAPTIVE
CLOTHING COLLECTIVE
OUTFIT: JAM THE LABEL
MODEL: CHLOÉ HAYDEN**

IDEATION, EXPLORATION, AND PROTOTYPING



***THE ACCESSIBLE ICON PROJECT* BY SARA HENDREN**



- WHEELS IN REVERSE.
- TURNING 1 WHEEL TO MAKE A TURN, WOULD END UP TURNING IN THE OPPOSITE DIRECTION AND IN REVERSE.
- THINK ABOUT MECHANISM THAT'S STURDIER

Commentary on:

- Disabled people being 'babied' & infantilised
- Active vs. Passive
- Difficulty navigating the world not designed for them ('Inaccessibility')
- The waste that goes into being independent.
- The baggages & chores & responsibilities
- Disability - appropriate behaviours
- Being looked down upon
- Appearance & perception
- Medical & Humour
- Function & Hindrance & Irony

- MOTIVATION (wheelchair company)
- where the butt goes (think about back)
- where the feet go
- Posture. → bike seat?
- Seat shape / texture / height
- wheel rubber & friction (instead of gear)
↳ ask around metal workshop technicians.
- Fabric → perforation
↳ sports fabric.
- Lowing car seats & autonomy & user cockpit.

protagonist world/society

Design language

bicycle vs. buggy

↓

active ↓ passive

story telling

Think about accessories

↓

meaningful & useful

(where & how)

to make the person independent



**INITIAL EXPLORATION OF MECHANISM FOR WHEELS --
TEETH AND GROOVES -- BIGGER WHEEL AND SMALLER
WHEEL TURNING IN OPPOSITE DIRECTIONS**



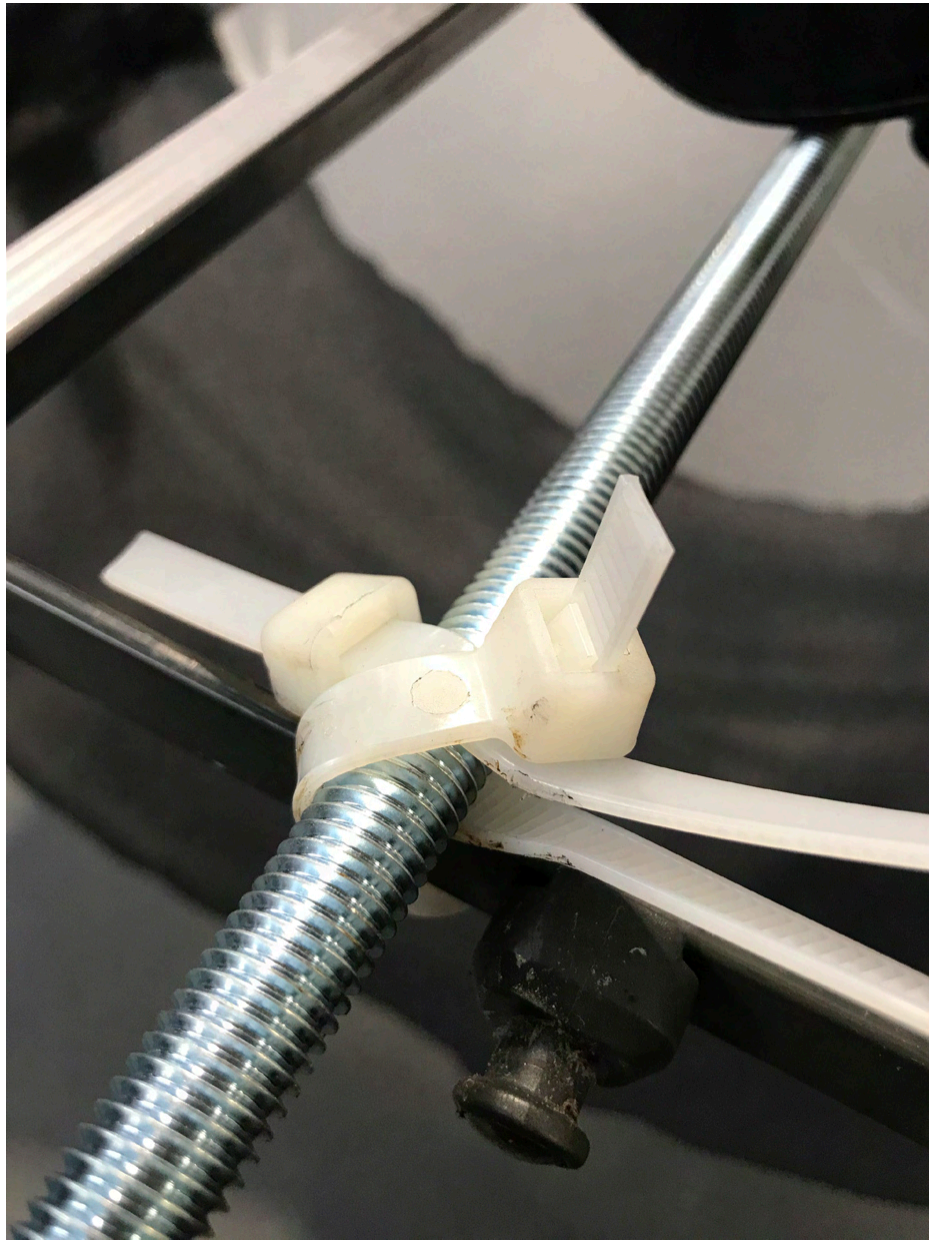
**TESTING OF SEAT PLACEMENT AND WEIGHT SUPPORT
INITIAL INSTALLATION OF WHEELS**



INITIAL INSTALLATION AND TESTING OF PLACEMENT FOR BIKE WHEELS



TESTING WITH ACTUAL BIKE SEAT, WITH NEW SYSTEM OF ATTACHING THE BIKE WHEELS AND SEAT



TEMPERARY FIXTURES WITH ZIP-TIES -- ALLOWS FOR EASY ASSEMBLY AND DISASSEMBLY FOR TESTING AND IMPROVEMENT -- FLEXIBILITY FOR MORE ITERATIONS

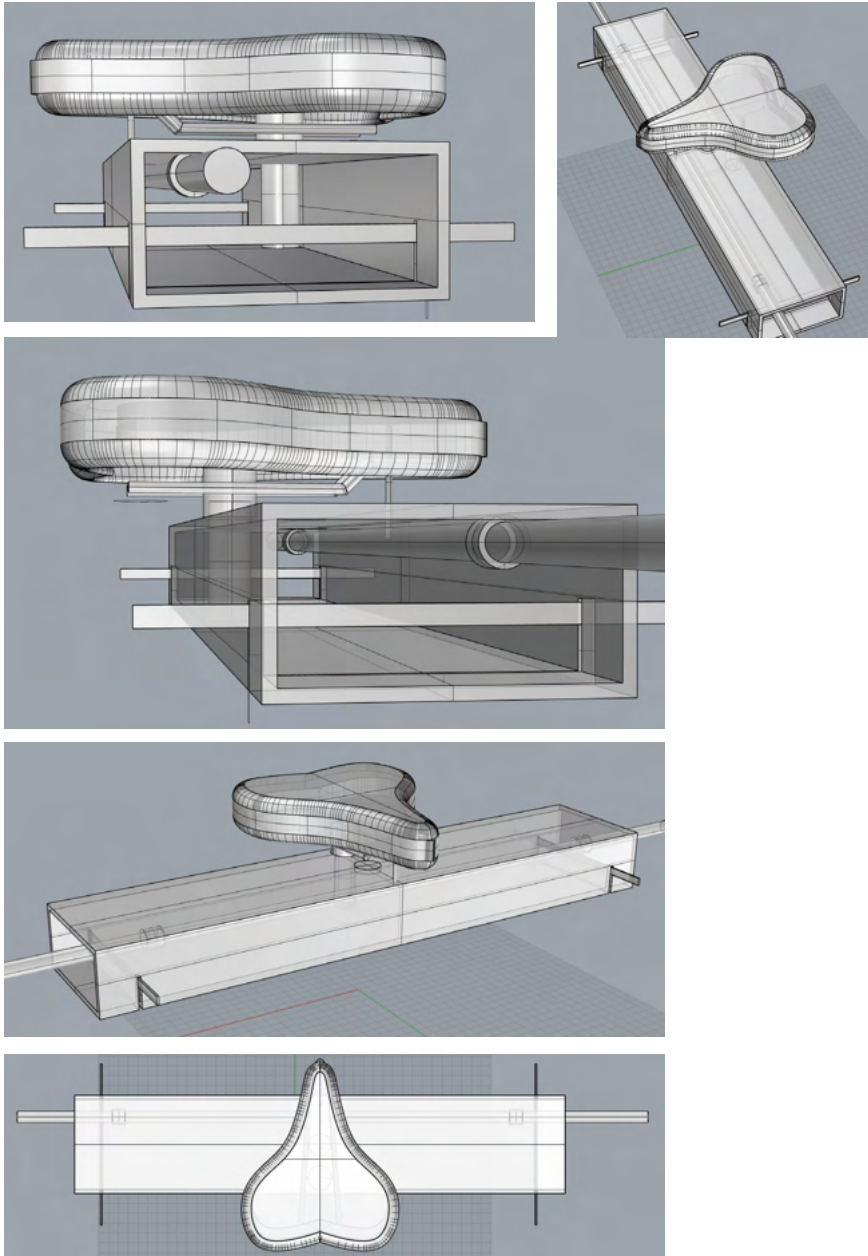


**TESTING WITH THE ORIENTATION OF THE BIKE SEAT:
FACING FORWARD ENCOURAGES INTERACTION
FACING BACKWARD ENFORCES FRUSTRATION**

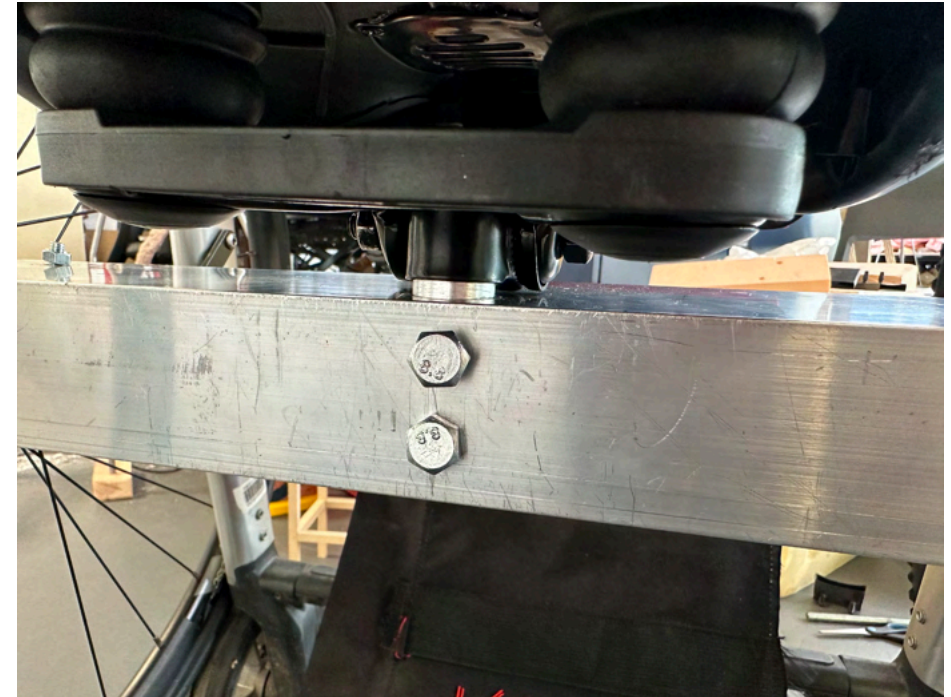


FINAL DESIGN

**THE 'NEW BIKE SEAT' OR 'OLD BIKE SEAT' DEBATE --
DIFFERENT MEANINGS IMPLIED -- EVENTUALLY CHOSE THE
NEW SEAT FOR AESTHETIC AND PRACTICALITY REASONS**



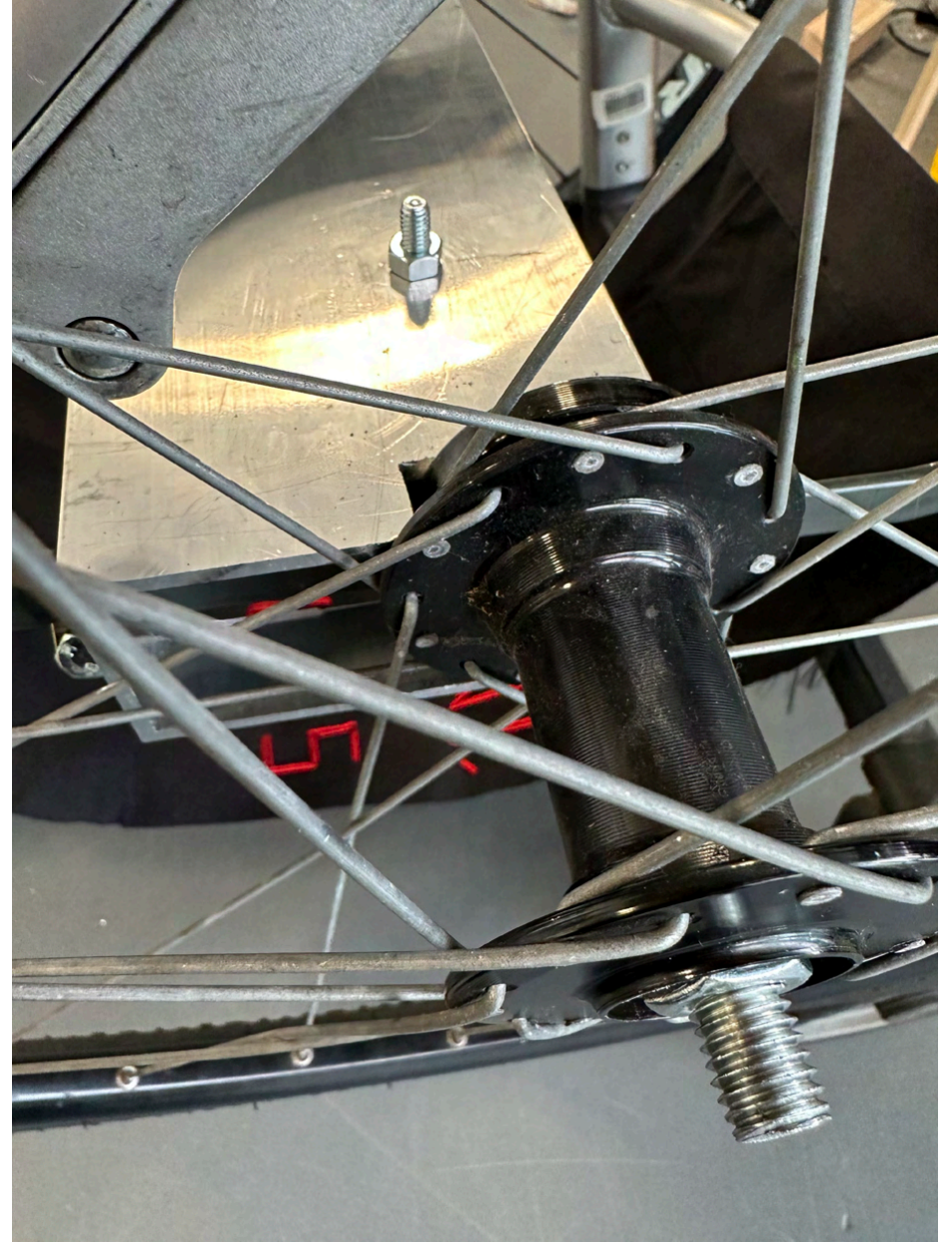
**DESIGNING AND ENGINEERING A NEW SYSTEM FOR
SECURING THE SEAT, THE AXLE, AND THE BIKE WHEELS**



**BOLTS HOLDING THE BIKE SEAT (WITH POLE) IN PLACE
WITHIN THE BOX SECTION THAT SITS ON THE BARS OF THE
BABY BUGGY**



THE THREADED STEEL ROD THAT GOES THROUGH THE BOX SECTION IS SECURED WITH 2 RUBBER LINED CLAMPS, WITH ONE BIKE WHEEL ATTACHED ON EACH END



THE BIKE WHEEL IS SECURED WITH A NUT TO PREVENT SHIFTING AROUND



THE FRAME OF A BABY BUGGY WAS USED AS THE MAIN STRUCTURE, SYMBOLISING HOW THE DISABLED PEOPLE TEND TO BE 'BABIED' BY THEIR WELL-INTENTIONED FRIENDS AND FAMILIES. THAT IS JUXTAPOSED WITH THE BIKE WHEELS THAT ARE ATTACHED ON EITHER SIDE OF THE FRAME AND THE BIKE SEAT THAT IS POSITIONED IN THE MIDDLE. ALTHOUGH BIKES OFTEN EVOKE THE FEELING OF ACTIVITY, VITALITY, AND INDEPENDENCE, THE PLACEMENT OF THE WHEELS MAKES THE PIECE FORMALLY RESEMBLE A WHEELCHAIR. BOTH THE BABY WHO SITS IN THE PUSHCHAIR AND THE PERSON BEING PUSHED IN A WHEELCHAIR ARE PASSIVE, LACKING AUTONOMY AND AGENCY. BUT A LOT OF DISABLED PEOPLE ARE STRIVING FOR MORE INDEPENDENCE, WANTING THEIR VOICES TO BE HEARD, AND ACTIONS BE SEEN. THE ACCESSORIES USED IN THE PIECE, INCLUDING THE POUCH, THE STRAPS, AND THE FABRIC, ARE EITHER FROM BABY BUGGY ATTACHMENTS, OR A BIKE BAG.

THE EMBROIDERED TEXTS UNDERNEATH THE SEAT ARE FOR THE PARTICIPANT TO READ BEFORE GETTING ON THE VEHICLE, WHILE THE TEXTS ON THE FRONT OF THE POUCH ARE FOR THE VIEWERS, OR THE PEOPLE, TO SEE. WHEN THE POUCH IS UNFOLDED, A MANIFESTO IS REVEALED.

ALTHOUGH PHYSICALLY RESEMBLING A WHEELCHAIR, THIS INTERACTIVE PIECE IS IN FACT DESIGNED FOR ABLE-BODIED PEOPLE. IT IS EASY TO TAKE A HEALTHY AND 'NORMAL' BODY AND MIND FOR GRANTED; VERY FEW PEOPLE ACTUALLY CONTEMPLATE HOW DIFFICULT IT WOULD BE FOR DISABLED PEOPLE TO NAVIGATE IN THIS SOCIETY, AND HOW MUCH WORK AND EFFORT THEY HAVE TO PUT IN FOR MANY SEEMINGLY TRIVIAL AND MUNDANE TASKS.

AS DESIGNERS, WE TEND TO BASE A LOT OF OUR RESEARCH ON INTERVIEWS, OBSERVATION, AND LITERARY REVIEWS. BUT EVEN THE MOST EMPATHIC AND WELL-MEANING ONES WHO ARE ABLE-BODIED CANNOT POSSIBLY KNOW WHAT BEING DISABLED FULLY ENTAILS. WE CAN SEE THE ACCOMMODATIONS OR LACK THEREOF, THE ALTERNATIVE WAYS OF DOING THINGS, AND PERHAPS THE ASSISTANCE THAT THEY RECEIVE, BUT WHAT ABOUT THE INVISIBLE THINGS? THE FRUSTRATION,

EMBARRASSMENT, AWKWARDNESS, AND THE OVERWHELMING FEELING OF BEING INFANTILISED AND RESTRICTED?

THIS PIECE IS DESIGNED TO 'DISABLE' THE PERSON INTERACTING WITH IT:

THE INTERACTION IS DESIGNED AS A GAME-LIKE ACTIVITY WITH INSTRUCTIONS AND A GOAL, MAKING THE EXPERIENCE FUN BUT CHALLENGING. THE PARTICIPANT WOULD BE ASKED TO INTERACT WITH THE PIECE IN DIFFERENT WAYS, EMBODYING A METAPHORIC EXPERIENCE OF BEING DISABLED VERSUS ABLE-BODIED. AT THE END, THE PARTICIPANT WOULD BE PROMPTED TO REFLECT ON THE EXPERIENCE, AS WELL AS THE DESIGN FIELD AND PRACTICE IN GENERAL, THROUGH THE NEWLY GAINED LENS OF WHAT THE INTERNAL EXPERIENCE OF BEING DISABLED IS LIKE.

INTERACTION INSTRUCTIONS

1

IMAGINE THIS SCENARIO:

YOU WISH TO GO AND GET THE SNACK AND BOTTLE OF WATER FROM THE TABLE. BUT YOU ARE DISABLED, AND CANNOT TRAVEL ANYWHERE WITHOUT THIS VEHICLE. AND YOU CAN ONLY MOVE IT BY TURNING THE 2 BIG WHEELS.

NOW PLEASE TRY CARRYING OUT THE SCENARIO.

FURTHER INSTRUCTION IS WRITTEN ON THE PAPER NEXT TO THE SNACK AND BOTTLE.

2

IMAGINE THIS ALTERNATIVE SCENARIO:

YOU ARE NOW AN ABLE-BODIED, NEUROTYPICAL PERSON. ALTHOUGH YOU STILL HAVE TO TRAVEL WITH THIS VEHICLE, YOU SHOULD NOW ONLY MOVE IT BY PUSHING THE HANDLES FROM BEHIND.

NOW PLEASE TRY CARRYING OUT THE SCENARIO, AND RETURN TO THE STARTING SPOT.

THE LAST BIT OF INSTRUCTION IS WRITTEN ON THE PAPER NEXT TO THE FIRST INSTRUCTION.



HOW A PERSON WOULD SIT IN THE VEHICLE

**NOW YOU HAVE EXPERIENCED 2 WAYS OF NAVIGATING THE SPACE/
WORLD WITH THE VEHICLE. FROM THE PERSPECTIVE OF A DESIGNER,
PLEASE REFLECT:**

WHAT ARE SOME OF THE EMOTIONS YOU FELT?

**WHAT ARE YOUR INTERPRETATIONS OF THE DESIGN CHOICES AND
MATERIALS USED IN THIS PROJECT?**

**WHAT DOES THE APPEARANCE OF THE VEHICLE REMIND YOU OF, AND
WHAT DO THE MOVEMENT AND MECHANISM MAKE YOU THINK?**

— —

**PLEASE READ THE EMBROIDERED TEXTS ON THE VEHICLE. PLEASE
UNSNAP THE 2 BUTTONS ON THE OUTSIDE OF THE RED BAG, AND READ
THE TEXTS. PLEASE ALSO READ THE BRIEF.**

PLEASE REFLECT:

WHAT ARE SOME OF YOUR THOUGHTS ON THIS PROJECT?

**WHAT ARE SOME OF YOUR THOUGHTS ON ACCESSIBILITY AND DISABILITY
RIGHTS?**



**BEING IN THE
DISABLED SCENARIO:**

**AWKWARD,
FRUSTRATING,
DIFFICULT, COUNTER-
INTUITIVE, SLOW,
STRUGGLING,
PUZZLING,
UNNATURAL,
PASSIVE,
RESTRICTED,
INFANTILISED**



**BEING IN THE ABLE-
BODIED SCENARIO:**

**EASY, SECOND-
NATURE, FASTER,
SMOOTHER,
EFFORTLESS,
NATURAL**

INTERACTIONS AND FEEDBACK

(DESIGNER WITH PRODUCT DESIGN BACKGROUND)

REFLECTION ON THE ACCESSIBILITY ELEMENTS WITHIN INFRASTRUCTURE AND TRANSPORTATION DESIGN IN WESTERN COUNTRIES VERSUS CHINA:

RELATIVE EASE FOR NAVIGATION AND INDEPENDENCE IN WESTERN COUNTRIES

VS

DISABILITY UNFRIENDLINESS IN BEIJING

THE REDESIGN AND TRANSITION OF THE DISABILITY/ACCESSIBILITY ICON:

PASSIVE VS ACTIVE

LACK OF AUTONOMY VS MORE INDEPENDENCE

ISSUES AROUND AUTONOMY AND AGENCY

(DESIGNER WITH ENGINEERING BACKGROUND)

ELEMENTS FROM THE PUSHCHAIR VS BIKE PARTS

QUESTIONING THEIR VIEW ON 'DISABILITY RIGHTS': DID NOT PREVIOUSLY THINK MUCH ABOUT WHAT THE DISABLED COMMUNITY ACTUALLY WANTS, BUT THAT IT IS RIGHT FOR THE COMMUNITY TO 'WANT THINGS', AS IT IS 'POLITICALLY CORRECT'

THE INTERACTION OVERALL WAS FUN, EVEN THOUGH THE MECHANISM WAS PUZZLING AND REQUIRED SOME THINKING AND EFFORT TO MAKE IT 'WORK'.

TRYING TO MAKE A TURN WITH THE VEHICLE WAS COUNTER-INTUITIVE. THE PUSHING FROM BEHIND THE HANDLES WAS PARTICULARLY SATISFYING WHEN JUXTAPOSED WITH THE EARLIER STRUGGLES.

(DESIGNER WITH SERVICE DESIGN BACKGROUND)

BODY DISTORTED/CONTORTED DURING INTERACTION

NEW AND AWKWARD EXPERIENCE WITH THE REVERSE MECHANISM, JUXTAPOSED WITH THE SEEMINGLY SECOND-NATURE OF PUSHING THE VEHICLE.

DID NOT LIKE HOW THE WHEELS THAT THEY WERE TURNING WERE NOT TOUCHING THE FLOOR, AS IT WAS UNEXPECTED AND WEIRD.

FEELING INFANTILISED WHEN ASKED TO IMAGINE SITTING IN THE VEHICLE. NOT ONLY A SENSE OF CONFINEMENT AND PASSIVENESS, BUT ALSO A CONSTANT REMINDER OF THEIR LACK OF AGENCY AND AUTONOMY DUE TO THE FACT THAT THE 'SITTER' WOULD BE FACING THE 'PUSHER'

IN THE DISABLED SCENARIO, THEY FELT RESTRICTED, UNNATURAL, AND FRUSTRATED, AS IF THEY WERE DISABLED BY THE OBJECT

A KIND OF ENFORCED EMPATHY EXERCISE

WHAT TO DO NEXT / WHAT TO IMPROVE ON

GAMIFY THE INTERACTION EVEN FURTHER:

- MARKING THE STARTING POINT AND ENDING POINT
- CREATE 'TRACK' LINES
- CREATE OBSTACLES E.G. MAZE-LIKE CHAIR ARRANGEMENT AS OBSTACLES, TO FURTHER FRUSTRATE THE PERSON INTERACTING WITH THE OBJECT

HOW TO MAKE THE SNAP-ON BUTTONS MORE OBVIOUS?

SO FAR PEOPLE HAVE MENTIONED THAT THEY COULDN'T REALLY FIND THE BUTTONS, THEREFORE PREVENTING THEM FROM ACCESSING THE MANIFESTO.

INVITE MORE PEOPLE FROM DIFFERENT BACKGROUNDS WHO ARE EXTERNAL TO THE RCA TO PARTICIPATE IN THE WORKSHOP.

TALK TO THE DISABLED COMMUNITIES ABOUT THE PROJECT, AND ASK FOR THEIR INSIGHT AND OPINIONS. SHOW THEM THE VIDEOS AS WELL AS THE FEEDBACK FROM THE WORKSHOPS.

