**Salon Article/Talk Takeaways due 2/19 Wednesday noon**

**Discuss at our next meeting: 2/20 Thursday 2pm**

**ROUND 1: Articles/talks that we ALL review - each person list 1**

**Article from Earl Wagner:** [**Advancing Ego Development in Adulthood Through Study of the Enneagram System of Personality**](https://link.springer.com/article/10.1007/s10804-018-9289-x)

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| **Co-Conspirator** | **Key Takeaways** |
| Christina | Since ego development in adulthood is possible according to this reading, maybe we can think about incorporating design that prompts personal development through enneagram training in a co-living space? |
| Devanshi | Self fulfilling prophecy? Could you jump types? I know you can develop ego but can you jump enneagram types? |
| Jen | I did not read every word but this is what stood out to me. Part of the Enneagram training promotes this which I think can be important for co-living too: “The interactive sharing of personal stories cultivates an atmosphere of openness and an experience of shared humanity that is the groundwork for learning.” Maybe this could help us keep in mind the values that we want to achieve through our project. |
| Spencer | -I had to define ego development.  -Loevinger’s [stages of ego development](https://en.wikipedia.org/wiki/Loevinger's_stages_of_ego_development) might be a useful framework for us, as it was for these researchers.  -I didn’t realize that Enneagram could be used for growth. I thought it was just for categorization. This requires more research, especially some less academically written articles.  --“In the work setting, it has been used as a tool for team-building and facilitating more harmonious workspaces.”  -I’d be very interested to see the correlations between enneagram and other personality scales, especially Big Five and Myers-Briggs.  -Might be good to talk to a [practitioner here in Seattle](https://enneagramseattle.com/), or [this one](https://sarahwalston.com/)  -Could we use Enneagram and AI to create a roadmap for personal development?  -[Washington University Sentence Completion Test](https://en.wikipedia.org/wiki/Washington_University_Sentence_Completion_Test) might also be a useful tool for us. We might could find someone at the UW who could administer and score one for us.  -The training in Asheville showed the highest improvement in ego development. The training in Palo Alto showed the lowest. I think that says more about Asheville and Palo Alto than it does about enneagram. |
| Team | * Interactive storytelling builds empathy. * How do we help people understand each other better? * Further research and inquiry   + Contact practitioners (SMEs)   + Find a person in UW who specializes in sentence completion. |

**Article/talk from Christina:** [**In the ’90s, We Had ‘Friends.’ Now They Call It Co-Living.**](https://www.nytimes.com/2017/08/23/style/what-is-co-living.html?mcubz=1)

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| **Co-Conspirator** | **Key Takeaways** |
| Christina | One interesting story this article mentioned is how a co-living community can be chaotic in the sense that nothing is a private matter. We can think about how to help co-living communities set boundaries and promote healthy/friendly relationships. |
| Devanshi | -“single-gender residence hotels of the early 20th century and postwar intentional communities, along with modern co-working spaces and hacker hostels” Stuff for inspiration and to look up.  -“Community programming” what does this entail?  -Dig deep into why did Pure house fail?  -Ryan Fix a possible asset to interview, he is now a co-living consultant.  -Some co-living spaces are just a money making hack for the developers, e.g: The Staten Island Urby.  -THIS IS SO (BAD and) BOUJEE!  - all the activities highlighted here could potentially be done outside a community, as in you don’t really have to live together to be able to do this.  - Diversity in occupations not so much in age.  - What if you have the money to join and you pass the background check, but most people dislike you, how do these communities handle that?  -”if we have a fight, everyone wants to know.” URGH.  -What if someone wants to leave the community? How does this affect other people in the group? |
| Jen | They paint this picture of fancy co-living communities with all the amenities and entertainment you need (for some reason the book The Great Gatsby popped up in my mind). But I wonder what about places to recharge or to find some peace? Also I’m curious if the way the communities are designed are only for more superficial connections or are they also successful at facilitating deeper ones? I feel like in addition to the community dinner, doing individual interviews will be helpful to dig deeper into that especially since not everyone will feel comfortable sharing that at dinner. |
| Spencer | -tell me more about “community programming”  -seem to have very little age diversity  -them shits rull expensive (one woman pays $3500 a month for 212 sq ft)  -the life portrayed here seems genuinely exhausting. I’d want something at a slower pace.  “People getting drunk and hooking up, there’s more potential for drama to happen.”  -lol@WeLive  -so much of the draw seems to be paid-for services (cleaning, free alcohol, decorating, social events), which all tally up to being supes expensive, my dude. How can we keep the appeal and scale back the cost?  -New Yorkers are fucking insufferable, and that includes the author. |
| Team | * Repeated unplanned interactions. * Currently for the privileged. * Privacy is different in co-living spaces.   + SPACE10 Spencer: privacy     - People entering their space     - FOMO but don’t wanna go     - Place to relax * Genuine connection? * Most modern co-living communities are owned by corporations and that creates a self-selected community * Most people stay for less than a year so it’s very temporary. One question we should explore is: HOW CAN WE BUILD MORE STABLE, LONG-LASTING COMMUNITIES? * Alternative model to corporate structure: Paying rent that tapers over time like a mortgage until you pay it off. This can encourage people to stay. * One Shared House documentary - touch on when/how people leave, the impact it has * American vs European approach to co-living * Utopian vision - radical togetherness, are we really friends or just roommates? |

**Article/talk from Devanshi:** [**[Weapons of Math Destruction] | C-SPAN.org**](https://www.c-span.org/video/?414440-1/cathy-oneil-discusses-weapons-math-destruction)

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| **Co-Conspirator** | **Key Takeaways** |
| Christina | People are being defined by big data - and it is scary af. Based on what is happening today, this trend is not stopping anytime soon.  Relating back to our project, from a futuristic perspective, what if we create a roommate matching system that deviates from data/algorithms? Or create a co-living community where residents don’t share social media with each other, instead build their relationship solely on in-person interactions? |
| Devanshi | Algorithms are widespread and very prevalent. They are affecting us in ways that we aren’t even aware of. Most algorithms are a black box where people don’t know how they work. This links back to our idea of co-living using technology, wherever technology is used to make a decision or overriding human input we need to be aware of how wrong algorithms can go.  **Explore computer networks and human networks.** |
| Jen | * Secret test scores in company’s job screening process and rating teachers   + ‘You wouldn’t understand, it’s math.” (lack of transparency) * “Overrides human intuition with this math” * “Weaponization of people’s trust in mathematics...Math itself wasn’t the problem. It’s basically that people were corrupt.”   I’m trying to think about how this can be tied back into our project and speculative design. Algorithm used to decide who gets to live in a co-living community? Or how to arrange who lives in which part of the space depending on their living preferences? I guess it goes back to Spencer’s Sorting Hat idea. |
| Spencer | -tell me more of this Jennifer Golbeck and her personality prediction algorithm  -I also failed a minimum wage personality test at best buy  -this is interesting, but I’m not sure how it’s helping us with capstone. I’m actually more interested in what Jennifer Golbeck is doing than Cathy O’Neil. She did [this talk](https://www.youtube.com/watch?v=rqgSRmOqe3k) that is relevant to us. I haven’t watched the whole thing yet. |
| Team | * If we want to include algorithm in co-living, this would backfire so there’s no such thing as an unbiased algorithm   + Transparency could help address this   + OR we could have an untransparent algorithm as a way to do speculative design * Who has power over the algorithm? The community? * When people apply to get into a co-living community, is there a way for them to apply without algorithms? AKA qualitative data. Almner (Danish company) does this <https://www.almenr.dk/> * No social media in co-living spaces, everything you know about this person is through personal interaction. * Jennifer Golbeck and personality predictions. (does it work for second language?) <https://www.youtube.com/watch?v=rqgSRmOqe3k> * Power balance, and who has access to the technology and decision making? |

**Article/talk from Jen:**[**5 speculative shared-living schemes, as imagined by students at Central Saint Martins**](https://medium.com/space10/5-speculative-shared-living-schemes-as-imagined-by-students-at-central-saint-martins-9c2a994d6faf)

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| **Co-Conspirator** | **Key Takeaways** |
| Christina | The concept of Network Living (private dwelling-pods) is super intriguing because it is mobile yet connected to a shared community wherever it goes. It has great potential for us to explore how co-living doesn’t have to be set to one spot/building but can be rather transportable. |
| Devanshi | - “But while property developers, urban planners and corporations are all exploring the opportunities in earnest, these bodies are very rarely the end users of their own schemes.”  -What are the big picture societal benefits of co-living?  - “fleshing out a day in their life, capturing their typical activities, social frictions and economic dilemmas in relation to shared living” Questions we should be asking.  - Ownership in co-living spaces? Look at **tribal communities** from “the gods must be crazy”  - OWN CURRENCY? Could you have a society that is seperate from the world? Just like a tribal community?  -Network living like snowpiercer, cuts off travelling. Are there any other spaces we see that are “costly, time-consuming, unpleasant and unproductive” as travelling that could potentially become a community activity?  -”It is natural to start catastrophizing and imagining the worst sorts of dystopias when you start to really explore what’s going on,”  -Who are we ignoring while designing such communities? Who are we excluding? (horizon zero dawn)  -“We believe that every symbolic human accomplishment is the result of people working together,” What is a flipside to this? Does it always hold?  -”In particular, CommunicARe allows people to enjoy socialising with one another in their shared living spaces through AR.” Let’s explore, What's the line between real and virtual?  - Self sustaining yaaaas! Circular economy yaaaaas!  -“Ultimately it’s about opening up and communicating,” |
| Jen | “They established a series of identifiable characters — fleshing out a day in their life, capturing their typical activities, social frictions and economic dilemmas in relation to shared living” → Should we also focus on designing co-living for a specific population? Also observing a day in their life would be another research method to look into.  “AR-enabled shared-living community where the building itself becomes a device for communication” → Wonder what that would look like? I think we talked about something similar before. |
| Spencer | -their visions were very community-oriented, so I feel like we’re on a good track there  -I would really like to know more about their process, especially their research  -We need to do research. I’m not really super sure how to proceed. |
| Team | * Gamified co-housing: find existing buildings out of use and their base concept is a game that’s also a house (like Sims for a house) * Explore communities by actually experiencing them. We can probably do that with the Bainbridge community and ask Grace Kim who founded the Capitol Hill co-living community. * Did not dive into depth their process and approach. * Tribal communities - shared everything, don’t owe anything * Exclusion of people based on certain criteria? Who are we harming? * Exploring how to incorporate AR into co-living but will it actually solve loneliness? |

**Article/talk from Spencer:**

[**On Nonviolent Communication**](https://medium.com/@eriktorenberg_/on-nonviolent-communication-33ca8c7ebfcb)

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| **Co-Conspirator** | **Key Takeaways** |
| Christina | NVC can be a great framework to base off of to create a language system operating within a co-living space. It will be helpful in situations where people are not as familiar with each other’s communication style, which happens often in modern residential communities. |
| Devanshi | -Framing and wording a problem in a different way provides a new lens. -When (observation), I feel (feelings), because I am needing (needs). Therefore, I would now like (Requests). Isn’t observation innately subjective (more on that later)  - “All judgements are expressions of unmet needs. Connect them to feelings and needs” OHMYGOD!  -Judgements become self-fulfilling prophecies, are the indian men really useless or am I projecting? AND if I am are they really becoming that?  - I can’t help but think how most of my therapy sessions use some aspect of this- “what triggered this?...and how did that make you feel?” “How can you express yourself to them better?” ---- Tying this back to a mediator (unbiased ai? Talk about my article)  - Language is so subjective though, be it culturally and regionally! so many things get lost in translation! What’s a universal NVC?  - Sometimes people just want to be heard, man.  -”I’ve noticed that criticism, attack, insults, and judgments vanish when I focus on hearing the feelings and needs behind a message, even if it’s accusatory or spiteful.”  - In a conflict, both parties usually spend too much time intent on proving themselves right, and the other party wrong, rather than paying attention to their own and the other’s needs.  - “We know that the basis of violence is when people are in pain and don’t know how to say that clearly”  NVC is a powerful tool for not just conflicts but for daily conversations. \*\*Mandatory NVC classes before you can join our community. Dojo master at the community to solve conflicts |
| Jen | Observations → Feelings → Needs → Requests  “When \_\_\_, I feel \_\_\_, because I am needing \_\_\_. Therefore, I would now like \_\_\_.” → I really like this; it’s simple but powerful. The examples in the article seem to be more related to family. I wonder if there’s any difference in how it might be worded in a professional setting and co-living space since these are people you may not be as close to like your family.  1. How are you feeling?  2. How does that feel on the inside?  3. What do you want?  4. What would that give you?  “I want to suggest that you should never, never, never hear what other people think about you.” → reminds me when I once heard a quote that people’s negative judgments of you are often more of a reflection of themselves, maybe something they are themselves but haven’t realized or embraced yet. Not sure how true that is. |
| Spencer | -NVC is basically Human Centered Design: the Communication Years. The basis of the system is to listen for and give voice to unmet needs. In other words, to get past a user’s rhetoric to get to their actual issue.  -Through NVC, you start to see that a lot of shittiness in the world is the result of people being unable to articulate their needs. Reframing it in a system of Observations → Feelings → Needs → Requests allows space for true empathy.  -It becomes hard to take things personally when you see the expression of anger or discomfort in others as merely arising from their unmet needs and the emotions surrounding them. You start to notice that nobody is the cause of anybody else’s emotional suffering, but how we react to these situations.  -There are lots of great examples in the article  --Quote: “*We know that the basis of violence is when people are in pain and don’t know how to say that clearly”*  -If you’re curious, I also suggest reading the [wikipedia entry](https://en.wikipedia.org/wiki/Nonviolent_Communication) on NVC. |
| Team | * 3 stage process: self-recognition, external communication, internal listening * Empathy typewriter example - What about a NVC typewriter? Translating unmet needs more openly.   + Or could it be more like a therapist?   + AI personality   + What if it were more NVC mediator based but you have two people isolated and can only communicate through this system? * NVC Games * Universal NVC - can change depending on culture * NVC translator “isolation box” * What would it mean to take out emotion? Could be good or bad. * Jubilee videos * Devanshi should interview her family members |

**ROUND 2: 1 additional article/talk to review on your own and share with rest of team**

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| **Co-Conspirator** | **Summary & Key Takeaways** |
| Christina | [the ‘MINI LIVING’ experience](https://www.designboom.com/design/mini-living-milan-design-week-2016-04-15-2016/)  This is an AMAZING take on designing future shared living space with extreme flexibility in picking what to share.  For each private room, there are movable walls that can be opened up to the shared space, which breaks the boundary of private and communal spaces when the resident chooses to do so.  For example, the wall that holds the kitchen counter can be opened when the resident is cooking and feels like sharing this experience with the community. (In the picture below, the dark room is the private room and the lighter room outside is the communal space) MINI-living-milan-design-week-2016-designboom-08 |
| Team: | Room of Requirement: A tech/game system that lets you rearrange your space digitally. You move walls around in an app and they move in real life, on some sort of wheels or magnetic tracks. Presets? |
| Devanshi | **Article/talk: The ethics of algorithms: Mapping the debate**  A supplement to the talk, this talks about how to remove bias from AI and if that’s even possible. What are some policies we could have around the ethics of AI.  <https://therealdeal.com/2016/12/22/co-living-pioneer-pure-house-gives-up-most-nyc-locations/> |
| Team | Split cost.  Why do co-living spaces fail. |
| Jen | **Article:** [**Social or Financial Goals? Comparative Analysis of User Behaviors in Couchsurfing and Airbnb**](https://dl.acm.org/doi/pdf/10.1145/2851581.2892328) **(2016)**  Airbnb (did not specifically look at guest living with host though)   * Airbnb hosts and guests both concentrate on the house itself. Hosts mostly promote their house, and simultaneously, guests express satisfaction mostly on the house. * Airbnb hosts concentrate on describing more external characteristics and how their rooms are fully equipped. * Messaging a host: Airbnb hosts usually focus on formal hosting aspects, such as tourism tips and favors to offer.   Couchsurfing   * The human relationship, rather than a house, is discovered as the primary shared asset and the primary satisfaction feature for Couchsurfing users. * The house was regarded just as a prerequisite to interact between users. * Couchsurfing hosts are more willing to express internal, personal information and deliver messages to potential guests (but they did bring up privacy issues) * Messaging a host: Couchsurfing hosts deliver messages related to human relationships such as preferred guest style and activities to do together.   I read this article since we previously discussed how we should look into these 2 companies since they’re both pretty successful and found this article that talked about both. I don’t think the findings were super surprising, but it did confirm the importance of what we’re trying to do--humanizing the co-living experience. One thing they did point out is the more personal you get, the less privacy you have though so that’s something to consider for our project.  **Article:** [**Your Future Home Will Be Designed For Sharing (By Airbnb)**](https://www.fastcompany.com/3058520/your-future-home-will-be-designed-for-sharing-by-airbnb)  “People are sharing homes at a rate that no one ever predicted, but residences and homes weren’t designed for it. They were designed around ideas of privacy and separation.” → privacy concern comes up again  “People could have separate spaces, but there would also be areas–such as a garden or dining space–that promote conversation.”  This is for a situation where a host is renting out space to a stranger but it seems to be the same for co-living situations where people will know each other as more than just strangers so this can still be relevant to our project.  **Talk:** [**How cohousing can make us happier (and live longer)**](https://www.ted.com/talks/grace_kim_how_cohousing_can_make_us_happier_and_live_longer#t-388194)   * False sense of connection in the world * Central courtyard = common social area * Communitas = spirit of community * Frequency of eating meals together seems to correspond to communitas * Isolation = public health epidemic because increased premature death risk if living in isolation   **Talk:** [**Imagine Podcast Ep. 4 - Sharing is Caring**](https://space10.com/imagine-podcast-episode-4-sharing-is-caring/)   * Space10 survey is a quant survey - still need to explore the WHY. * Residents prefer to have a financial stake instead of paying rent. It’s more about the mindset. Giving option of ownership. This goes back to the importance of participatory design. * Most residents of co-living communities stay less than a year. WHY? Let’s talk to Spencer’s friend who left. * Prefer community vote to choose who can join the community instead of an algorithm or company. |
| Team: | Airbnb and its model, to explore  Financial give and take  Why do people leave |
| Spencer | Article/talk: Several Takeaways from Generalized Research I’ve Done   * Gamification of Cohousing * One Shared House documentary   + Children and the benefit of multiple role models   + Failure of the communal house   + Process   + Importance of age diversity * Imagine podcasts & publication   + Privacy   + Ownership & affordability   + Creating a sense of responsibility   + Continuity and stability of population   + Deciding on who gets to live there   + Six happiness indicators as a framework   + The entire “flow” of constructing a building, both physically and economically, does not encourage shared living spaces   + Banks and investors have little data on the long-term development of shared-living projects * Grace Kim’s TED talk   + The importance of meals   + The magic happens in shared spaces * NVC   + Interpersonal violence vs. structural violence   + Translating people’s words into NVC language |
| Team | * Benefit for children in co-living community - more emotionally adjusted * Just because it’s their preference means it’s right - it’s better to have diversity among residents * Paying rent makes you feel like you have less ownership * 6 happiness factors * Improving quality of relationships * Criticism of NVC - * Watch 10 minute documentary |

**Summary of our questions that came up during our salon discussion:**

* How do we help people understand each other better?
* How can we help people establish deeper connections?
* How can we build more stable, long-lasting communities?
* Who has power over the algorithm?
* Is there exclusion of people based on certain criteria? Who are we harming?
* How do we incorporate technology into co-living? Will it actually solve loneliness?
* What would it mean to take out emotion in interpersonal communication?

**Agenda for 2/20 Meeting:**

* **Article talk round 1**
* **Article talk round 2**
* **Communication with Experts**
  + **Set up a time with Dean**
  + **Email SPACE10 lady (**[**jamiee@space10.io**](mailto:jamiee@space10.io)**)**
  + **+ Schedule Bainbridge Community dinner**
* **Additional conversation**
  + **Our 4 Broad Topics & Conflux**
    - **Cohousing**
    - **Personality profiling**
    - **Future technology**
    - **NVC/conflict mediation**
      * **How do we wrap them all up together and make them discursive?**
  + **Research question/problem area**
    - **Attempt to develop a list of potential problem areas from research we’ve done**
  + **Gamification**
  + **Technology** 
    - **AI**
    - **Privacy**
    - **Decision-making**
    - **Power structures**
    - **Creating a common language of conflict**
* **Movie night?**
* **Fill out survey for discursive design workshop:** [**https://forms.gle/q8yGJCd7KZCxjAED8**](https://forms.gle/q8yGJCd7KZCxjAED8)

**NOTES:**

**Types in enneagram and growth**

**Questions for Tyler:**

* **Pitch him on a couple general ideas we’re thinking about**
  + **NVC translator (either single or double)**
  + **Room of Requirement**
  + **Dinner Bell**
    - A table that auto detects your presence and connects you to other friends who are also sitting at their table. You can choose to chat or just sit together in peaceful silence while enjoying each other’s company.
* **Research methods: how do we get to the box?**
  + Our timeline so far: lit review, expert interviews, co-housing workshop, co-living community dinner, resident 1:1 interviews, maybe observe day-in-the-life
* **How do we create the discourse? Where do we start?**
* **What is the line between discursive design and hypothetical future design?**

**Universal Methods of Design Research**

**Meeting with Tyler**

* **Designing way too early**
* **Look for methods that would support discursive design**
* **Play to your strengths - is it an object or space?**
  + **Interactive**
* **Look at speculative design projects**
  + **HappyLife by Auger** [**http://www.auger-loizeau.com/projects/happylife**](http://www.auger-loizeau.com/projects/happylife)
* **Social hypothesis - predicts are “there are going to be co-housing on the rise” Put an academic bow on it.**
* **What’s the research to support this idea?**
* **What are interpersonal relationships? Don't let it be anecdotal back it up with RESEARCH.**
* **Whats at the core success of the danish model, weLive, identify a problem space.**
* **Structure the next weeks out, PICK RESEARCH METHODS. ETHNOGRAPHIC field work. What are we gonna do? Where is it gonna live? Context setting**
* **Universal Methods of Design**
* **Synthesizing your research and putting it into your project proposal can help see what you’re missing**
* **Talk to Audrey at Speculative Futures meetup (IoT for non-traditional housing)**
* **Start thinking about time frame - What does that look like? What kind of technology will be there?**
  + **5-10 years is what we’re thinking - need to discuss WHY this time frame**
  + **Can build off of timeline of climate change**
* **Wouldn't it be cool if…? [DON'T DO THIS]**