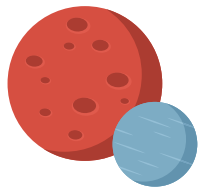


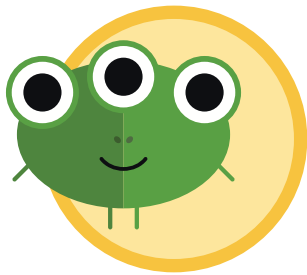
MANAGE MISUSABILITY: GAMEPLAN

Design for Digital with a Conscience

A workshop with Per Axbom



FALLACY OF FRICTIONLESS



CODE OF CONDUCT

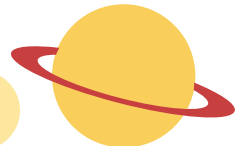
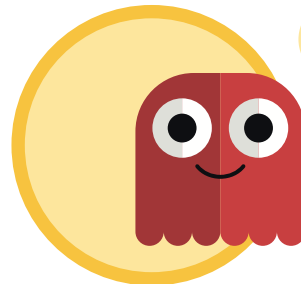
THE RIGHT THING



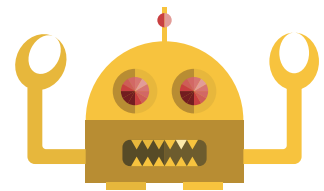
START

OUTCOME, IMPACT AND SUSTAINABILITY

WHY WE FAIL

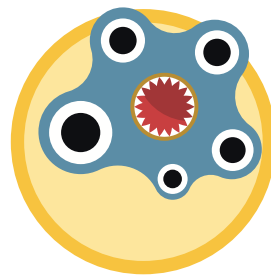


UNDERSTANDING MYSELF



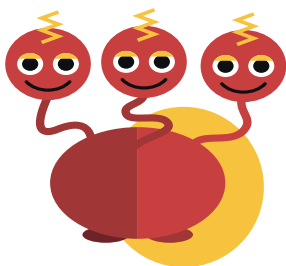
THE OTHER STORY

DESIGN FOR HUMAN THINKING



MAKING IT HAPPEN

THE FRICTION THAT CAN SAVE US ALL



IMPACT ASSESSMENT

THE POWER OF REFRAMING

GETTING READY WITH PRE-SCRIPTING



STOP START KEEP

KEEP MOVING

