

Ole Bouman

# What Must be Done: An Agenda for Design

Everything mankind needs for its reproduction and realization has spatial implications. Responses to these needs occupy, organize and shape space. As a consequence, as long as mankind is deciding the fate of the planet there is a job for architecture.

It may sound like a truism, really, but if we specify the needs answering them becomes imperative. Imagine that the majority of mankind lives in slums (a fact in the making) and architecture's job to provide shelter acquires epic proportions. Imagine that the majority of mankind is threatened by violence, modernization and abuse; providing security then becomes a messianic challenge. Imagine the majority of mankind effected by climate change; imagine the majority of mankind suffering from profound inequality; imagine a world in which individualism, segregation, zoning and other shifts allow individuals to turn their back on one another. Providing sustainable environments, space for justice and dialogue then become such obvious opportunities for architecture that they may even be overlooked.

The To Do list for architecture and design is short. The planetary action list for architects and designers is endless however. Of course design can aspire to innovate form, express power, cater to formal expectations, sanction regulations, and add value. In sum, it can be useful. But design can also be absolutely necessary. It can draw its legitimacy not from making things nice for certain people, but from making things livable for everyone.

The ultimate question for design is whether you want to choose for what must be done. Sidelining that question means either sinking into oblivion or becoming a superstar. Both can be avoided: agenda enclosed...



# Global Agenda

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