ADAPTATION = ELASTICITY
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New York MoMa's department of design and architecture, under Paola Antonelli's direction has always distinguished itself for putting up exhibitions that generate a window and a debate space for our world's future from the eyes of creatives.

Six years ago "Design and the elastic mind" was shown here, it's legacy still exists to our days, and it is still available for whoever wants to experience it.

Six years may be a really long time if you look carefully, or it may be barely yesterday. This exhibition was so well thought, especially the bit of it that is still "open to the public" that either "age" could be assigned to it. On one side it happened not too long ago and its language is still current, on the other side many innovations were presented since it was debuted, so it may feel more like a piece of museographic archeology. An example of this is the fact that in a TED talk while presenting the exhibition Antonelli refears to 3D printing as the near future.

Besides the obliged catalog, the other object that survived the exhibition as still available to the public is an Adobe Flash visualization built by Yugo Nakamura, also known as YUGOP , which is still accessible on the web, making it a very important information resource. Why?

Well, the exhibition suggested an exploration of the existing correlations among scientific research and certain design objects, going through artistic expressions in order to understand the networks that technological innovations have built in our minds. Also as part of the events surrounding the exhibition, during the first semester of 2008, there were talks among artists, designers and people from the scientific community happening which followed a format ideated by the SEED magazine called, well the SEED salons. This magazine revolves around the idea of how science and art can intersect in a way that technological innovations respond to human aspirations and help solve many of our limitations.

In this way the digital legacy of this exhibition provides a space to explore, understand and make patent the technological advancement and our adaptation ratio.

Regarding YUGOP's visualization, there are three ways in which it may be navigated: one is exploring the subject and project entries listed under each one of the seven

categories: Thinkering, People and Objects, Design for debate, Visualization, Thought to action, All together now! , Super nature. Or go directly into each project, which can also be found by subject or name in the search bar. Once a project is selected the relations to other subjects, projects and categories are shown and these can be of various types: behavior, thinkering, individual, scenario, science, collective, tags n' mags, algorithms, web, nano, domestic environment, city, nature, and interface.

The complexity and care of its classification makes this visualization turned interface not only a useful encyclopedia of design and technology innovation. But an expedite resource of mental adaptability that helps the viewer understand the complexity of technological advancement and the evolutions it provoques. With a really well designed interactive system, it is above all an extraordinary exploration device.

To prove this I underwent the following experiment: started off with the query "Transit" and decided to first look into C,mm,n an open code car, from the linkages created to other projects I chose the road of "energy" which took me to Elements by Mathieu Lehanneur , continuing through the road of energy the next stop was CoReFab#11625 a chair created from printing a moment in an animation; last stop, taking a detour through "algorithms": Distellamap-Pac Man which is a visualization of both the code and data that constitute Pac Man.

This experiment exemplifies what can be achieved through exploring this map: mental relations between human needs, technological capabilities and what has been achieved. Understand that between an open code car, and the data and code of one of the most famous videogames various networks are knitted which constitute the human knowledge and creativity. A conclusion very hard to comprehend without the help of such an efficient visualization.

While undergoing the exploration of this tool I was reminded of an excellent Tv show that started off in the late 70's and ran all the way into early 90's, from which of course a (one of my favorite) Windows 95 game was created: Connections. This superb series, which inspired both a book and scientific articles too, helped the viewer understand the advancement of civilization through an "Alternative view of change". Well this is exactly what "Design and the elastic mind" also provides, lets then hope that the storage and management capabilities of this site can be increased, because if more information is added to this interface an amazing window into understanding the evolution of our communities and the technology that nurtures them will be open, a new reading of change as lived in our time.

Yugop responsible for this visualization turned interface, an Interaction Design Pioneer, created a knowledge tool, an invitation to re-think the way in which we regard innovations within communities. An exercise that helps both question the advancements nurtured, as well as reinforce the chosen paths by users and creators. A true witness to the fact that a well-made visualization can be a complex tool that allows our mind to gain malleability; an important step towards having more democratic communities: understandable and available information.