

A collection of Rules and principles for and from Design Practice

Some people collect stamps, we collect rules: funny ones, stupid ones, useful, the best of the best... like for example the [Gestalt-rules](#). Break them only if you know them (*rule no. 18*).

1. **Modularity & Hackability by Design** (Projekte werden von Anfang an so gestaltet, dass sie erweiterbar, reparierbar und neu konfigurierbar sind: steckbare Module, standardisierte Schnittstellen, leicht zugängliche Schraub- statt Klebeverbindungen!)
 2. **Remix und Hack** (Vorhandene Dinge werden umgebaut, „gehackt“ oder kombiniert, um neue Funktionen zu erzeugen. Remix meint bewusste Weiterentwicklung existierender Projekte statt reinem Neuanfang.)
 3. **Community Impact & Empowerment** (Projekte sollen nicht nur technisch „cool“ sein, sondern Menschen befähigen: z.B. assistive Technologien, Bildungs-Tools, Reparaturinitiativen oder lokale Infrastruktur-Prototypen.)
-
1. Just talking is not enough
 2. Learning through visualisation, hands-on experimentalism, and creating quick prototypes
 3. Be integer
 4. Have a spirit of goodness
 5. Make a plan...
 6. Stay focus on topic
 7. Follow the Vitruvian Virtues (*Utilitas, Venustas, Firmitas*)...
 8. ...and [Dieter Rams 10 principles for good design](#)
 9. Tell visual Stories (*Felix's PPIPP principle* ⇒ *Put Pictures into your Power-Point Presentation*)
 10. Work interdisciplinary
 11. Be ready to say no
 12. Stay open-minded
 13. Make your workspace a Living Art Memoria (as a technique of remembering)
 14. Structure your data
 15. [Name your files](#)
 16. Back-up
 17. Practice design - not decoration
 18. Break the rules only if you know them (ART+COM Studios)
 19. [The No Asshole Rule](#)
 20. Keep it simple, stupid (*the KISS principle*)
 21. The unspectacular things are the important things (Dieter Rams)
 22. Ask Why/reflect
 23. Form teams
 24. Be a hard worker
 25. Create an atmosphere of debate and a culture of constructive controversy (ART+COM Studios)
 26. Make the world a much better place, by design, in every moment
 27. Encourage wild ideas
 28. Have an eye on the future
 29. Have a passion for change
 30. Trust your colleagues, share challenge and responsibility (ART+COM Studios)
 31. Share experiences, knowledge and results, internally and externally (ART+COM Studios)
 32. Stay motivated to experiment
 33. Build on the experience of others
 34. Failing means learning
 35. Venture outside the box ⇒ Forget about the box!
 36. Play and Enquire
 37. Enjoy collaborative Ideation
 38. Create more value then you capture

Last update:

2025/12/02 09:38 extras:wissikon:to_sort:rule-collection https://wiki.ct-lab.info/doku.php/extras:wissikon:to_sort:rule-collection?rev=1764668301

39. Fail often to succeed sooner
40. Chaos can be constructive
41. Have the courage to fail (ART+COM Studios)
42. Rapid (!) prototyping
43. Have an identifiable attitude (ART+COM Studios)
44. Do things nobody has done before
45. DIY
46. Teach (ART+COM Studios)
47. Take risks
48. Have an eye on design
49. Anyone who has nothing to communicate looks for style, anyone who lives by materialism honours the spirit, anyone who does business is furthering culture. (Otl Aicher)
50. Develop your professional skills
51. Cross borders
52. Support and be supported
53. Network
54. If you can't make it good, make it big.
55. If you can't make it big, make it red.

From:

<https://wiki.ct-lab.info/> - **Creative Technologies Lab** | dokuWiki

Permanent link:

https://wiki.ct-lab.info/doku.php/extras:wissikon:to_sort:rule-collection?rev=1764668301

Last update: **2025/12/02 09:38**

