

1. Introduction.....	1
2. Design .....	2
2.1. Rhetoric .....	2
2.1.2. Concluding commentary .....	3
2.2. Master of many arts.....	3
2.3. Dialectic: design of information vs of objects .....	5
2.3.4. Concluding commentary .....	6
2.4. Design of a city .....	7
2.4.4. Concluding commentary .....	7
2.5. Judgment .....	8
2.5.10. Concluding commentary .....	11
2.6. Visualization & Virtual Reality .....	12
2.6.8. Concluding commentary .....	13
2.7. Body: senses and pleasures .....	14
2.8. Bricolage, Improvisation, empirical pragmatic "Schön-paradox" .....	15
2.8.12. Concluding commentary .....	20
2.9. Mind and necessity .....	20
2.9.3. Concluding commentary .....	21
2.10. Use, participation, democracy.....	21
2.11. Cultivation, care, hospitality .....	23
2.11.3. Concluding commentary .....	24
2.12. Market-client orientation.....	24
2.13. Money .....	24
2.14. Consultancy.....	25
3. Thinking: Knowledge and information.....	25
3.1. Soul and body.....	25
3.1.6. Concluding commentary .....	28
3.2. The will .....	28
3.3. Technique, tool-instruments.....	29
3.3.3. Concluding commentary .....	30
3.4. Pluralism, relativism, perspectives.....	30
3.4.13. Concluding commentary .....	35
3.5. Measurement against appearances and perception (VR) .....	35
3.6. Strong visions supposed to be good visions?.....	36
3.7. Metaphors vs definitions .....	36
3.8. Science and scientific method.....	37
3.8.11. Concluding commentary .....	41
3.9. Figures of thought .....	41
3.10. Small smart minds.....	43
3.11. Against philosophy .....	44
3.12. System.....	46
3.12.11. Concluding commentary .....	49
4. Implementation .....	49
4.1. Leisure.....	49
4.2. Success: profit, power and ethics .....	49
4.3. Action.....	50
4.4. Management and change.....	52
5. Education .....	54
5.1. Socratic method, seminars, and mentorship.....	54
5.2. Basic undergraduate education .....	54

5.3. Teaching, learning, instructing.....	54
5.4. Writing .....	58