

GRAFTOLOGY 1.0

In the first half of the 20th century **Structuralism** tried to explain the world through interrelations that create a stable structure. Things can only be understood in their relationship to others, usually their **binary opposition**. In architecture and design the results were movements like **Structuralism** and **Metabolism**.

Post-Structuralism replaced this thinking with a more relativistic point of view. Things can only be understood in their relation to the observer, the experience is the **hybrid** of object and consumer. This resulted in **Deconstructivism** and **Parametricism**

We can now see a new way of thinking appear, which could be considered a form of **Neo-Structuralism**. It is a return of the study interrelations, but without the focus on binary opposition. It is replaced with the more complex thinking of a **quantum relationship** – it is the **graft** of multiple, diverse events into one holistic experience.

In a simplified way we can see that in design ideas of purity and opposition, as well as hybridization and fluidity are being replaced with the new notion of grafting, in which we can on one hand clearly see the diverse sources, like Euclidian, Cartesian and Topological geometries, but also the zones, in which they blur together.

I will use built and speculative work from my office and my students to illustrate and explain this new approach to design to **designers, educators, and students**.