

Speaking Of the Spiritual

Use design to help people be spiritual with clarity and confidence

Brief

Design a service, product, environment, or communications campaign that addresses spiritual needs in contemporary contexts.

Scope

For the purposes of illustration only, the following would all be viable responses:

- a new perspective on spiritual rituals and practices
- a design solution that helps to make a positive spiritual practice easier to practice regularly
- a service, club or network that helps people to help each other explore and address their spiritual needs
- a product that invokes or reminds people of the importance of the spiritual
- a communications campaign that highlights the value of fresh conceptions of spirituality
- a new furniture or environmental concept with spirituality at its core
- a fresh take on established social or cultural rituals
- a redesigned place of worship
- an innovative application or website that highlights spirituality's social relevance

Solutions that explicitly promote either a strongly pro-religious or strongly anti-religious position are less favourable responses to this brief.



Award

Touchstone Trust Award of £1500.

Please note that the judging panel will decide on more than one winner and will allocate the award accordingly.

Submission requirements

Entries should comprise the following:

- up to four A3 boards (max. four) showing design development and final designs
- 'The Big Idea' – a short, typewritten text (max. 250 words, sans serif, 14pt type) that captures your idea and helps the jury to quickly understand your solution, the process by which you reached it and the benefits you believe it will create
- one sketchbook (photocopied pages from your sketchbook will be accepted) illustrating development of your solution in response to the brief

All work (except sketchbooks) should be submitted on A3 lightweight card or foam board and all items (boards, sketchbook, written statement) should have an RSA label on the back. Please do not submit work in plastic sleeves or in boxes. These requirements are in the interests of students to ensure the safety of their work whilst in storage and transit, and to ensure that it can be displayed for judging in an efficient manner.

Submissions are due by **Friday, 22 March 2013 at 17:00**. Please see the **Schedule of Key Dates** for further information.

Further notes for entrants

You have a maximum of four A3 boards, a sketchbook, and a written summary not exceeding 250 words to communicate your solution to the judges. You have to distil your weeks or months of work into a story that is digestible in a short period of time. Imagine it like an advert and sell your work to the judges.

Any models or mock-ups should be submitted as photographs or print-outs mounted on one of your A3 boards – do not submit 3D work at this stage. If you are short-listed for interview, you are

welcome to bring mock-ups and models, but for ease of judging at the first stage, only 2D material is accepted.

Judging criteria

There are six judging criteria that your entry will be measured against:

- 1 **Social Benefit** How does your design benefit society?
- 2 **Research** Where did you go to research this issue? Whom did you speak to or interview? What questions did you ask? What did you learn?
- 3 **Design thinking** We want to know about your thought processes and insights. Your insights might be research-based or intuitive, or a combination of both, but the judges want to see you relate the final concept clearly to these insights. What journey did you go through to get to the final result?
- 4 **Commercial Awareness** Does your design have the potential to work at scale and be accessible and relevant to those without huge amounts of money?
- 5 **Execution** We are looking for a design that is elegant and pleasing
- 6 **Magic** We are looking for a bit of 'magic' – a surprising or lateral design solution that delights and inspires

Judging process

Please see the **Entry Pack** for more information on the judging process, including key dates you should be aware of through Spring 2013.

Background

The 21st century will be spiritual or it will not be.¹ – Andre Malraux (1901–1976)

We are interested in how design can speak to the spiritual needs of everybody. We are particularly keen to speak to the relatively silent and largely neglected majority who do not identify with any particular religion, but do not feel particularly hostile to

1 In the original French: "Le 21ieme siecle sera spirituel ou ne sera pas."

How this brief will be judged

- 1 Social benefit** 25%
- 2 Research** 20%
- 3 Design thinking** 15%
- 4 Commercial awareness** 10%
- 5 Execution** 10%
- 6 Magic** 20%



religion in general, and may value certain aspects of different traditions. Attitude surveys suggest people under thirty are particularly likely to have this kind of outlook, often described as 'spiritual but not religious'.

We want to understand how we might address peoples' need for elements of the following: a sense of meaning and purpose, the experience of transcendence, the respect for mystery, the cultivation of peace of mind, the discipline to live the life we want to, aliveness to the present moment, and commitment to something bigger than ourselves.

Recognising that these needs are largely unmet outside of conventional religion, many have argued that the challenges facing contemporary secular society are ultimately 'spiritual' in nature, stemming from pervasive misconceptions about the kinds of beings we are and the consequent difficulties in aligning our beliefs, values and actions.

However, it is important to recognise that the word 'spirituality' carries a certain amount of baggage. It can sound escapist, narcissistic or even hostile to reason. It is attacked 'from both sides' – by religious believers for lacking depth and communal expression, and by new atheists as lacking scientific and rational foundations. It is important therefore to develop and refine what we mean by spiritual.

Our working definition of the spiritual is as follows: a sense of something of significant meaning and value which moves us but which may not be consciously mediated. We believe this sense may be an important motivating and organising force to help us live fuller and better lives. However, this is not a limiting definition, and part of the brief

is to help broaden our appreciation of what it might mean to be spiritual. A central issue that we hope design might inform is how belief or outlook relates to personal and social commitment: To what extent and in what ways do we need to believe the same or similar things to help each other address personal and shared spiritual needs?

Considering all of the above, we would like you to use design to demonstrate how we might begin to develop forms of spirituality that are, for instance, experiential, supportive, democratic, adaptive, inclusive, and socially and politically engaged.

You do not need to address all of the aspects above, all of which have contested meanings, but we hope they are helpful criteria to stimulate your thoughts. The overarching aim of this brief is to use design to help demonstrate how people might begin to speak about the 'spiritual' in public life with more clarity and confidence.

Think about your own design training and design skills and how you approach design problems. Design thinking often demands addressing difficult moral, cultural, environmental and spiritual decisions. Therefore, you might want to consider how an increased understanding and practice of spirituality could help designers and innovators better solve today's problems so that they benefit the common good, the environment and future generations? Part of the work of a designer is to develop products, systems and environments that change people's behaviour and in relation to this brief, you may want to consider the following questions:

- Where is spirituality, and why is it there, and not somewhere else?
- What motivates spiritual ritual and practice and how might such rituals and practices be improved or supported?
- What barriers do people face in valuing spiritual experience or cultivating a spiritual practice?

- How might our imagination about the spiritual be limited, and how might we go beyond those limits?
- How might new expressions of spirituality help people to align their actions and values?

The idea of ritual or habit could figure in your design solution as many of existing spiritual practices are habitual and ritualistic, but it is important that such practices remain vital and meaningful, and do not become lifeless through repetition. Is there a way to make spirituality part of a daily ritual that involves 'doing' something whereby the 'doing' aspect helps people feel that they are growing in a positive direction? You may even approach the brief by thinking about the role of spirituality in design. For instance, how might design practices be informed by incorporating some of the aspects of spirituality outlined above?

Sponsor information

Touchstone Trust is a UK registered charity, established in 2010 and based in central London. It works closely with partner organisations and individuals to develop grant proposals in three areas: International Development, Community and Support, and Arts and Ideas.

This brief is funded under the 'transcendence & ritual' theme of the Arts and Ideas programme, which focusses on how ritual is used in contemporary life to "rise above the everyday, refresh and expand our sense of awareness, and experience a deeper connection with the wider world".

Speaking of the Spiritual

Brief devised in collaboration with Jonathan Rowson, Director of the Social Brain Centre at the RSA

Schedule of Key Dates

Key Dates for submission of Entry Forms, Fees and work

**Deadline for
Entry Form(s)
and Fee(s) for
all projects**

Friday 22 March 2013

Please register by this date using our new online registration system, available from January 2013 at www.thersa.org/sda

If registering by post, please ensure your Entry Form(s) and Fee(s) are postmarked by this date. Entry Form(s) and Fee(s) should be sent under separate cover

– **not with your entry** – to:

RSA

Student Design Awards Registrations
8 John Adam Street
LONDON
WC2N 6EZ
UK

**Submission
period for all
project entries**

**Monday 11 February
– Friday 22 March 2013**

Regardless if you register online or by post, you must send your entry in by post to Brooks Transport.

Entries will be accepted at Brooks Transport Services Ltd on any weekday within the dates stated above between 09:00–17:00, excluding weekends and bank holidays. Entries arriving after 17:00 on Friday 22 March 2013 may not be accepted.

Please remember that all entries should be sent or delivered to:

Brooks Transport Services Ltd
Unit 2/15
Second Avenue
Bluebridge Industrial Estate
Halstead
ESSEX
CO9 2SU
UK

All entry forms/fees should be sent or delivered to:

RSA

Student Design Awards Registrations
8 John Adam Street
LONDON
WC2N 6EZ
UK