



# Designing the Apocalypse

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## Designing the Apocalypse

The design process can incorporate all or some of the following ideas:

- rapid prototyping; emphasis on rapid
- Design thought process. Idea- test- reiterate- test- reiterate (repeat all)
- Not being afraid to kill the idea that's not working
- Not waiting until next time the group meets up (encouraging the community to meet outside or communicate about

their ideas)

- There are multiple outcomes possible from one idea

ALSO

- you may decide that you want to pick an idea that the group has come up with and frame it and then give it back to the group to work with it within the structure that you have come up with. For example the group has come up with the idea that the city is about to become under water. You may then come back with a structure around this- the library is the city and audience will need to make decisions on how to survive the floods. What are the challenges that they will do and how will they do it.

## Design sessions At Deception Bay

[Murals Deception Bay Flexible Learning Centre](#)

## Design sessions At The edge

This was the call out that went out to community for participants

<http://edgeql.org.au/meetup/apocalypse-design-meetups/>

During the process The Edge also set up a Facebook group to share ideas from week to week. The description that was used was the following:

*Why this group? The Edge created this group to: Discuss ideas around 'Apocalypse', and what an apocalyptic world might look like, and; To share your/our ideas as we begin to create/design/test and then execute an apocalyptic take-over of the edge. Group rules. Be kind and considerate to others and their ideas*

The group that continued through and into the making stage then identified that slack

<https://slack.com> was a better collaborative tool for them as a group.

[Design session 1](#)

[Design session 2](#)

[Design session 3](#)

[Design session 4](#)