



## Open Call: Good Interventions'23 Design Competition and Exhibition

Deadline March 12, 2023 at 5 pm EST

**Good Interventions is an annual exhibition of intangible design projects that address the pressing issues of our time by bringing together the power of design and social sciences. For its second edition, fifteen projects will be selected to be exhibited. The program is organized by the Master of Science in Strategic Design and Management Program at the Parsons School of Design at the New School.**

Social sciences think with concepts. But can we think by making? Design thinks with things. But can we design with concepts? In what ways can science+design be used as a tool to make sense of the world? How can we describe or reimagine our worlds by using design interventions? The Good Interventions exhibition series aims to address these questions as well as pressing social, cultural, political, economic and environmental issues of our times.

The 2023 edition builds on [Good Interventions'22](#), which gave a hand to the hands that are opening doors to new thinking on life on this exhausted planet. Winning projects ranged from a dance choreography that performs the everyday life of a platform economic worker to a feminist speculative design in money making, addressed topics from metaverse financial space-making to attention deficit economies; explored accounting systems from taqueria banks to macrame; and much more.

Fifteen winners of Good Interventions'23 will have the chance to have their projects exhibited, receive a certificate, and be invited to attend an awards ceremony and opening reception in October 2023.

### How do I apply?

Submissions are accepted for individual or group projects through March 12, 2023 at 5 pm EST. Fill Out [the submission form](#) and send it, with your design, to Ishaanee Pandey [pandi306@newschool.edu](mailto:pandi306@newschool.edu). Design Projects can be sent as pdf or ppt or video. If you are selected a winner, one of our curators will work with you to develop and finalize it.

**What's an intangible design project?**

It can be an economic device, a financial network, a barter platform, a film, a song, a poem, a multimedia presentation, a strategic design intervention, a new money type, something that looks weird, strange, wrong. It is ok. We value them all. Check out [the winning projects of Good Interventions'22](#) to view examples.

For more information, questions or comments please contact [koraycaliskan@newschool.edu](mailto:koraycaliskan@newschool.edu)

**Curatorial team**

Dr Barbara Adams, Noopur Ambre, Simone Calbi, Dr Koray Caliskan, Joana Chang, Angelica Cuevas, Cas Esteve, Samaksh Jain, Ishaanee Pandey, Anwesha Sengupta, Elis Shin, Claire Quong, and Jonathan Yubi Gomez.