

Introduction to the Unknown in Design, Art, and Technology. Contributions to a philosophy of making <i>Georg Trogemann</i>	9
Dialogues with the Unknown. Exploring the role of the unexpected in design processes through generative AI tools <i>Steffen Mitschelen and Natalie Weinmann</i>	31
Dionysian Tendencies in Design. How references work in complex situations <i>Zahra M.Ganjee</i>	71
What Is It Like to Create a Bow? Poiesis as research <i>Christian Rust</i>	103
Forgetting. An approach to encountering the complexity of otherness <i>Somayyeh Shahhoseiny</i>	129
Ndinguwe. Dealing with unfamiliar experiences in virtual worlds <i>Tobias Bieseke</i>	151
As Far as I Don't Know. Aesthetic experience as diffraction apparatus <i>Mattis Kuhn</i>	181
The Duty to Prevent <i>Christian Heck</i>	197
Software and Magic. Or an attempt to re-enchant the world <i>Georg Trogemann</i>	225

