

Introduction to the Unknown in Design, Art, and Technology.  
Contributions to a philosophy of making  
*Georg Trogemann* ..... 9

Dialogues with the Unknown. Exploring the role of the  
unexpected in design processes through generative AI tools  
*Steffen Mitschelen and Natalie Weinmann* ..... 31

Dionysian Tendencies in Design. How references work in  
complex situations  
*Zahra M.Ganjee* ..... 71

What Is It Like to Create a Bow? Poiesis as research  
*Christian Rust* ..... 103

Forgetting. An approach to encountering the complexity  
of otherness  
*Somayyeh Shahhoseiny* ..... 129

Ndinguwe. Dealing with unfamiliar experiences in virtual worlds  
*Tobias Bieseke* ..... 151

As Far as I Don't Know. Aesthetic experience as diffraction  
apparatus  
*Mattis Kuhn* ..... 181

The Duty to Prevent  
*Christian Heck* ..... 197

Software and Magic. Or an attempt to re-enchant the world  
*Georg Trogemann* ..... 225

