

# dchair

One feature not included in the current dchair design is a way to capture information and facilitate effective communication by displaying notes, comments, and ideas.



The dchair is a seat designed to facilitate dialogue. The seat is created considering proximity, balance, and designated rules and prompts that promote efficient communication.

The seat design forces participants to face each other at a designated distance with established prompts to focus the communication.

The dchair is designed to accommodate six participants.





Balance is one feature that encourages focus and a connection between participants. Connectors are designed to be loose and feel unstable.

Participants are linked to the connector post by a balance bar. Up to six seats can connect to the dchair and participate in the dialogue.

The seat is attached to a sheet of metal which limits side to side motion. The thin edge of the sheet of metal allows for a full range of motion from front to back and an unstable feeling.

The balance bar connects the seat to the connector post placed between participants. The connections are intentionally unstable and loose requiring a trust and physical connection to all participants. One awkward movement could collapse the dchair.

The connector post is intentionally left unstable to place the responsibility of balance and stability onto participants.

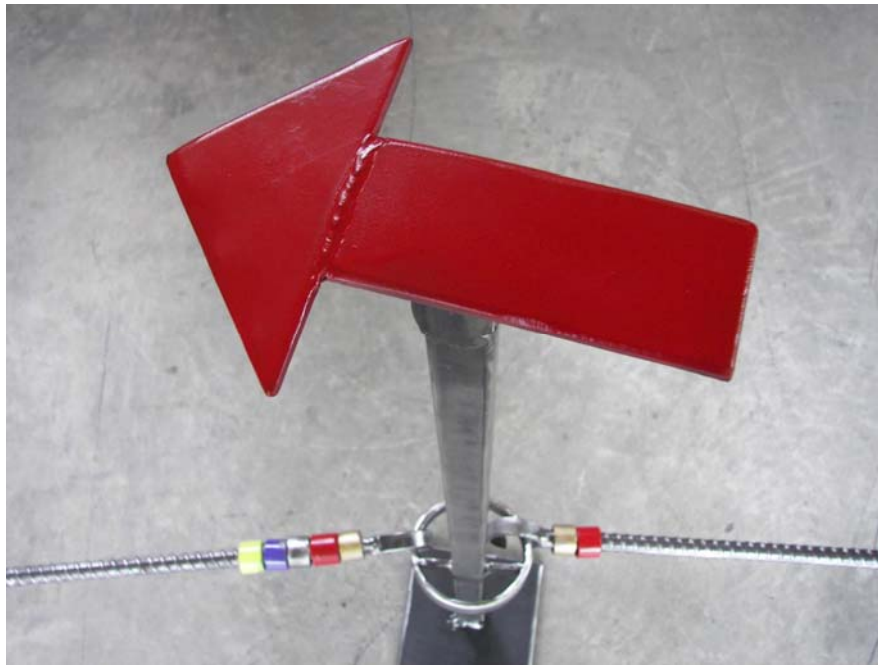


The balance bar connection to the dchair seat is loose serving to connect participants, but not stabilize the seat.



There are two communication features designed with the dchair to promote effective dialogue: Arrow and balance rings. The arrow rotates at the top of the connector post. Whenever a participant speaks the arrow must be pointing their direction. The arrow makes apparent who is designated to speak while symbolizing the idea that only one person speaks at a time. The bright red arrow gives an indication of the flow of the conversation. At the meta-level a conversation can be designed to emphasize the rotation of the arrow and gauged by the number of 360 degree turns. The movement, lack of movement, or halting motion of the arrow gives an accurate gauge of the conversation flow.

The balance rings slide along the stabilizing bar between the seat and connector post. There are five specifically colored rings on each bar. Each time a participant contributes to the dialogue they are required to move a ring to the opposite position. The color of the rings easily identify where the communicator is in the sequence. There are five rings and once all rings have been move to the center position, they are returned to the seat position with each contribution. A dchair rule dictates that rings cannot be pulled back to the seat position until all participants have moved their rings to the center position. This serves as a feature to prohibit one participant dominating the communication. The objective is to have each participant contribute equally in the exchange. The rings serve as one more action that draws participants' attention to the conversation flow.



The arrow and balance rings work under the premise that self-awareness facilitates effective communication.



The dchair requires dedicated focus and a level of commitment to the process.