

An Incomplete Bibliography on The Hand, Tinkering, Play, and Creativity

2008

An Anti-Tinkering Manifesto

Appropriated from Walter Dorwin Teague
(Industrial Designer writing in 1934)

The days of aftermarket accessories and tinkering ended with the rise of professionals in the 1920s. In order to redesign a product, one has to understand the universal principles of good design.

*For example, good automobile design constitutes a principle of **fitness** that expresses the perfect adaptation of means to an end. The laws of fitness are unchangeable and invariable—principles that can be studied and learned. Understanding these principles distinguishes professionals from amateurs.*

Any organism must be conceived as a unity, one theme, one purpose, must dominate it; all its elements must be integrated as closely as possible so that it looks as if it had been poured in a single mold.

Tinkering destroys unity.

Excerpted from: Kathleen Franz, *Tinkering: Consumers Reinvent the Early Automobile* (Penn UP, 2005: 137)

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