Real Lived Experience (RLX)

Design with RLX is grounded in six foundations that define how life is actually lived.
Design as Co-composition is the mode of learning and creation from within them.

AFFECT

Pre-personal – Intensity – Climate – Pressure – Proximity – Space

REPRESENTATION

Surveys - Scorecards - Metrics - Concepts - Categories - Symptoms - Needs - Emotions
Personas - Journeys - Touchpoints - Events - Determinants - Behaviours - Jobs - Outcomes

REAL

AFFECTIVE

Pre-personal sensations, intensities, atmospheres and proximities subtly modulate perception, capacity, action, and possibility.

CONDITIONS

Access, resources, infrastructures, and power shape what becomes possible or livable.

DURATION

Lived time flows, thickens, falters, and accumulates through endurance and ongoing recalibration.

RELATIONAL FIELDS

Experience is constituted through material, spatial, institutional, technological, economic, cultural, and epistemic relations - beyond the individual.

DIFFERENCES-IN-KIND

The same representation can mask fundamentally different lived realities, potentials, and constraints.

THRESHOLDS

Thresholds mark lived intensifications, ruptures, transitions, and qualitative shifts that precede and often escape metrics.

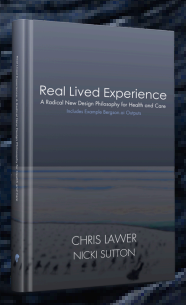
CO-COMPOSITION

Design works by co-composing from within the affective, relational, temporal, conditional, and differential dynamics of lived reality.

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