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Communication Design Theory
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While reading the three different essay's I can somewhat see what these artists hoped for the future to be and some were correct in their own ways. For me there are some moments where I found some of these things we are technically doing in our modern times. I first want to point out in the *Who We Are: Manifesto of the Constructivist Group,* when I first read it I bought the group to be somewhat of human-centered design thinking. It could be the idea that I'm taking another class and I heard this term and somehow I was able to connect it. Just the way this group felt about how we should focus on the people rather than focus on the arts and don't let technology take over. To that idea I do agree.Today the term graphic designer is a very loose word because the definitions aren't accurate. Designers aren't stuck in the art world. We could say that designers are more like doctors or problem solvers fixing and solving a problem.

Let's go back talk about the technology in El Lissitzky, *Our Book* and *Who We Are: Manifesto of the Constructivist Group,* In Who We Are:Manifesto, we see the artist talking about that technology should remain the past and not let take our creative freedom to be stricted. While in Our Book, the artists are using different types of methods and the use of technology to help with their arts. Now I think these two artists would probably disagree with each other. I think I'm more in favor with El Lissitzky than the Constructivist Group. I do see some good points with them. But El Lissitzky takes it closely to what designers are doing even today. And I don't think this is going to change because this is what designers are known to be doing.

Lastly the problem that these essays could present is the future for upcoming designers, what are we. What are designers, I've already said we are problem solvers. But do we always have to use our skills to design and communicate? The first reading *The Founding and Manifesto of Futurism* I didn't really understand and felt I didn't get artist vision. From what I read all this felt unnecessary. All the topics they brought. To me I think not all these topics should be used or talked about. It could lead to misunderstanding. I don't think design work should solve some of these issues. It's good to have conversations. But not all issues should be solved by us.