

In the digital age, the design of interactive technologies plays a pivotal role in shaping the realisation of social utopias, both actual and virtual, as well as augmented. This paper delves into the intersection of social utopias, interactive technology, and the principle of subsidiarity—the decentralised but nested normative systems and their corresponding decision-making. It scrutinises how the design and implementation of interactive technologies can facilitate the articulation of normative systems at different levels from the local to the global level, bolstering local decision-making and augmenting community engagement in the pursuit of social utopias. In this proposal, we shall explore the ways in which designed interactive systems and their afforded interactions facilitate communication, information sharing, and the development of nested normative systems that can transform the utopic horizon into a rather constellation of utopias crossing from the local to the global tiers where the participatory decision making can be effected across these tiers. We shall discuss how these technologies can potentially enable the development of inclusive and collaborative platforms for collective problem-solving and consensus-building by promoting subsidiarity principles and ideas. Furthermore, we wish to discuss the possibilities of identifying ways to bridge the digital divide by addressing issues of inclusivity and accessibility in the design of these systems, ensuring that social utopias are not exclusive to small societal groups and thus do not overlook the marginalised. Other potential topics in this discussion may include the ethical consideration of user/human-centric approaches in designing interactive technologies, privacy protection, and the safeguarding against algorithmically driven biases.