

1**Critical reflections on designing product service systems [Texto impreso] / Emma Dewberry ... [et al.]**

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización y/o acceso electrónico están accesibles a través del enlace al título de la publicación.

References: p. 426-428 : 29 refs.

In response to unsustainability and the prospect of resource scarcity, lifestyles dominated by resource throughput are being challenged. This paper focuses on a design experiment that sought to introduce alternative resource consumption pathways in the form of product service systems (PSS) to satisfy household demand and reduce consumer durable household waste. In contrast to many other PSS examples this project did not begin with sustainability benefits, rather the preferences of supply and demand actors and the bounded geographical locations represented by two UK housing developments. The paper addresses the process through which the concept PSS were designed, selected and evaluated, alongside the practical and commercial parameters of the project. It proposes the need for a shift to further emphasize the importance of the design imperative in creating different PSS outcomes that reorganize relationships between people, resources and the environment.

The design journal. -- 2013, v.16, n.4, December, p. 408-430

1. Product Service System (PSS) 2. Design process 3. Evaluation

2**Design studies [Texto impreso] : tasks and challenges / Victor Margolin**

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References: p. 407 : 8 refs.

Useful parallels can be drawn between the way an art world has accepted and legitimized new forms of art and the situation where new forms of design are appearing as rapidly as art movements did in the 1960s. But we still do not have within the broad domain of design the sense of a design world. While design's discursive properties may be recognized, it is still expected to achieve an outcome. There is every reason to expect that unprecedented forms of design will continue to emerge as responses to new conditions. Therefore, design studies as it emerges as an interdisciplinary site for design reflection faces numerous challenges. First and foremost, it must find its own subject matter, topics of investigation and methods. Second, it must persuade accomplished scholars in traditional disciplines to participate in building the field; third, it must put forth research that can help clear up the chaos that currently exists in the design domain; and fourth, it must take a lead in shaping design's future in a world of increasing complexity and turbulence.

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1. Design studies 2. Design world 3. Art world 4. Design discourse

3

Exploring design patterns for sustainable behaviour [Texto impreso] / Dan Lockton, David Harrison, Neville A. Stanton

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References: p. 454-458

Products and services explicitly intended to influence users' behaviour are increasingly being proposed to reduce environmental impact and for other areas of social benefit. Designing such interventions often involves adopting and adapting principles from other contexts where behaviour change has been studied. The 'design pattern' form, used in software engineering and HCI, and originally developed in architecture, offers benefits for this transposition process. This article introduces the Design with Intent toolkit, an idea generation method using a design pattern form to help designers address sustainable behaviour problems. The article also reports on exploratory workshops in which participants used the toolkit to generate concepts for redesigning everyday products – kettles, curtains, printers and bathroom sinks/taps – to reduce the environmental impact of use. The concepts are discussed, along with observations of how the toolkit was used by participants, suggesting usability improvements to incorporate in future versions.

The design journal. -- 2013, v.16, n.4, December, p. 431-459

1. User behaviour 2. Design tools 3. Design methods 4. Ecodesign 5. Idea generation

4

Getting into context early [Texto impreso] : a comparative study of laboratory and in-context user testing of low-fidelity information appliance prototypes / Alex Woolley, Gareth Loudon, Steve Gill, Joanna Hare

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References: p. 481-484

For designers developing information appliances, bringing together the physical and digital elements of a product early in the design process presents a prototyping challenge. Whilst prototyping methods have been developed to address this need, these methods have so far only been evaluated using laboratory-based testing approaches. This paper argues that testing in-context should also be supported by prototyping methods, and presents the findings of a comparative study between a laboratory and in-context user test of early information appliance prototypes. A key question was whether the type of 'rough and ready' prototypes frequently found in user laboratory setting might, with some careful development, be suitable for in-context testing. The results of the study show that in-context and laboratory testing of early, 'rough and ready' prototypes uncovered different usability problems. In this study, in-context testing of prototypes uncovered problems with physical inputs and product format not seen in the laboratory environment. In contrast, the increased opportunities for spontaneous user reflection during laboratory testing provided insights into user expectations of functionality not seen during in-context testing.

The design journal. -- 2013, v.16, n.4, December, p. 460-485

1. Evaluation 2. Information appliances 3. Prototyping 4. Usability

5**The role of the lifeworld concept in wiki adoption and use [Texto impreso] / Craig Standing, Susan Standing, Fergus Law**

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References: p. 506-507 : 23 refs.

Wikis can be useful collaborative tools within a design environment for sharing knowledge and expertise. However, there is still a need for research to explain the reasons for their success and failure in organizations. In this paper, we examine the role and influence of wiki adoption and use on the lifeworld of a group of designers in an interior design firm in China. We propose a framework of where and how wiki use impacts on the lifeworld of the designers that can be used to guide designers in their adoption of such tools. In particular, the study highlights the implications of taking an overly instrumental approach in their adoption that can detract from the potential benefits of their use.

The design journal. -- 2013, v.16, n.4, December, p. 486-508

1. Lifeworld 2. Habermas 3. Wiki 4. Knowledge
