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Dwelling with design [Texto impreso] / Heidi Paavilainen, Petra Ahde-Deal, Ilpo Koskinen

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

References: p. 25-26 : 31 refs.

Most studies of design focus on designers in their studios, in industry or in the commercial phase of design. In contrast, this paper looks at what happens to design after it leaves the shop. The paper reviews literature on art and design in everyday life, builds on Herbert Blumer's interactionism, and reports the key results of a longitudinal study done between 2004 and 2007 in Helsinki, Finland. It describes how people define design, how they relate to it, and how their definition of their home creates the environment in which design is either foregrounded or backgrounded.

The design journal. -- 2017 (January), v.20, n.1, p. 13-27

1. Design 2. Domestication 3. Interactionism 4. Symbolic

2

"It's from my grandma." [Texto impreso] : how jewellery becomes singular / Petra Ahde-Deal, Heidi Paavilainen, Ilpo Koskinen

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References: p. 42-43 : 30 refs.

Most objects in our lives are barely noticed and not much more than consumer goods. Some objects, however, become so important to people that they start to shape their understanding of their self. This paper looks at how some pieces of jewellery become parts of what we call the core self. The study collected stories about jewellery in Helsinki and Chicago between 2008 and 2010. The key process that transforms some pieces of jewellery to constituent parts of the self is family history and connections that some pieces create between generations of women. We close the paper by arguing that design researchers need to pay more attention to social processes that turn some objects into heirlooms, rather than focus on consumption only.

The design journal. -- 2017 (January), v.20, n.1, p. 29-43

1. Durkheim 2. Family heirlooms 3. Jewellery 4. Possessions 5. Product attachment

3

Mapping design for innovation policy in Wales and Scotland [Texto impreso] / Anna Whicher, Andrew Walters

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

References: p. 127-129 : 32 refs.

In 2014, design featured in 15 of the 28 European Member States' innovation policies. Design strategies were in operation in Denmark, Estonia, Finland, France and Latvia. The European Commission has also developed an Action Plan for Design-driven Innovation. While design is gathering momentum as a driver of innovation in EU and national policy, there is a gap at regional levels. In Wales and Scotland there is infrastructure to support enterprises to use design, so arguably there is an opportunity for them to lead the regional design policy agenda in Europe. However, this raises the question of how to develop effective policies for design. Innovation policy is based on analysis of the Innovation Ecosystem; can the concept of Design Innovation Ecosystems be useful for design policy development? Through four Design Policy Workshops and surveys in Wales and Scotland, this paper presents the concept of Design Innovation Ecosystems as an approach to inform policymaking for design-driven innovation.

The design journal. -- 2017 (January), v.20, n.1, p. 109-129

1. Design policy 2. Europe 3. Innovation

4

Organizational conditions supporting design function [Texto impreso] : South Korea in reflection of Japan / Yeunyoung Kwon, Yosuke Kanno, Ki-Young Nam, Satoshi Shibata, Kyungwon Chung

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

References: p. 104-106 : 40 refs.

This research addresses effective ways of managing corporate design function through appropriate sets of organizational conditions, which in turn determine the types of design functions. The three types of design functions - Leader, Collaborator, and Implementer - were established through cluster analysis of survey data, with further in-depth analysis to identify the determinants of the types. Qualitative post-survey interviews were conducted to discover the underlying reasons for insightful phenomena. The research established that different levels of design excellence were associated with different types of design functions, and that the general consumer, as an end user, was a significant determinant of the types. The findings suggest that a given type can also be the result of a strategic choice as well as a company's capability for design. The scope of the design activities and leadership style were found to be important factors in organizational conditions for the company's capability to achieve design excellence.

The design journal. -- 2017 (January), v.20, n.1, p. 87-107

1. Corporate design function 2. Design organization 3. Organizational conditions for design

5

The struggle of objects and meaning [Texto impreso] : design, representation and material culture in the everyday objects of Orhan Pamuk's 'Museum of Innocence' / Sebnem Timur Ogut

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

References: p. 63-65 : 50 refs.

Having been awarded the 2006 Nobel Prize for literature, Orhan Pamuk's next novel was entitled 'The Museum of Innocence'. The novel, which bears the same name as an actual museum, is one of a kind, because before writing the novel he started to collect the items that would be described in the story, then, or simultaneously, he wrote the novel and opened a museum that consists of the objects depicted in the novel (Pamuk, 2008). He defines the novel as 'an annotated catalogue of the museum, relating in detail the stories of each and every object' (Pamuk, 2009: 702). This article sets out to explore, first on a semiotic level, the struggle between the objects and their meaning; secondly the dilemma between Lyotard's figural and discursive fields within the novel/museum; and finally, with regard to its implications for design, the significance of objects will be discussed in relation to everyday life and material culture studies, with an emphasis on memory and identity.

The design journal. -- 2017 (January), v.20, n.1, p. 45-66

1. Design 2. Everyday life 3. Identity 4. Istanbul 5. Material culture 6. Memory 7. Objects 8. Representation

6

Understanding the quality of subject-object interaction [Texto impreso] : a disciplinary model for design validation / Alvaro Sylleros, Patricio de la Cuadra, Rodrigo F. Cádiz

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

References: p. 84-85 : 27 refs.

A disciplinary model is proposed for design validation (DV), which contemplates validation as a process that uses quantitative and qualitative evidence to confirm that products, services, or other objects have enough interaction quality to create a valuable satisfaction level. Our model is based in the subject-object interaction event in order to analyse perceived value. We conceptualize quality as an emergent property from that interaction event, when there is a flowing process between personal meaning and value, projected on the object. This is an

advantageous point of view to understand how much, why and in what way designed objects are invested with value, in order to carry out strategic decisions.

The design journal. -- 2017 (January), v.20, n.1, p. 67-86

1. Design validation (DV) 2. Interaction quality 3. Meaning 4. Perceived value

7

User orientation maps [Texto impreso] : an approach to address user diversity in design for sustainable behaviour / Aykut Coskun, Cigdem Erbug

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References: p. 148-151 : 39 refs.

There has been an increasing tendency among design researchers to explore the potential of design to change user behaviour in the interest of sustainability. To date, numerous techniques have been proposed, aimed at providing more guidance to design researchers and practitioners on how to encourage sustainable behaviour. Choosing a technique suitable for both the target behaviour and the target user is a critical task when designing for sustainable behaviours. The influence of individual characteristics on user compliance with different techniques makes this task more compelling for designers. To make this task easier for them, we offer a new approach, called the 'user orientation map', to explore and represent user diversity by showing the range of user types and techniques to promote behavioural change for each user type. We illustrate this approach with a case study on eco-friendly driving, and identify nine user types.

The design journal. -- 2017 (January), v.20, n.1, p. 131-152

1. Design for behavioural change 2. Eco-friendly driving 3. User orientation map