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The Androchair [Texto impreso] : performing gynaecology through the practice of gender critical design / Karin Ehrnberger ... [et al.]

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. 195-197 : 37 refs.

This paper highlights the important role that design plays when it comes to women's overall experiences of their gynaecological examination. It exemplifies how the examination can become renegotiable through the practice of a critical design. We will reflect this in the design of the contemporary gynaecological examination chair (GEC). We used women's experiences as a starting point for the design of an Androchair (a conceptual male equivalent of the GEC), in order to make the experiences critically visible. Inspired by the view of the gynaecological examination as a performance where the Androchair is represented as a prop and was placed on a stage as a discussion object during a public seminar. The Androchair allowed for both critical and multiple readings of the GEC and through that, the gynaecology examination at large. Moreover, it stimulated a discussion about alternative ideas towards achieving a more positive experience.

The design journal. -- 2017 (March), v.20, n.2, p. 181-198

1. Gender critical design 2. Gynaecology 3. Theories of performance

2

Creation of visual culture in Seoul business signboards [Texto impreso] : the Seoul Good Sign Contest, 2009-2013 / Sang Young Yoon, Mee Kyung Jang

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. 215-216 : 21 refs.

Signboards are one of the most ubiquitous features of urban cityscapes. Signboards embody a system of meanings in which messages are woven together and layered with the history and cultures of the people who produce and use the messages. This paper documents contemporary visual culture in Seoul through examination of a juried group of awarded business signboards that are products of socio-cultural and politico-economic production, consumption and reproduction. This study has also discovered an emergence of professionalism in which artists, designers and manufacturers have contributed to producing and legitimizing culturally specific and aesthetically sound signboards in Seoul.

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1. Seoul business signboards 2. Seoul Good Sign Contest (SGSC) 3. Signboards 4. Visual culture

3

The influence of work placement on the academic achievement of undergraduate design students [Texto impreso] / Fabrizio Ceschin, Ryszard Rakowski, Ian de Vere

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. 276-277 : 28 refs.

The aim of this paper is to investigate the contribution of work placement in enhancing the academic performance of undergraduate design students. A statistical analysis was carried out on a population sample which comprised design students who had graduated at Brunel University London in four different academic years. All the required (anonymous) data were obtained from the university electronic records system. The dataset comprises a total of 411 students, of which 323 were placement students and 88 non-placement students. Students were also classified as higher achievers (students whose second year average mark was 60 per cent or above) and lower achievers. The results seem to suggest that for both higher and lower achievers the placement experience enables students to achieve on average a greater final year mark and a greater improvement from the second to the final year. The study also established that these grade gains were of a similar magnitude irrespective of the students overall academic standing. Finally, the results of this study seem to suggest that the work placement experience give students a particular advantage in the final year project and in the modules characterized by design-focused assessment components.

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1. Academic achievement 2. Academic performance 3. Design education 4. Undergraduate students 5. Work placement

4

Long-term goals or immediate desires? [Texto impreso] : introducing a toolset for designing with self-control dilemmas / Deger Ozkaramanli, Elif Özcan, Pieter Desmet

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. 235-236 : 25 refs.

This paper suggests that designers can frame user behaviour in terms of the conflicts between long-term goals and immediate desires (i.e. self-control dilemmas), and address these conflicts by facilitating the pursuit of long-term goals. A phenomenological study provided an understanding of self-control dilemmas and the strategies people use to deal with these dilemmas. Based on this understanding, this paper proposes a framework for analysing self-control dilemmas and three supporting design strategies. The framework can act as an analysis tool when distinguishing between long-term goals and immediate desires, and the design strategies can facilitate generation of ideas that can address self-control dilemmas. Understanding these human principles offers novel opportunities for products, services, or policies that contribute to subjective well-being.

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1. Design tools 2. User behaviour 3. User-centred design 4. Self-control dilemma 5. Subjective well-being,

5

A model for the process of idea generation [Texto impreso] / Prabir Sarkar, Amaresh Chakrabarti

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. 254-256 : 44 refs.

A variety of models of design and idea generation exist; yet, the exact process of idea generation is still only vaguely understood. In this paper, we propose a model of the idea generation process and make a number of recommendations for its improvement. We study both novice and experienced designers through a series of design experiments, seek patterns in their search for ideas, and use these to model the process. A major finding is that designers rely heavily on existing designs from their memory and modify these suitably to develop solutions for a given problem. Further, we discuss various specific patterns of idea generation during conceptual design.

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1. Design model 2. Idea generation 3. Product design 4. Search

6

Origami folding and its potential for architecture students [Texto impreso] / Naglaa A. Megahed

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. 294-296 : 36 refs.

Through the study of origami, an interdisciplinary approach investigates the mathematical, architectural, and structural aspects of folded structures, which help to understand how paper folding can be used as a medium to solve structural and aesthetic problems. In this context, origami presents an interface to gain cognitive experience on spatial configurations and form finding, and acts as an effective tool for further morphological explorations in the architectural design process. Based on undertaking a data collection exercise with architecture students, origami has proved to be a rich source of inspiration and has found its way into a wide range of design applications. It has even led to the discovery of new forms and methods of construction.

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1. Architecture 2. Design 3. Education 4. Origami 5. Paper folding
