1

Evoking audience's emotion with disturbing images [Texto impreso] : the aesthetic of intense elegance of Makoto Saito in the two Hasegawa posters / Hung Ky Nguyen

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. 411-412 : 29 refs.

Among Makoto Saito's masterpieces, the 'Pelvis' and 'Femur' posters designed for the Hasegawa Company have been widely acclaimed. Yet, there is inadequate research exploring Saito's design aesthetic, how these posters were originally conceptualized and what their intellectual and aesthetic influences are. This article addresses these issues, paying special attention to the development of disturbing images with reference to how human bones have featured in Japan throughout its history. It examines how the meaning of human bones has been constructed and evolved since the introduction of the Buddhist painting genre kusôzuin the Kamakura Period (1185–1333). To find out how Saito developed his aesthetic of intense elegance and encoded meanings in these two works, the author conducted an interview with Saito in his Tokyo design office on 18 October 2008.

The design journal. -- 2017 (May), v.20, n.3, p. 395-413
1. Aesthetic of intense elegance 2. Design anthropology 3. Hasegawa posters 4. Makoto Saito 5. Religio-cultural analysis of human bones

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2

The influence of cognitive style, design setting and cultural background on sketch-based ideation by novice interaction designers [Texto impreso] / Nicole Lotz, Helen Sharp

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. 353-356 : 41 refs.

Protocol studies to compare interaction designers' sketch-based ideation were conducted in two countries. Participants' cognitive style was assessed and the two cohorts differed significantly. UK participants (UKP) used graphical sketching more than Botswana participants (BP), and UKPs used interaction-focused techniques while BPs used context-focused techniques. Eleven sketch function patterns were identified. Some were observed in both UKPs and BPs while others were observed in only one cohort. The findings have implications for ideation techniques, professional development and support tools. They highlight a complex relationship between cultural background, cognitive style and design setting, and their combined influence on sketch-based ideation.

The design journal. -- 2017 (May), v.20, n.3, p. 333-356
1. Design ideation 2. Cognitive style 3. Interaction design 4. Sketch function

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3

Making "making" critical [Texto impreso] : how sustainability is constituted in Fab Lab ideology / Cindy Kohtala

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. 390-393 : 43 refs.

Fab Labs, fabrication laboratories, are shared workshops where citizens can access digital fabrication equipment to design and make their own objects. They are proliferating rapidly and represent an alternative to mass production and consumption, an ideology whose environmental and social benefits their "makers" like to espouse. A longitudinal ethnographic study in a Fab Lab in a European design school examined the Lab's ideology building, how ideals were enacted and where compromises were visible. Environmental issues were intertwined with other ideological concerns, but they were rarely promoted in their own right. Engagement with sustainability-oriented makers and stakeholders is recommended.

The design journal. -- 2017 (May), v.20, n.3, p. 375-394
1. Digital fabrication 2. Distributed production 3. Fab Lab 4. Open design 5. Sustainability

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4

Resolving wicked problems [Texto impreso] : appositional reasoning and sketch sepresentation / James Self

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. 329-331 : 33 refs.

The influence of a design education upon reasoning in response to ill-defined design problems was examined through a comparative protocol study of design and non-design students. A statistical analysis compared distributions of and transitions between the activities naming, framing, moving, and reflecting. Design student protocols were characterized by significantly increased activity associated with reasoning between problem definition and solution ideation. In contrast, participants lacking any formal design education or experience indicated significantly increased reasoning towards problem definition, with little evidence of ideation. A subsequent qualitative comparison identifies sketching as a potential driver for both increased solution-focused activity and greater iteration between problem definition and solution ideation. Implications for design ability, sketching and appositional bridge-building between problem definition and solution ideation are discussed.

The design journal. -- 2017 (May), v.20, n.3, p. 313-331
1. Appositional reasoning 2. Design ideation 3. Design sketching 4. Ill-defined problem

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5

The use of data-driven personas to facilitate organizational adoption – a case study [Texto impreso] / Tomasz Miaskiewicz, Coryndon Luxmoore

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. 372-374 : 27 refs.

Personas have gained popularity within design practice. A persona represents a group of target users using a vivid, fictional character. While the benefits of utilizing personas have been documented, one of the common challenges is identifying the personas using a rigorous approach that leads to organizational adoption. This paper illustrates an approach to developing personas that combines quantitative and qualitative research. An application of the approach led to the resulting personas gaining organizational credibility and adoption. This credibility allowed the personas to be centrally integrated into the product development process and adopted by the broader corporate culture.

The design journal. -- 2017 (May), v.20, n.3, p. 357-374
1. Agile development 2. Personas 3. Product development 4. User research 5. User-cenred design (UCD)