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Applying transactional analysis to the understanding of human–product interaction in cellphone design [Texto impreso] / Ghazaleh Sepahpour

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. 862-865 : 45 refs.

This study explored product experience based on users' three ego states. In a qualitative study, 33 cellphone users answered a questionnaire about their selection requirements and satisfaction reasons. These requirements were assigned to one ego state's characteristics. The most important requirement, an operating system, is both adult and child ego states' request. However, results showed that the requirements, their reason, and the active ego state change in different stages. When users' adult and child ego states select a product and are satisfied with it, they have some new needs related to the child ego state for the next selection. Characteristics of each ego state also defined an active ego state interacting with a product. A product's appearance activates users' child ego state while tactual experience activates all ego states. Users' adult ego state holds the product for use while nurturing parent protects and strokes the product, and child ego state is being stroked by product's surface.

The design journal. -- 2017 (November), v.20, n.6, p. 847-865

1. Cellphone 2. Ego state 3. Human-centred design 4. User experience 5. User requirements

2

Can design inform effective social innovation? [Texto impreso]/ George Cairns

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References: p. 733-734 : 19 refs.

In this paper, I outline key principles for how I envisage design providing creative input to social innovation programs, where its effectiveness depends both on how design is understood and actioned, and how the program is organized and managed. Key clients, funders and decision makers for such programs – the true power brokers – will likely base their thinking on management and organization concepts. As such, I first consider how the terms 'design' and 'social innovation' are broadly understood and interpreted in these business domains. Then, I address multifaceted interpretations of 'design' across other fields. However, my key concern is for the end user of the social innovation program. Seeking a focus on true social innovation, where value is created for these users, I discuss one interpretation of design, through what I term a mindset of 'designerly thinking', and a process defined as 'collaborative realisation' as the model for its implementation.

The design journal. -- 2017 (November), v.20, n.6, p. 725-734

1. Collaborative realisation 2. Design 3. 'Designerly thinking' 4. Social innovation

3

Crafts in the Yangtze River Delta, China [Texto impreso] : designing a renewed ecology for sustainability / Xiaofang Zhan

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References: p. 874-876 : 25 refs.

Craft has long been regarded as being out of step with contemporary production and society. However, there is renewed interest in craft practices worldwide. In China, craftsmanship has recently been identified as a vital ingredient for the nation's manufacturing development. Although craft has an inherent relationship with sustainability, this relationship has yet to be explored systemically. Aiming to understand craft as a field of making and as an agent for triggering transformative change, this study explores the relationships between craft, sustainability, and design. The main study site is the Yangtze River Delta in China, and this research aims to (1) determine the relationship between craft and sustainability and its theoretic underpinnings; and (2) explore the potential for design to contribute to craft in order to nurture sustainable transformation.

The design journal. -- 2017 (November), v.20, n.6, p. 867-876

1. Craft 2. Design intervention 3. Ecology 4. Sustainability 5. Yangtze River Delta

4

Design for social enterprises [Texto impreso] : how design thinking can support social innovation within social enterprises / Daniela Selloni, Marta Corubolo

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References: p. 792-794 : 35 refs.

This paper investigates the contribution of design thinking to sustaining social innovation within the field of social enterprise. The first part frames the knowledge that forms the background of the paper, by interconnecting the concepts of social innovation, social enterprise, and design thinking and by introducing the field of 'design for social enterprises' as a combination of different design methods and tools. Next, an action research project is described: the programme entitled 'Service Design: change to innovate', in which the authors worked with two social enterprises to co-design a new generation of collaborative services. Building upon this experimentation, the paper concludes by reflecting on the possible contribution of the designer in triggering an organizational and cultural change within social enterprises, and consequently becoming a sort of 'Cultural operator', thus opening up room for further research.

The design journal. -- 2017 (November), v.20, n.6, p. 775-794

1. Co-design 2. Design thinking 3. Service design 4. Social enterprise 5. Service design

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Design thinking for social innovation in health care [Texto impreso] / Louise Valentine ... [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. 771-773 : 36 refs.

Design has a potential to envision alternative futures for health care through new forms of innovation. In this paper, we propose a strategic framework for fostering a culture of design thinking for social innovation in health care. Drawing upon the theory of design (and its thinking), in conjunction with global and national health care strategies and policies, we critically reflect on pedagogical approaches for enhancing the curriculum in design as a means of discussing the need for new thinking in health. Findings to date suggest that new mechanisms of knowledge acquisition, application, and exploration are needed to address the complex challenges facing social and health care. Referring to the national health care strategies, connections are made with design thinking, social innovation, health and social care to facilitate a transition from applying design as a process to applying design as a strategy for cultural transformation.

The design journal. -- 2017 (November), v.20, n.6, p. 755-774

1. Design thinking 2. Design sprint 3. Health care 4. Social innovation 5. Strategy

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Designing public health [Texto impreso] : synergy and discord/ Alessandra N. Bazzano, Jane Martin

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. 750-754 : 55 refs.

Over the last two decades, as the disciplinary boundaries for the application of design have dissolved, public health has emerged as one area within the social sector where design thinking and human-centred design have been applied more frequently. With that increased activity comes a need to understand how, why, for whom, and with what level of impact design thinking has been used. Many health projects receive public funding, and those that include design thinking approaches may thus be subject to evaluation more typically used in traditional biomedical research, with the potential for errors in translation between disciplines. The present paper considers the limitations and potential to further incorporate the two disciplinary approaches in order to improve progress in achieving health equity and improving population-level health outcomes.

The design journal. -- 2017 (November), v.20, n.6, p. 735-754

1. Design thinking 2. Global health 3. Human-centred design 4. Public health 5. Scoping review

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Limited use only [Texto impreso] : exploring the design of everyday objects for upper limb stroke rehabilitation / Mailin Lemke

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. 885-886 : 23 refs.

Stroke causes significant damage to the brain. Symptoms commonly affect one or both limbs on one side of the body. The preferential use of the less affected limb is called compensatory movement and it is a common phenomenon after a stroke, leading to learned non-use of the affected side. The aim of this study was to design everyday objects that can be used by chronic stroke survivors to initiate the use of the arm on the affected side to overcome learned non-use. Following a human-centred design approach, an understanding of the users' needs was developed and different design solutions were produced and evaluated by stroke survivors and health professionals. Initial findings suggest that the object should remind the user to use the affected arm, and the movement needs to take account of the mental model that the user has of the object.

The design journal. -- 2017 (November), v.20, n.6, p. 879-887

1. Chronic stroke patients 2. Design theory 3. Human-centred design 4. Initiation of use 5. Iterative design 6. Learned non-use 7. Research through design 8. Stroke rehabilitation

8

Multisensory inclusive design education [Texto impreso] : a 3D experience / Burçak Altay

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. 843-846 : 45 refs.

Inclusive design should be an integral part of the curriculum in the education of environmental design disciplines, incorporating empathic understanding. Among the empathic methods that are employed, 'build-to-learn' that promotes experiential learning is effective in students' multisensory and bodily engagement with the process and product. This paper discusses an exercise in a Human Factors/Ergonomics course in interior design where students create 'A 3D Experience'. Analysis of exemplary work suggests various ways in which different senses may come forth into awareness to sometimes enrich and at other times limit embodied space, thus opening up a venue of inclusivity in novel and unpredictable ways. Research conducted on student perspectives reveals that the assignment had positive impact on their understanding and awareness of, and attitudes towards, inclusive design, as well as creative thinking.

The design journal. -- 2017 (November), v.20, n.6, p. 821-846

1. Design and empathy 2. Design education 3. Ergonomics 4. Inclusive design 5. Multisensory design

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The value of design collaboration in the fashion business [Texto impreso] : a literature review / Luo Wang, Bin Shen, and Xiaogang Liu

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. 815-819 : 73 refs.

Design is not a simple task; it requires the participation and collaboration of various value chain members. In this study, a selection of papers focusing on design collaboration in the fashion industry is reviewed. Four important value creation approaches in design collaboration are discussed: organizational, process, information, and electronic coordination. Among these categories, electronic coordination is a bridge for connecting organizations, processes, and information. With an electronically coordinated information system, an organization is able to participate in the design process; the co-design process can be implemented by individuals or organizations in the electronic system, and design information can be shared through electronic systems such as computer-aided design between individuals or organizations. Further, the benefits of design collaboration in the fashion business are explored. It is concluded that design collaboration is beneficial, as it can shorten lead times, enhance product quality, reduce product returns, optimize resources, and enhance the customer experience.

The design journal. -- 2017 (November), v.20, n.6, p. 795-820

1. Coordination 2. Design collaboration 3. Design management 4. Design process 5. Fashion business 6. Innovation