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**Defining 'resilient design' in the context of consumer products [Texto impreso] / Anders Haug**

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. 33-36

In recent decades, a widely discussed means of achieving environmental sustainability is to design more durable products, thereby reducing the need for the production of new products. In particular, the emotional perspective on product durability has received attention in recent design literature, since consumer products are often replaced long before they become physically non-functioning. The literature includes many accounts of causes of product replacement and means of making products more durable. Such classifications, however, include different sets of causes and means, making 'product durability' a concept that involves different understandings, depending on the underlying literature. Furthermore, this paper argues that only using the term 'durability' may cause certain aspects to be neglected in the effort to make consumer products longer lasting. The paper addresses these issues by defining the concept of 'resilient design', providing a detailed classification of causes of product replacement and organizing means to extend product longevity.

The design journal. -- 2018 (January), v.21, n.1, p. 15-36

1. Eco-design 2. Emotional durability 3. Environmental sustainability 4. Product durability 5. Product resilience

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2

**Design management capability framework in global value chains [Texto impreso] : integrating the functional upgrading theory from OEM to ODM and OBM / Bilgen T. Manzakoglu, Ozlem Er**

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. 157-160

Design management (DM) capability development is significant in securing a competitive position in the global commercial market. However, companies integrate DM into their businesses at different levels. Many frameworks and audit tools have been developed to assess the level of design capability and DM, and to facilitate the integration of design into business strategy. Latecomer firms (LCFs) operating in the emerging economies, tend to follow a gradual upgrading trajectory and develop their DM capability. Participating in the geographically fragmented activities of global value chains (GVCs) has provided LCFs with an opportunity to develop their manufacturing, DM, and brand building capabilities. In following an upgrading trajectory in GVCs, LCFs have pursued three particular business strategies utilizing certain levels of DM capabilities. To point out the linkage between business strategies commonly followed in GVCs and DM capability levels of companies, we propose a new assessment approach: 'Design Management Capability Framework in GVCs'.

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1. Design capability 2. Design management 3. Functional upgrading 4. Global value chains 5. OEM-ODM-OBM

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3

**An exploratory design workshop to elicit what feels natural when interacting with an automobile's secondary controls [Texto impreso]/ Simon Ramm ... [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. 132-136

Exploratory design workshops were conducted using five participatory methods with 10 automobile drivers in order to understand what characterizes natural-feeling interaction with automobiles' secondary, comfort, and infotainment controls. Hands-on, artefact-focused methods were selected for their potential to understand these familiar but characteristically silent and private interactions. 'Think Aloud' analyses, flexible modelling, breaching, focus groups, and 'future fictions' were conducted in an immersive automotive workshop using real automotive controls. Some sessions took place in a parked automobile. Grounded theory thematic analysis suggested a

framework with 11 themes: Familiarity and predictability, Driver in full and ultimate control, Communication with reality, Weighty physical sensations, Cabin comfort and sanctuary, Uncluttered cabin architecture, Low visual demand, Low cognitive demand, Humanlike partnership, Humanlike sentience and learning, and Humanlike verbal–auditory communication. Natural-feeling interaction may be more likely perceived in an automobile, system, or individual control that exhibits as many of the 11 themes as appropriate.

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1. Automobile secondary controls 2. Driver-automobile interaction 3. Exploratory design workshop 4. Flexible modelling 5. Mixed methods 6. Natural interaction 7. Thematic analysis

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#### 4

### **Intentions and inspiration in shaping visual appearance of products [Texto impreso] : the practice of professional industrial designers in India / Santosh Jagtap**

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. 104-107

Eliciting specific intentions and seeking inspiration are important activities in the process of shaping a product's visual appearance. A survey of the professional industrial designers was conducted to identify intentions (e.g. attributes, emotions) that they attempt to elicit, and also to identify inspiration sources and their media that they prefer not only in generating ideas to realise intentions but also in analysing and communicating intentions. The findings indicate that the designers frequently intend to elicit some specific attributes and emotions. Regarding inspiration sources and media, commonalities as well as differences were observed in the activities - analysing intentions, communicating intentions, and generating ideas to realise intentions.

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1. Aesthetics 2. Design practice 3. Industrial design 4. Inspiration 5. Intentions

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#### 5

### **Interplay of sketches and mental imagery in the design ideation stage of novice designers [Texto impreso] / Mia A. Tedjosaputro ...[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. 81-83

This paper seeks to understand the interplay between the acts of pen-and-paper-based sketching and the use of mental imagery. A protocol study of four novice designers was conducted in two different environments: with access to sketches only; and blindfolded and delayed sketches. In total there were eight 45 minute design sessions. This study confirms that sketches and mental imagery support ideation stages in unique ways and both are equally germane. Identified interplaying roles when only sketches are utilized are: supporting, co-evolving, and reflecting roles. In addition, interplay can happen at the exact moment or distantly; and the order of an interplay depends on the designers' strategy. In sessions where sketches are for externalizing design proposals only at the end, identified roles are: generative and provocative to idea exploration. It is also observed that gesture does not compensate for the absence of external representation, although it conveys important design messages.

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1. Design ideation 2. Function-Behaviour-Structure 3. Linkography 4. Mental imagery 5. Protocol analysis 6. Manufacturing industry 7. Sketching

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6

**The new role of design in innovation [Texto impreso] : a policy perspective from China / Sylvia Xihui Liu, Huirong Liu, Yanmin Zhang**

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. 54-57

Facing the challenges arising from the new economy for indigenous innovation in the manufacturing industry, the Chinese Central Government unveiled a new design related policy, Made in China 2025 in May 2015. Guided by Yongxiang Lu and Yunhe Pan, a research team formed by the Chinese Academy of Engineering proposed the concept of Innovation Design to replace traditional design and to clarify the new role of design as an innovation driver in Made in China 2025. In this paper, the key researchers introduce their Innovation Design concept, released policies, a new institutional structure of promotion, and ongoing project. This paper is a rare documentation of Chinese design development and industrial policies.

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1. Design policy 2. Industrial design 3. Innovation Design 4. Knowledge economy 5. Manufacturing industry

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