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**Accessibility and legibility for the elderly in Hong Kong [Texto impreso] : an empirical study of chinese typographic cues on prescribed medicine labelling / Brian Sze Hang Kwok**

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. 644-645

This article follows from the initial stage of a research project that looks at different medicine labels printed by both private clinics and public hospitals in Hong Kong. It examines a number of variables across these labels – typographic cues, information organization and prioritization, and visual and spatial presentation. The findings help formulate initial research questions and build solid foundations for a reconsideration of accessibility and legibility of medicine labels designed for members of Hong Kong's older generation. Moreover, this article shows that, in order to provide medicine and administration information on labels clearly, it is essential to examine the interrelationship between typographic setting, legibility, and accessibility of this information.

The design journal. -- 2018 (July), v.21, n.4, p. 625-645

1. Chinese typographic cues 2. Elderly 3. Information design 4. Hong Kong 5. Legibility 6. Medicine labelling

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2

**Carative factors in the design development process [Texto impreso] : towards understanding owner-object detachment and promoting object longevity / Yoon Jung Choi, John Stevens, Clare Brass**

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. 493-497

Designing for object detachment offers potential for extending an object's lifespan and reducing environmental impact. The philosophy and theory of care-giving in nursing practice may be usefully adapted and applied to the care of possessions. Care-giving behaviour towards objects includes maintaining and repairing them, but also letting them go gracefully, and has potential implications for sustainable design. Little research has explored applying the concept of 'carative factors' (love and charity, and the motive of all caring) to the design process. This study introduces a toolkit based on four motive caring factors and influential factors, and reports on an exploratory workshop, in which participants use the toolkit to generate design concepts. The results suggest that the concept of carative factors has value in the design processes for extending the lifespan of objects, and the toolkit provides better understanding for designers of ownership, disposal and reuse.

The design journal. -- 2018 (July), v.21, n.4, p. 477-497

1. Care practice 2. Design for sustainable behaviour 3. Lingering attachment 4. Object detachment 5. Product longevity

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3

**Design and creative methods as a practice of liminality in community-academic research projects [Texto impreso] / Busayawan Lam ... [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. 621-623

This paper aims to explore the types of spaces and experiences that are created by design and creative practices. More specifically, it focuses on how design and creative practices can engender transformations in the mindset, knowledge, emotions and social relations of people who participate in such practices. To do this, the paper investigates the concepts of liminality and liminal spaces, and the relationships between design/creative methods and liminal spaces using insights from four case studies. The results reveal that design and creative practices may create liminal spaces in many ways, such as neutralizing the working environments, encouraging people to experiment with new ideas and helping them express themselves more freely.

The design journal. -- 2018 (July), v.21, n.4, p. 605-624

1. Creative methods 2. Co-design 3. Design methods 4. Liminal space

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**4**

**Design for product care [Texto impreso] enhancing consumers' repair and maintenance activities / Laura Ackermann**

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. 549-551

The aim of this PhD project is to understand and enhance consumers' repair and maintenance activities. We define this behaviour, aimed at prolonging products' lifetimes, as product care. For designers, it is important to understand consumers' perspective on product care and to identify reasons why consumers either do or do not take care of their products. Only by doing so, can appropriate products and services be designed in the future. This PhD project first explores current product care behaviour and the individual tendency of persons to take care of their products. Afterwards, suitable design directions to enhance product care are developed and evaluated for multiple product categories. Based on the insights from this PhD project, designers can adjust their design in such a way that care activities are more likely to be executed

The design journal. -- 2018 (July), v.21, n.4, p. 543-551

1. Circular economy 2. Circular product design 3. Consumer behaviour 4. Maintenance 5. Repair

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**5**

**Dimensions of behaviour change in the context of designing for a circular economy [Texto impreso] /Johannes Daae, Lucy Chamberlin, Casper Boks**

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. 538-540

Circular economy research has seen increasing attention over the years, but with limited attention for how to design circular solutions that will actually change user behaviour. At the same time, Design for Sustainable Behaviour as a research field has so far not explicitly focused on behaviours that are particular for a circular economy. To address this gap, the paper presents product and service examples as a grid consisting of nine dimensions of behaviour change (control, obtrusiveness, timing, exposure, meaning, importance, direction, encouragement, and empathy) and four goals for circular economy (maintenance, reuse, refurbishment, and recycling). It is shown that examples for almost all combinations exist. Second, based on four case studies, the paper addresses in more detail how different dimensions of behaviour change are used and analyses their application in four case companies. Results suggest that all dimensions are relevant, but the variation in application differs greatly.

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1. Behaviour change 2. Circular economy 3. Design for sustainable behaviour 4. Design theory 5. Sustainability

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**6**

**Human-centred design of products and services for the circular economy – a review [Texto impreso] / Vicky Lofthouse, Sharon Prendeville**

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. 467-474

This paper aims to broaden the circular economy discussion by emphasizing the role of people. The paper combines corecircular economy literature and user-centred design seedliterature with illustrative case studies, to consider the positioning of design within a circular economy. The article observes that design is considered predominantly in positivist terms within a field dominated by management, engineering, ecological and environmental science literature. Conceptualizing the designer's opportunity within the circular economy would benefit from integration of knowledge from the social sciences (sociology of consumption, consumer psychology, cultural studies, inter alia). The current orientation overlooks design as a 'radical humanist' paradigm and this has implications for how people are considered (from 'users-as-subjects' to 'people-as-participants') raising ethical questions about design practice within divergent circular economy framings. The article lays a basis for further research and theory-building for a fuller conceptualization of the designer's opportunity within the circular economy.

The design journal. -- 2018 (July), v.21, n.4, p. 451-476

1. Business-to-consumer 2. Circular design 3. Circular economy 4. Consumers 5. Consumption 6. User-centred design

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7

**'If it ain't broke, don't explain it' [Texto impreso] : the influence of visual and verbal information about prior use on consumers' evaluations of refurbished electronics / Ruth Mugge, Wytse de Jong, Oscar Person, Erik Jan Hultink**

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. 516-519

Refurbishment presents opportunities for designers to improve the sustainability of new and old products via an experiment and post hoc interviews, this research investigates and explores how information about prior use – offered in a visual (signs of wear and tear) or verbal (textual description) form – influences consumers' evaluations of refurbished products. The findings show that visual information about prior use has a negative effect on consumers' evaluations of refurbished electronics. Furthermore, presenting consumers with verbal information on prior use can negatively affect consumers' evaluations of a refurbished product if no signs of wear and tear are present because it confuses consumers. If signs of wear and tear are present, verbal information about prior use will not influence consumers' evaluations.

The design journal. -- 2018 (July), v.21, n.4, p. 499-520

1. Circular economy 2. Consumer behaviour 3. Refurbished products 4. Remanufacturing 5. Wear and tear

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**Improving intellectual access in temporary exhibitions for sight loss visitors through co-creation and co-assessment [Texto impreso]enhancing consumers' repair and maintenance activities / Anne Chick**

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. 580-582

This research project investigates how to inclusively design and curate a non-permanent design exhibition in a large regional gallery (the National Centre for Craft and Design, UK), focusing on intellectual access for blind and partially sighted visitors. There are approximately two million people in the UK who are registered with sight loss. Older people are increasingly likely to experience sight loss and they are the fastest growing visitor group (65–74 years) to UK museums and galleries. The context and rationale for the research, and how the author has collaborated with various stakeholders, including blind and partially sighted participants, through co-creation and co-assessment, is imparted. The resulting multi-sensory exhibition (28 January–23 April 2017), how it was tested and visitors' reactions is also described.

The design journal. -- 2018 (July), v.21, n.4, p. 561-582

1. Co-assessment 2. Co-creation 3. Inclusive exhibition curation 4. Inclusive exhibition design 5. Non-permanent exhibitions 6. Sight loss visitors

9

**Towards a technique for articulating aesthetic experiences in design using Focusing and the Felt Sense**  
[Texto impreso] / Claudia Núñez-Pacheco, Lian Loke

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. 600-602

Aesthetic experiences embody a sense of unity that makes their particular qualities memorable to our existence. The richness of meaning encapsulated by routine acts on the other hand, is mostly taken for granted. We introduce the somatic Focusing technique to access the tacit dimension of people's personal stories, offering a new perspective on experiential content for design use. This technique facilitates extracting aesthetic meaning from unremarkable experiences, by prompting participants to ponder situations through their bodily felt-sensing. Focusing has proven effective to scaffold the emergence of self-discoveries or insights, being revealed directly by those who experience the technique.

The design journal. -- 2018 (July), v.21, n.4, p. 583-603

1. Aesthetics 2. Body 3. Experience-oriented design 4. Focusing 5. HCI-oriented design 6. Tacit dimension

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