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Binary by design [Texto impreso] : unfolding corporeal segregation at the intersection of gender, identity and materiality / Ece Canli

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. 666-669

This article offers a critical reading on how the binary logic, as a milestone of Western modernity, resides in the very construction and reproduction of gender and design. Through a decolonial queer feminist lens, it argues how the binary regime of gender, sexuality and identity is constitutive of and constituted by dichotomously designed materialities, fostering systematic categorization and segregation of bodies. It unfolds the interdependence between material-based and gender-based segregation by epitomizing some prominent binary visual, spatial and sartorial material practices as the designed that corroborate the system of identity-based inclusion/exclusion and privilege/oppression. To go beyond such dichotomizations, the article, then, proposes an epistemological and methodological shift for designers and design researchers as a possible way of challenging binary regimes from within the design discipline.

The design journal. -- 2018 (September), v.21, n.5, p. 651-669

1. Binarism 2. Coloniality 3. Design 4. Gender and sexuality 5. Material practices

2

Facilitating innovation and organization-wide integration of personas [Texto impreso] : an approach for linking users with an existing set of personas / Tomasz Miaskiewicz, Coryndon Luxmoore

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References: p. 682-683

The organizational impact of personas is limited because they are directly associated with a small portion of the user population at a specific point in time. An approach is proposed for assigning individual users to an existing set of personas. An application of the approach at a software as a service (SaaS) organization led to thousands of additional users being associated with one of six personas. By applying the proposed approach, organizations can better understand their user base, monitor any changes to the composition of their users, and evaluate key business metrics by persona.

The design journal. -- 2018 (September), v.21, n.5, p. 671-683

1. Innovation 2. Personas 3. Product management 4. User experience 5. User-centred design

3

Participatory design with people with disability in rural Cambodia [Texto impreso] : "The Creativity Challenge" / Andrew Drain, Aruna Shekar, Nigel Grigg

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References: p. 702-706

The majority of Cambodians live rurally, with most engaged in farming practices. For people with disabilities in rural Cambodia, such as the estimated 40,000 land mine amputees, inclusion in these practices is currently impossible. It is therefore important to strive towards the design of effective assistive technologies, as well as social empowerment, to allow these individuals better access to Cambodia's traditional livelihood. This study investigates the use of participatory design, a collaborative design process, for the identification of challenges and design of solutions with a rural community of people with disability. It discusses the implementation of creative capacity building workshops, developed in Uganda, as a tool for improving the effectiveness of designer-community collaboration. Themes such as creativity, contextual insights and inclusion were identified as

challenging areas for future development while themes such as convergent thinking, prototyping and motivation were identified as strengths of the collaboration.

The design journal. -- 2018 (September), v.21, n.5, p. 685-706

1. Cambodia 2. Creativity 3. Co-design 4. Disability 5. Participatory design

4

Re-evaluating the 'craft as design' discourse embraced in the field of Israeli ceramics [Texto impreso] : a designers' point of view on difficulties and needs / Orly Nezer

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References: p. 745-747

The embracing of the 'craft as design' discourse in the field of Israeli ceramics has reaffirmed studio ceramics' supposed inferiority, and while the idea of 'craft' is admired in contemporary art and design discourses, studio crafts such as studio ceramics continue to be marginalized. Major aspects of craft remain excluded, resulting in a very reductive approach to it. Embracing 'amateur craft' and the elevated value of 'materiality', leading agents associated with Israeli ceramics, advocate bodily gestures and materiality when these are manifested in the work of non-craftsmen such as designers, while ignoring professional craftsmen. This paper aims to indicate the digression caused by the 'craft as design' discourse.

The design journal. -- 2018 (September), v.21, n.5, p. 731-748

1. Amateur craft 2. Craft as design 3. Craft turn 4. Materiality

5

Recovery by design [Texto impreso] : developing tools to initiate and sustain engagement in a creative recovery from alcohol misuse/ Jack Champ

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References: p. 756-757

This research aims to use design techniques to facilitate creative research activity with service users in an alcohol rehabilitation setting, to discover how individual recovery journeys might be supported and developed. An initial pilot study was undertaken using a cultural probe, which included participatory workshop activities and design review sessions, held at a substance misuse rehabilitation centre in Brighton during 2017. The initial data produced and feedback from participants uncovered potential therapeutic value. Service users reported that the tool helped them see where their addiction had previously taken them and how their recovery could develop. This finding highlighted an opportunity to develop a Creative Recovery Toolkit, which could sow the seed of creativity in a structured treatment setting during early recovery. This tool may then assist in the building of creative confidence and recovery capital, which would allow a smoother pathway out of addiction and reduce the chance of relapse.

The design journal. -- 2018 (September), v.21, n.5, p. 749-757

1. Addiction 2. Alcohol 3. Creativity 4. Engagement 5. Recovery 6. Signposting 7. Toolkit

6

Traditional product representations and new digital tools in the dimensioning activity [Texto impreso] : a designers' point of view on difficulties and needs / Andrew Drain, Aruna Shekar, Nigel Grigg

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References: p. 727-729

The majority of Cambodians live rurally, with most engaged in farming practices. For people with disabilities in rural Cambodia, such as the estimated 40,000 land mine amputees, inclusion in these practices is currently impossible. It is therefore important to strive towards the design of effective assistive technologies, as well as social empowerment, to allow these individuals better access to Cambodia's traditional livelihood. This study investigates the use of participatory design, a collaborative design process, for the identification of challenges and design of solutions with a rural community of people with disability. It discusses the implementation of creative capacity building workshops, developed in Uganda, as a tool for improving the effectiveness of designer-community collaboration. Themes such as creativity, contextual insights and inclusion were identified as challenging areas for future development while themes such as convergent thinking, prototyping and motivation were identified as strengths of the collaboration.

The design journal. -- 2018 (September), v.21, n.5, p. 707-730

1. Anthropometry 2. Artefacts 3. CAD 4. DHM 5. Industrial design 6. Sketching
