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Dress Rehearsal [Texto impreso] : ephemeral urbanism, participation, the city and food sustainability / Daniel Cid

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. 208-210

Food waste threatens the sustainability of our planet. This paper aims to explain, through references to the project Dress Rehearsal, which took place in Barcelona in 2016, how ephemeral design can showcase and promote environmental change. Specifically, how certain tactical, temporary, and participative urban planning actions permit, through the strategic capacity of design, to 'rehearse' how a city could behave in coherence with the challenges posed by our current food production and consumption system.

The design journal. -- 2019 (March), v.22, n.2, p. 191-211

1. Collaborative design 2. Design practice 3. Food taste 4. Interdisciplinarity 5. Urban design

2

Generation of design ideas using EDOS-Touch [Texto impreso] / Yuan-Bang Cheng, Teng-Wen Chang, Chuan-Kai Yang

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References: p. 186-190

In the digital era, the paper-based collage and mind-map have been gradually developed into digital forms. This study aims to develop a new digital collage tool called EDOS-Touch for helping novice designers (students) to generate design ideas through the design exploration. The authors propose two characteristics, i.e. intuitive manipulation and immersive experience; both are important to build a better digital collage tool. For evaluating its effectiveness, the authors conducted an experiment to answer two research questions. Eight subjects were selected from five groups of all participants involved; those in session 1 used EDOS-Touch and those in session 2 a paper-based collage. Quantitative results are presented, and significant observation notes and interview comments discussed. The conclusion reached is that EDOS-Touch provides novice designers with appropriate assistance in generating design ideas (like the paper-based collage), but is even better. The authors suggest that the multi-touch interface and big screen size are two important considerations.

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1. Collage 2. Design exploration 3. Generation of design ideas 4. Mind-map 5. Multi-touch

3**A model for generating a lifestyle fashion brand from cultural capital for Generation Asia in Bangkok, Thailand [Texto impreso] / Siwaree Arunyanart, Patcha Utiswannakul**

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. 140-141

The emerging group of Asian consumers with high purchasing power is known as Generation Asia. This study proposes guidelines for creating and designing lifestyle fashion brands from cultural capital for Generation Asia consumers. The model can make a significant contribution to the creation of lifestyle fashion brands to meet consumer fashion demands. This study concludes that model guidelines consist of four complementary components: 1. Consumers; 2. Trends; 3. Culture; and 4. Innovation. When all these components are combined, the resulting brand image is congruent with the fashion style and personality of Generation Asia consumers.

The design journal. -- 2019 (March), v.22, n.2, p. 125-142

1. Cultural capital 2. Fashion 3. Fashion lifestyle brands 4. Generation Asia 5. Innovation

4**Psychologically durable design [Texto impreso] : definitions and approaches / 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. 163-167

This paper provides a definition of 'psychologically durable design' and clarifies its relationship to 'emotionally durable design'. Psychologically durable design, not the least in the form of 'emotionally durable design', has emerged as an important means to ensure more sustainable designs, since many types of consumer product are often replaced before their physical function is compromised. However, there are still no exhaustive answers as to how to create more psychologically durable products, or detailed definitions of psychologically durable design. To address this issue, this paper provides such a definition in terms of durable instrumental, hedonic, and symbolic value. On this basis, the paper defines four types of durable product relationship, of which only two are related to 'emotional durability'.

The design journal. -- 2019 (March), v.22, n.2, p. 143-167

1. Design experience 2. Emotionally durable design 3. Product longevity 4. Psychologically durable design 5. Sustainability
