

1

**Commercializing academic medical research [Texto impreso] : the role of the translational designer / Rowan Page & Kieran John**

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. 702-705

Increasingly universities are seeking to play a more active role in translating their fundamental scientific discoveries into large-scale, practical impact in the world. In the field of medical research, translating discoveries from the bench to the bedside. These processes of research translation are complex and interdisciplinary, involving a combination of research as well as non-research activities that take place both within and outside the traditional boundaries of the university. This complexity leads to many discoveries being 'lost in translation'. This paper unpacks some of the challenges faced by designers with research translation through a series of case studies from a health care design research lab – Monash University Health Collab. Through these case studies, we highlight the necessary role of the translational designer, a hybrid design practitioner-researcher who brings the strengths of both industrial design practice and design research as a way to help bridge the chasms between research and commercial development.

The design journal. -- 2019 (September), v. 22, n. 5, p. 687-705

1. Design 2. Medical devices 3. Practice-based research 4. Translational research

---

2

**Critical design as a resource [Texto impreso] : adopting the critical mind-set / Liene Jakobsone**

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. 579-580

In this paper Critical design is regarded as a source of knowledge, which can benefit also other forms of design, if adopted by the designer as part of a critical mind-set. The focus is mainly on the enlightening potential of the Critical design attitude, which allows to critically revise one's assumptions. The author's intention is to increase the visibility of Critical design and to promote its inclusion into more traditional industrial design curricula both as a theory and practice. The author argues that studying existing Critical design projects can have an emancipating effect on the designers' professional approach. Aspects of Critical design that are proposed as valuable include the awareness of ideological constructs and the capability to critically analyse them in order to avoid biased designs; understanding of the advancement of futures and the design's potential of steering it; principles of design fiction; and a deliberate use of design product as means of communication.

The design journal. -- 2019 (September), v. 22, n. 5, p. 561-580

1. Aesthetics 2. Critical design 3. Design fiction 4. Futures 5. Ideology

---

3

**Design for long-term tracking [Texto impreso] : insights from a six-month field study exploring users' experiences with activity trackers / Aykut Coskun**

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. 682-686

This paper presents recommendations for designing activity trackers that can support long-term tracking behaviour. These recommendations are based on a six-month field study exploring activity trackers' impact on physical activity (PA) performance and the aspects leading to abandonment. Twenty-six individuals, who were assigned to the activity tracker condition (i.e. Fitbit One) or the control condition, took part in the study. Semi-structured interviews, Global Physical Activity Questionnaire (GPAQ), and activity data derived from the tracker were used to understand participants' expectations, experiences, and insights about tracking PA. Proposed recommendations are: (1) consider the diversity in users' expectations when designing activity trackers; (2) allow

users to experiment with different trackers; (3) design half-way products that can be customized based on users' lifestyles; (4) prioritize reflection over quantification; and (5) design for successful abandonment.

The design journal. -- 2019 (September), v. 22, n. 5, p. 665-686

1. Abandonment 2. Activity trackers 3. Design for behaviour change 4. Field study

---

#### 4

##### **Integrated perspectives in design [Texto impreso] : issues and perspectives of design research, education, and practice / Hyoyon Paik ... [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. 597-604

As the design landscape expands, various issues regarding an integrative perspective of design are actively being discussed. This study aims to provide a comprehensive discussion about integrated perspective in design. Through a literature review, we derived design issues reflecting an integrated viewpoint, then conducted in-depth interviews to determine current discussions in design education and practice, exploring the different aspects highlighted between interviewees. As a result, various empirical insights were discussed, such as different perspectives between design education and design practice regarding designers' competency, design processes, and goals. By comprehensively discussing design issues, both theoretically and empirically, the study contributes to understanding the perspectives of design academia, practice, and education surrounding integrated perspective in design.

The design journal. -- 2019 (September), v. 22, n. 5, p. 581-605

1. Design academia 2. Design education 3. Design issues 4. Design practice 5. Integrated design

---

#### 5

##### **Local or global? [Texto impreso] : approaches for new product development in low income countries / Timothy Whitehead, Mark Evans, Guy a Bingham**

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. 721-723

To increase opportunity and quality of life for people living in poverty, governments and non-government organizations (NGOs) sell products to low-income countries. These are typically products that can make fundamental changes to the quality of life such as water filters and solar lighting. However, there has been limited research to support the new product development (NPD) process for this unique category of products which has led to instances of sub-optimal solutions. This paper explores the nature of design and manufacture in these countries, and the impact of local and global approaches has on product development. Empirical data has been generated through interviews with ten senior staff from NGOs; ten product users, and observations of the NPD process in Myanmar. The findings identify that the development of products undertaken in developed countries could provide can provide high-quality solutions, but at the expense of user insight and local capacity building.

The design journal. -- 2019 (September), v. 22, n. 5, p. 707-723

1. Designing for development 2. Industrial design 3. Low-income countries 4. New product development (NPD)

---

#### 6

##### **Questioning the nature of design activity through Alasdair MacIntyre's account of the concept of practice [Texto impreso] / Sébastien Proulx**

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. 662-664

This study examines the nature of design as a professional activity with regard to Christopher Higgins' conceptualization of what counts as a practice. Inspired by the work of American moral philosopher Alasdair MacIntyre, Higgins identified 14 criteria to determine if an activity can be considered a practice or not. As MacIntyre suggested in his book *After Virtue* (2007), practice consists of socially established human activities that respond to recognized norms of excellence. Under the tutelage of that model, our study suggests that design, in the current state of things, cannot genuinely claim itself to be a practice.

The design journal. -- 2019 (September), v. 22, n. 5, p. 649-664

1. Alasdair MacIntyre 2. Design ethics 3. Design practice

---

7

**Selection of control panel design using cognitive load parameters based on physiological data [Texto impreso]: an experimental study/ Naveen Kumar, Jyoti Kumar**

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. 622-625

Human-Computer Interaction-based (HCI) control panels are small, handheld, touch-based systems which present multiple sensors data of the digital shop floor. The complexity of HCI-based control panel design would increase in digital shop floors due to use of multiple modalities of interaction, task complexities and type of information presented through HCI systems. Previous literature on control panel design has suggested analogue, digital and graphical display methods to present sensor data, however, these display methods have not been evaluated through cognitive load (CL). Also, there is dearth of literature on comparison of CL caused by different display designs using physiological data. This paper reports use of physiological data, task performance data and subjective data to measure CLs caused by different display designs. Results were congruent across these data. Findings of this paper suggested that 'digital display' caused high CL compared to analogue and hybrid display for 'monitoring and controlling tasks'.

The design journal. -- 2019 (September), v. 22, n. 5, p. 607-626

1. Cognitive load (CL) 2. Control panel design 3. Display methods 4. Physiological measurement

---

8

**Theoretical frameworks in interior design literature between 2006 and 2016 and the implication for evidence-based design [Texto impreso]/ Suyeon Bae, Anjali Bhalodia, Rodney C. Runyan**

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. 643-647

Human-Computer Interaction-based (HCI) control panels are small, handheld, touch-based systems which present multiple sensors data of the digital shop floor. The complexity of HCI-based control panel design would increase in digital shop floors due to use of multiple modalities of interaction, task complexities and type of information presented through HCI systems. Previous literature on control panel design has suggested analogue, digital and graphical display methods to present sensor data, however, these display methods have not been evaluated through cognitive load (CL). Also, there is dearth of literature on comparison of CL caused by different display designs using physiological data. This paper reports use of physiological data, task performance data and subjective data to measure CLs caused by different display designs. Results were congruent across these data. Findings of this paper suggested that 'digital display' caused high CL compared to analogue and hybrid display for 'monitoring and controlling tasks'.

The design journal. -- 2019 (September), v. 22, n. 5, p. 627-648

1. Evidence-based design (EBD) 2. Interior design 3. Theoretical framework

---