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Assessment of sustainable design [Texto impreso] : the significance of absence / Susan Giloi, Lynn Quinn

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. 847-851

Although the technical aspects of sustainable design may be included in design education, the shaping of the student into an ethical and moral practitioner is seldom explicitly communicated. This paper aims to highlight an absence identified when the data from a design assessment case study was considered in relation to the literature on sustainable design. Using Maton's Legitimation Code Theory (LCT) the study set out to identify what kind of knowledge and what kind of knowers are valued in graphic design assessment practice. While the researchers anticipated that concepts on sustainable design might be identified in the knowledge and knower valued in design education, what emerged was a marked absence of explicit references to how the curriculum aims to cultivate ethical and moral design practitioners. This conceptual paper discusses the implications of such an absence and the challenges of designing curricula, pedagogies and assessment methods to shape the designer's dispositions.

The design journal. -- 2019 (November), v. 22, n. 6, p. 833-851

1. Assessment 2. Design education 3. Legitimation Code Theory (LCT) 4. Sustainable design 5. Sustainable assessment

2

Intermediate codesigning in transitions governance [Texto impreso] : catalysing and channelling participant action / Kate Jeffery

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References: p. 891-893

Design research is increasingly used in catalysing society-wide changes in futuring and in transition process-related deliberations. These processes underscore the role of 'intermediate designs' – the means, tools, and procedures that help participants to reach meaningful outcomes. Whilst intermediate designs are well recognized in collaborative design, the design of intermediate designs is a hitherto little studied area. To orient design researchers towards it, we analyse a codesign process of developing a transition pathway formation tool, and characterize its specific features and design considerations. The main finding is the continuous effort by designers towards the 'channelling of participant action' through design choices so that the outcomes and processual integrity of the collaborative envisioning is ensured while avoiding 'designing the participations', which would hamper participants' freedom to deliberate, express, create, and take ownership of the process and its results.

The design journal. -- 2019 (November), v. 22, n. 6, p. 873-894

1. Codesign 2. Design process 3. Intermediate design 4. Transitions

3

Meaningful moments at work [Texto impreso] : frames evoked by in-house and consultancy designers / Tua Björklund, Floris van der Marel

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References: p. 771-773

Design is increasingly recognized as a competitive advantage for companies, but we know relatively little of the activities and perceptions of designers in different organizational contexts. Based on 69 semi-structured interviews with 34 in-house and 35 consultancy designers, this study investigates the type and framing of 291 reported meaningful moments. We found different dominant experience frames in the two organizational contexts with different connections to innate needs of competence, relatedness and autonomy. Most meaningful moments in both organizations were related to the social context and implications rather than the design activities

themselves. The results highlight professional design being an inherently social and contextual activity, urging more research to take an organizationally situated perspective to design.

The design journal. -- 2019 (November), v. 22, n. 6, p. 753-774

1. Design practice 2. Framing 3. Motivation 4. Psychology of design 5. Sense-making

4

The morphology of dignity [Texto impreso] : service storytelling and prototypes for a service design tool / Miso Kim, Divya Srinivasan, Xing Zhou

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. 810-811

This paper presents a project that explores dignity as a principle of service design and storytelling as a framework. The research team conducted qualitative research in the areas of blood donation, breast-milk donation, and food donation to study the factors and patterns of dignity in service experiences. We applied Vladimir Propp's storytelling morphology to organize the research outcomes into seven actants and 16 narrathemes. Based on our research findings, we created three prototypes for a service design tool: (1) an online archive that organizes the key actants and functions in stories that capture the common patterns of service experience; (2) a virtual reality simulator for modelling and testing these stories; and (3) a participatory workshop for collaborative analysis and the codesign of a service based on the narrathemes. Our research suggests that dignity as a design principle can enhance the ethical and emotional impact of the service experience.

The design journal. -- 2019 (November), v. 22, n. 6, p. 793-812

1. Designing for dignity 2. Donation 3. Mixed reality 4. Service design 5. Service desing tool 6. Service storytelling

5

The nexus between design and policy [Texto impreso] : strong, weak, and non-design spaces in policy formulation / Marzia Mortati

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References: p. 789-792

This paper frames the idea of design spaces in policy formulation identifying three types (strong, weak, and non-design) and describing their characteristics on the basis of a three-folded analysis: an exploration in the design literature to understand how scholars are reporting on the connection between design and policy and identifying a debate mainly focused on policy outputs (public services) and policymakers' capacities; an exploration of policy literature to analyse design in policy formulation and depict a focus on processes of policy development; a connection with practitioners' points of view through a small series of interviews with policy experts covering different roles. The notion of formulating better policies through establishing optimal design spaces is built upon to result in the description of three spaces where design impacts policy formulation, establishing a meso-levelof reflection that provides a link between design and policy as theoretical reference for further empirical experimentations.

The design journal. -- 2019 (November), v. 22, n. 6, p. 775-792

1. Design and policymaking 2. Design for policy 3. Policy design 4. Policy formulation

6

The roles of sketching in supporting creative design [Texto impreso] / Min Hua

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References: p. 903-904

Freehand sketching has traditionally been considered as an essential part of the design process. However, despite extensive literature on the subject, the roles that sketching play in design are still not fully understood. Therefore, the aim of this PhD study is to identify and understand the roles sketching plays in supporting creative design work and to develop means to enhance the creative performance of designers. The research methodology is composed of three phases. Hypotheses first emerged from the review of the literature, which then led to three descriptive studies, a pilot study and two surveys with design students and professionals respectively. Data collected from these studies will be used to test and verify the hypotheses. An id-Sketching Toolkit will be developed and tested during the prescriptive study to facilitate the effective use of sketching in design.

The design journal. -- 2019 (November), v. 22, n. 6, p. 895-904

1. Design creativity 2. Design perception and cognition 3. Design sketching 4. Sketching tool development

7

The shortcomings of design thinking when compared to designerly thinking [Texto impreso] / Linda Nhu Laursen, Louise Møller Haase

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References: p. 829-831

This paper contributes by clearly identifying the shortcoming of design thinking as well as pinpointing where to begin in terms of achieving a more solid conceptualization of the concept. To identify its potential shortcomings, this study examines the theoretical structure of design thinking and compares it to the theoretical structure of designerly thinking. This comparison suggests that the current conceptualization of design thinking lacks methodological approaches, that is, guidelines concerning how best to approach a given problem and how to competently select, configure, apply and evaluate the tools and techniques needed to tackle that problem. In its present form, design thinking facilitates the general, non-situated application of tools and techniques, which is neither linked to nor anchored in a design paradigm.

The design journal. -- 2019 (November), v. 22, n. 6, p. 813-832

1. Design thinking 2. Designerly thinking 3. Methodological approaches 4. Situated actions

8

Urban Architecture [Texto impreso] : a cognitive neuroscience perspective / Kate Jeffery

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References: p. 867-871

The rapid urbanization of the past century has led to an accelerating demand for urban design that caters for city-dwellers in both physical and psychological domains. The field of architecture has begun to cultivate more analytic approaches to city design, in order to enable quantification and hypothesis-testing of design principles. In parallel, the cognitive science of human navigation has been developing rapidly, fuelled by neuroscientific findings from rodent research. The time seems ripe to bring these disciplines together. This paper reviews some of the most salient neuroscientific discoveries of recent decades and shows how these discoveries, and the design principles that emerge from them, can add important constraints on architectural design. By taking these cognitive constraints into account it is argued that urban spaces – particularly large, complex ones such as transport termini and convention centres – can be made more navigable and able to provide a better experience for users.

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1. Architecture 2. Memory 3. Neuroscience 4. Spatial cognition 5. Wayfinding and navigation
