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The Challenges for graphic design in establishing an academic research culture [Texto impreso] : Lessons from the Research Excellence Framework 2014 / James Corazzo ... [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. 27-28

This paper examines why graphic design has struggled to establish an academic research culture, despite significant gains in design research over the last 20 years. It considers the criticisms levelled against graphic design research submitted to the 2014 UK Research Excellence Framework (REF2014). Through analysis of publicly available data, we identify a low volume of graphic design research adhering to traditional academic, non-practice-based forms, and concentrated amongst few institutions. Results confirm graphic design is yet to establish an academic research culture that accords with its widespread standing in higher education (HE). We identify the absence of consensual nomenclature, lack of confidence and exemplars with practice-based graphic design research, the uncertain expectations of research audits, lack of venues for dissemination, heavy teaching loads and few established career pathways for research. In response we make a series of recommendations towards a sustainable graphic design research change agenda.

The design journal. -- 2020 (January), v. 23, n. 1, p. 7-29

1. REF 2. Graphic design 3. Graphic design research 4. Design research 5. Graphic design education 6. Research excellence framework (REF) 7. Nomenclature

2

A critical exploration of agonistic participatory design [Texto impreso] / Helena Kraff

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References: p. 45-47

Agonism is often described as a means for designers and citizens to reveal and contest hegemonies in society. This paper explores how agonism used within participatory design processes can enable participants to question power structures embedded in projects, express diverging views and renegotiate project frames. The potential for reaching the democratic ideals of participation thereby increases. However, there are challenges with agonism that are yet to gain momentum in the design discourse. The purpose of this paper is to identify these challenges. This is done by reflecting on a community-based tourism development project in Kenya. The reflection illustrates that not everybody may feel comfortable with sharing views in democratic forums, that people have varying preconditions for engaging in agonism and that a multitude of hegemonies exists within projects. It also highlights a need to reflect on the transferability of agonism, at a time when participatory design moves across cultures.

The design journal. -- 2020 (January), v. 23, n. 1, p. 31-48

1. Agonism 2. Agonistic participatory design 3. Participatory design 4. Transferability

3

Design Thinking [Texto impreso] : governing inter-domain thinking for tackling the Anthropocene / Ashley Hall

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. 86-88

This paper strikes an arc through C.P. Snow's influential 'Two Cultures' lecture at Cambridge University in 1959 through to Bruce Archer's assertion that design is the third culture of thinking in 1978 and positions how design thinking can contribute at a domain level to contemporary issues of the Anthropocene. After describing the separation of the three cultures of thinking, it considers different concepts for the third culture and how it may interact with the others. The core domain level practices of thinking cultures in the sciences, arts and humanities

are explored and wroughting and wrighting is proposed for design. This contributes to a temporal model of knowledge production and exchange across domains. The value of governing and its application across domains is discussed and a proposal for a conceptual model of how inter-domain collaboration can address some of the problems of the Anthropocene is developed.

The design journal. -- 2020 (January), v. 23, n. 1, p. 71-89

1. Design theory 2. Design practice 3. Epistemology 4. Philosophy of design 5. Wroughting and wrighting

4

Designing whole journey, multimodal transport provision [Texto impreso] / Andree Woodcock, Michael Tovey

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. 110-112

EU transport research is led by a vision of sustainable, accessible, inclusive, joined up transport services. The FP7 METPEX project developed a standardized tool for measuring the quality of multimodal whole journeys, to identify where public transport could be improved to attract more users, combatting the fragmentation which characterizes transport design and research. With 16 European partners in 12 countries, KPIs were developed articulating standards to ensure a satisfactory whole journey experience for different traveller groups. They framed the range of design opportunities and responsibilities, to embrace a holistic, inclusive, empathic approach. This broad case study of design integration, signals 4 design areas (infrastructure, information, system design and vehicles) involving 13 types of design specialist. The passenger is central to an integrated approach and there is a clear and timely need for a 'Passenger Champion' who can insure a user focus for an integrated design approach.

The design journal. -- 2020 (January), v. 23, n. 1, p. 91-112

1. Sustainable transport 2. Whole journey experience 3. Key performance indicators 4. Transport design 5. User champions 6. Design integration

5

Ethnographic documentary as a translator of architecture and urban research [Texto impreso] : Perspectives on an Australian-Italian intercultural experience / Cameron Rose, Jacqui Alexander, Samuele Grassi

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. 128-130

Video is becoming an important tool when investigating and communicating architectural and urban design research. From social research of a site before design, the lived experience of a completed structure, to the communication of architectural projects, video functions as an effective means of capturing and disseminating qualitative data. This paper presents findings from an Australian-Italian collaboration that produced five short documentaries by Australian architecture students on the lived urban experience of residents and businesses in Prato, Italy. It asks: what are the opportunities and challenges of video ethnography as a research practice in design education? In answering this question, the paper provides three disciplinary perspectives on the project: examining the pedagogical objectives and the potential for this approach to catalyse actual change in the world, the methodology for using video and sensory ethnography techniques in capturing and editing qualitative data, and the importance of collaboration with an Italian translator in the design of culturally appropriate questions and the production of videos. Finally, the paper reflects on the documentary outcomes and learning experience, to discuss the value of this intercultural approach for design education and by extension, practice.

The design journal. -- 2020 (January), v. 23, n. 1, p. 113-131

1. Architecture 2. Video 3. Documentary 4. Sensory ethnography 5. Translation 6. Qualitative data 7. Study abroad

6

Inviting ethnographic conversations to inspire design [Texto impreso] : Towards a design research method / Ozge Merzali Celikoglu, Klaus Krippendorff, Sebnem Timur Ogut

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. 149-152

In this study, we explore how designers made sense of user narratives that are generated through casual conversations in the context of discursively informed design. Our aim is to propose a method for utilizing these narratives in idea generation process. To do this, we designed a special process at which 13 designers voluntarily participated: First, we provided the designers with user narratives and gave them a design task we previously formulated. Then, we asked them to read and identify the contents that stimulated any design ideas accordingly. After that, we had conversations with the designers on the narratives, the design ideas they generated and how they related them altogether. Finally, we conducted a qualitative content analysis on the outcomes of this process and developed a method to help designers in systematically interpreting user narratives through four different categories of design implications.

The design journal. -- 2020 (January), v. 23, n. 1, p. 133-152

1. Design methods 2. User narratives 3. User-centred design 4. Discursively informed design

7

Towards a new agenda for Service Design Research [Texto impreso]/ Qian Sun

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. 64-70

This paper presents the findings from a systemic enquiry into the current research on Service Design (SD). It examines academic publications on SD over the last two decades using a summative content analysis of 305 articles that use SD as one of its 'author provided subjects'. The analysis revealed: (1) three distinct groups of publications that use SD differently, with research rooted in Design (142 articles) seen as the driver for development of SD as a discipline; (2) a typological overview of SD research including nine categories differentiated by 'knowledge' and 'methods'. The findings suggest that SD research is largely comprised of practice-oriented and phenomenological studies based on interpretative approaches. Research underpinned by objectivism is noticeably rarer. Future research needs to go beyond practice-based research, to embrace more objective and systemic approaches.

The design journal. -- 2020 (January), v. 23, n. 1, p. 49-70

1. Design research 2. Service design research 3. Summative content analysis
