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Conceptualizing sustainable craft [Texto impreso] : concept analysis of literature / Niina Väänänen, Sinikka Pöllänen

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. 279-285

Achieving sustainability requires developing consistent solutions to global challenges impacting all levels and aspects of societies, including in crafts. The relatively new concept of sustainable craft is often used, but not clearly defined. This study views sustainable craft literature (N42) analytically using the concept analysis (C.A.) method in order to make sense of the concept and build theory associated with the contemporary phenomena. Thereby, the aim of the study is to analyse how the concept is used, how it can be defined, and what relationships it has. The concept of sustainable craft is a multidisciplinary global phenomenon, applied as policies and practices, markets and economy, materials and life cycle in intertwined contexts of use, aiming to reconcile and revive traditions and artisanal production for a sustainable lifestyle in the industrial world.

The design journal. -- 2020 (March), v. 23, n. 2, p. 263-285

1. Sustainable craft 2. Craft 3. Design 4. Sustainability 5. Concept analysis (C.A.)

2

Designing attractive children's picture books [Texto impreso]: evaluating the attractiveness factors of various picture book formats/ Chun-Chun Wei, Min-Yuan Ma

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References: p. 305-308

Picture books employing various design elements and formats that are intended to stimulate the senses are often used as reading materials to help children learn effectively. However, it is essential that parents, teachers, and designers understand children's sensory preferences and needs. This study examines the various sensory stimuli in different picture book formats, thereby identifying the attractiveness factors for children and parents. This study adopts Miyoku Engineering method whereby feelings and images are converted into design elements, to explore how children and parents select picture books and their corresponding reading experiences. Using Evaluation Grid Method of Miyoku Engineering, six major attractiveness factors are identified. Results also demonstrate that reading experience has a significant influence on children's preferences in terms of the attractiveness of picture books. This study provides useful insight into the sensory preferences of children and how they relate to attractiveness factors in children's book design.

The design journal. -- 2020 (March), v. 23, n. 2, p. 287-308

1. Attractiveness evaluation 2. Children 3. Valuation grid method 4. Media formats 5. Picture books

3

Designing toys and play activities for the development of social skills in childhood [Texto impreso] / Leandro Miletto Tonetto ... [et al.]

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References: p. 213-216

Although the influence of toys and play activities on child development is a consistent research topic in psychological research, designing artefacts explicitly for social growth can be considered a novel topic in design research. This paper focuses on identifying design opportunities to develop toys and play activities to stimulate social skills in school age children. Twenty-two participatory observations were carried out with children attending the first two years of school. The analysis revealed 15 ways in which social skills can be stimulated by toys and play activities. Design insights are given to each of the 15 categories.

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1. Childhood 2. Social skills 3. Toy design

4

Exploring contemporary visualizations of traditional chinese symbols [Texto impreso] : a case of tea packaging design / Bin Hu

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References: p. 318-320

Cultural practices are increasingly threatened by the advance of globalization. As such, the heritage preservation of cultural identity is a concerning issue that is exacerbated by the rapid growth and development of information technology. In response to the impact of technology and the fusion of global cultural influences, a shift is emerging in Chinese culture towards the preservation of unique cultural identities, including symbols from traditional Chinese culture that are prevalent in daily life. This illustrates a gap for scholars and practitioners focusing on visual design practices of translating traditional Chinese symbols into contemporary visual communication design (VCD), which includes theoretical and practical approaches for implementation. This sets a rich context for the study of how traditional Chinese symbolism manifests itself in contemporary global settings. To achieve this, the study adopts a practice-based methodology including mixed-methods using literature review with visual analysis, reflective practice, qualitative interviews and applied visual design practice.

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1. Chinese cultural studies 2. Contemporary visualization 3. Practice-based research 4. Cultural meaning 5. Visual communication design

5

Humorous product styles and pleasure [Texto impreso] : Positive-negative and overt-subtle dimensions of humour / Chia-Chen Lu

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. 194-198

Pleasure is a crucial emotional tie between a product and its consumers. A humorous product design is a strategically critical move to increase pleasure. In general, humour is considered to engender positive emotions, while neglecting that the emotional range of humour is broad and multidimensional. Therefore, this study investigated the application of humour in product design, particularly the humour products, which were classified based on positive-negative and overt-subtle dimensions of humour, and developed a scale to verify the relationship between humorous product styles and sensory pleasure. First, focus group interviews were conducted to categorize the styles of 154 humorous product images, in order to develop the questionnaire items. Second, a pretest questionnaire was administered. Finally, a formal repeated-measures questionnaire was administered to 324 participants resulting in 1926 batches of valid data. The results indicated that humorous product styles can be classified into amusement, hilarity, sarcasm, and offense, four styles; of these, amusement and hilarity were positively correlated with pleasure, whereas sarcasm and offense were not significantly correlated with pleasure. The implications for research and practice are considered here.

The design journal. -- 2020 (March), v. 23, n. 2, p. 175-198

1. Humorous design 2. Humorous product style 3. Humour 4. Sensory pleasure 5. Affective arousal

6

Participatory design methods when working in remote locations [Texto impreso] : the case of Red Puna in North West Argentina / Claudia Murray ... [et al.]

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References: p. 260-261

Cross-disciplinary initiatives are raising demand for participatory design methods that can be applied at different scales, from urban settlement planning to individual buildings. However, there is a gap in the literature in terms of participatory tools and processes for international design teams operating at the local level in geographically remote regions. This paper presents the findings from a series of design workshops carried out by an international and interdisciplinary team working with small communities of Andean farmers in north-west Argentina. The team used a blend of participatory tools including walkabouts, collective model-making and a bespoke method for collective drawing. The team also gathered contextual data via individual and community surveys. The study shows the importance of context (i.e. social, economic, political and policy) in the decision making process of participants, and reflects on communication problems when working in geographically dispersed locations.

The design journal. -- 2020 (March), v. 23, n. 2, p. 239-262

1. Collaborative design 2. Community engagement 3. Decision-making processes 4. Participatory tools

7

Post-material aesthetics [Texto impreso] : a conceptualization of digital objects / Mads Nygaard Folkmann

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References: p. 234-237

The article conceptualizes the ontology and aesthetics of digital objects. In the context of the article, digital objects are defined as designed objects that incorporate and employ digital technology. They include such products as smartphones, tablet computers and smart speakers, among others. The main point made in the article is that digital technology is changing object design. Digitization has created a new ontological constitution of objects that are simultaneously material and digital and whose function often relies on their connection to other objects via wireless technologies. Building upon this point, the article proposes a concept of post-material aesthetics which comprehends the ontological constitution of digital objects in relation to materiality, function and conceptual values. Employing the concept of post-material aesthetics, the article investigates how digital objects, in their particular constitution, impose new conditions for framing human experience.

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1. Aesthetics 2. Digital technology 3. Consumer electronics 4. Design ontology 5. Smartphones
