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Can tableware design change eating habits and encourage weight reduction? [Texto impreso] / Nauris Cinovics

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. 483-484

Overweight and obesity are serious public health issues worldwide. Among the possible solutions for reducing overweight, design offers an opportunity to change eating and food environments. Tableware design in particular could be used to tackle the overweight problem. As part of my research on the effects of tableware design on eating habits, I have developed a crinkly plate prototype with the aim of changing eating habits by visually increasing the amount of food on the plate. The prototype has been tested in two experiments with 200 volunteers. The experiments were designed to measure how the form of the plate affects the amount of food being placed on it. Results show that the crinkly plate can create a visual illusion of actual amount of food; however, further research is necessary, for example, testing the crinkly plate with participants in a home-based setting.

The design journal. -- 2020 (May), v. 23, n. 3, p. 475-484

1. Design 2. Tableware 3. Tableware design 4. Plate design 5. Eating habits 6. Overweight 7. Obesity

2

Exploratory design research for the blind and visually impaired visitor in exhibitions [Texto impreso] / Han-Xing Chen and Wen Huei Chou

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References: p. 413-417

Modern museums have adopted various ways for the blind and visually impaired visitor to reach exhibitions and services. However, many requirements remain unfulfilled. This study aimed to give effective recommendations on design practice to cater for the blind and visually impaired visitor in museums. To this end, a Focus Group interview of this demographic was carried out to collect the latest information as a way of understanding their demands and user experience for exhibition design. By analysing and interpreting the interview, this study obtained exhibition design suggestions that are more suitable for blind and visually impaired visitors in Taiwan.

The design journal. -- 2020 (May), v. 23, n. 3, p. 395-417

1. Blindness 2. Visual impairment 3. User experience 4. Universal design 5. Museum

3

Extracting online product review patterns and causes [Texto impreso] : a new aspect/cause based heuristic for designers / Serkan Güneç

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References: p. 390-393

Identifying and analysing large amounts of online product reviews (OPR) have become a critical challenge for product design due to their valuable and insightful content. Despite the potential of the OPRs, designers cannot benefit from this opportunity because the analysis of the interpretations requires knowledge of different areas. This study proposes a novel framework for designers by utilizing online reviews for product design depending on the real-world OPRs of a sample product in terms of clarity, comparability, and validity. The framework contains five steps – retrieval of customer text, mining text polarity and product aspects by Document-Level Sentiment Analysis (DLSA) and Aspect-Based Sentiment Analysis (ABSA), summarizing and visualizing review candidate patterns by Correspondence Analysis (CA) and discovering and predicting possible causes of candidate patterns by correlation analysis.

The design journal. -- 2020 (May), v. 23, n. 3, p. 375-393

1. Correspondence analysis 2. Product design 3. Sentiment analysis 4. Online product reviews 5. Text mining

4

Finding new perspectives through theme investigation [Texto impreso] / Jos P. van Leeuwen ... [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. 459-461

Many challenges that confront today's society are complex and dynamic and require new perspectives to arrive at solutions that could not be found before. Finding such new perspectives is part of a process called reframing and one of its key stages is theme investigation. Understanding a problem thoroughly is crucial for creating effective solutions and theme investigation offers insight into human and social themes that underlie complex challenges. This article discusses how to investigate such themes, to deepen our understanding, to find a starting point for reframing and creating innovative solutions. This work explicitly experiments with variation (conceptual, personal, and methodological) as a guiding principle for investigating human themes in real life cases. A process, best practices, instruments and tools for theme investigation are presented and discussed.

The design journal. -- 2020 (May), v. 23, n. 3, p. 441-461

1. Design thinking 2. Frame innovation 3. Reframing 4. Social design 5. Theme investigation

5

Generative product design futures [Texto impreso] / Lionel Dean and Jennifer Loy

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References: p. 347-348

Product Design has a digital future, but the changes in thinking and practice required of discipline leaders involve a paradigm shift, rather than an evolution. Rather than challenging existing cultures and conventional mass manufacturing expertise to create incremental change, it will be necessary to propose new digital product design themes that align with computer-based disciplines. This article highlights the development of generative product design over the last decade, enabled by advances in additive manufacturing (3D printing) moving it from a rapid prototyping technology into a viable production process for end-use manufacturing. Illustrated through generative product design practices developed by a UK computational product design studio, this article explains how generative design has the potential to enable more fluid product outcomes and interactions. The approaches discussed provide insight into the possibilities for future product design practices and changed disciplinary boundaries, predicated on digital discipline collaborations and innovative ways of working.

The design journal. -- 2020 (May), v. 23, n. 3, p. 331-349

1. 3D printing 2. Additive manufacturing 3. Algorithm 4. Digital 5. Customization

6

How to cooperate in collaborative design [Texto impreso] : a study of interactive behaviours at different design capability levels / Xing Du, Tie Ji and Ying Hu

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. 269-373

To understand the different interactive behavioural patterns of designers at different design capability level in collaborative design, this study tries to reveal the interactive behaviours in the novice team, competent team and expert team respectively. The results show that during collaborative design, the team members adopted 4

interactive behaviours alternately, which resulted in 12 interactive behaviour stimulation modes. Moreover, designers in the three categories of teams displayed different interactive behaviours and interactive behaviour stimulation modes. Design educators can guide low-level designers according to the interactive behaviours and interactive behaviour stimulation modes of high-level ones. These findings are meaningful for assessing and promoting teamwork in design education.

The design journal. -- 2020 (May), v. 23, n. 3, p. 351-374

1. Interactive behaviour 2. Design capability level 3. Collaborative design 4. Concept generation 5. Service design

7

Made-up rubbish [Texto impreso] : design fiction as a tool for participatory Internet of things research / Naomi Jacobs ... [et al.]

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References: p. 437-439

As Internet of Things (IoT) technologies become embedded in public infrastructure, it is important that we consider how they may introduce new challenges in areas such as privacy and governance. Public technology implementations can be more democratically developed by facilitating citizen participation during the design process, but this can be challenging. This work demonstrates a novel method for participatory research considering the privacy implications of IoT deployments in public spaces, through the use of worldbuilding design fictions. Using three fictional contexts and their associated tangible design fiction objects, we report on findings to inform transparency and governance in public space IoT deployments.

The design journal. -- 2020 (May), v. 23, n. 3, p. 419-440

1. Design fiction 2. Internet of things 3. Transparency 4. Governance

8

Olfactory sense as an object of design practice [Texto impreso] : designing for an emotional experience in the smart echnology sector / Cecilia Lee

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References: p. 473-474

Despite the mainstreaming of smart devices, user abandonment of these devices remains an unresolved challenge. It is easy to come across users who have stopped using their smart devices, whether it be a smart watch or a voice assistant. This study explores the olfactory sense as an object of design practice, examining how designers can use the olfactory sense to design for an emotional experience between a user and a smart device. It takes a research through design approach and uses a design experiment as a research method. It aims to investigate how olfactory stimulus and its interaction effect with visual stimulus influence the user's emotional response during the interaction with an AI chatbot and the user's willingness to continue to use an AI chatbot in the future.

The design journal. -- 2020 (May), v. 23, n. 3, p. 463-474

1. User abandonment 2. Smart device 3. Olfactory sense 4. Emotions 5. Design experiment
