

1

Building a 'deeper' trust [Texto impreso] : mapping the facial anthropomorphic trustworthiness in social robot design through multidisciplinary approaches / Yao Song.

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. 647-649.

As a robotic application in artificial intelligence (AI), a social robot is designed for social communication and interactions with humans. Regarding human nature to anthropomorphize objectives, people's trustworthiness perception towards a social robot is prominent in Human-Robot Interaction (HRI). However, how to achieve a trustworthy looking for social robots is still a challenging problem, this project tries to contribute to this research gap by exploring the meaning of facial anthropomorphic trustworthiness, the effect of specific facial features and their combinations on anthropomorphic trustworthiness, and the effect of dynamic facial features on anthropomorphic trustworthiness under different daily contexts through multidisciplinary approaches. Theoretical contributions and practical implications are discussed in this project.

The design journal. -- 2020 (July), v. 23, n. 4, p. 639-649

1. Social robot design 2. Facial trustworthiness 3. Anthropomorphism 4. Human-robot interactions 5. Multidisciplinary approaches

2

Characterizing strategic design processes in relation to definitions of strategy from military, business and management studies [Texto impreso] / Luca Simeone.

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. 527-533.

This paper reviews existing characterizations of strategy from military, business and management studies and examines how these characterizations may help inform strategic design processes. The paper serves as an entry point for both design researchers and practitioners interested in understanding the rich and nuanced perspectives that such varied characterizations of strategy may provide.

The design journal. -- 2020 (July), v. 23, n. 4, p. 515-534

1. Strategy 2. Design strategy 3. Strategic design

3

From guests and guides to collaborators [Texto impreso] : negotiating roles in design and biology collaborations / Marguerite Benony, and Nolwenn Maudet.

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. 571-574.

In recent years, the design community has started envisioning biology as a design medium and designers are entering laboratories to pursue designer-biologist collaborations. To ensure that these collaborations lead to rich outcomes, we need to better understand the roles performed by biologists and designers in these collaborations. In seven case studies of collaborations between designers and biologists, we found that strong role dynamics appeared during the collaboration and can be divided into four phases: discovering, defining, developing and delivering. We show how biologists successively act as guides, influencers, supervisors and librarians while designers act as visitors, apprentices, amateurs and lone makers. We found that, despite their interdisciplinarity, projects followed traditional design project structures. While biologists tended to take the lead on project content, designers framed the projects using their methods and processes.

The design journal. -- 2020 (July), v. 23, n. 4, p. 557-574

1. Collaborative design 2. Design practice 3. Interdisciplinarity 4. Bio-design

4

The Imageable City – Visual Language of Hong Kong Neon Lights Deconstructed [Texto impreso] / Luca Simeone.

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. 554-555.

Hong Kong as an international city has long held the title of 'Pearl of the Orient', known for its gleaming night view. The Hong Kong Tourist Association often featured local neon signs as promotional visuals, a way of attracting foreign visitors in response to exotic voyeurism and imagination. However, numerous neon signs had been taken down since the Buildings Department issued statutory removal orders in 2010, leading to the gradual disappearance of a unique facet of vernacular visual culture. The emergence and decline of neon signs tell rich stories of everyday life, spatial culture, community memories, and socio-economic change. This article attempts to categorize and analyse 400+ local neon signs of varying types documented since 2015, exploring the following questions: What are the social functions of neon signs, and how do they connect with visual communication and the city? How do neon signs construct the image of the city?

The design journal. -- 2020 (July), v. 23, n. 4, p. 535-556

1. Hong Kong 2. Neon lights 3. Streetscape 4. Visual culture 5. Visual communication

5

Integrating E-Portfolio Strategy in the Architectural Design Studio [Texto impreso] / Miguel Roco, and Elena Barberà.

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. 591-595.

Architectural Design Studio (ADS) is the most important course in architectural education due to the integrative nature of the knowledge acquired by the students through the formative process. In this course, the inclusion of the Information and Communication Technology (ICT) is generally not often considered to gather information on how the student is learning, losing the benefits of these strategies for the learning construction processes. This research seeks to contribute with effective pedagogical orientations to benefit the ADS with the use of the e-portfolio as an ICT strategy. The research approach is mixed and of explanatory type, with a follow-up of fourteen semesters of data sampling in an ADS. The results show relevant aspects to be considered in the e-portfolio implementation, such as the evidence type gathered, the relevant collaborative strategy, the time used and the reflection levels of the students in the training process.

The design journal. -- 2020 (July), v. 23, n. 4, p. 575-595

1. Reflective practice 2. Design education 3. Architectural design 4. Learning construction

6

Interrogating the Value of Design Research for Change [Texto impreso] / Paul A. Rodgers, Francesco Mazzarella, and Loura Conerney.

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. 511-513.

This paper examines different types of value created by design research in the UK. Given the significant economic, social and environmental challenges we currently face, funding bodies and governments are increasingly concerned with assessing the value and impact of design research. The value generated by design research is not always clearly articulated by the academic community and understood by the public. With this in mind, this paper examines a sample of 67 projects that traverse conceptual, disciplinary and methodological boundaries representing the spread of contemporary design research in the UK. The paper presents an innovative 4-leaf value model that integrates different value theories from economics, sustainable development,

and the social sciences. The paper highlights that design research plays a significant role in generating social, cultural, economic and environmental change, outlines synergies between the different types of value produced, and identifies gaps for design researchers to focus on in future years.

The design journal. -- 2020 (July), v. 23, n. 4, p. 491-514

1. Design value 2. Design research 3. Change 4. Arts and Humanities Research Council

7

Multidimensional design research for dementia and its methodological opportunities for cross-disciplinary consortia [Texto impreso] / Kathrina Dankl ... [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. 615-618.

Dementia is one of the most common causes of disability among older adults. The design of supportive IT applications requires an understanding of the multitude of individual challenges faced by people living with dementia, as well as the knowledge of the condition per se. A scaffolding design process and the inclusion of appropriate experts might be the key. Our research for a supportive IT application for the early stages of dementia has shown a set of issues that should be taken into consideration; stakeholders' own strategies for remembering, technological literacy levels, particular opportunities to support information, orientation and organization of users' every day and a careful and realistic choice for design methods taking the possibilities of cross-disciplinary as well as international consortiums into account. The main contribution of this paper is a set of methodological recommendations, encapsulated by the following four themes: coherence, ownership, experiential knowledge and generative tools.

The design journal. -- 2020 (July), v. 23, n. 4, p. 597-619

1. Dementia 2. Design ethnography 3. Design methods 4. Experiential knowledge 5. Cross-disciplinary consortia

8

Perception of perspective drawings [Texto impreso] / Engin Kapkin.

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. 635-637.

Drawing is a powerful tool for industrial designers when presenting the potential of an idea to convince viewers. Thus, they should have an increased understanding of perspective drawing techniques. These techniques may still cause miscommunication between designers and viewers even though they are applied correctly. The present study examines whether the perspective drawing techniques in terms of eye-level positions and view-angle choices, influence the viewers' ability to identify the drawn-objects accurately. Results reveal that the identification accuracy in one-point and two-point perspective techniques is found dissimilar between different eye-level positions. Drawings generated at 20° to 50° of view-angles with one-point, and 10° to 20° of view-angles with two-point perspective, are perceived more accurately compared to other view-angles. Results partially conflict with the guidelines suggested by the literature. Findings of the study are relevant for designer practitioners, researchers, educators, and students when creating design drawings carrying high communication value.

The design journal. -- 2020 (July), v. 23, n. 4, p. 621-637

1. Perspective 2. Design education 3. Design drawing 4. Sketching 5. Perception 6. Teaching drawing
