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Change in industrial designers' jobs [Texto impreso] : The case of Turkey, 1984-2018 / Pinar Kaygan, Ali O. Ilhan, Isil Oygür.

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. 837-841.

This paper examines the change in the forms of employment of industrial designers between 1984 and 2018 in Turkey. The empirical data come from the graduates of the four oldest industrial design departments in the country. Utilizing multiple sources, we collected longitudinal data on forms of employment and duration of jobs for a total of 1205 individuals. Drawing on this data, we present a descriptive analysis of the changing job patterns in in-house employment, self-employment, freelance work, academic jobs and part-time teaching jobs. Our findings show that throughout the three and a half decades (1) in-house employment remains the main form of employment, in which UX-focused jobs emerge as a recent and consistently increasing subcategory, (2) the percentage of self-employed job types dropped significantly, and this lacuna was filled by freelance jobs, and (3) there is a considerable increase in women's participation in industrial design jobs, particularly in in-house positions.

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1. Industrial design 2. Job market 3. Gender 4. Career 5. Design jobs 6. Turkey

2

Exploring product-part longevity in open design of small kitchen appliances [Texto impreso] / Yekta Bakirlioglu, Çağla Dogan.

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. 902-905.

Emerged at the intersection of open-source, do-it-yourself and maker movements, and blurring of the lines among users, designers and producers, open design suggests a continuous process of co-designing open to everyone and demonstrates opportunities for repair, reuse and upgrading through transparent processes and design sharing. While such opportunities are conceptualized in literature, how they can (or should) be reflected in design is an open question worth exploring. This paper presents an exploratory study on product/part longevity, personalization and reuse to find out the implications of open design for transforming an already established product category like small kitchen appliances. For this purpose, research through co-designing methodology was developed and utilized through two design workshops on practices shaped around small kitchen appliances. The study revealed sustainable design considerations for idea-generation, open part properties that respond to them, the strategies for iterating open designs and their implications for product/part longevity, personalization and reuse.

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1. Open design 2. Research through designing 3. Design for sustainability 4. Design considerations 5. Small kitchen appliances 6. Co-design

3

Iterative prototypes as 'boundary objects' [Texto impreso] : facilitating interdisciplinary collaboration of a modular hearing aid / Leah Heiss.

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. 879-882.

This article investigates the use of iterative prototyping to facilitate interdisciplinary collaboration in the design and development of an innovative self-fit modular hearing aid. The design process for the hearing aid generated over 200 iterative models, each of which was additive manufactured in plastic, polymer, plaster or metal. The team developed a system for understanding the contribution of prototypes by situating these as variously

propositional, material, mechanical, experiential or behavioural. Throughout the design process the hearing aid prototypes operated as boundary objects at the intersection of disciplines. They assisted the interdisciplinary team to integrate their domain-specific knowledge and collaborate across boundaries. The paper argues that boundary objects are a helpful way to collaborate in innovative projects.

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1. Iterative prototypes 2. Hearing aids 3. Collaboration 4. Boundary objects 5. Small wins 6. Additive manufacturing 7. Biomedical design 8. Human centred design 9. Hearing loss 10. Socio-material practice

4

Mind the systemic gap(s) [Texto impreso] : service ecosystems for early-stage entrepreneurs in the East Zone of São Paulo, Brazil / Mikko Korja, Rosana Vasques, Ida Telalbasic.

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. 858-862.

Design supports entrepreneurial activity through new products, services and business designs, linking users, organizations and ecosystems. In this paper we explore services that support early-stage entrepreneurship. Fostering entrepreneurship is seen to create employment and economic wellbeing, especially in low resource environments. While service design practice has reached maturity, it is unable on its own to fully address the complexity in these services. In this paper, we suggest that complementary systemic level approaches are needed to build up coherent service ecosystems through an investigation of the perceptions of early-stage entrepreneurs regarding their service ecosystem in the resource-scarce East Zone (EZ) of São Paulo, Brazil. We found there were fundamental gaps in public policies, mentoring, access to capital and business networks, together with relatively underdeveloped skills and abilities in accessing markets. We contribute to modelling service ecosystems, identifying systemic gaps and defining a high-level agenda for service design to support early-stage entrepreneurship.

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1. Service ecosystems 2. Early-stage entrepreneurship 3. Value co-creation 4. Systemic design 5. Service design
