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Ageing and climate change: [Texto impreso] : a society-technology-design discourse / Graeme Evans

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización y/o acceso electrónico están accesibles a través del enlace al título de la publicación.

References: p. 255-258 : 54 refs.

This paper considers the twin forces of an ageing population and climate change effects in the context of global warming. Inclusive and Sustainable Design approaches respectively attempt to respond to one but not both of these phenomena, producing 'unsustainable inclusivity' and 'deterministic sustainability' outcomes. Both produce counterfactual, even perverse, social and environmental effects, including the failure of design and other standards and guidance to produce the desired benefits. By drawing on the author's empirical research on sustainable urban environment and transport projects, a science-technology-design conceptual approach is explored in order to bridge these design and society-nature divides by integrating inclusive/human-centred and environmental/sustainable design fields. The paper suggests Science Technology Society (STS) studies rather than fragmented design specialisms as an alternative perspective to address these wicked problems.

The design journal. -- 2013, v.16, n.2, June, p. 239-258

1. Ageing 2. Climate change 3. Science technology and society studies 4. Sustainable design

2

Are inclusive designers designing inclusively? [Texto impreso]: an analysis of 66 design cases / Richard Herriott

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización y/o acceso electrónico están accesibles a través del enlace al título de la publicación.

References: p. 156-158 : 30 refs.

Inclusive Design's extensive literature may be divided into theory concerning methodology and case studies describing practice. The question arises as to how closely practice matches theory. This paper (based on an analysis of academic papers, posters and oral presentations) is a survey of the methods used in self-declared inclusive design projects. The raw material was classed as (a) product design or (b) assistive technology. Design steps were assigned to six categories of activity as defined by an authoritative design method. Analysis showed that of the 66 cases, 4.5 per cent reported carrying out all six steps, while 39.3 per cent carried out or reported just one step. The study found that the predominant focus of activity was in the initial steps of user investigation; subsequent steps receive less emphasis due to either under-reporting or non-completion. The work shows that design practitioners need to resist the tendency for user input to taper off as projects proceed.

The design journal. -- 2013, v.16, n.2, June, p. 138-158

1. Design methods 2. Assistive technology 3. Inclusive design

3

Capturing volunteered information for inclusive service design [Texto impreso] : potential benefits and challenges / Christopher J. Parker, Andrew May, Val Mitchell, and Allison Burrows

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References: p. 214-218 : 62 refs.

Inclusive Design focuses on understanding the broad spectrum of peoples' needs and abilities, with a view to developing more successful products and services. However, peoples' experiences with products and services are dynamic and multi-layered, presenting a unique set of challenges for Inclusive Designers. This paper presents the concept of Volunteered Geographic Information (VGI) as an integral part of future inclusive services. By utilizing crowd-sourced data, services can become more efficient, intuitive and relevant for a wider population than previously possible. The potential benefits and challenges are presented and explored through a series of qualitative case studies. These focus on the differences in data generated by disabled and older people, and the uniqueness of the information gained. This type of information has the potential to provide a better match between user needs and service delivery, and enable the successful longer-term evolution of services.

The design journal. -- 2013, v.16, n.2, June, p. 197-218

1. Volunteered Geographic Information 2. Inclusive service design 3. Human factors 4. Crowdsourcing

4

Inclusive design, audio description and diversity of theatre experiences [Texto impreso] / Margot Whitfield, and Deborah I. Fels

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización y/o acceso electrónico están accesibles a través del enlace al título de la publicación.

References: p. 235-237 : 33 refs.

The conventional approach to audio description (AD) uses third-person narrative, factual delivery style, post-planning and third-party delivery, making it incompatible with inclusive design principles and equitable access to sensory stimuli. This paper discusses Clay & Paper Theatre's alternative AD approach, involving actors, scriptwriters, musicians and directors. With no previous exposure to inclusive design, the creative team developed the design process: script modification, characters and music integration, and sensory tour presentation. Innovative methodology taught actors and directors to think about accessibility from the start of their creative processes. Actors found the inclusive design process useful in developing a better understanding of character roles. Audience members enjoyed the play through the role of music and its link to the narrative and characterization. Clay & Paper Theatre's alternative AD approach exemplifies social innovation in inclusive theatre design for blind and low vision (B/LV) audiences, with an emphasis on process and service outcomes.

The design journal. -- 2013, v.16, n.2, June, p. 219-238

1. Audio description 2. Accesible theatre 3. Inclusive design

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Style, strategy and temporality [Texto impreso] : how to write an inclusive design brief? / Kathrina Dankl

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización y/o acceso electrónico están accesibles a través del enlace al título de la publicación.

References: p. 172-173 : 28 refs.

This paper explores alternative starting points for inclusive design projects based on a two-year ethnographic study with elderly people in Vienna. It argues that design briefs already take account of ageing reality such as physical ageing but less widely of people's experience, holistic style issues and own strategies on how to deal with getting older. These narratives of consumption or 'experience-based design' might more likely gather convergences and meeting points between people and products; thus they root themselves in individuals' everyday practices and tactics developed over the life course. Inclusive as categorized by the author is not only a matter of better products but awareness for individual contexts of usage as well.

The design journal. -- 2013, v.16, n.2, June, p. 159-174

1. Ageing 2. Narratives 3. Style biographies

6

The inner resource [Texto impreso] : enabling the designer within us all : a case study / Alastair S. Macdonald

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización y/o acceso electrónico están accesibles a través del enlace al título de la publicación.

References: p. 194-196 : 24 refs.

The author proposes that within us all is a set of skills, strategies and modes of thinking commonly found in designers that, if recognized, understood and enabled, could potentially be practiced by non-design individuals to assist in improving everyday situations. Inclusive, participative and co-design approaches have tended to include non-design individuals either as part of the consultation process at one end of the 'inclusive' spectrum of design processes, or as an integral member of the design team at the other. The proximity of designers to non-designers in team or workshop situations helps create designerly ways of doing things. This is not only an issue of recognizing and practising these skills and approaches, but also recognizing the conditions under which designing can occur and indeed flourish. Using a research study to explore the tacit use of 'design' skills by spinal cord injuries (SCI) survivors as part of a larger project intended to help enhance their own self-reliance and resourcefulness, the author discusses the kinds of skills, thinking and strategies used by SCI survivors to approach a particular set of problems and asks, if ultimately left to their own devices, could non-design individuals design without designers being present.

The design journal. -- 2013, v.16, n.2, June, p. 175-196

1. Design skills 2. Resourcefulness 3. Rehabilitation 4. Spinal cord injury
