Design in the real world

September 27, 2017

Today

Housekeeping

Good / Bad Design Examples

Podcasts

Discussion of readings

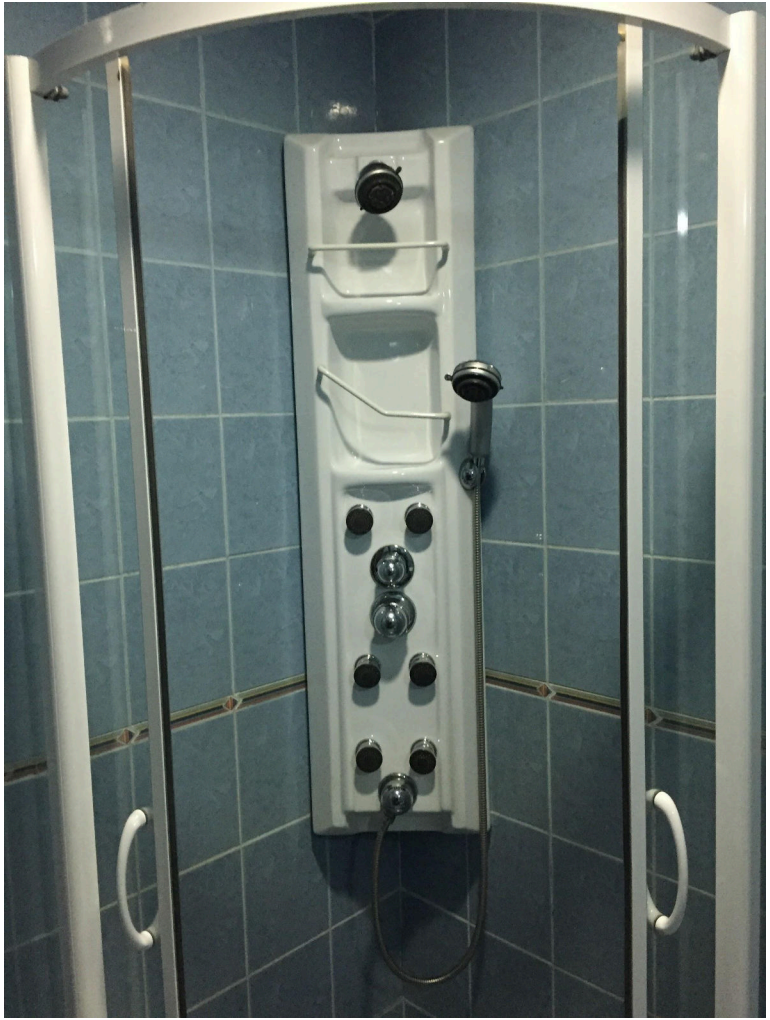
Break

Design Project

Housekeeping

Mapping an Emotional Experience: Due Oct 18

Design Examples



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HOTEL DITER RESTAURANT

Welcome home

OPERATING INSTRUCTIONS FOR HYDRO-MASSAGER

Directions for use:

Upper and bottom lever. The upper lever with bluish-red marking controls operating conditions of the shower.

1. *Upper position-turns on the upper shower.*
2. *Turning to the right one position-turns on the telephone shower.*
3. *Turning to the right one position more/ the marker is on bottom position/ - turns on hydro-massager.*
4. *Turning to the right another position more- turns on all functions of the shower.*

Bottom lever – turns on and off the water, controls water temperature.

1. *Lift up the lever – turns on running water.*
2. *By gradually turning the lever to the right, the water temperature goes up.*
3. *By gradually turning the lever to the left, the water temperature goes down.*

To stop the shower, push down the bottom lever. It is recommended to put the upper lever marker / bluish-red/ on upper position.

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ИНСТРУКЦИИ ЗА УПОТРЕБА НА ХИДРОМАСАЖОР

Начин на употреба

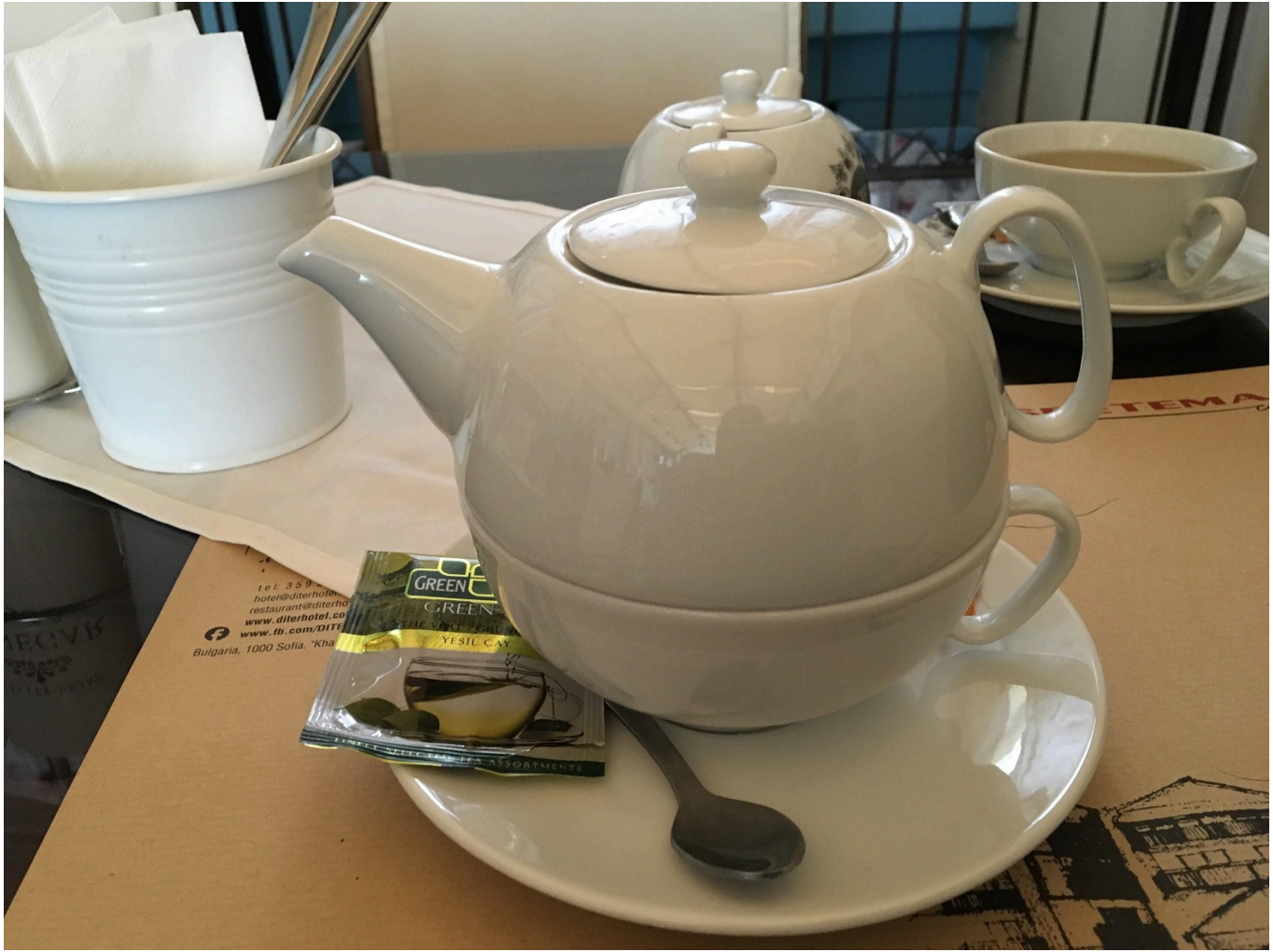
1. Горен лост (малък) – използва се за регулиране на режимите на работа на душа.

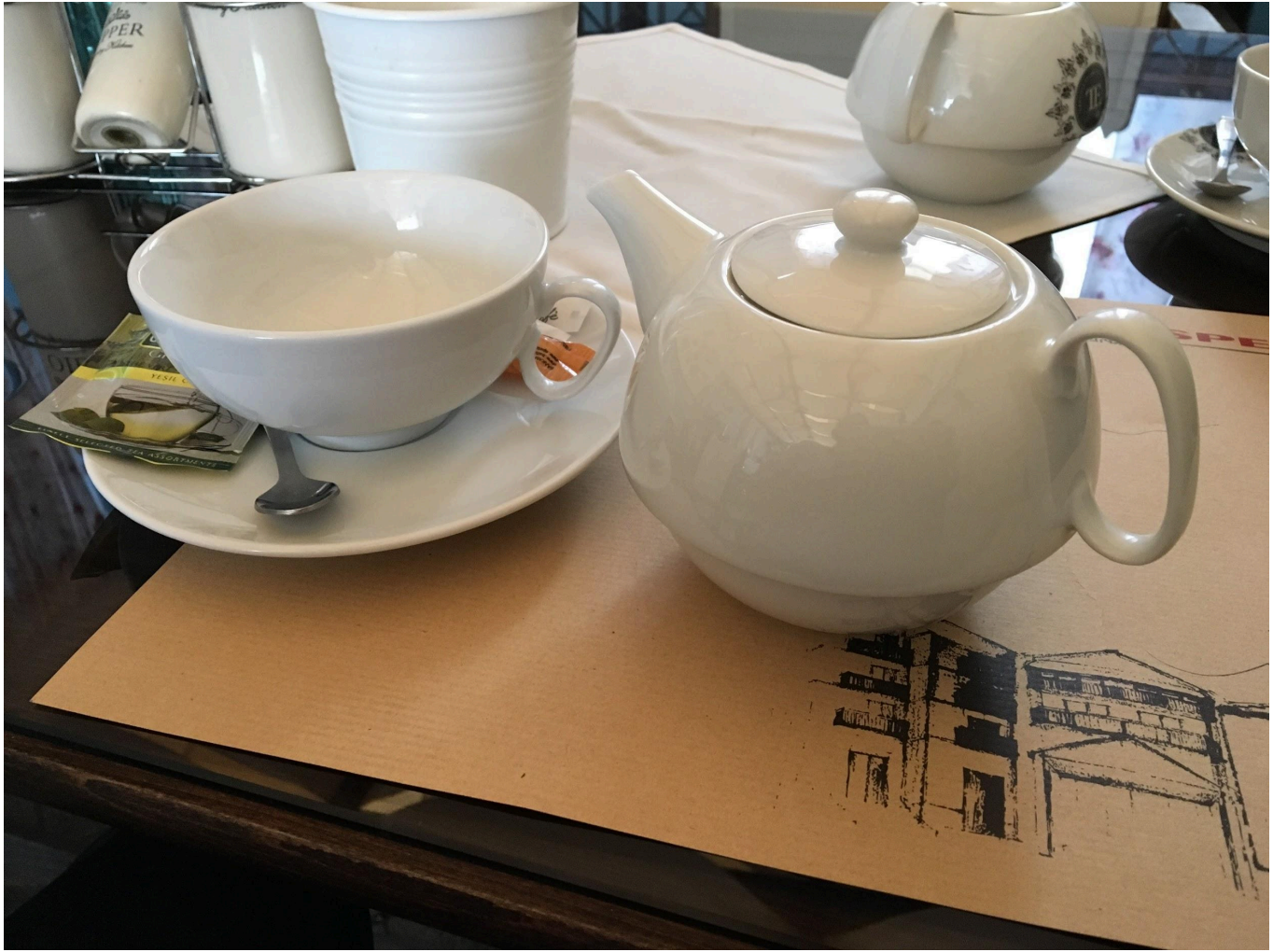
При въртенето му надясно се превключват режимите на работа на душа, както следва: горен душ, долен душ, хидромасажор и едновременна работа на всички.

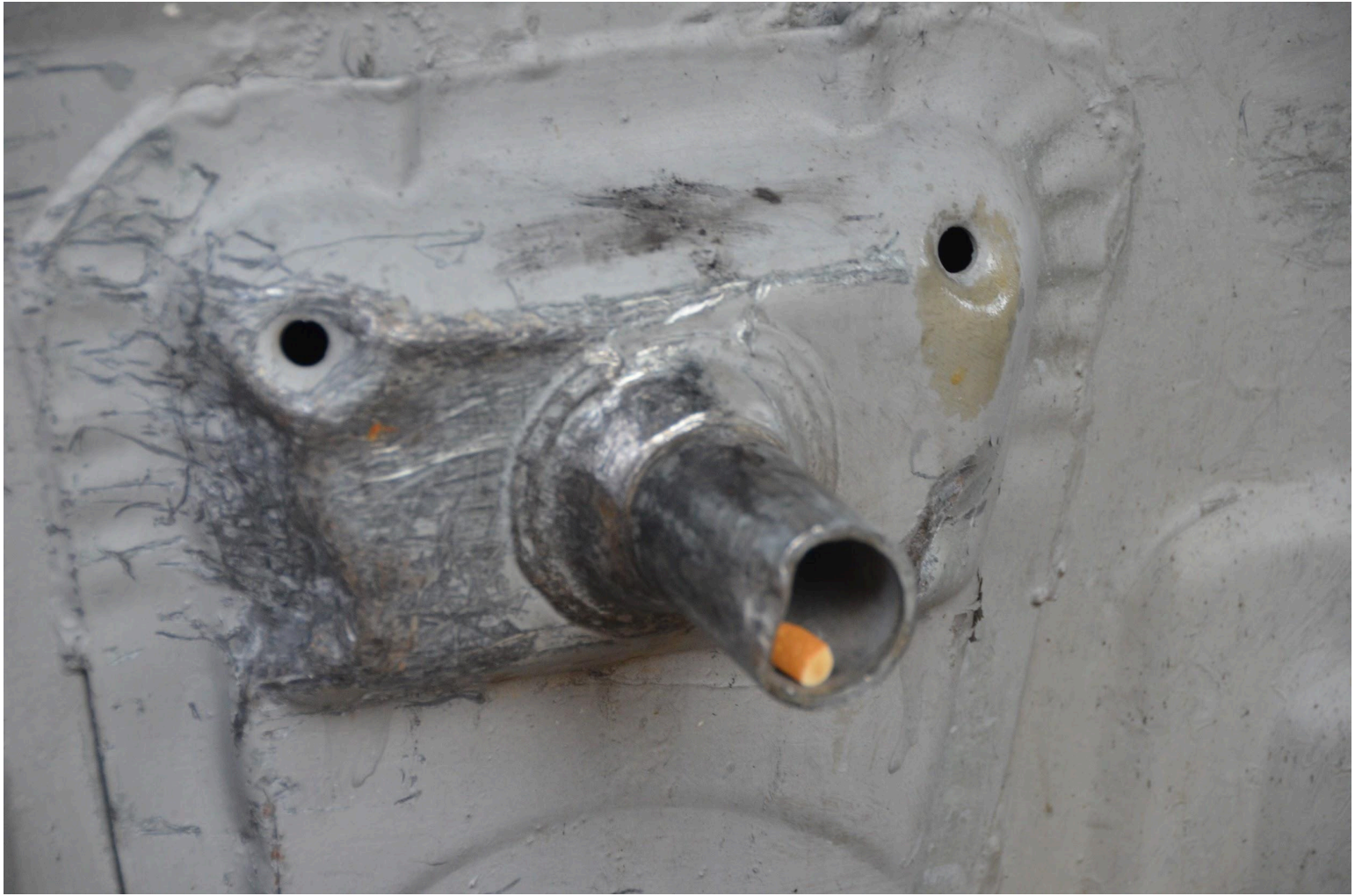
2. Долен лост (голям)

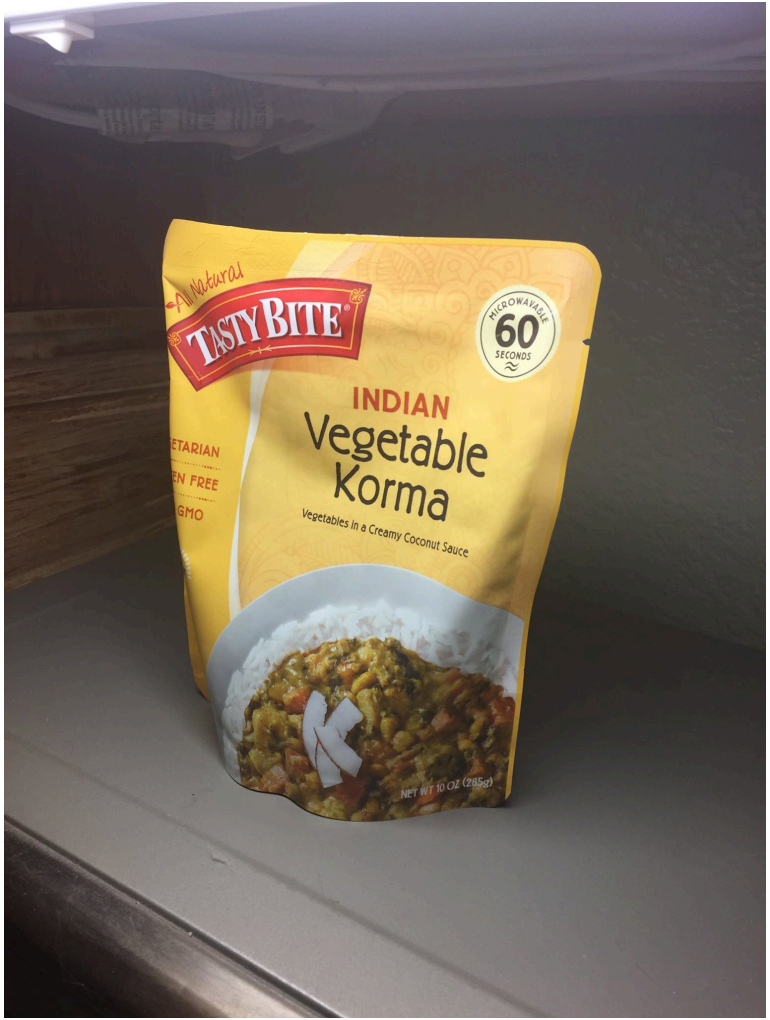
Долно положение – *спряна вода.*
Горно положение – *пуска течаща вода.*

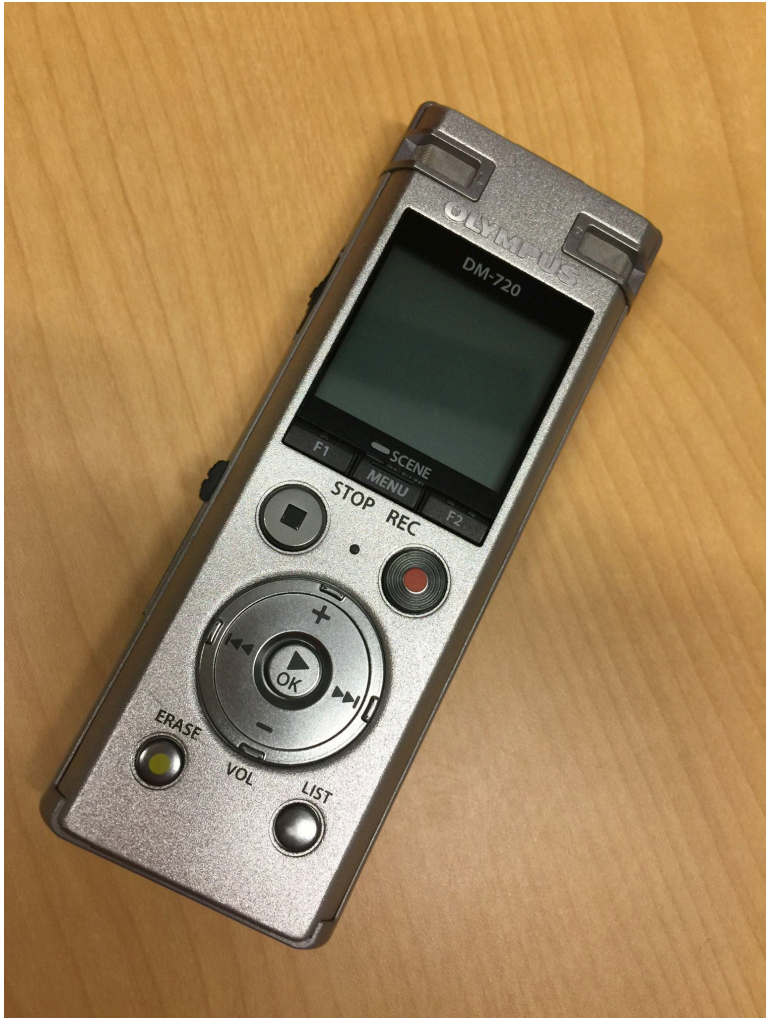
При постепенно въртене на долен лост наляво и надясно се регулира температурата на водата.

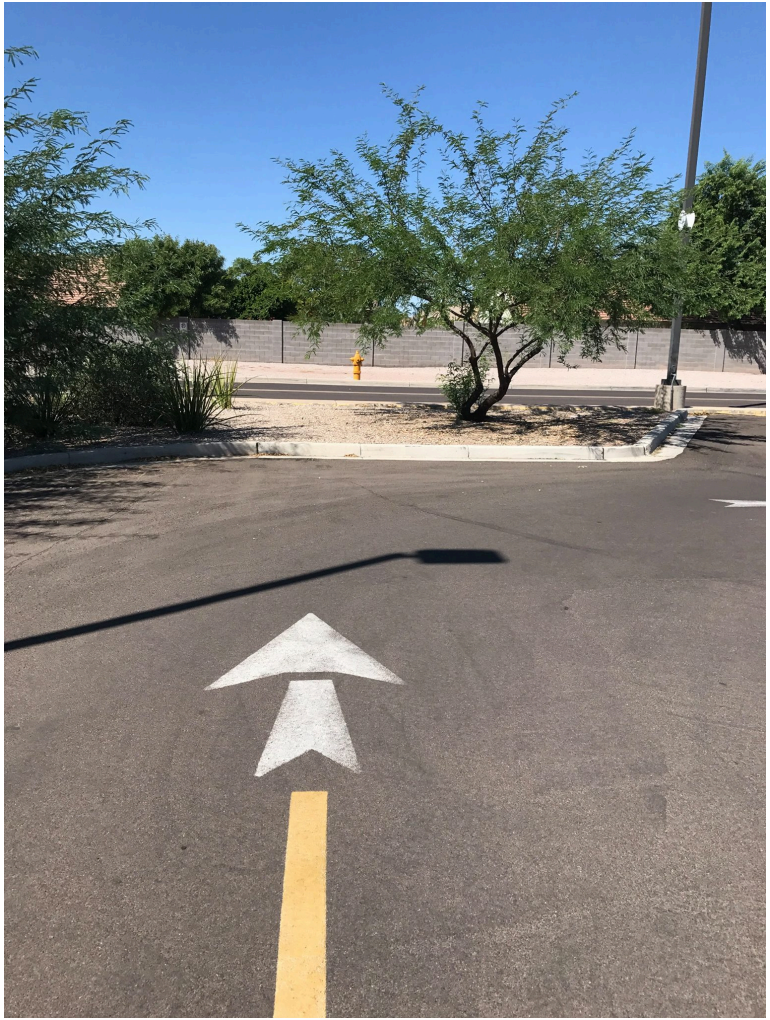

GREEN
YEŞİL ÇAY






Natural
TASTY BITE
MICROWAVABLE
60
SECONDS
INDIAN
Vegetable
Korma
Vegetables in a Creamy Coconut Sauce
ETARIAN
EN FREE
GMO
NET WT 10 OZ (285g)


OLYMPUS
DM-720
F1
SCENE
MENU
F2
STOP
REC
OK
ERASE
VOL
LIST



Podcasts

Readings

Week 5 (9/27): Roots of Innovation (Individual, Part 2)

1. Cross, N. (2006). *Designerly ways of knowing*. Springer. Chapter 6: Understanding Design Cognition
2. Schön, D. A. (1983). *The reflective practitioner: How professionals think in action*. Basic Books. Chapter 3: Reflective Conversation

Questions

This then got me thinking about how players respond to problems. As in Cross' text, I would posit that gamers are solution-oriented in their work rather than problem-oriented. Additionally, I'm wondering how players with more experience scope problems differently from those with less context-specific understanding of the types of problems they encounter in-game. In short, do gamers think like designers? And, what can we learn from this as we think about how we can better design learning environments (digital *and* analog)?

From examples given in Cross' chapter and the example that comprises most of Schon's chapter, it seems as though the ability to break out of certain frames of reference generally comes from either collaborating with an expert or gaining more experience yourself. Are there additional ways to do this? It seems to me like many people believe that someone is either innately creative or not. I see this as a roadblock to the idea of teachers as designers and the ability to navigate through complex problems in any area of life. So, while I believe that collaboration and gaining expertise are likely the most powerful ways to help someone through this kind of thinking, I am just wondering if there are others.

Is "design thinking" really just "expert thinking" when we consider expert thinking as a relative construct as opposed to a protocol?

When a problem has enough constraints, there really can be an optimal solution. In that case, it's just a matter of finding someone knowledgeable and capturing the best protocol for action – execution, not design. I think this happens a lot

Designer deal with ill-behaved problems and are solution-focused. They do not pay much attention to problem analysis but still analyze problems to find critical information needed for the design practice. I think it is very efficient. Problems are important as they are what we base our solutions on, but spending too much time on the problems themselves might terminate the smooth flow of the design work.

As I read through the piece a few parts stood out. 1. The implication that in a situation of complexity the first step is to add order, then discover the consequences, then adjust and reapply order. As someone interested in assessment (in particular, assessment of complex things), this process may provide insight on how to evaluate the process of thinking during complex situations.

STUDIO680

Coming up

Week 6 (10/4): Roots of Innovation (Social)

1. Basalla, G. (1988). *The evolution of technology*. Chapter 1: Diversity, Necessity, Evolution
2. Diamond, J. M. (1999). *Guns, germs, and steel*. New York: W. W. Norton and Company. Chapter 13: Necessity's Mother

Remember

- Share your google doc notes with Melissa and me