Design Research & The Ageing Agenda

Professor Tom Inns
t.g.inns@dundee.ac.uk

Initiative Director: Designing for the 21st Century, AHRC & EPSRC
Chair of Design: Duncan of Jordanstone College of Art & Design, University of Dundee
The Ageing Agenda
£6.5 million - 2 phases of research

Designing for the 21st Century

- To foster the formation of a new diverse community with a common reference framework
- To stimulate new ways of design thinking
- To support leading-edge design research
### Phase 1 Research Clusters

- Design and performance
- Orientating the future: Design strategies for Non-Place
- Technology & social action
- Spatial imagination in design
- Nature inspired creative design
- The emotional wardrobe
- The healing environment
- Spatiality in design
- Discovery in Design: People centred computational environments
- Ideal states: Framework for design & medical practices
- Understanding and supporting group creativity in design
- Design Imaging

### Phase 2 Projects

- Design performance
- Synergy tools to guide the development of a ‘meta design’ methodology
- Digital design: Screens and social landscape
- Designing healthy & inclusive public spaces for young people
- The view of the child: Visual culture of the made environment
- Interrogating Fashion
- Sensory design and its implications for food design
- Physical artefacts from computational simulations and computational simulations from physical artefacts
- Embracing complexity in design
Phase 2 Research Projects

2002 - 2003 - 2004

- Considerate design for personalised Fashion products
- Branded meeting places: Ubiquitous technologies & the design of places
- Practical design for social action
- DEpTh: Designing for Physicality
- Embracing Complexity in Design
- Inclusive New Media Design
- Designing services in science & technology-based enterprises
- Stress Computation, Visualisation and measurement in - free-form fabric structures - Fine Art restoration
- Benchmarking Synergy Levels to encourage sustainability & meta-design
- Realising participatory design with children (schools as case studies)
- Design Synthesis & Shape Generation
- Design Performance: Design ScoreBOARD
- The Welcoming Workplace: rethinking office design to enable growing numbers of older people to participate
- People-centred computational environments for Design Discovery
- My Exhibition - Designing for Affective Communication, Personalisation and Social Experience
- Bike Off 2 - Catalysing anti theft, bike parking and information design for the 21st Century
- Emergent Objects: Designing the human/technology interface through performance
- Democratising Technology
- 2020 Vision - UK Design Industry in 2020

Designing for the 21st Century
Representation of how the boundaries of a design discipline might expand in response to 21st Century contexts.
Representation of new design disciplines associated with new forms of product & system.
Representation of new meta design disciplines that act as a bridge between existing discipline silos
Representation of design outwith design (outwith being a quaint medieval term associated with being beyond the city walls)
Traditional notions of design ...  

An extended role for design within business ...  

Contribution of design in social sector innovation ...
Traditional notions of design ...

Generating Ideas
Creating a broad portfolio of solutions

Managing Trade-offs
Creating solutions that balance conflicting technical requirements

Visualising the tangible
Creating visual representations of potential ‘product’ solutions

Accommodating uncertainty
Coping with emergent ideas in real-time at different stages in development

Profiling users
Having empathy with the user story & context

Synthesising futures
Synthesising and prototyping future product concepts

An extended role for design within business ...

Facilitating Idea Generation
Mobilising the thinking of others

Negotiating Value
Establishing the corporate trade-offs between options

Visualising the intangible
Creating an additional richer language for strategic decision making

Navigating Complexity
Acting as an organisational navigator, profiling the impact of emergent ideas in real-time

Mediating Stakeholders
Building profile of multiple internal & external stakeholders & contexts

Synthesising strategy
Synthesising and prototyping future strategic positions

Contribution of design in social sector innovation ...

Facilitating Idea Generation
Facilitating participatory creation

Negotiating Value
Establishing trade-offs between options and wide spectrum of metrics

Visualising the intangible
Creating a language to model services & policies and their impact

Navigating Complexity
Acting as a community navigator, profiling the impact of emergent ideas in real-time for varied stakeholders

Mediating Stakeholders
Defining stakeholders in often ill-defined problem areas

Synthesising strategy
Synthesising and prototyping future strategic positions & social contexts
Research into design
Research for design
Research through design

The Design Process .....
Research into design

Research for design

Research through design

The Design Process .....
Research into design

Research for design

Research through design

The Design Process .....
Research into design
Research for design
Research *through* design

- ? = New Knowledge

The Design Process .....
1. How do you entice people out of their disciplinary silos?

2. What conditions encourage engagement & discourse?

3. How do you facilitate speculation & future project building?

4. How do you capitalise on the legacy of this interaction?
Designing services in science & Technology based enterprises

Lucy Kimbell, University of Oxford