

UNIV 241 – Great Works Symposium

What is Design?

Dimensions of “Design Life Now,”
Cooper Hewitt Museum – New York 2007



MARCH 20, 2000 \$3.50

TIME

GORE vs. BUSH
VIDEO-GAME WARS
THE POPE'S TRIP
ROMANCE NOVELS

THE REBIRTH OF DESIGN



Rubber radio
by Marc Berthier

Function is out. Form is in.
From radios to cars to
toothbrushes, America
is bowled over by style

www.time.com AOL Keyword: TIME



op culture

DESIGN SPRING 2

THE GET

The New Collectibles



BOWLED OVER
An enameled metal bowl from Kiln Enamel offers a fresh take on the Arts and Crafts aesthetic. \$200 at Moss, 146 Greene Street.

HAVING A BALL
The Pendulette Boule clock is based on an antique model in the Hermès museum but looks up to the minute. \$3,300 at Hermès stores nationwide. Call (800) 441-4468.



A SIMPLE PIE
The Ornemental Flo decoupage tray is from a 19th-century design but looks ab enough for a modern room. \$165 at John 6 East Second Street

THROUGH A GLASS BRIG
Between its floral m arise-green color, the vase from Lalique's collection is the pict of spring. \$750 at La 712 Madison Avenue

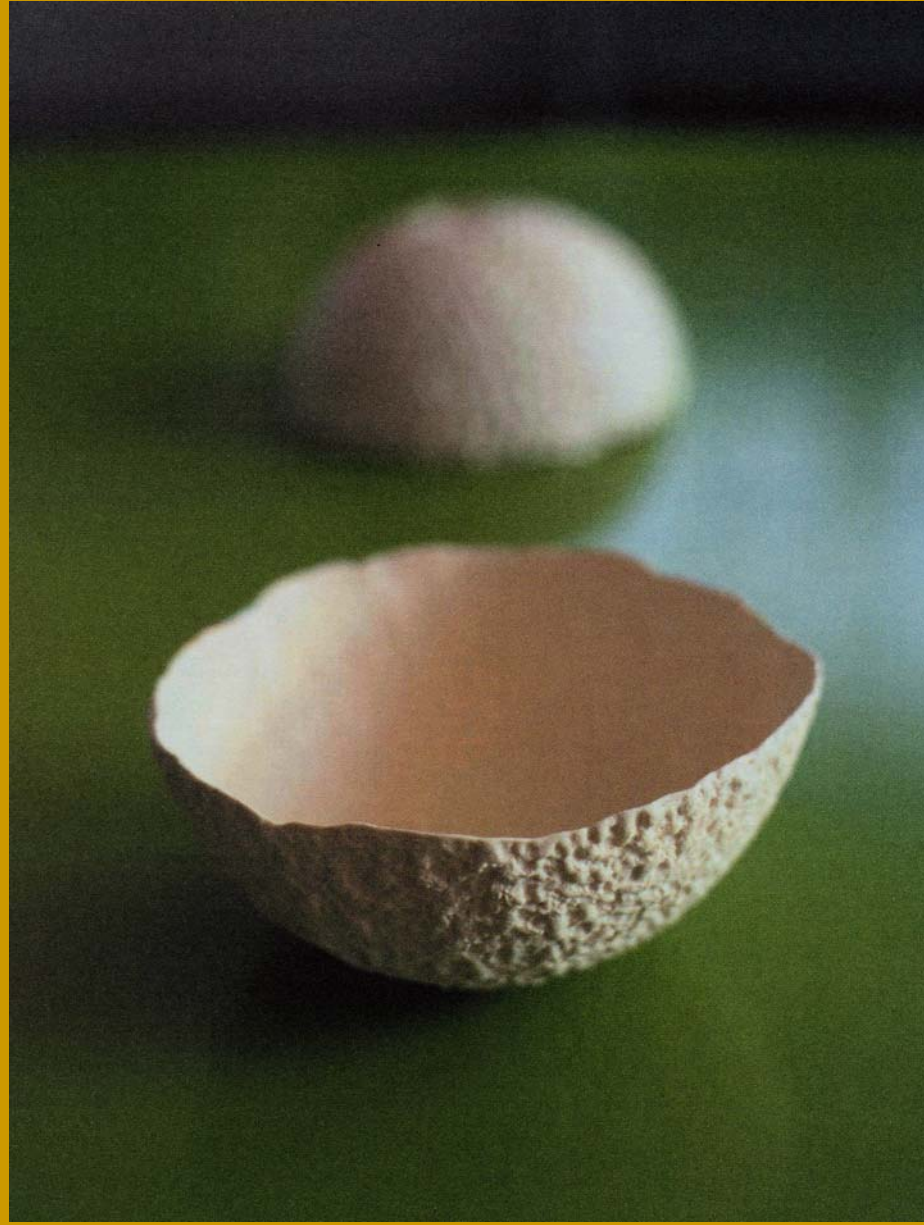


BENCHMARK
With its teak frame and outdoor fabric upholstery, the Louis Sobel settee, designed by John Hutton for Sutherland, braves the great outdoors in style. To the trade only. Go to www.sutherlandteak.com.

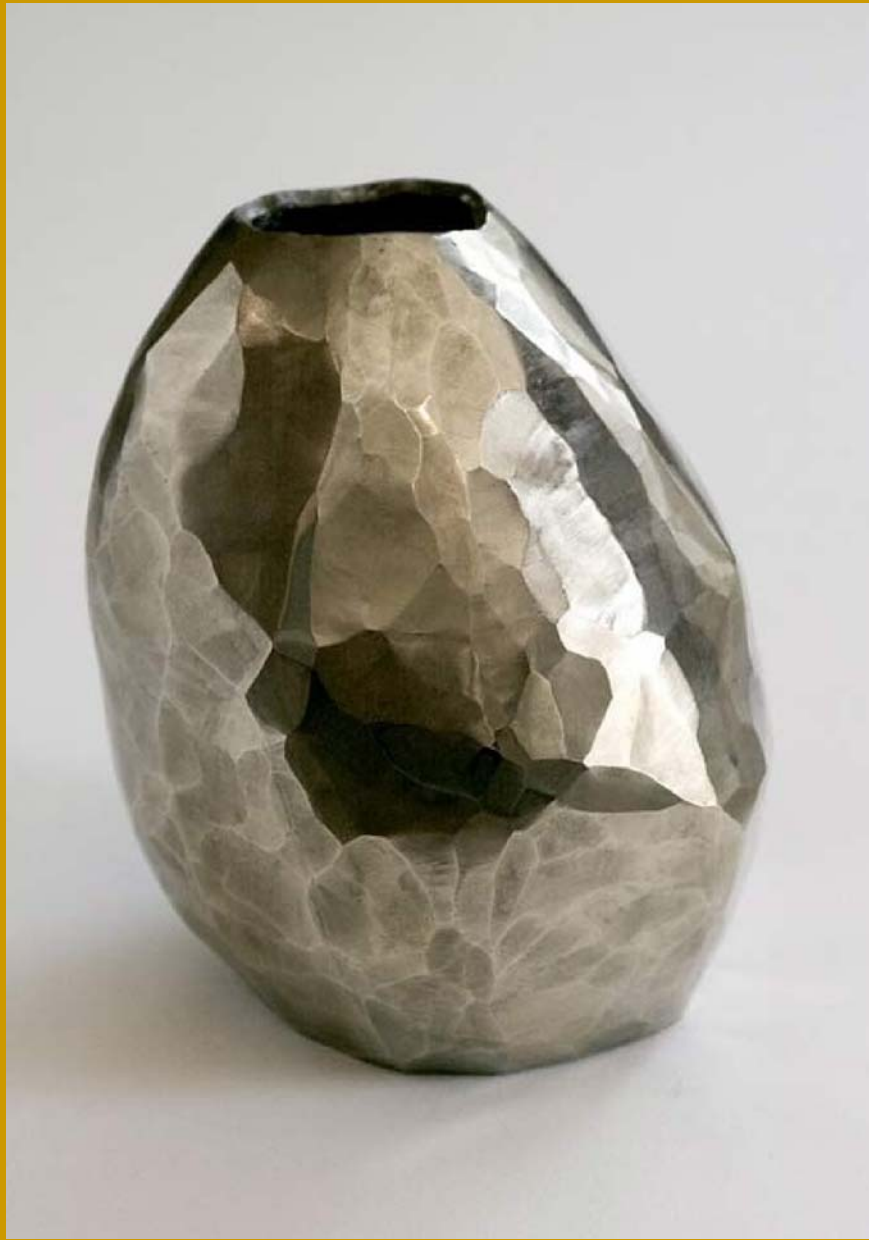


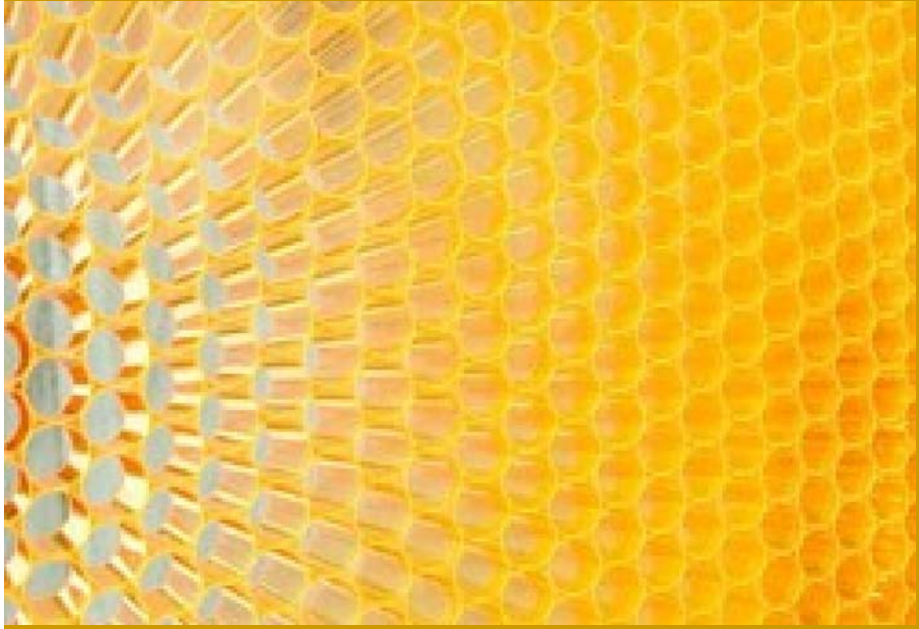


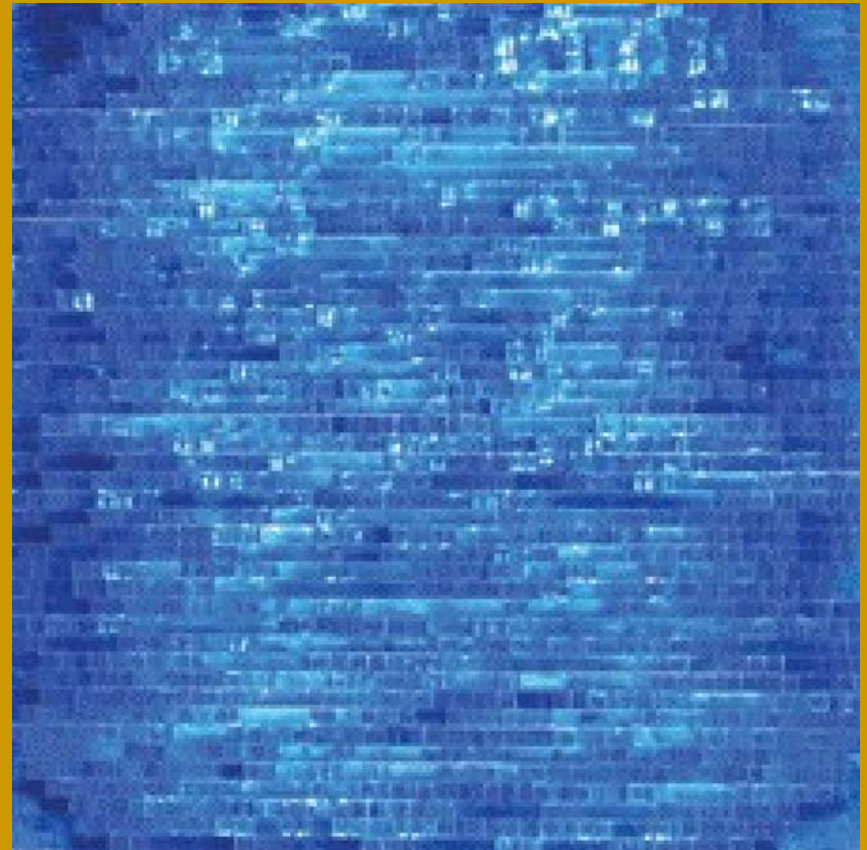
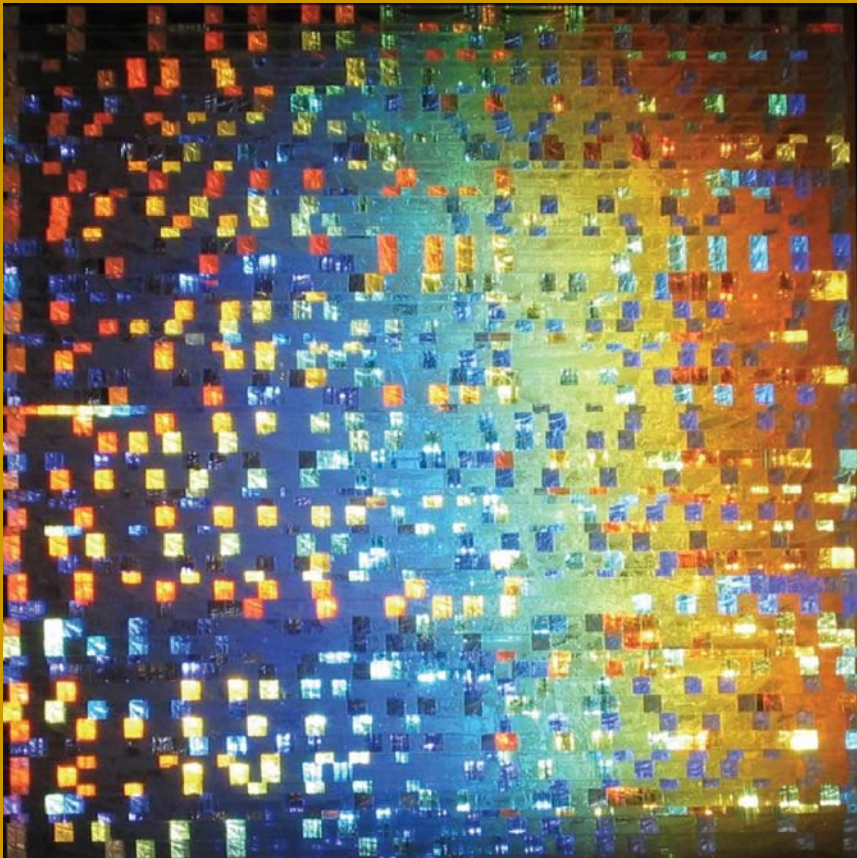


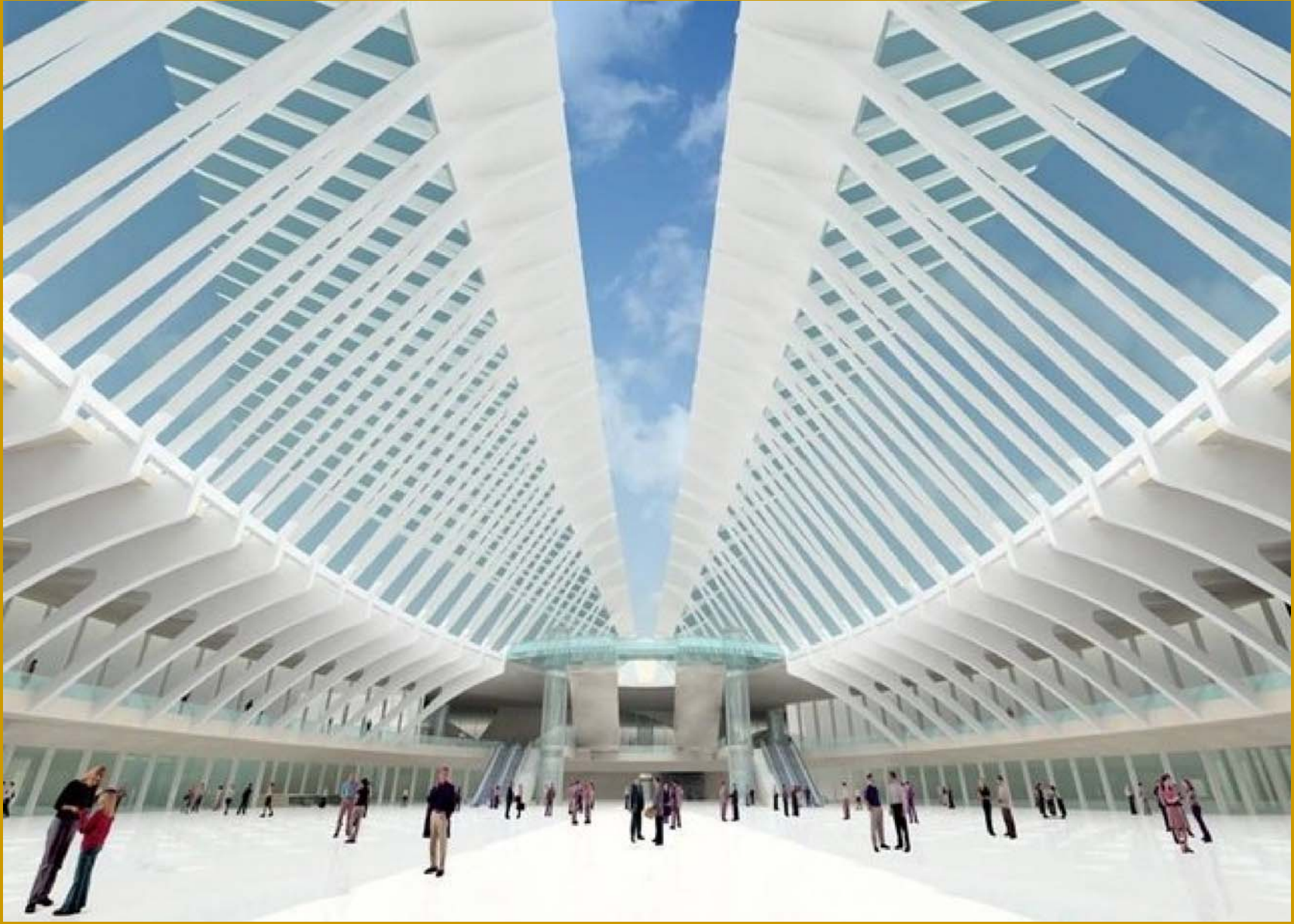


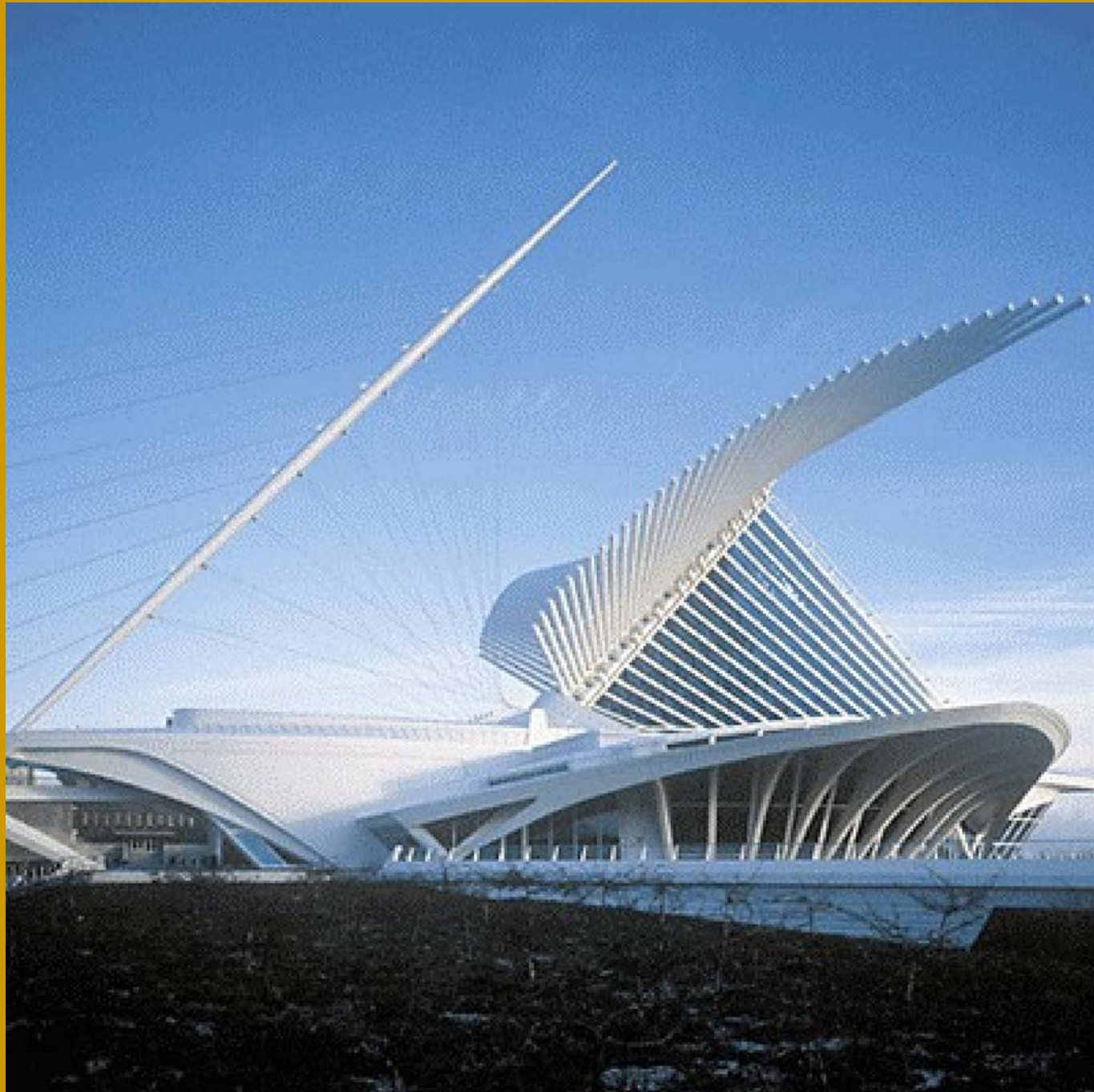












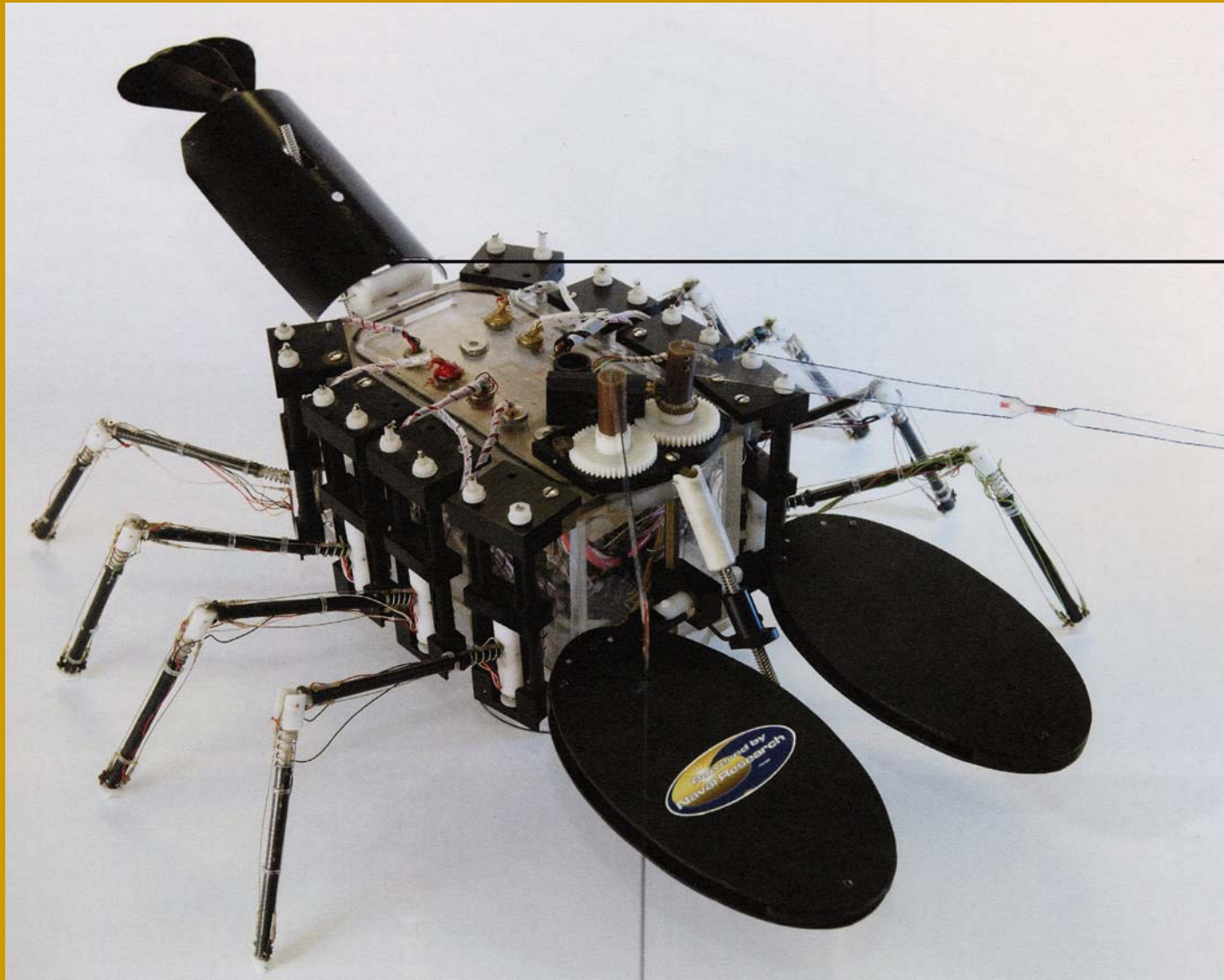






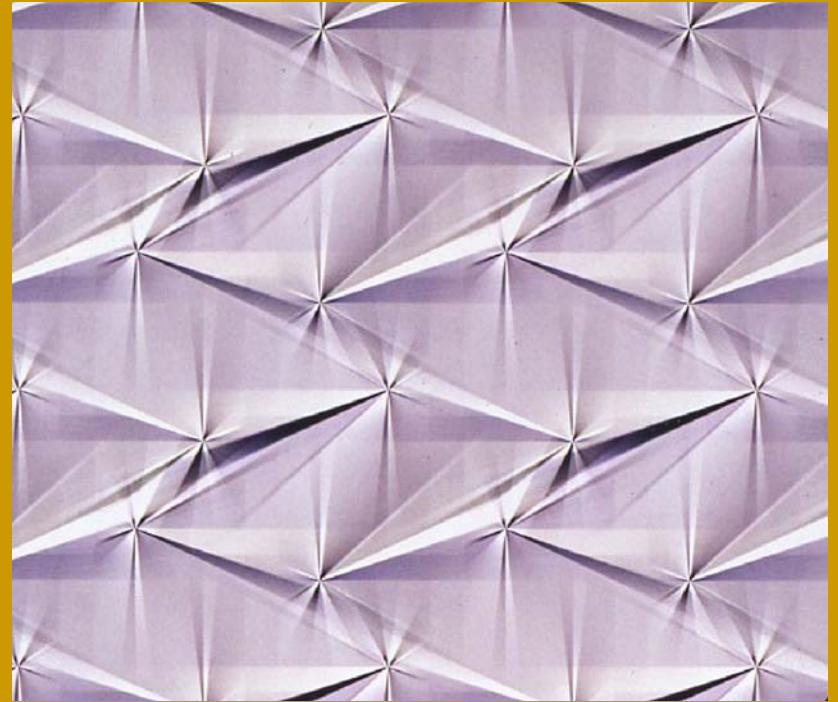
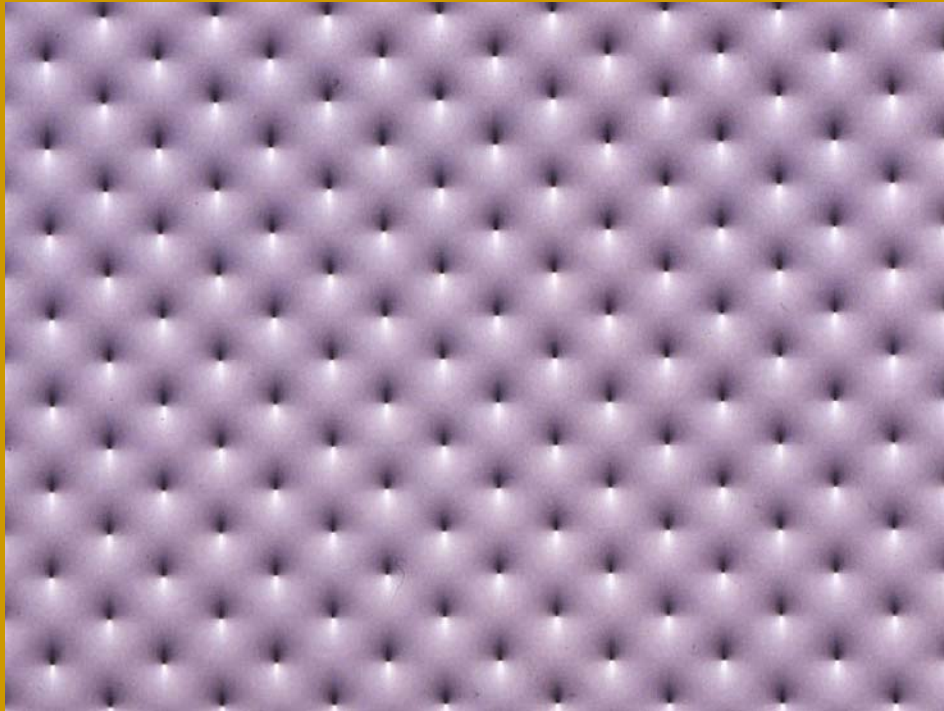


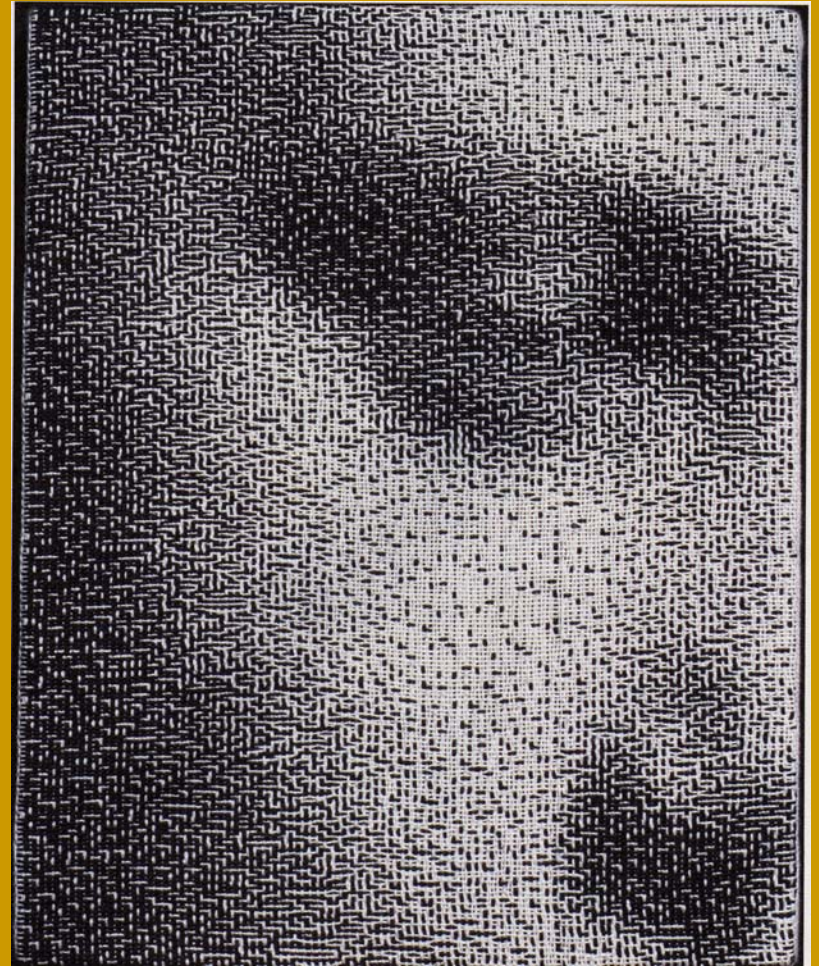
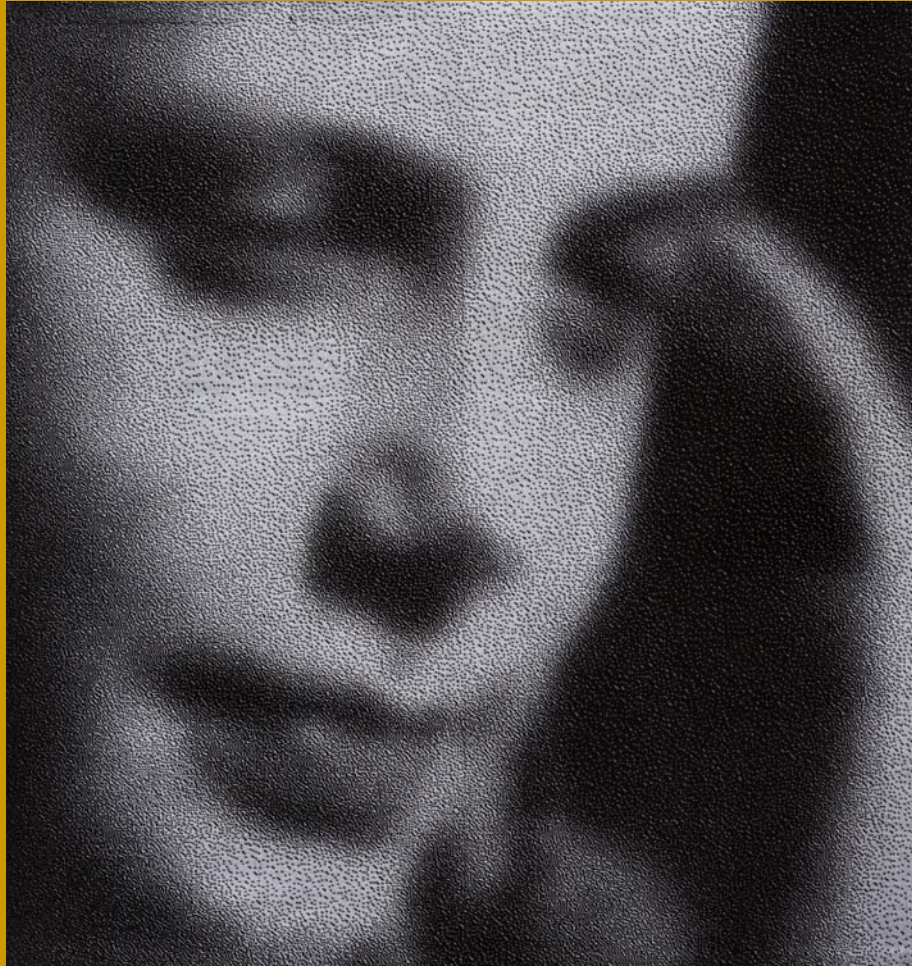












HENRY PETROSKI

PUSHING THE
LIMITS

MORE ADVENTURES
IN ENGINEERING

Dry.

A memoir.

Augusten
Burroughs.

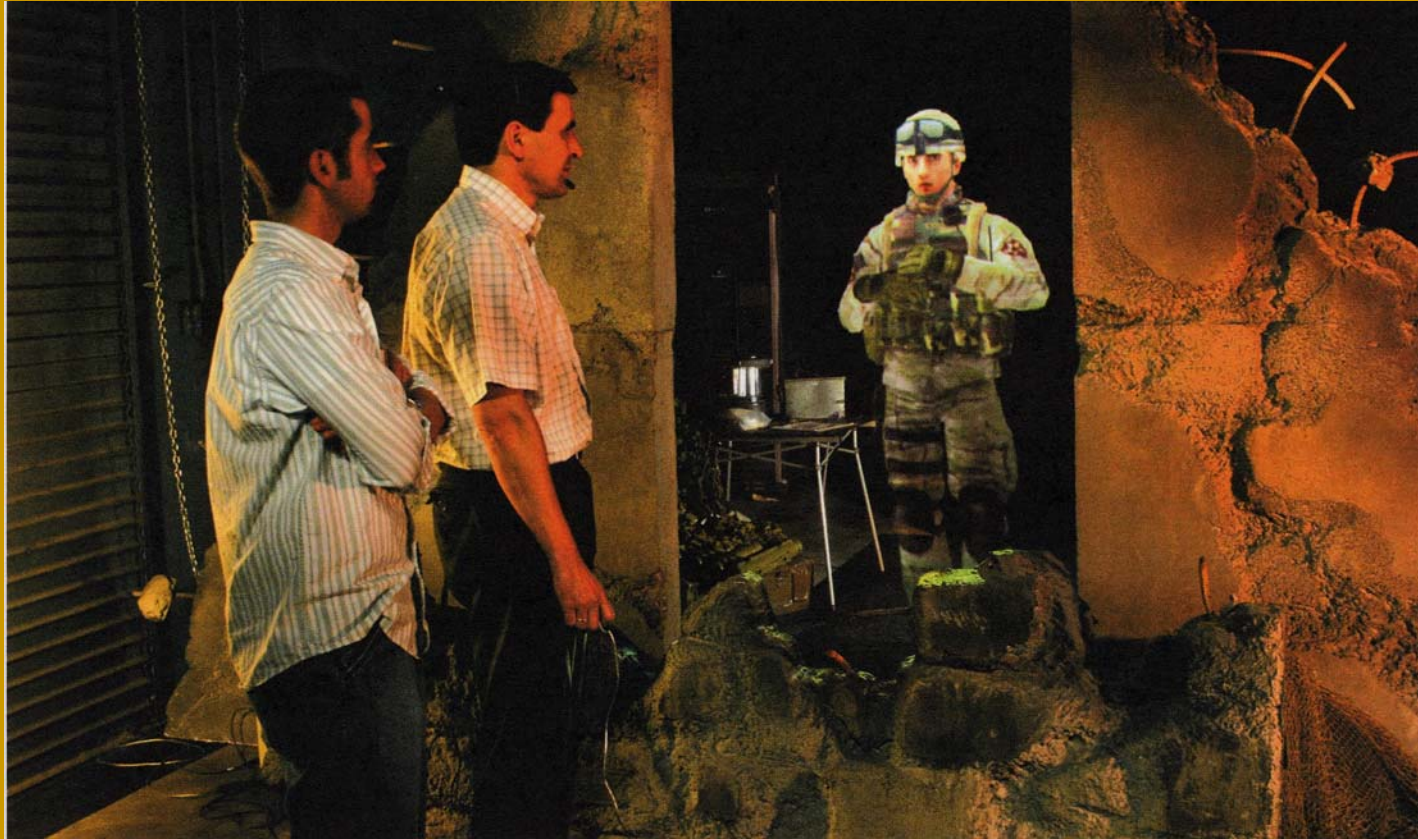
Bestselling author of *Running With Scissors*



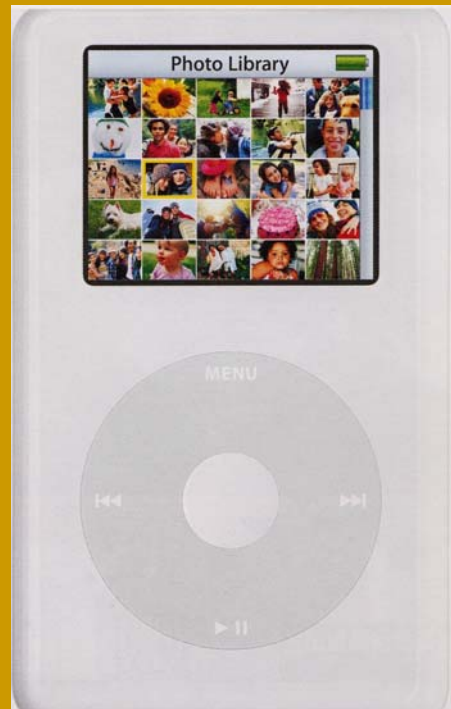
Copyright 2003 by The Regents of the University of California



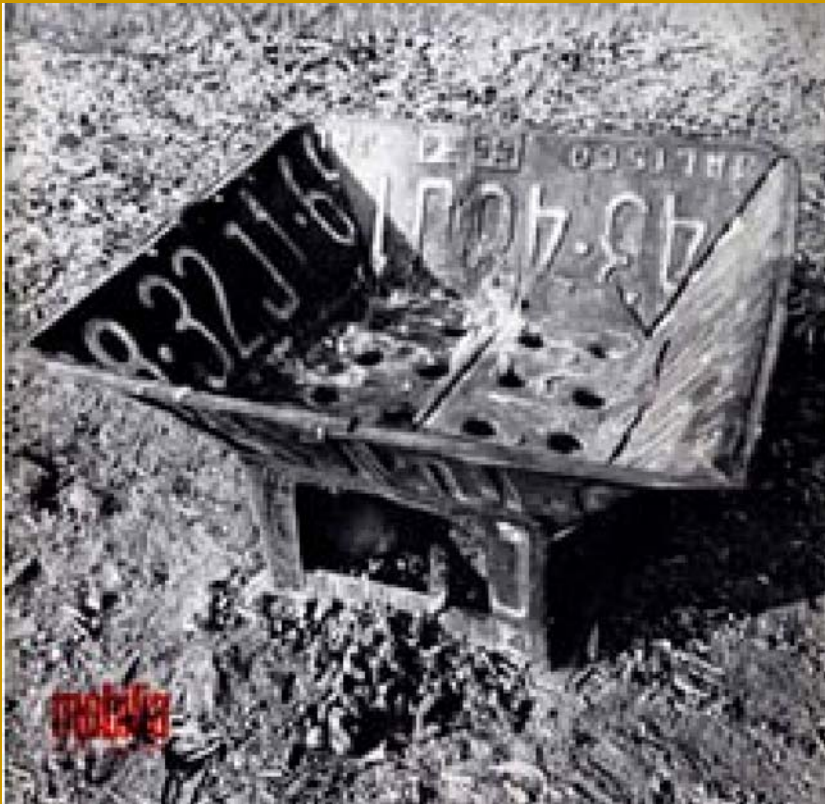






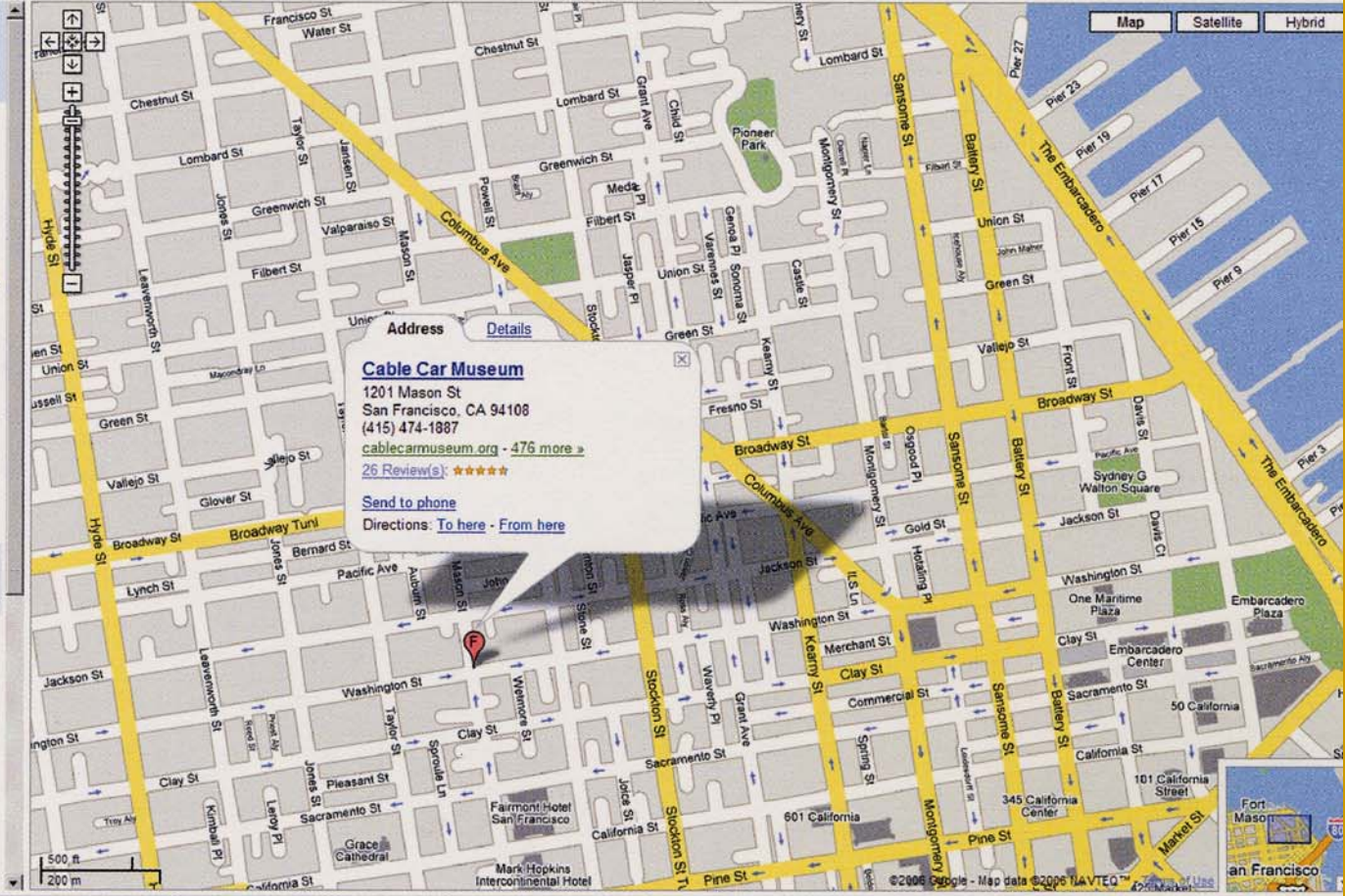


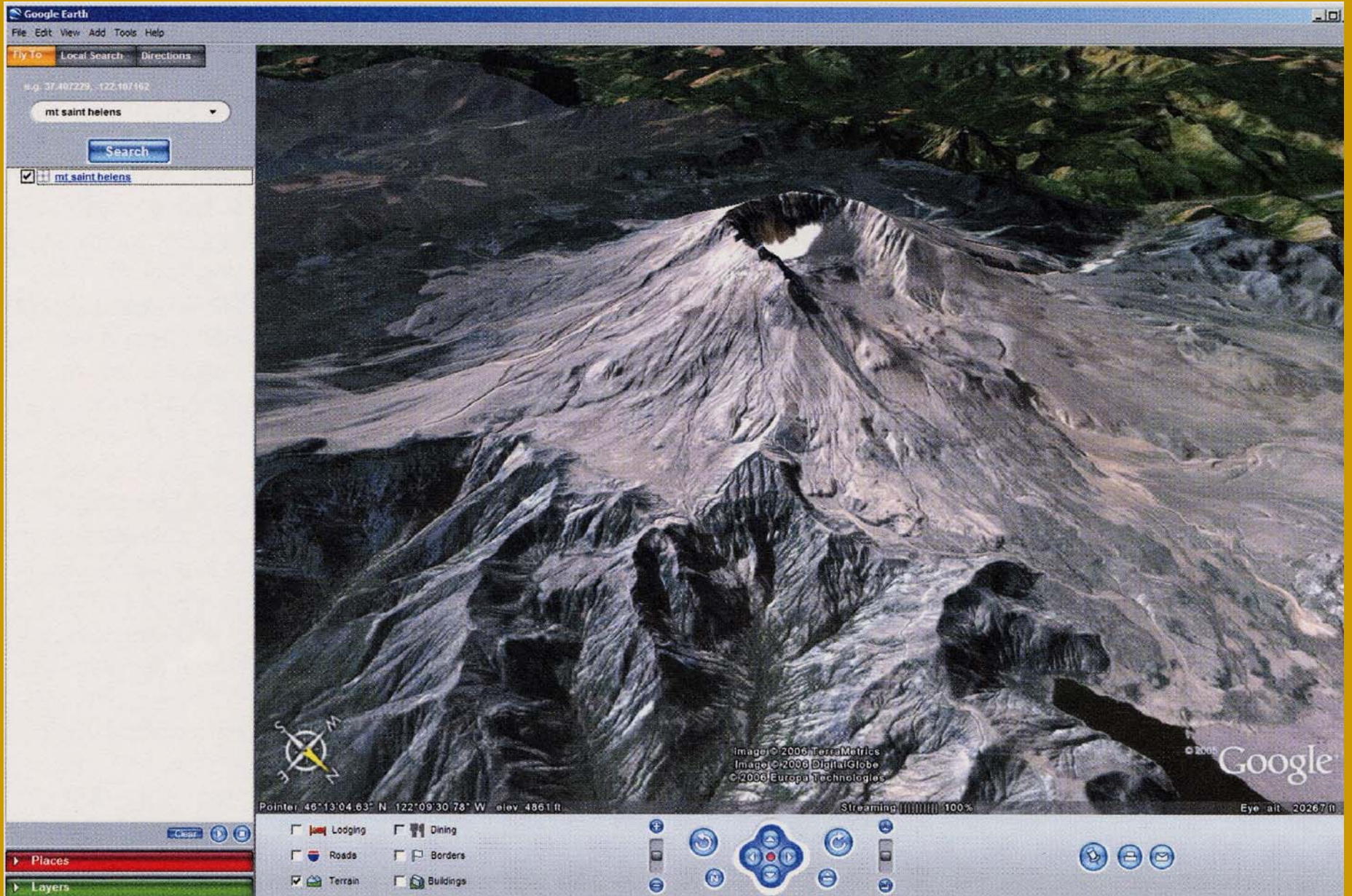
Victor Papanek



“All men (sic) are designers. All that we do, almost all the time, is design, for design is basic to all human activity. The planning and patterning of any act toward a desired, foreseeable end constitutes the design process. Any attempt to separate design to make it a thing in itself, works counter to the fact that design is the primary underlying matrix of life.”

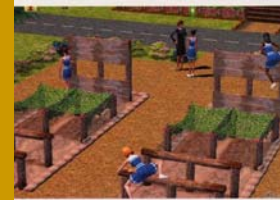
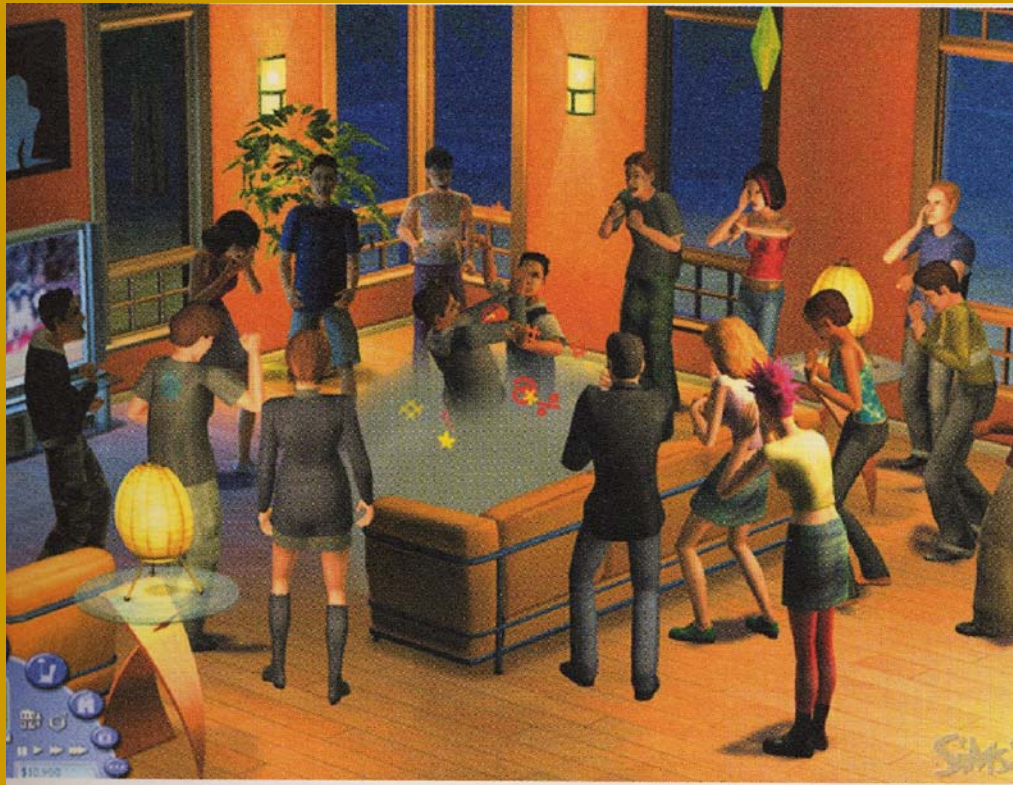
- Sponsored Links
- San Francisco Museums**
Going to San Francisco? Add green to your itinerary with Google Maps.
maps.google.com/green
- Results 1-10 of about 13,100 for museums near San Francisco, CA
Categories: Museums, Government Offices Local
- A Exploratorium**
3601 Lyon Street, San Francisco, CA
2.6 mi NW - (415) 563-7337
 - B San Francisco Museum of Modern Art**
151 3rd St, San Francisco, CA
1.2 mi NE - (415) 357-4000
 - C Asian Art Museum of San Francisco**
200 Larkin St, San Francisco, CA
0.3 mi N - (415) 581-3500
 - D Yerba Buena Center for the Arts**
700 Howard St, San Francisco, CA
1.2 mi NE - (415) 978-2787
 - E California Academy of Sciences**
875 Howard St, San Francisco, CA
0.9 mi NE - (415) 321-8000
 - F Cable Car Museum**
1201 Mason St, San Francisco, CA
1.4 mi N - (415) 474-1887
 - G Cartoon Art Museum**
655 Mission St, San Francisco, CA
1.3 mi NE - (415) 227-8666
 - H Wax Museum At Fisherman's Wharf**
145 Jefferson St # 500, San Francisco, CA
2.3 mi N - (415) 202-0400
 - I Legion of Honor**
1 Legion of Honor Drive, San Francisco, CA
4.5 mi W - (415) 750-3600
 - J Randall Museum**
199 Museum Way, San Francisco, CA
1.4 mi SW - (415) 554-9600

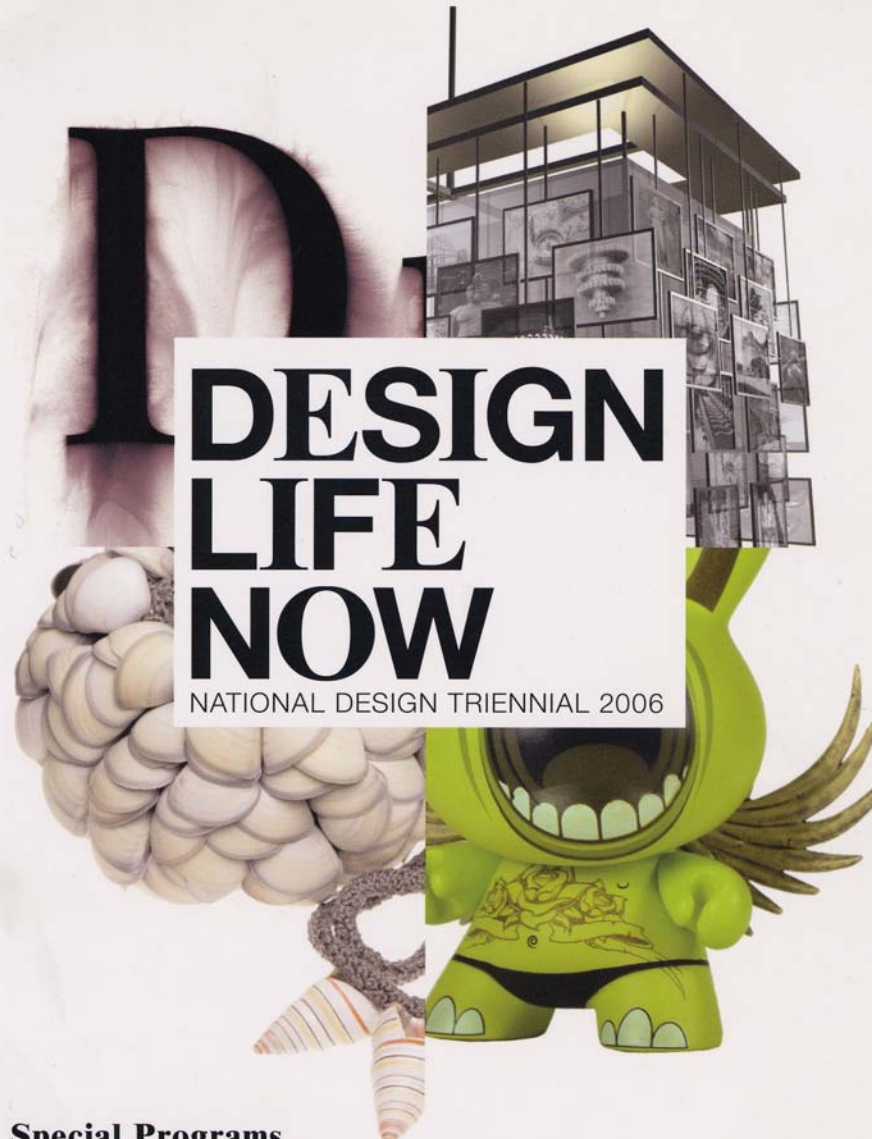




Google Earth







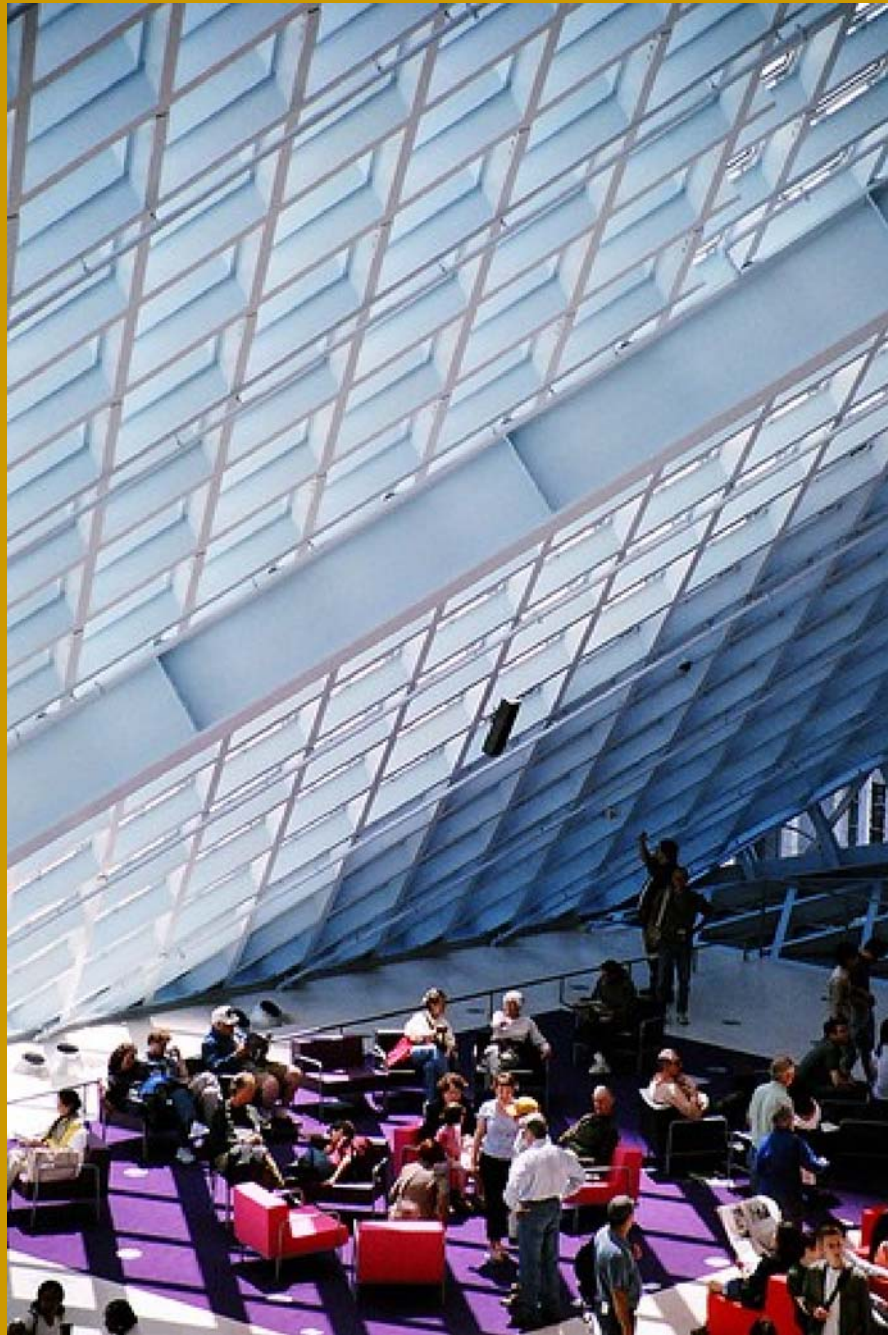
DESIGN LIFE NOW

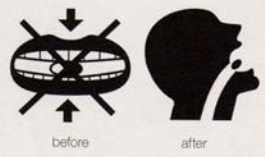
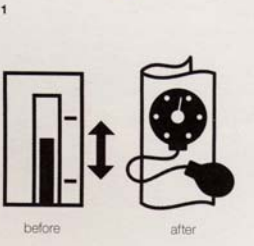
NATIONAL DESIGN TRIENNIAL 2006

Special Programs
December 8, 2006–July 29, 2007
www.cooperhewitt.org

Cooper-Hewitt
National Design Museum







2













ReadyMade

HOW TO MAKE {ALMOST} EVERYTHING

A Do-It-Yourself Primer



ISBN 1-4000-8107-6

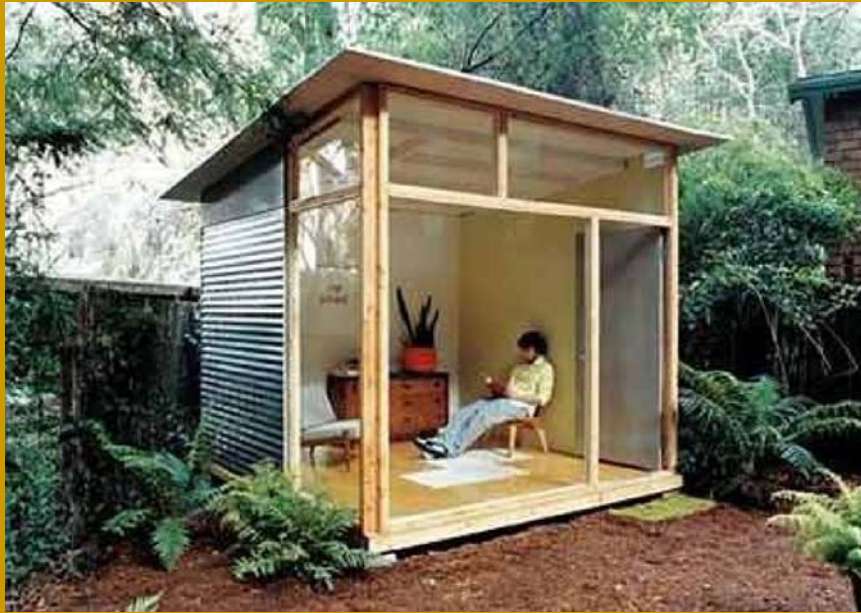


52500



9 781400 081073

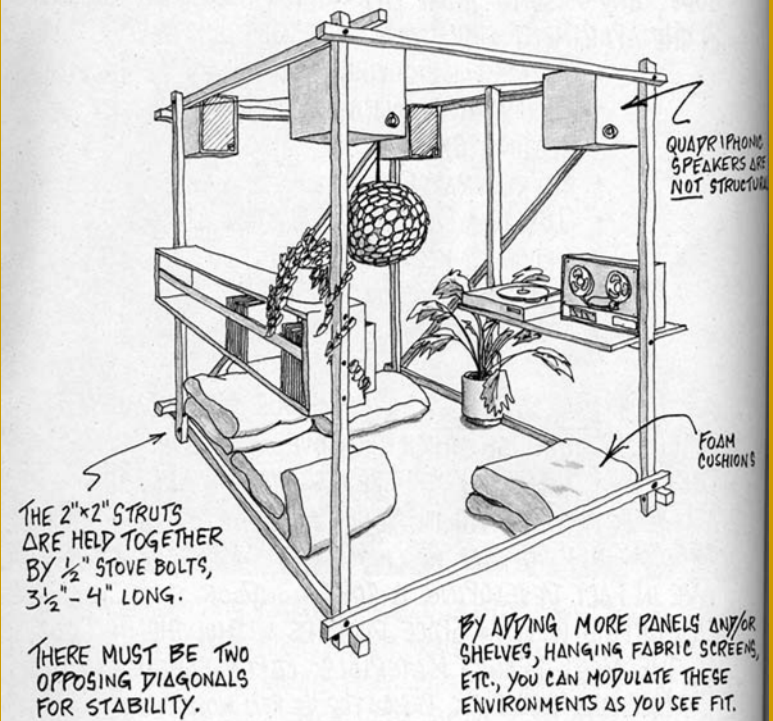
You need this book. As the stuff of life piles up and things spin out of control, we could all use a little help. These never-before-seen designs and how-tos are full of surprise and wonder. Learn how to turn everyday objects into spellbinding inventions to give away to friends or keep for yourself. Our simple self-improvement techniques will make you smarter, better looking, and more well-adjusted. Shoshana Berger and Grace Hawthorne, the founders of *ReadyMade* magazine, have fed and cared for this animal. It will not be domesticated. It runs wild and breathes free.



ENTERTAINING CUBE:

78

THIS WHOLE SERIES OF CUBES IS CONSTRUCTED OF 2"x2" DOUGLAS FIR OR PINE AND 3/4" PLYWOOD PANELS, PLUS ROPE, FABRICS, DOWELS, ETC. ALL THE CUBES ARE 8x8x8 FEET.





EMPIRE



NOZISE IX







Thinking about Design

- Design often equated with objects, as form, or arrangement of forms
- Design also commonly defined as a concept, sketch, model, or instructions for a product, often separated from manufacture or making
- Separation of design from making often seen in meaning of the term 'industrial' design
- Difficult to separate these two meanings of design; the way a design looks is related to the conditions of its manufacture
- This often involves manufacturers as well as designers, and of course, users
- Economic context for design is not one of the strong suits of "Design Life Now"

Design Life Now: design = life

- Creating materials that are 'life-like' – personalizing relation of user to object
- Appreciating aesthetic qualities of nature and natural materials transformed by designer
- Designing by integrating different (multi-) media to promote Interactivity and relate to experience of modern life
- Designing synthetic materials equal or surpass natural materials
- Ergonomics that relate design to the human body
- Robotics: machines that are more human via intelligence and relation with user
- Virtual Reality
- Mutation – man-made products that behave like organisms
- Bio-engineering
- Craft; craft as a human and social activity
- Co-existence of craft with advanced technologies

Design Life Now: Design as a social activity

- Collaboration
- Interactivity with user; non-professional voices
- Prefabricated housing
- Do-it-Yourself (DIY)
- Team Design
- Blogs and dissenting voices
- Group consensus

Design Life Now: Critique and alternatives

- Exhibitions are *starting points* not summations, especially with an expanding and contested subject such as design
- DLN underplays commercial context for design aside from manufacturers' interest in progress
- DLN Emphasizes creativity of designers or teams of designers with little mention of market research and motivations of consumers
- DLN Ignores possible negative effects of the vicarious substituting for real experience
- DLN offers little clarity about what constitutes design research
- DLN offers little mention of what constitutes design education – how do designers 'learn' to be designers given such a broad definition of design?

Enjoy the Exhibition!

