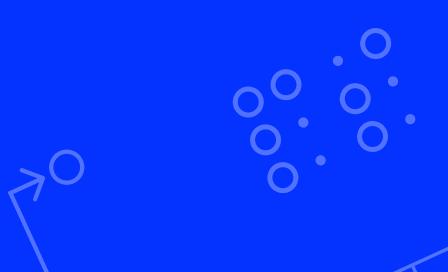
thinking beyond circles:

developing visual research methods for circularity in design education

Laura Knight, Kate Goldsworthy, Sanne Visser, Cathryn Anneka Hall

project context

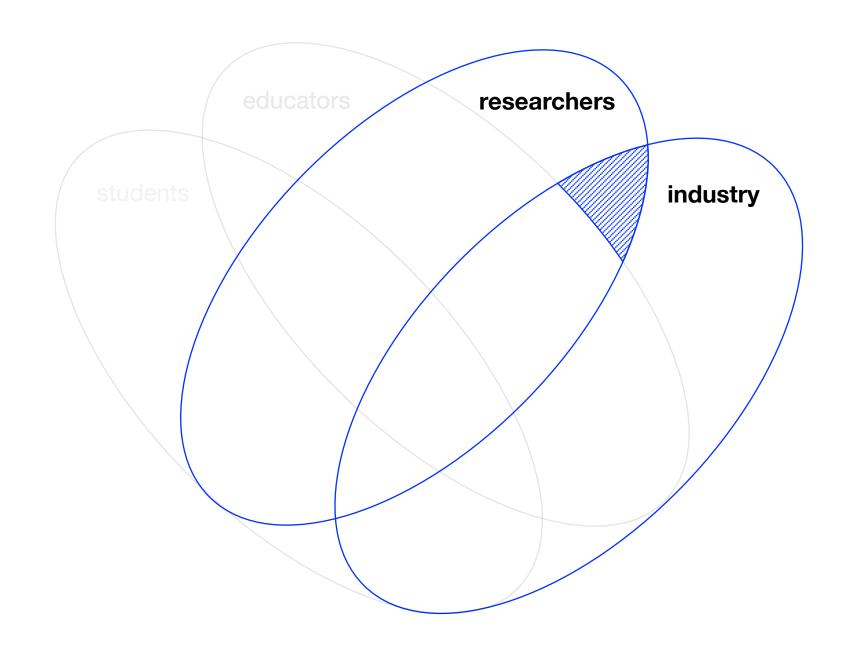




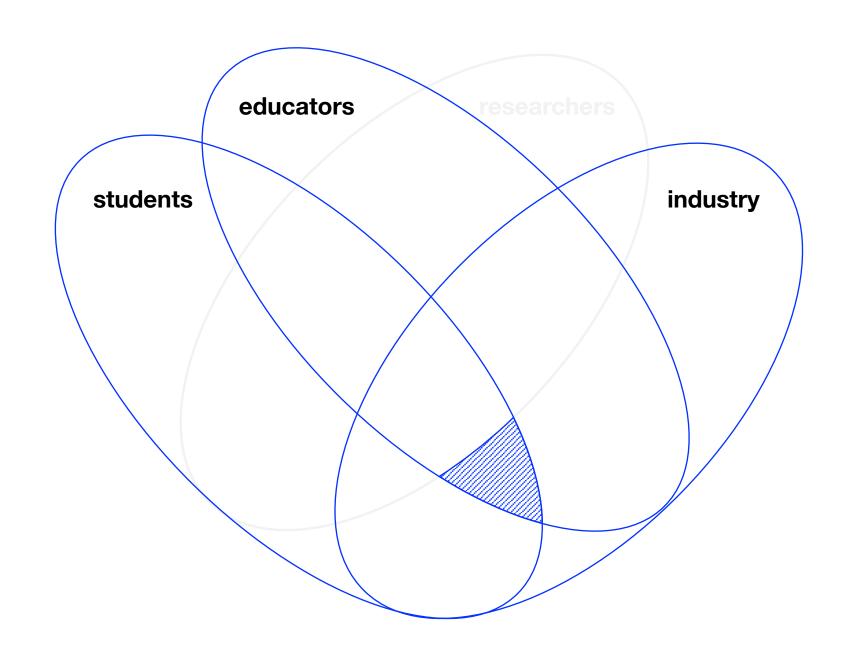


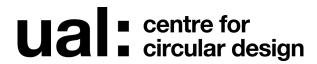


collaborative research









student as 'professional'

role	focus	producing
student as professional	 problem solving solutions-focused	 creative visual solutions

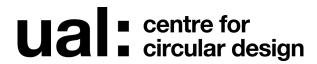


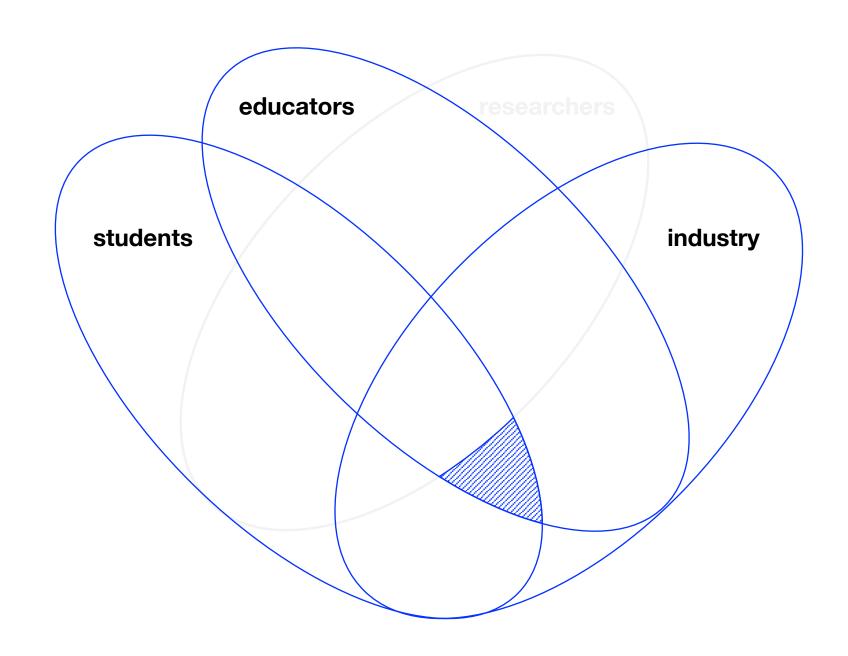
Innovations in contexts, methods and applications of design are calling for a new kind of designer, or at least an expanded capacity to undertake research



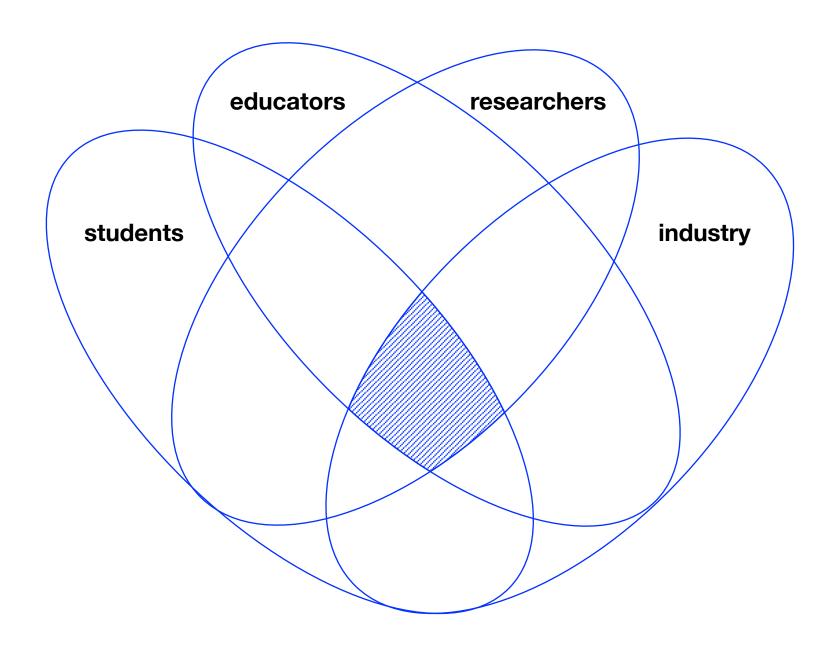
There is the need for design educators to transform their pedagogic capacities in order to contribute to the leadership of these exciting new domains







?





student as researcher

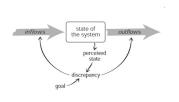
role		focus	producing
student as professional	>	problem solving presenting solutions	 creative visual solutions
student as researcher	>	problem finding presenting prototypes	 design knowledge

project challenge



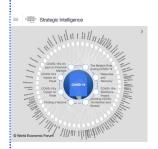


systems



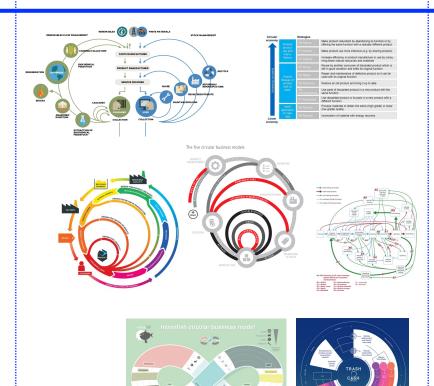


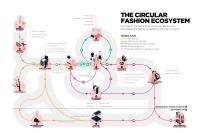




circular models





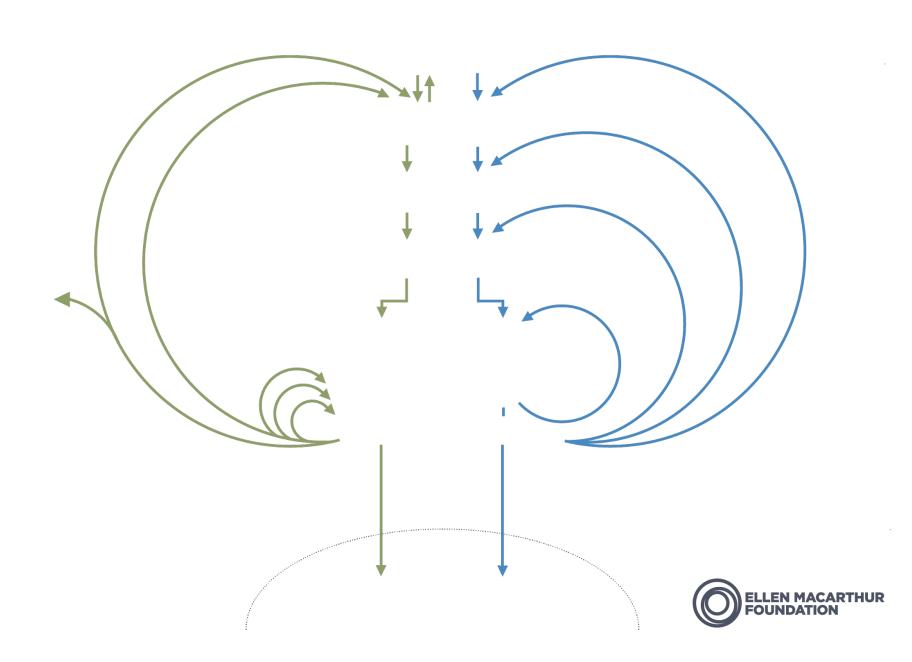


2000 2010

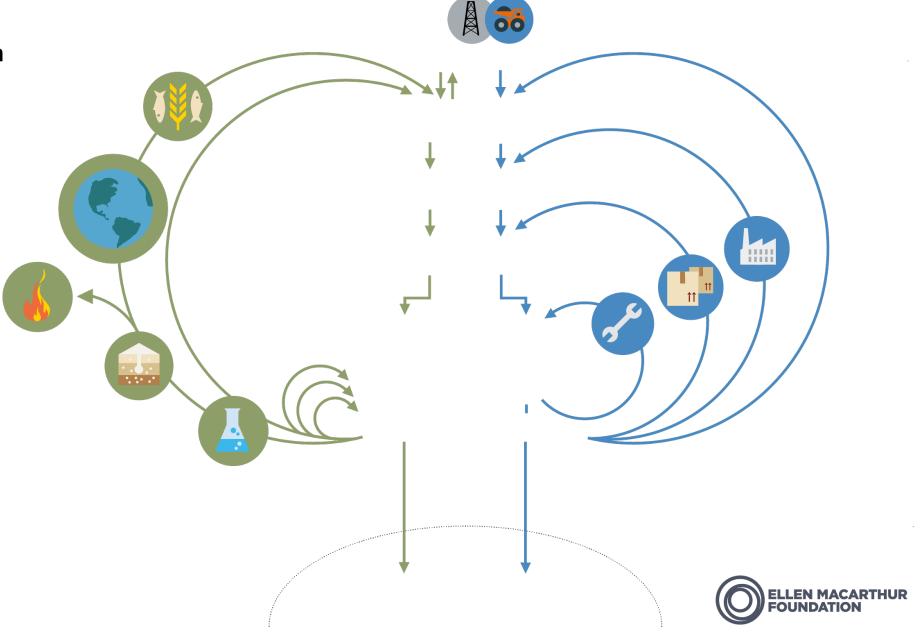


anatomy

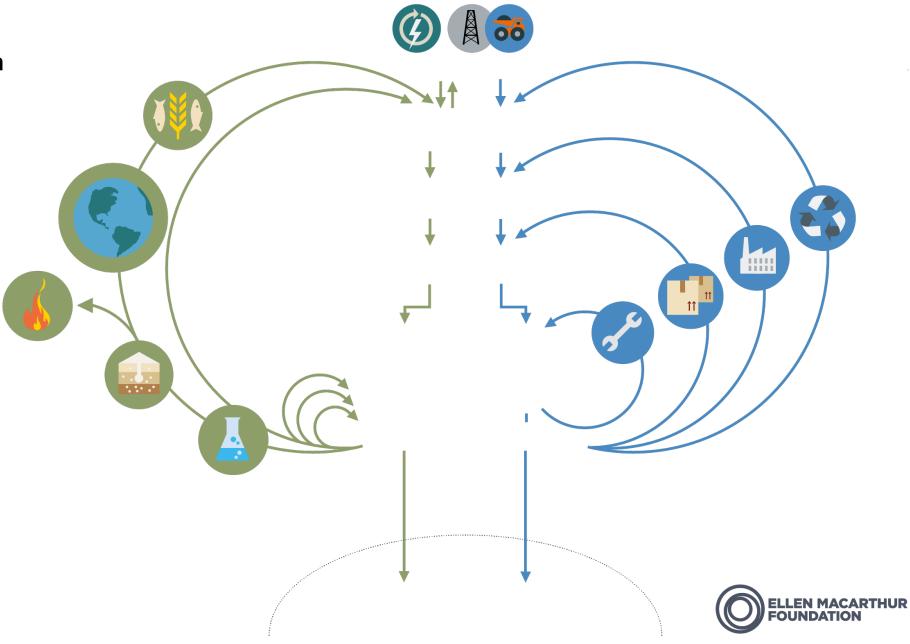
1. diagrams



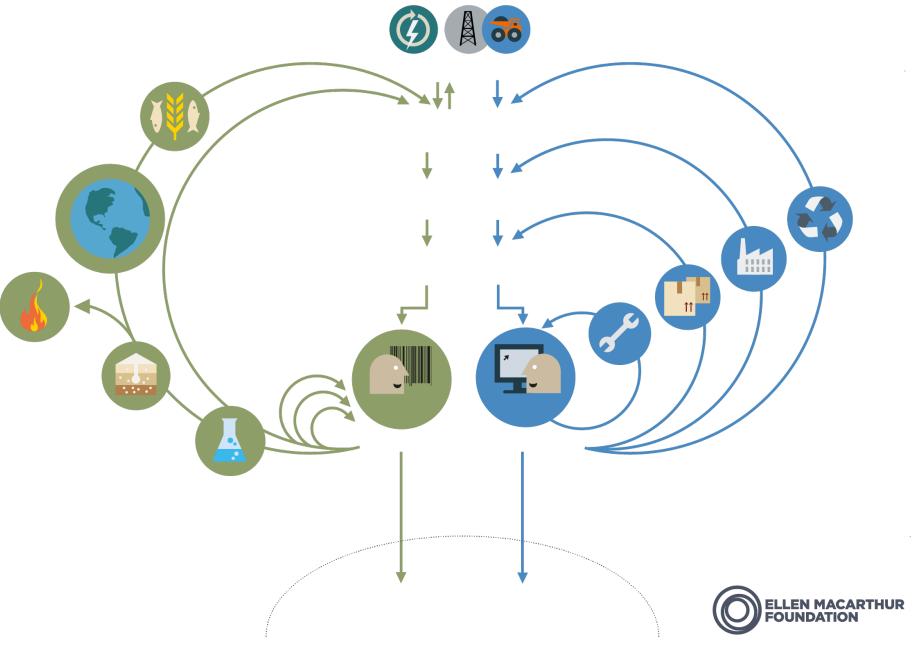
- 1. diagrams
- 2. icons



- 1. diagrams
- 2. icons
- 3. symbols

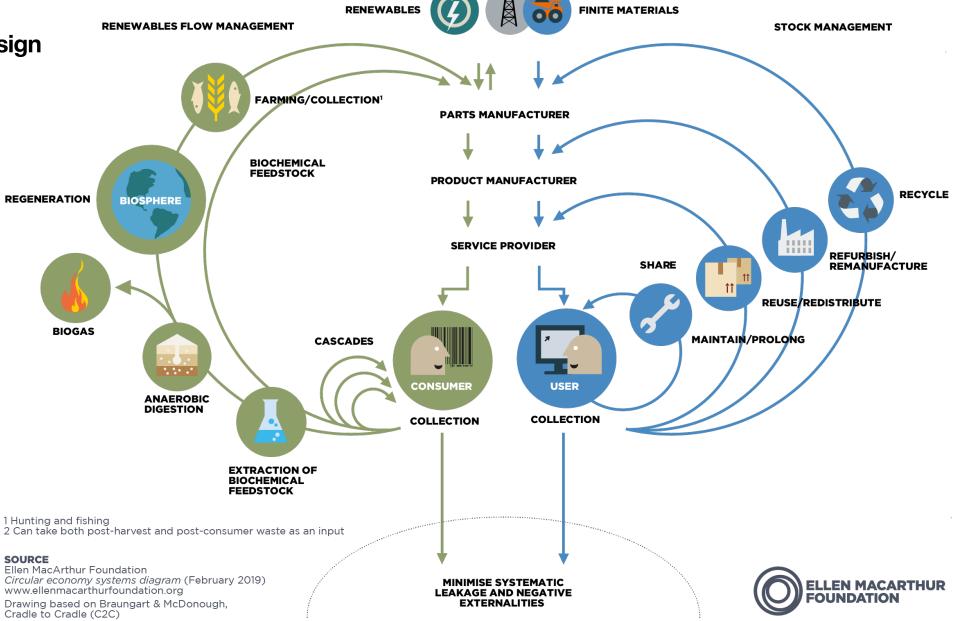


- 1. diagrams
- 2. icons
- 3. symbols
- 4. hybrids





- 1. diagrams
- 2. icons
- 3. symbols
- 4. hybrids
- 5. labels

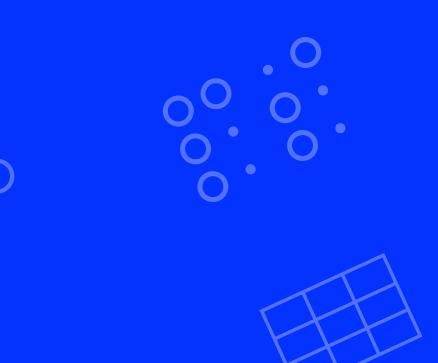


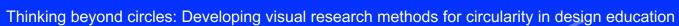


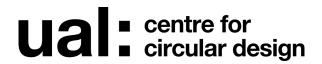
The challenge is to break the literalism of representational strategies and engage with innovations in interpretative and inferential modes that augment human cognition



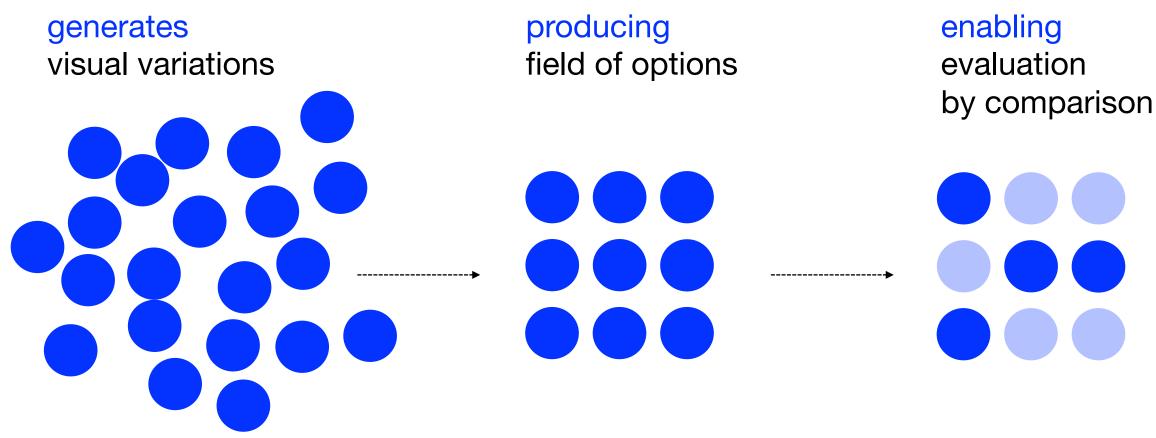
methods







practice-based iconic research



Michael Renner (2017) Practice-led Iconic Research: Towards a Research Methodology for Visual Communication



How can the practical knowledge of visual communication contribute to our understanding of how images generate meaning?

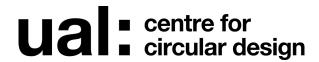




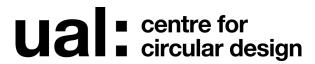
o explore alternative visualisations of a product lifecycle



- o explore alternative visualisations of a product lifecycle
- work from a written description

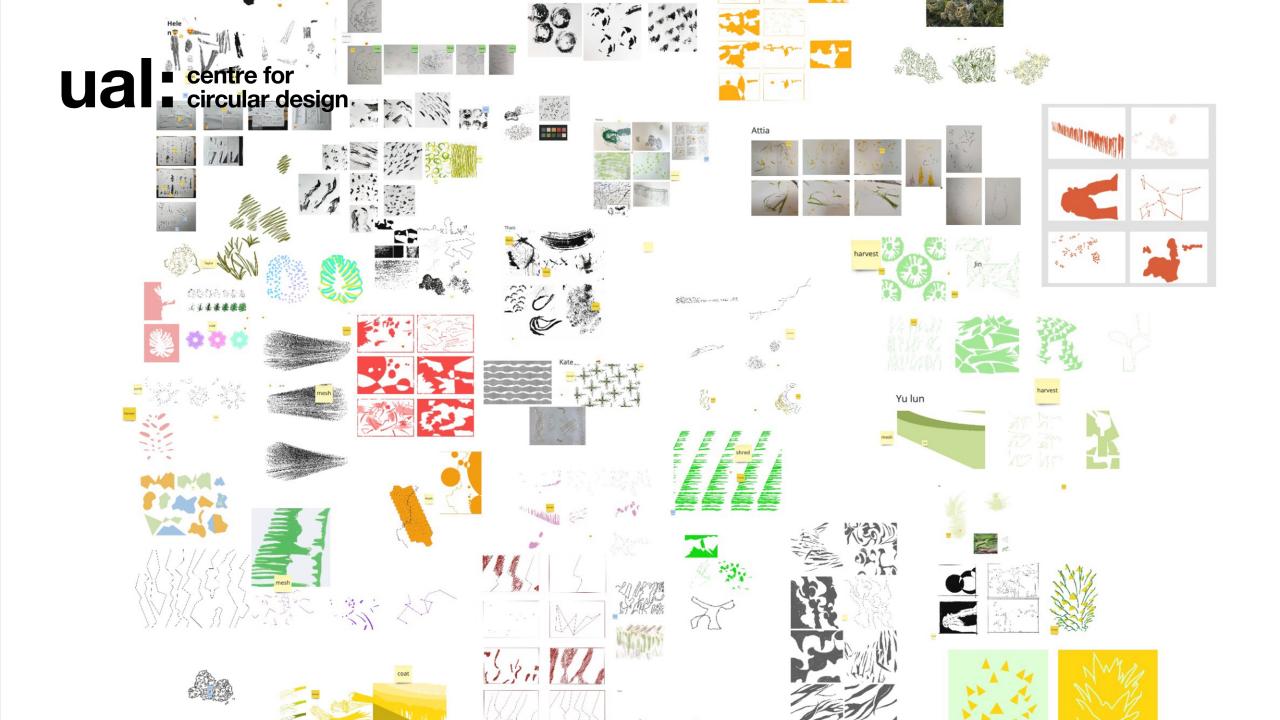


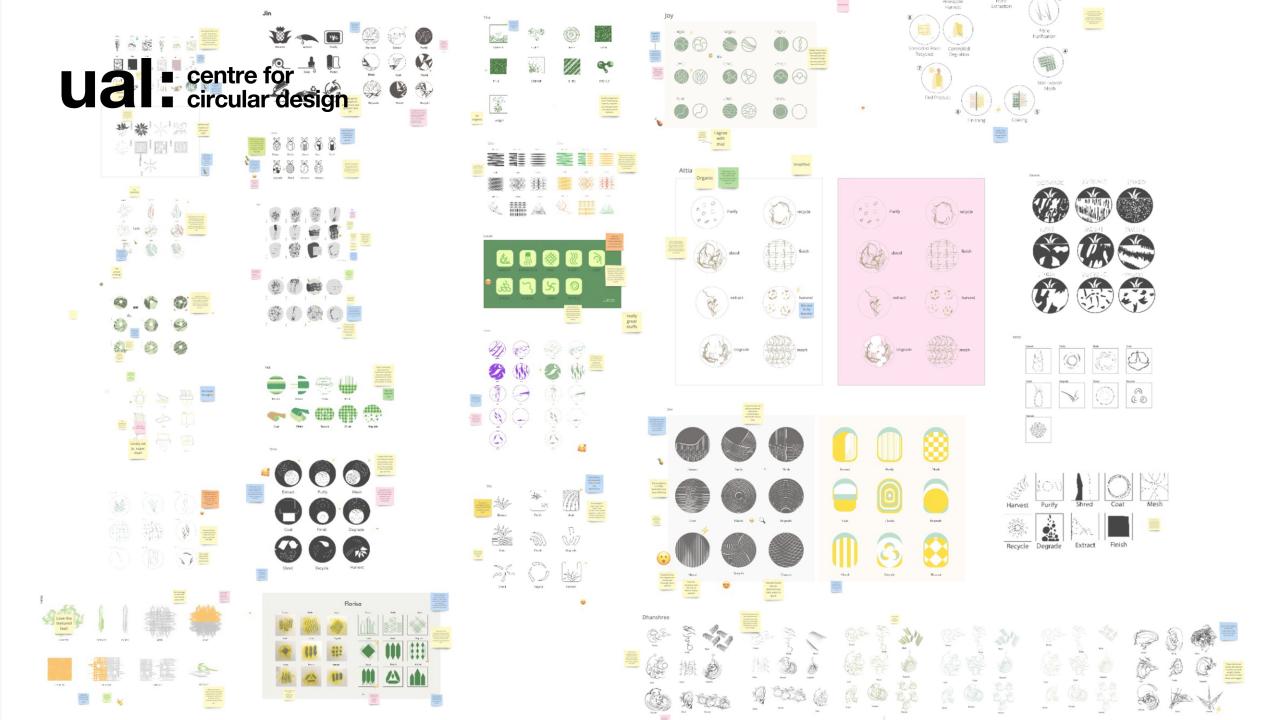
- o explore alternative visualisations of a product lifecycle
- o work from a written description
- focus on the nine key stages of the process; harvesting, extraction, purification, meshing, coating, finishing, degrading, shredding and recycling.



online sprint

mon	tue	wed	thu	fri –
project briefing	methods 1 mark making	methods 3 diagramming	self-directed development	
	methods 2 icons/symbols			submission of prototypes



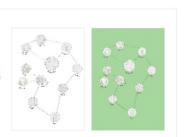






Attia









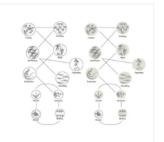














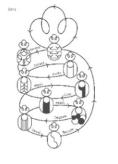


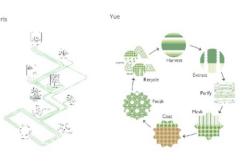


























Zoe



after action review

o to reflect on the process and the insights generated

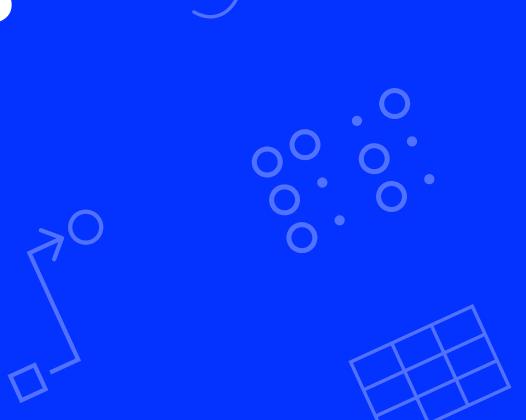


after action review

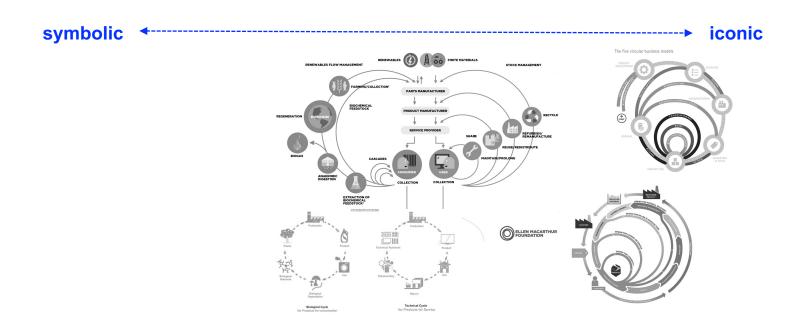
- o to reflect on the process and the insights generated
- focused on what was specific or unique about the ways that participants had approached the brief

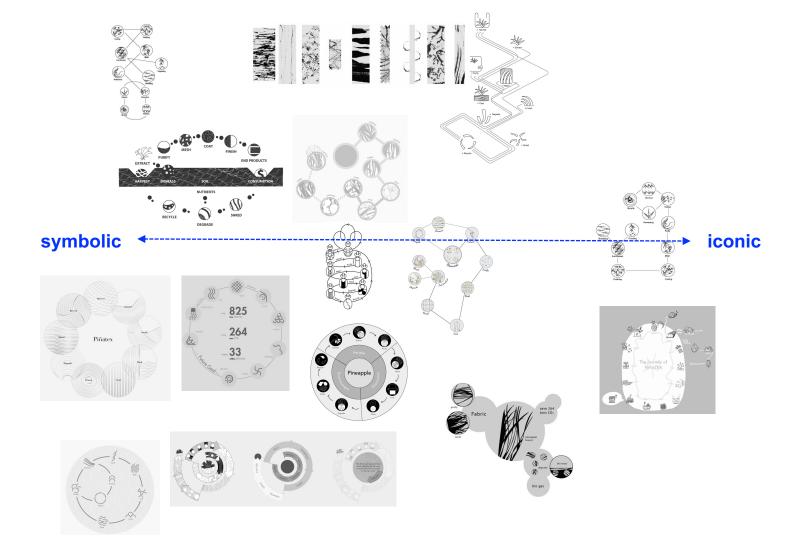


findings



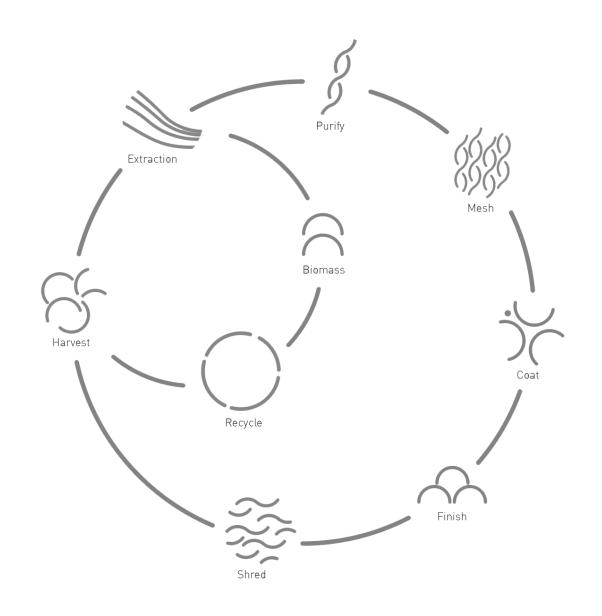








symbol / icon

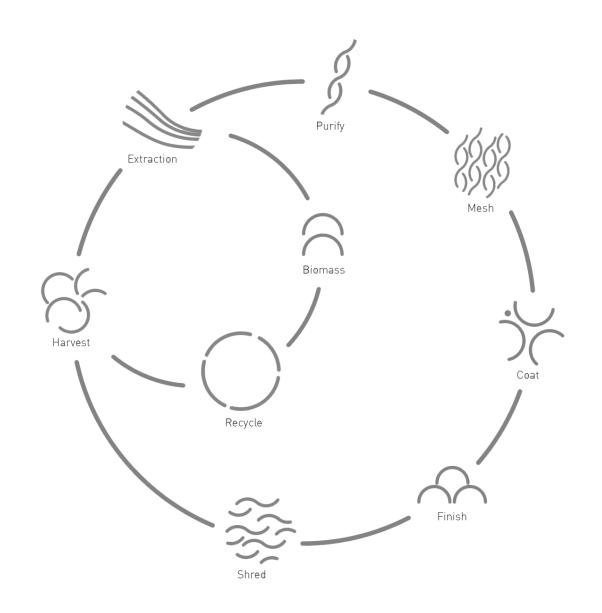




symbol / icon

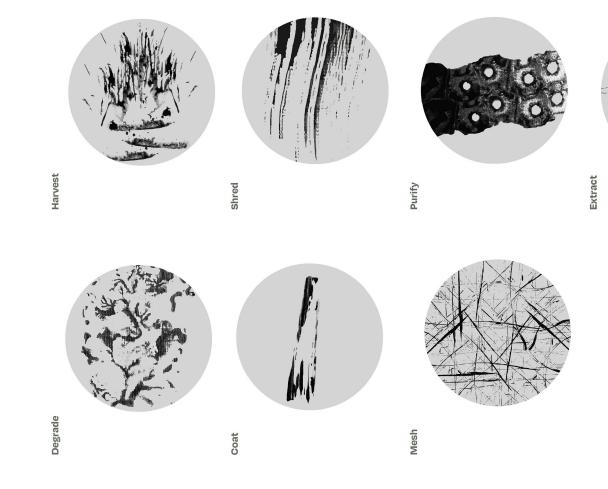
still 'readable'

What opportunities are afforded by simplified symbolic forms?
Particularly with specific audiences...



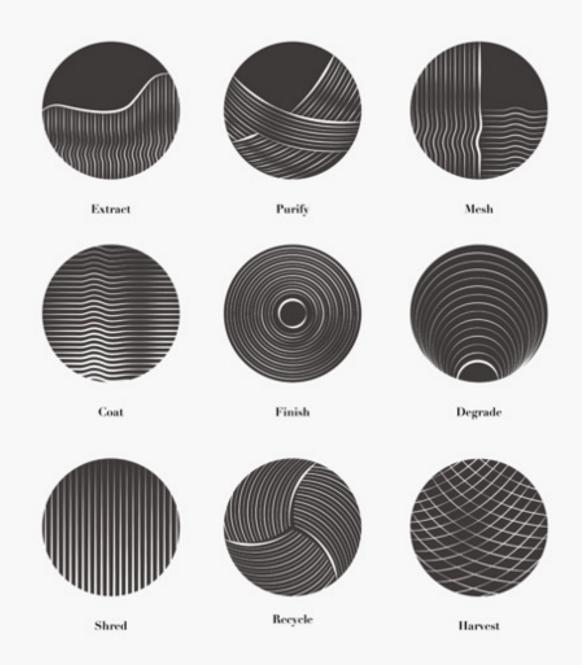


symbol / icon





symbol / icon

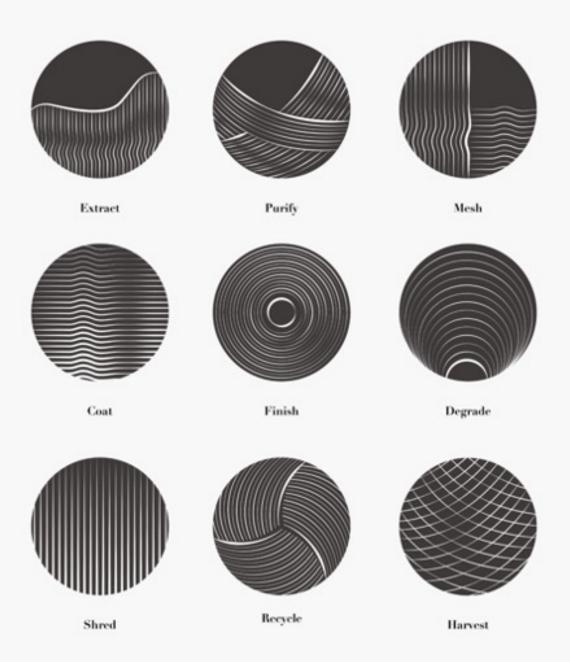


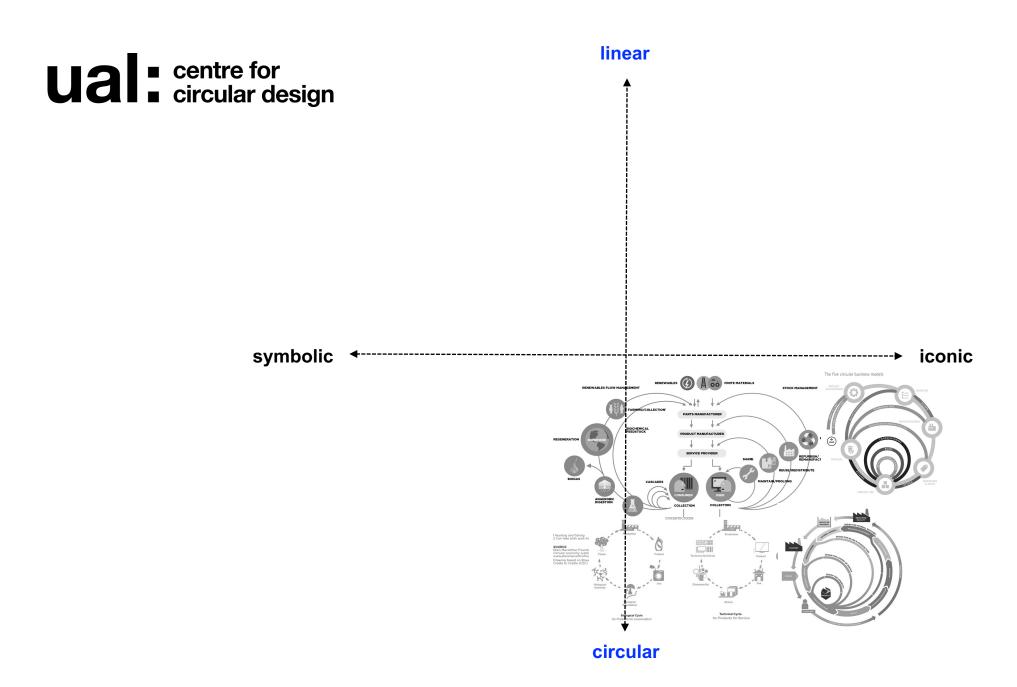


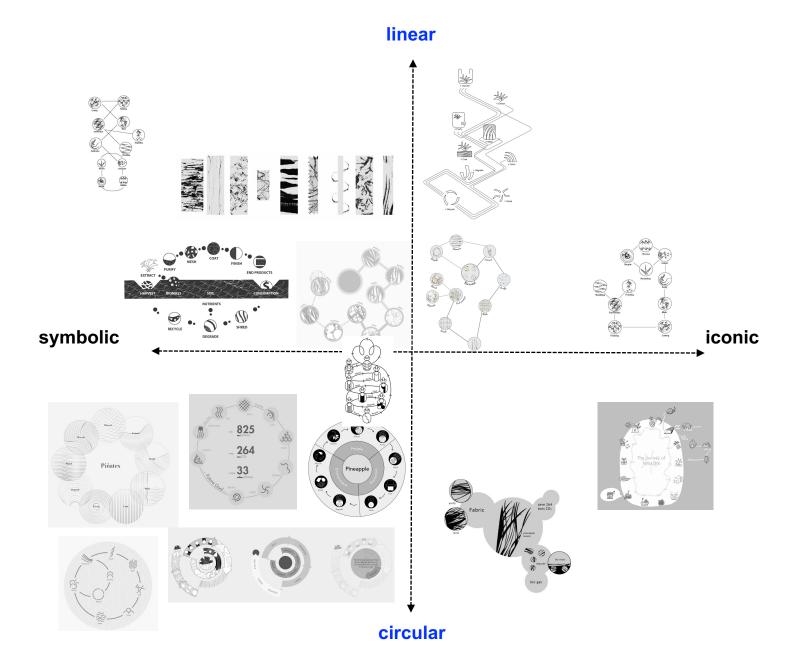
symbol / icon

infographics = homogenising?

How might visuals better communicate the connections between application and context?

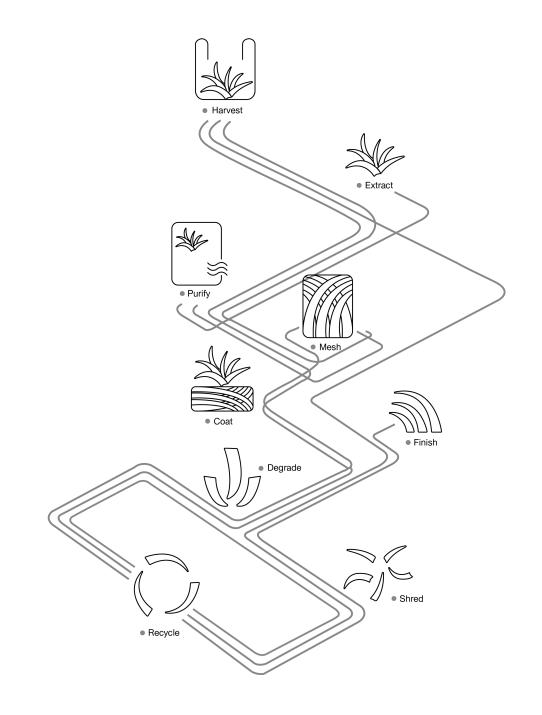


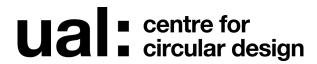






linear /circular

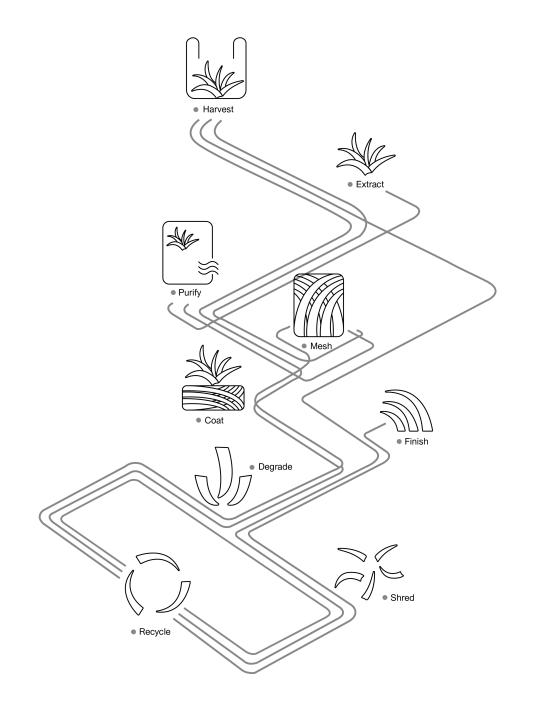




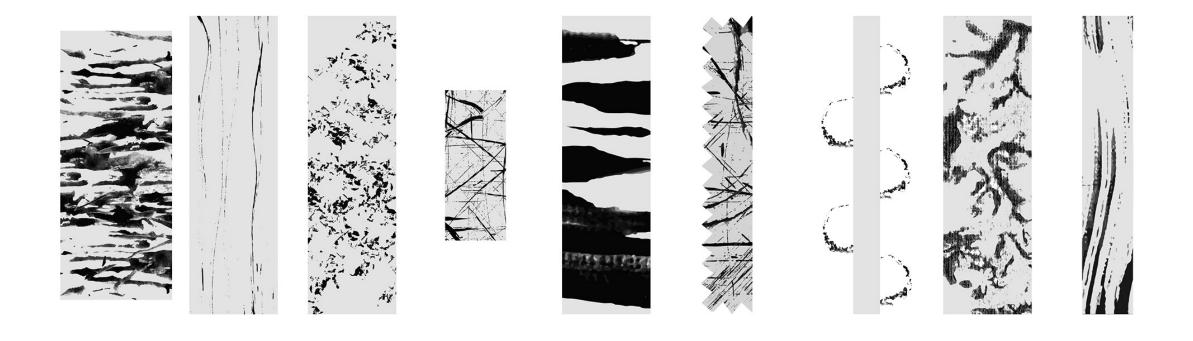
linear /circular

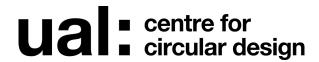
It's not always a circle....

How might we balance the complexity of a circular process with the complexity of the visual?



ual centre for circular design



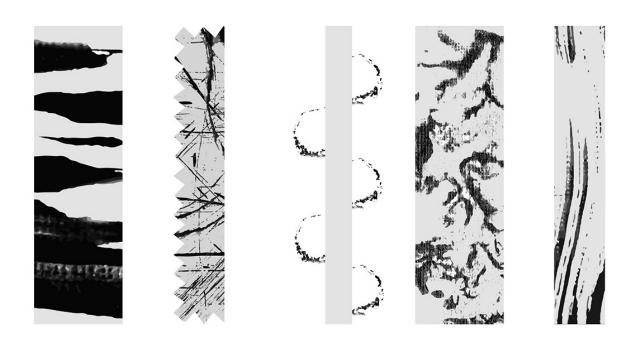


quantification

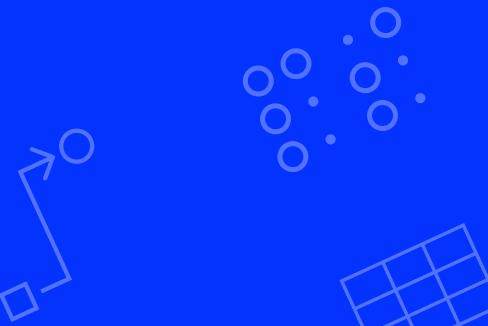
important area of innovation

Where can needs be served by existing visual forms?

Where might new approaches be needed to meet the requirements of different contexts?



centre for circular design







o the value of the non-expert perspective



student as researcher

role		focus	producing
student as professional	>	problem solving presenting solutions	 creative visual solutions
student as researcher	>	problem finding presenting prototypes	 design knowledge



student as researcher

role	focus	producing
student as professional	problem solving presenting solutions	creative visual solutions
student as researcher	problem findingpresenting prototypes methods	design knowledge



- o the value of the non-expert perspective
- o the potential value of the methods

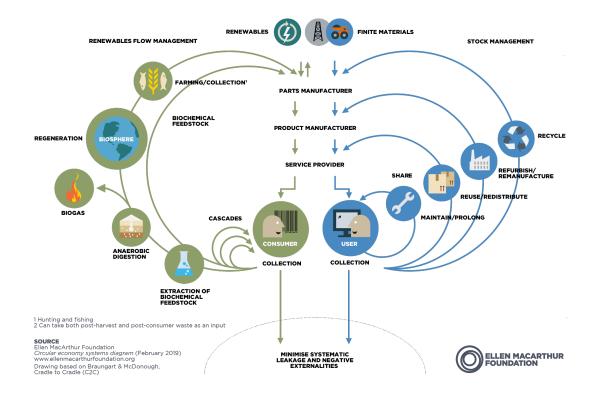


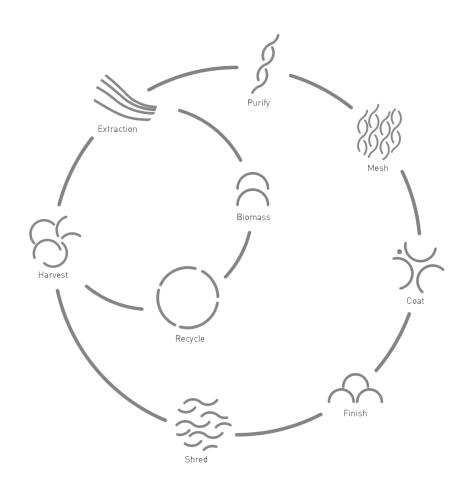
- o the value of the non-expert perspective
- o the potential value of the methods
- new visual languages

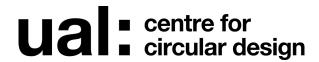


- o the value of the non-expert perspective
- o the potential value of the methods
- o new visual languages
- o specific audiences?

ual centre for circular design







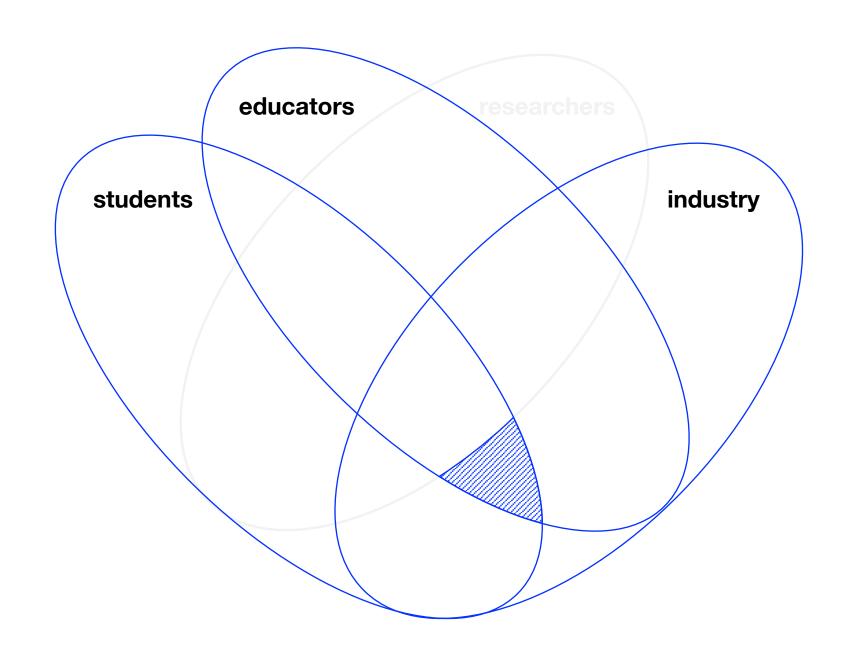
- o the value of the non-expert perspective
- o the potential value of the methods for expert practitioners?
- o new visual languages
- o specific audiences?
- o interdisciplinary collaboration



- o the value of the non-expert perspective
- o the potential value of the methods for expert practitioners?
- o new visual languages
- o specific audiences?
- o interdisciplinary collaboration
- o new pedagogies?

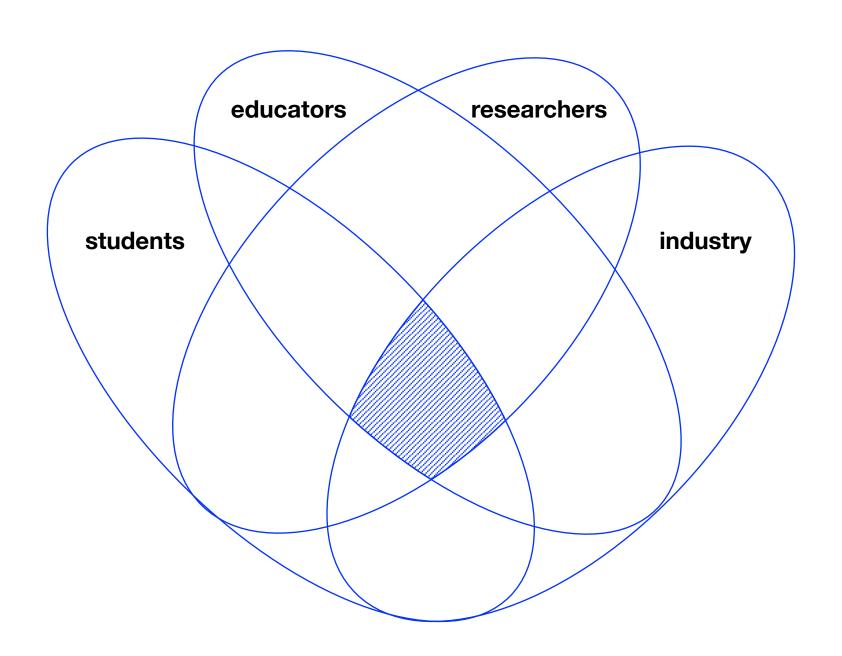


live brief





knowledge exchange





Innovations in contexts, methods and applications of design are calling for a new kind of designer, or at least an expanded capacity to undertake research with increasing sophistication

ual centre for circular design



Laura Knight

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Associate Researcher: Centre for Circular Design
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