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A Taxonomy of the Changing World of Design Practice

Professor Robert Young Changing the Change 12th July 2008



Matrix Traditional Design Creative Process Strategic Design Growth of Design Emerging Design

Content

Process

Context



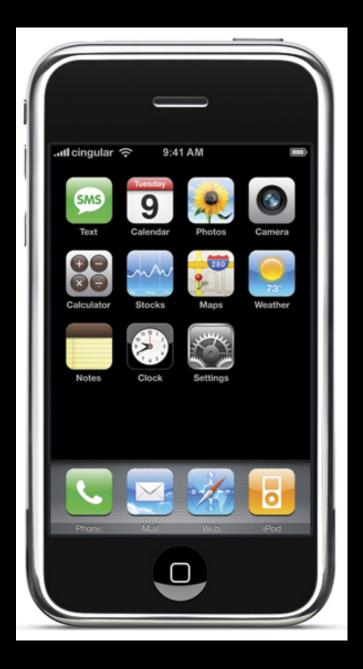
Matrix Traditional Design Creative Process Strategic Design Growth of Design Emerging Design

Content Material

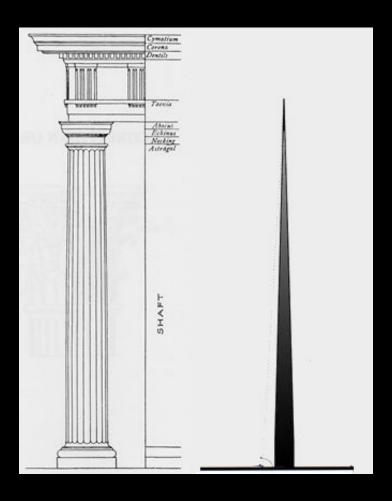
Process Making

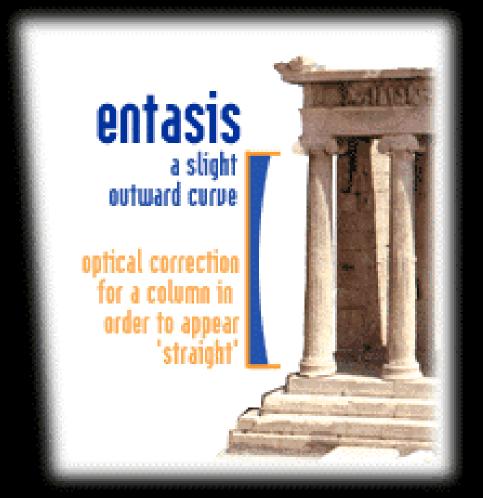
Context **Modernism**



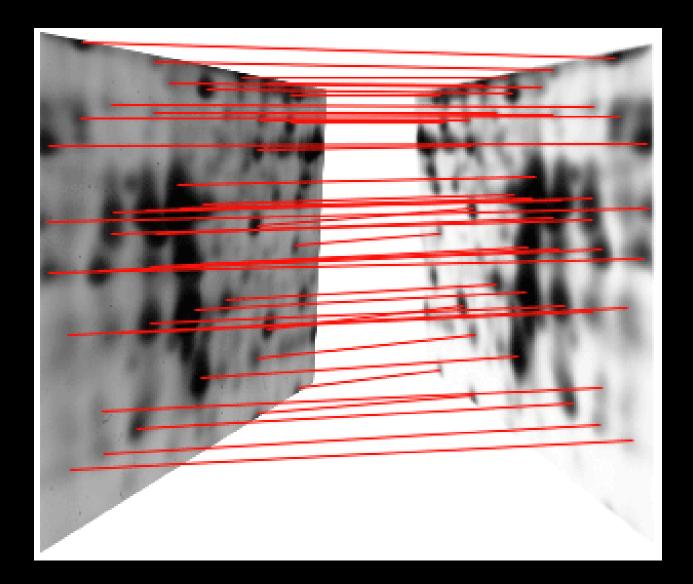




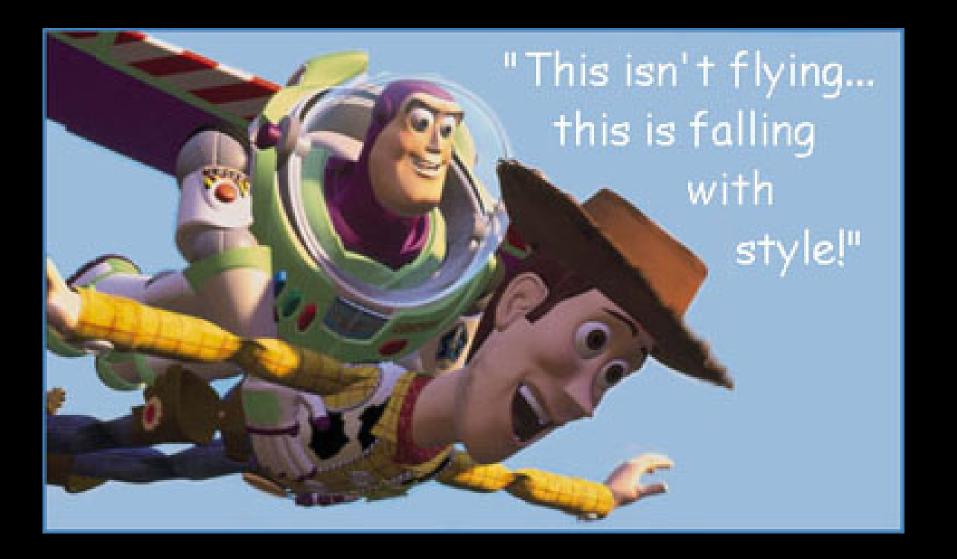














Matrix Traditional Design Creative Process Strategic Design Growth of Design Emerging Design

Content Method

Process Meaning

Context Multi-sensorial & dimensional



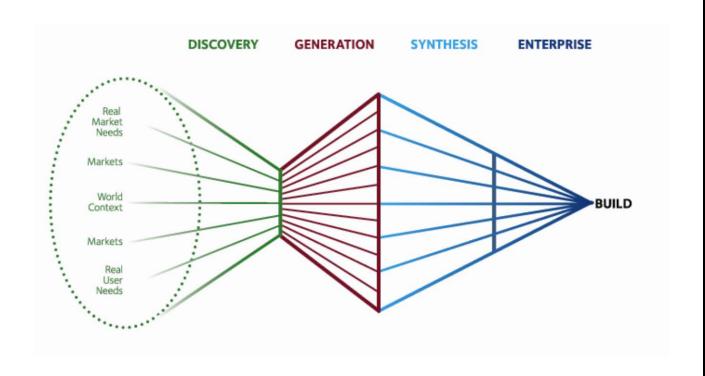
Having an idea & knowing it's right is based on the experience of:

- Oneness
- Transcendence of self
- Experience of paradox
- Certainty of knowledge about something being worthwhile
- Deeply felt peasant ecstatic feelings
- Defies analysis impossible to analyse
- Sense of involvement in something that is ultimate and universal
- Sense of the sacred
- Unique sense of harmony and synthesis
- Effortlessness
- Sudden occurrence
- Obviousness
- Originality, individuality distinctiveness
- Ineffability impossible to articulate or translate into the experience of language

From Davies and Talbot, Design Studies 1987







© Spirit Of Creation



Matrix	Traditional Design	Creative Process	Strategic Design	Growth of Design	Emerging Design
Content			Modality		
Process			Mimesis		
Context			eMotion		



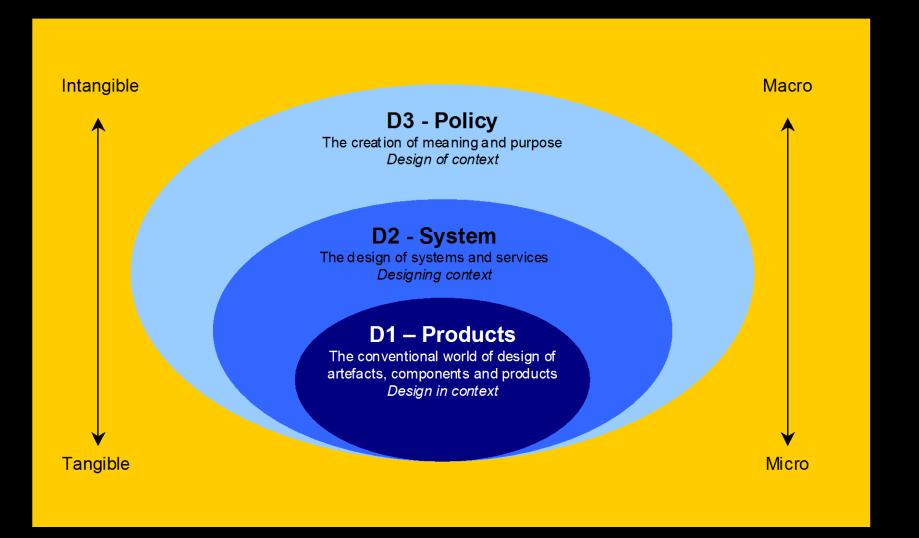






















Matrix	Traditional Design	Creative Process	Strategic Design	Growth of Design	Emerging Design
Content				Mutation	
Process				Mediation	
Context				Memorable	





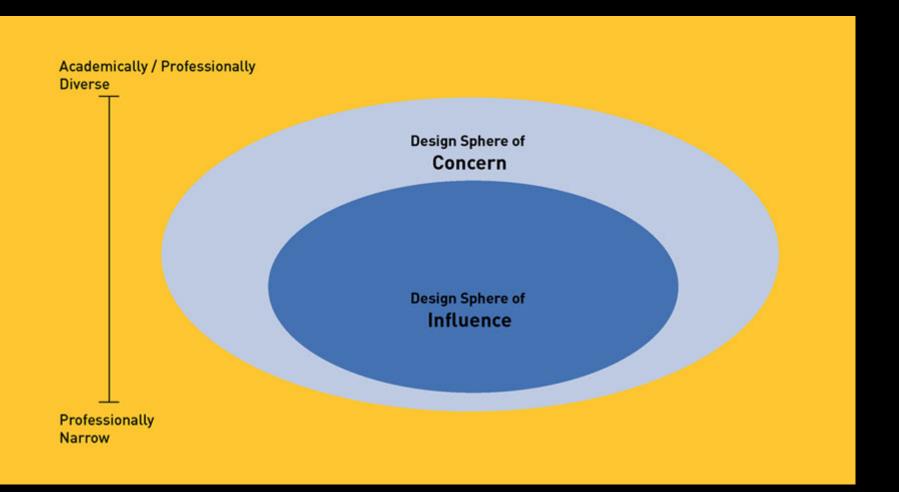
Our aim - a patient-centred service

Publication title:

The NHS Modernisation Board's Annual Report 2000-2001

The core aim of The NHS Plan is to create a patient-centred service. It is useful to remind ourselves of this central aim and what it means.







Matrix	Traditional Design	Creative Process	Strategic Design	Growth of Design	Emerging Design
Content					Multiplex
Process					Multivalency
Context					Morality





School of Design

The Changing Role of Design – Metaphoric Rules of Three							
Matrix	Traditional Design	Creative Process	Strategic Design	Growth of Design	Emerging Design		
Content	Material	Method	Modality	Mutation	Multiplex	Matter (Body)	
Process	Making	Meaning	Mimesis	Mediation	Multivalency	Mind	
Context	Modernism	Multi-sensorial & dimensional	eMotion	Memorable	Morality	Morpholo gy (Spirit)	
	< Micro				Macro >		



Previous Worldviews of Thinking

- Mythos
- Logos
- Theos
- Mechanos

Beyond 'Mechanos'

Integro

