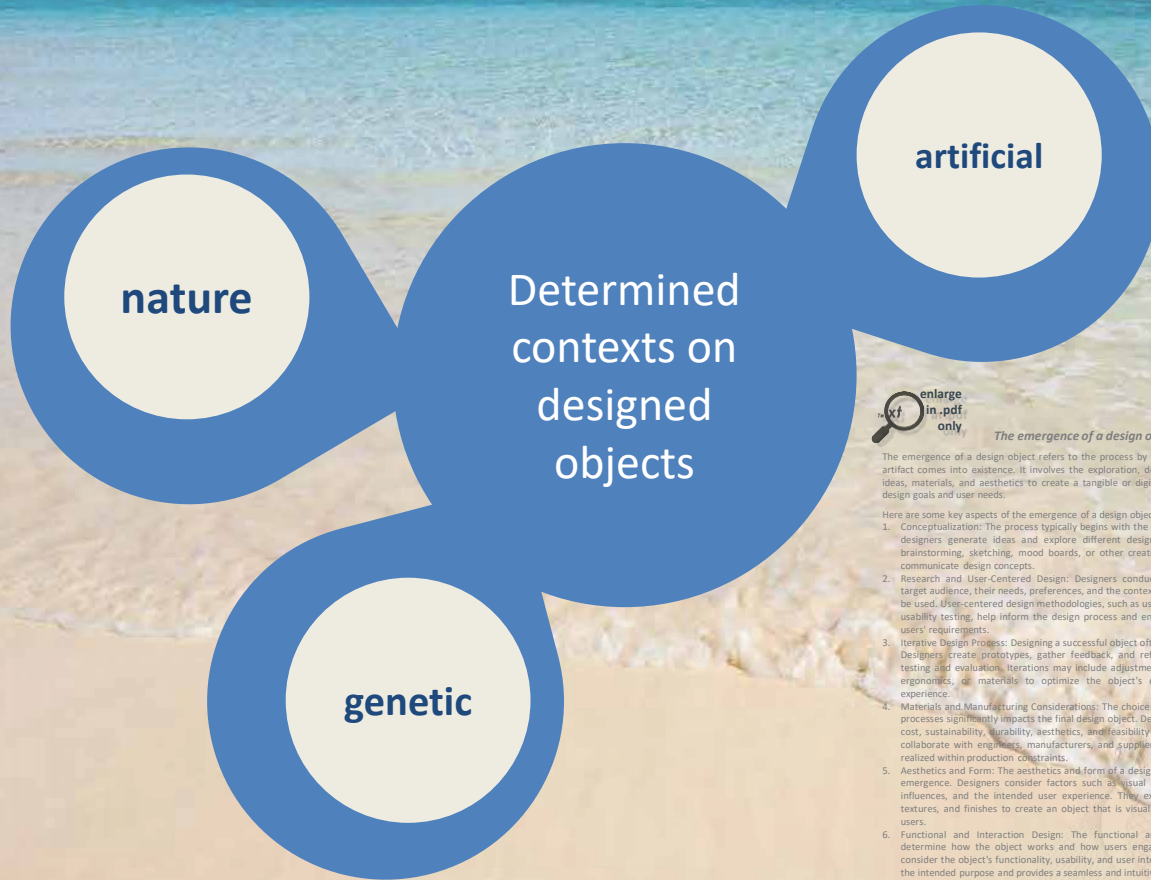


contextual nature of design

*Desain & Pengalaman Pengguna
#1-2*

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the emergence of a design object



The emergence of a design object

The emergence of a design object refers to the process by which a new design concept or artifact comes into existence. It involves the exploration, development, and refinement of ideas, materials, and aesthetics to create a tangible or digital product that meets specific design goals and user needs.

Here are some key aspects of the emergence of a design object:

- 1. Conceptualization:** The process typically begins with the conceptualization phase, where designers generate ideas and explore different design directions. This may involve brainstorming, sketching, mood boards, or other creative techniques to visualize and communicate design concepts.
- 2. Research and User-Centered Design:** Designers conduct research to understand the target audience, their needs, preferences, and the context in which the design object will be used. User-centered design methodologies, such as user interviews, observations, and usability testing, help inform the design process and ensure the final object addresses users' requirements.
- 3. Iterative Design Process:** Designing a successful object often involves an iterative process. Designers create prototypes, gather feedback, and refine the design based on user testing and evaluation. Iterations may include adjustments to functionality, aesthetics, ergonomics, or materials to optimize the object's overall performance and user experience.
- 4. Materials and Manufacturing Considerations:** The choice of materials and manufacturing processes significantly impacts the final design object. Designers consider factors such as cost, sustainability, durability, aesthetics, and feasibility during material selection. They collaborate with engineers, manufacturers, and suppliers to ensure the design can be realized within production constraints.
- 5. Aesthetics and Form:** The aesthetics and form of a design object play a crucial role in its emergence. Designers consider factors such as visual appeal, brand identity, cultural influences, and the intended user experience. They explore different shapes, colors, textures, and finishes to create an object that is visually engaging and resonates with users.
- 6. Functional and Interaction Design:** The functional and interaction design aspects determine how the object works and how users engage with it. Designers carefully consider the object's functionality, usability, and user interactions, ensuring it aligns with the intended purpose and provides a seamless and intuitive experience.
- 7. Prototyping and Testing:** Prototyping is an essential step in the emergence of a design object. It allows designers to create tangible representations of their ideas and test their functionality, aesthetics, and usability. Prototypes can range from low-fidelity models to high-fidelity mock-ups or digital simulations, depending on the complexity of the object.
- 8. Collaboration and Multidisciplinary Teams:** The emergence of a design object often involves collaboration among designers, engineers, researchers, marketers, and other stakeholders. Multidisciplinary teams bring together diverse expertise and perspectives to address various aspects of the design, ensuring a holistic and well-rounded approach.
- 9. Manufacturing and Production:** Once the design has been refined and validated through prototyping and testing, it moves into the manufacturing and production phase. Designers work closely with manufacturers to ensure that the design intent is translated accurately into the final product. Quality control and production processes are critical to achieving consistency and meeting design specifications.
- 10. Evolution and Adaptation:** Design objects are not static entities. They evolve and adapt over time based on user feedback, technological advancements, market trends, and changing needs. Designers continually monitor the object's performance, gather user insights, and iterate on the design to improve its functionality, aesthetics, and overall user experience.

The emergence of a design object is a dynamic and iterative process that combines creativity, user-centered design principles, and technical expertise. Through careful research, iteration, prototyping, and collaboration, designers bring their concepts to life, creating objects that fulfill specific purposes, address user needs, and evoke meaningful experiences.

“Sebuah karya desain tidak pernah muncul diluar konteks. Dengan kata lain... desain merupakan perwujudan dari tempat, manusia dan proses. Bukan sebaliknya”

“A design work never appears out of context. In other words, design is the embodiment of place, people, and process. Not the other way around”

DIPERIKSA OLEH

Pandi Gunawan Ph.D

the emergence of design object #1 nature



Kondisi

atmosferik/iklim

Panas >> Dingin
Lembab >> Kering
Hujan salju > Hujan air < Badai pasir

Kondisi geografis

Kepulauan / padang pasir /dsb

Kondisi geologis

Lingkungan gunung, laut, tanah berbatu / berpasir / gembur / dsb

“...Perbedaan kondisi lingkungan alam mempengaruhi munculnya perbedaan manifestasi objek desain...”