

# EXPLORING DESIGNER-CLIENT COMMUNICATION

**LEWIS PEARSON** 

# A curved line with every point equal distance from the centre

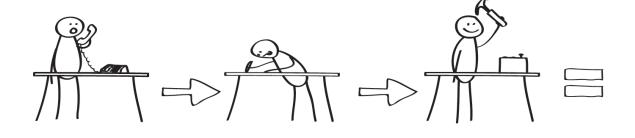


A curved line with every point equal distance from the centre

# point equal distance from the centre

A curved line with every

# Cerebra

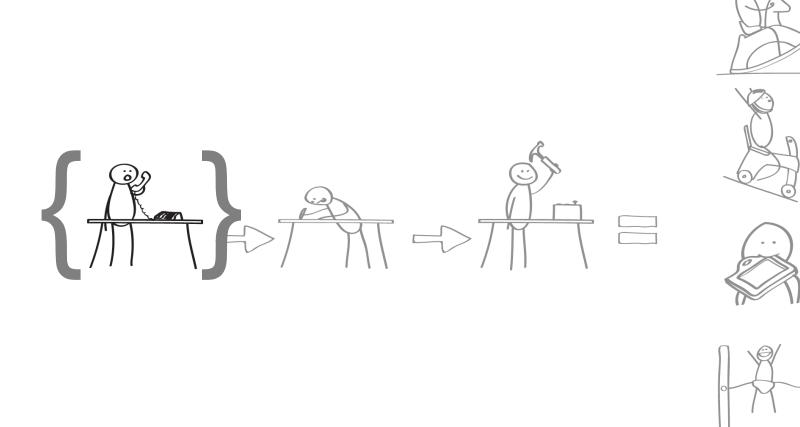














Judive a daughter and help game is Mary and she is having a really hard time trying to move around the living noom. She has cerebral palsy, with very limited use o her logs. She loves to play with the dog Allie. So I think I need something that will help Mary get around on the foor, but it has to be dog prof of can't be chewed by Allie. Oh and he favoured out is Europe.

Can it be purple?



# Difficult for user-centred designers to establish a brief with non-designers



#### **Obstacles**

- 'Wicked problems'
- Terminology
- Experience
- Rapport
- Emotion

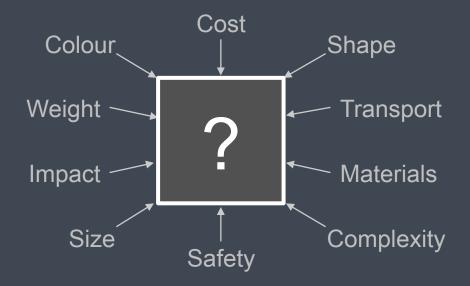


"Wicked Problems" (Rittel and Webber, 1973)

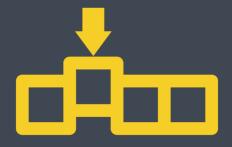
"Two separate worlds" (Meijers, 2000)

## **DESIGNER'S END GOAL**

# To identify the attributes of the **solution**



Variety | Relevancy | Specificity



Provide designers with a toolkit that facilitates **effective communication** 



**Existing Methods** 

Inform designers of techniques they can use to gather information



Alternative Method
Inform designers of potential
nformation to inspire curiosity



**Existing Methods** 

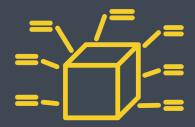
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Alternative Method
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Cycle of effective information gathering (Dewey, 1910)



### **Design Factors**

Considerations that must be met when a system or structure is designed



*'Design Factor Prompts'*Triggers that encourage the designer to consider particular design factors



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Considerations that must be met when a system or structure is designed



### 'Design Factor Prompts'

Triggers that encourage the designer to consider particular design factors

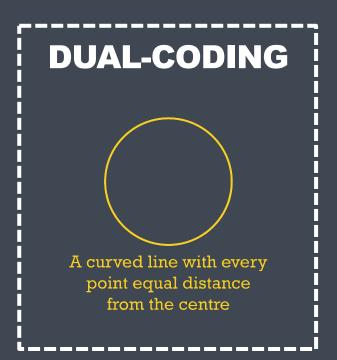
A curved line with every point equal distance from the centre





A curved line with every point equal distance from the centre





Association of new information with visual stimuli improves retention, storage and retrieval of information (Akaygun & Jones, 2014)

### **DUAL-CODING DESIGN FACTOR PROMPTS**

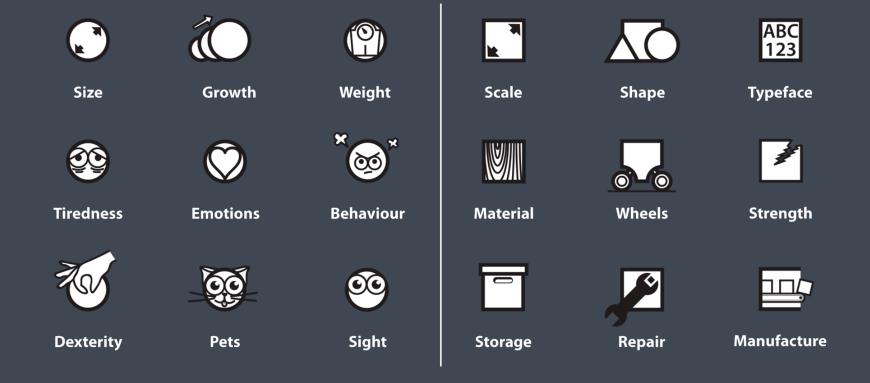
Material



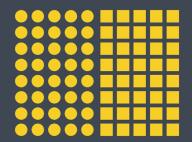


Material

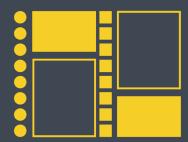
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Vast Catalogue of Dual-coded Design Factor Prompts

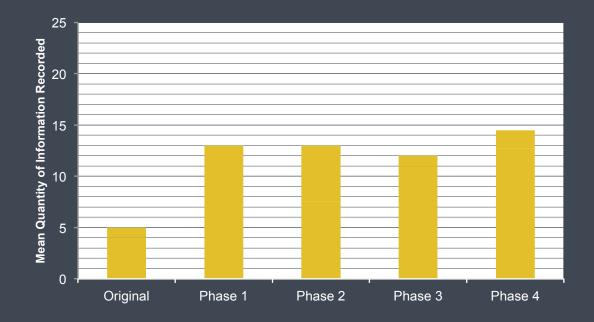


Catalogue of user and product related illustrated design factors



Framework to package and deliver factors to designers

Size & Weight  Size & Weight  Sight  Speech  Intellect  Behaviour	Designer:  Carer Name: Tel.; Email: Address;  Post Code: Child Name: Date of Birth; Medical Condition(s):  PROBLEM what is the problem?	Date: / / Charity Member: Y / N  Gender: M / F	<b>W</b>	Product Design Specification what is required to solve the probler  Specifics:  number of  lead time  PROMISES	
	what is the cause of the problem?		Appeal  Maintenance  Setting  Storage	PROMISES what have you agreed to do?  Build Advice Call back Email back Tookit Phase 4 Clean Person 2013	Await response No further action Logged?



During development, each iteration of the toolkit resulted in a significant improvement to the variety of information recorded versus the original methods used













Relationships

Narratives



## **THANK YOU**

# **ANY QUESTIONS?**