Design Fundamentals & Rhizomatic Theory

Lecture 4 IML 499





Reading Review

- One volunteer—lead discussion
- Take a few minutes to read the response posted on Slack
- What are the key takeaways you had after reading?



Basic Concepts

- Visibility
- Mappings
- Affordances
- Constraints
- Models
- Feedback



"Design depends largely on constraints."

-Charles Eames

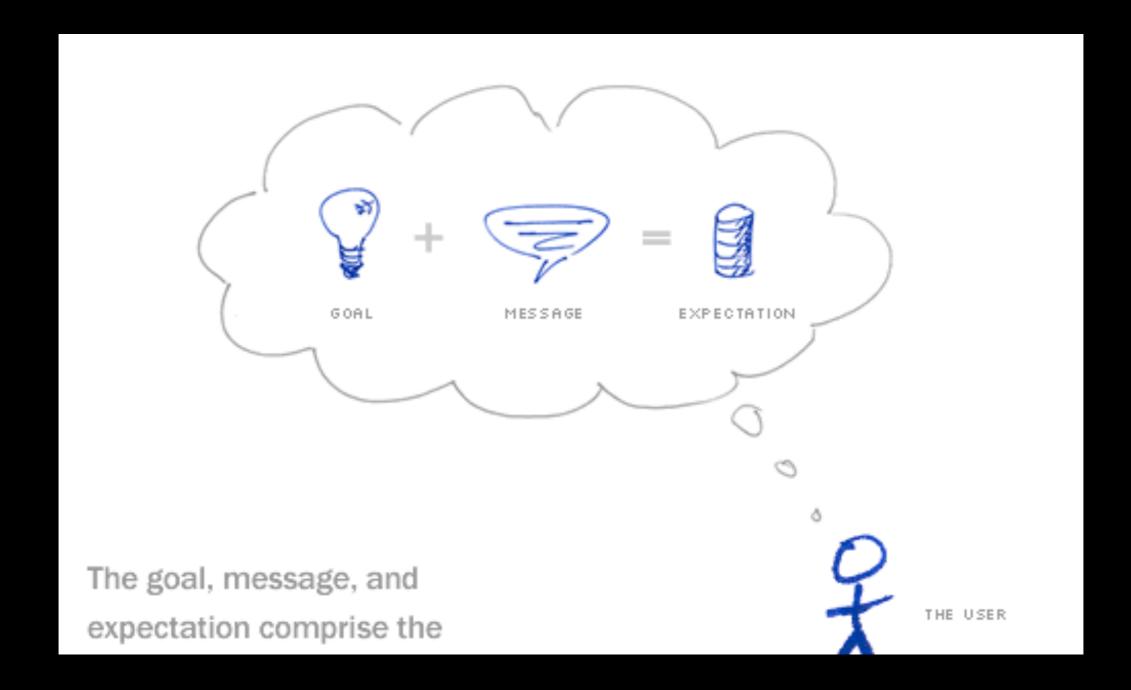


In-class Exercise (pt. 1)

- Take some time to choose a product (physical or digital)
- Find a photo and analyze the aspects of visibility, mapping, affordances, constraints, and feedback







Mental Models

<u>Universal Principles of Design - Mental Models</u>



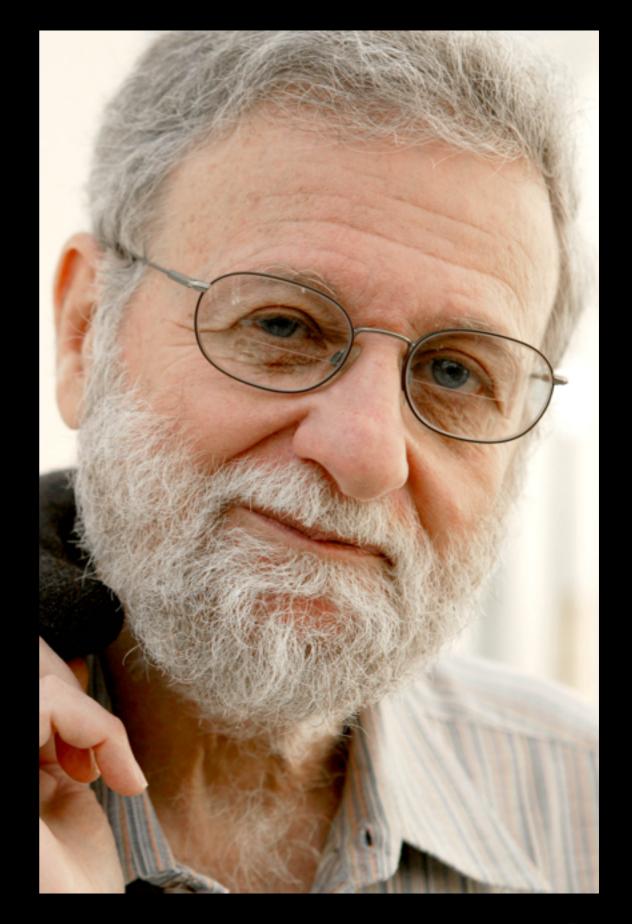
In-class Exercise (pt. 2)

- Take the same product from earlier and describe your mental model of it.
- How do you think your mental model compares to that of other users?



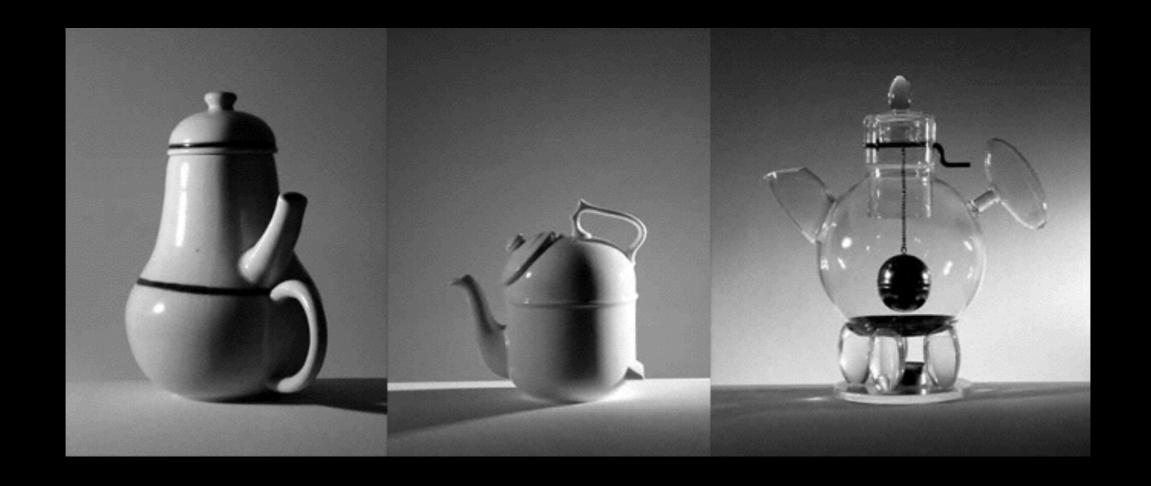
Don Norman

Cognitive Scientist, UCSD









3 ways good design makes you happy

http://www.ted.com/talks/don_norman_on_design_and_emotion







Aesthetic-Usability Effect

<u>Universal Principles of Design - Aesthetic-Usability Effect</u>



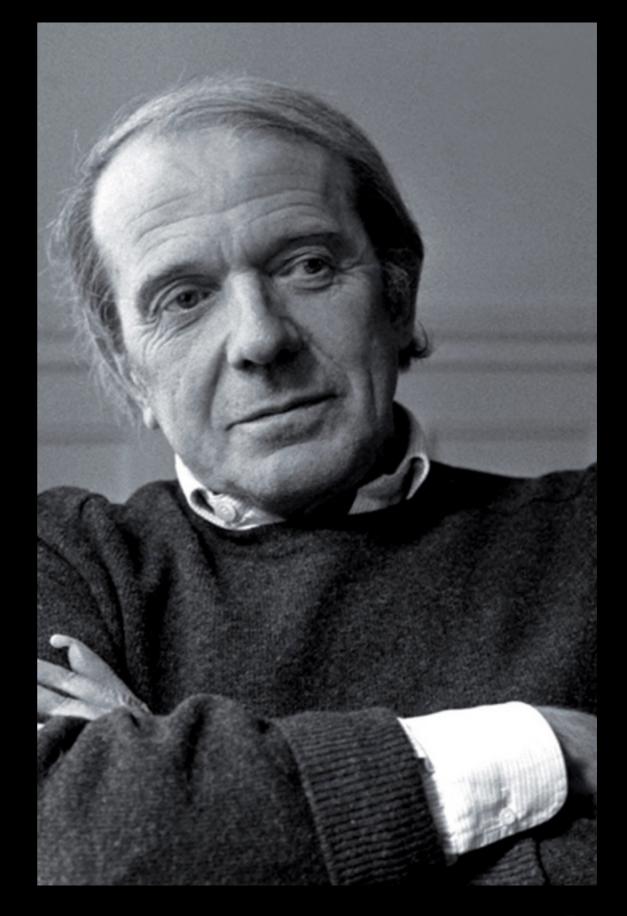
In-class Exercise (pt. 3)

- Take the same product from earlier and describe your emotional attachment to it.
- How does your emotianal attachment compare to its perceived usability?



Gilles Deleuze

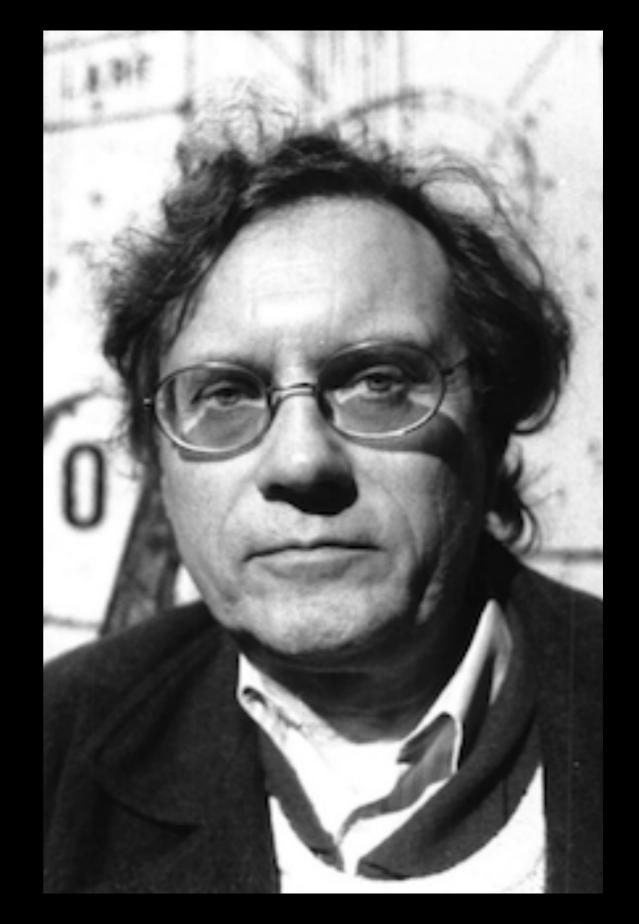
French Philosopher





Félix Guattari

French Psychotherapist,
Philosopher





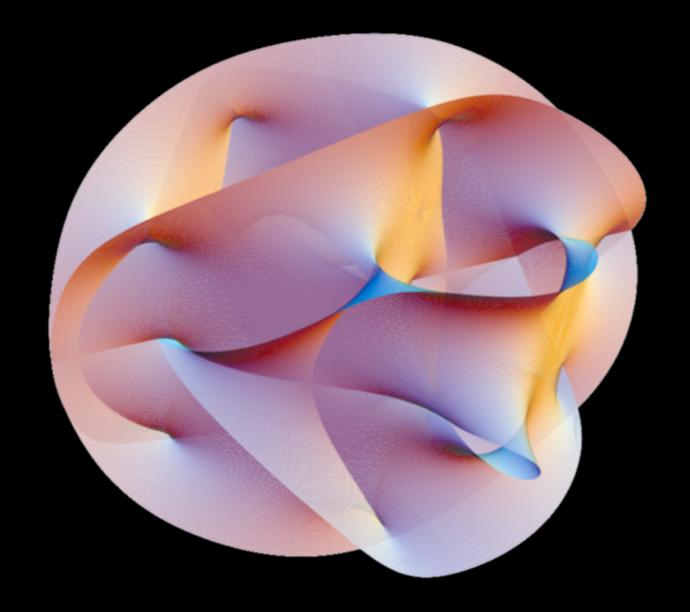


Rhizomatic Theory

- From A Thousand Plateaus (1972-1980)
- Based on a tree with branches, off-shoots and plateuas; thus, a de-centralized, dynamic network
- A different "Mapping of the World"







The Concept of the Rhizome: Summary

Deleuze and Guattari - A Thousand Plateaus- The Concept of the Rhizome

Three Minute Theory: What is the Rhizome?



For next class...

Read "Introduciton: Rhizome" of *A Thousand Plateaus*. Choose one of the questions to respond to:

- How does the rhizome's notion of assemblage correspond to aspects of the New Aesthetic?
- Discuss the notions of rhizomatic theory as it pertains to design. Think about its offshoots and "iterative" nature; that is, a constant build-up and tear-down process.

