

RESEARCH THEME

XXVII cycle - a.y. 2021/2022

Title of the doctoral research Unfolding smartness: design methodologies for the intelligence of animated objects / spaces

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Abstract

Through sciences and technologies, objects and spaces have become smart, animated entities, opening the way for new types of interactions and experiences. This phenomenon has opened discussions on how human relationships with artifacts will be in the near future. Scenarios of the future are emerging between utopia and dystopia.

In a rapidly evolving and multifaceted panorama, characterized by diverging perspectives coming from different fields and suiting different objectives, product and interior designers are increasingly committed to dealing with projects that should plan this same future integrating smart materials or components and systems, and involving diversified aspects (privacy, safety, information, communication, cognition, engagement, gestures, data, etc.). How product and/or interior designers must approach the design challenge with appropriate methods and tools that do not leave out any design aspect?

There is a vast literature on connected systems of smart products with a vision directed towards the computational focus on HCI research, the techno-digital aspects, or putting the emphasis on the physical-material aspects of the product, but little from product and interior design perspective.

This research proposal aims to develop a possible approach and a methodology that can effectively support product and/or interior designers in the development of smart products and/or environments shapes, meaning and qualities in line with the evolution of theories of design, its culture, and the design discipline perspective.

Keywords Product and Interior Design, Animated products/spaces, methodology for smartness