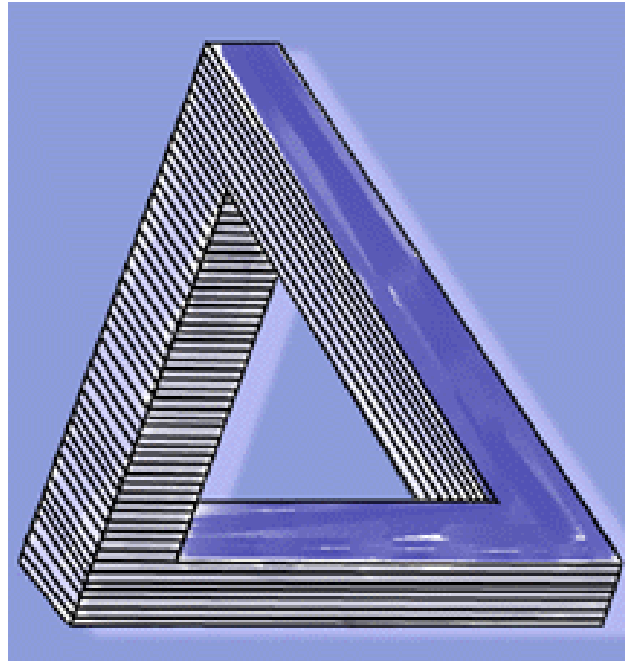
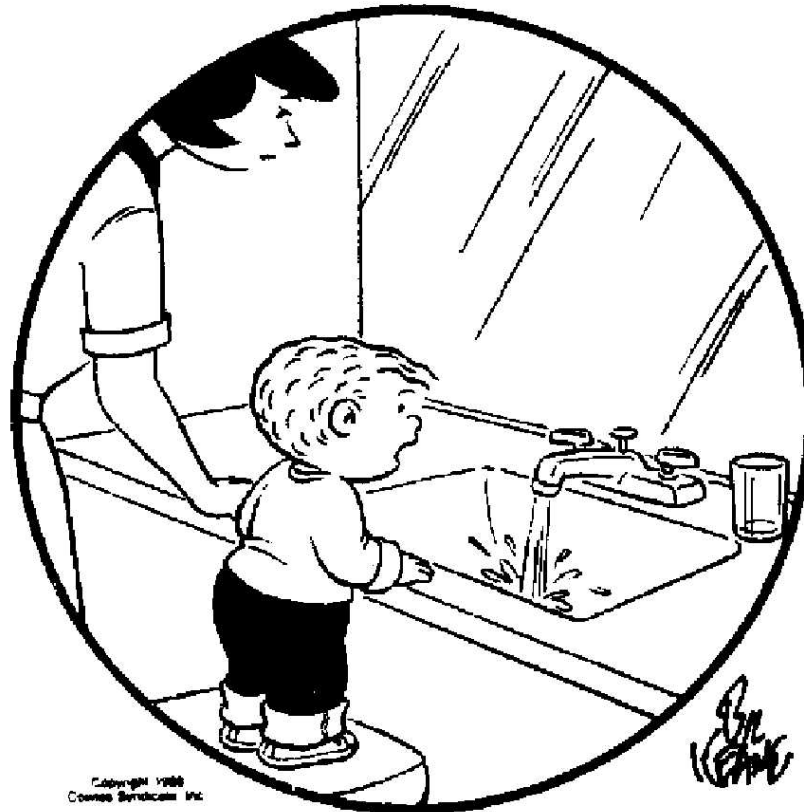


Design, what is it?

It depends on your perspective!



FAMILY CIRCUS



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"How do they fit so much water
in that little spigot?"

Important!

- It is not a matter of right and wrong.
- It is a matter of perspective, that means how we see the world, how we construct the world

Basics:

- Radical Constructivism puts forward two main claims (Glaserfeld 1989: 162):
 - "(a) knowledge is not passively received but actively built up by the cognizing subject;
 - (b) the function of cognition is adaptive and serves the organization of the experiential world, not the discovery of ontological reality."

Philosophy of radical constructivism

- Says:

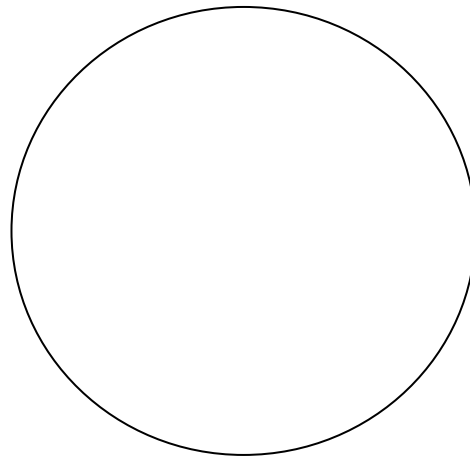
Observer different orders:

1.order

2.order

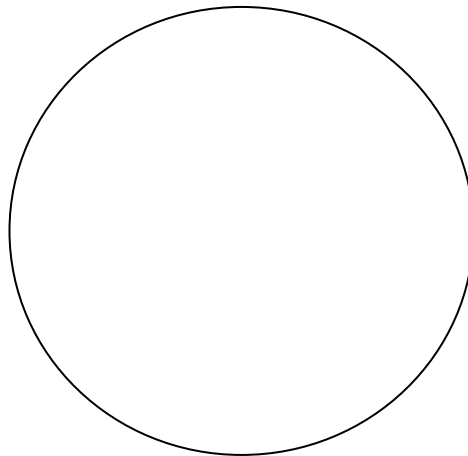
Observer 1st order:

- Observes the world: differentiates



Observer 2nd order

- Observes the observer: that means he is an observer 1st. order observing observers

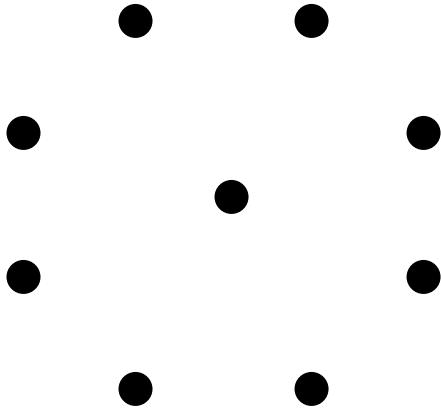


Constructivist epistemology

- Constructivism is an epistemology, a learning or meaning-making theory, that offers an explanation of the nature of knowledge and how human beings learn. It maintains that individuals create or construct their own new understandings or knowledge through the interaction of what they already know and believe and the ideas, events, and activities with which they come in contact (Cannella & Reiff, 1994; Richardson, 1997). Knowledge is acquired through involvement with content instead of imitation or repetition (Kroll & LaBoskey, 1996). Learning activities in constructivist settings are characterized by active engagement, inquiry, problem solving, and collaboration with others. Rather than a dispenser of knowledge, the teacher is a guide, facilitator, and co-explorer who encourages learners to question, challenge, and formulate their own ideas, opinions, and conclusions. "Correct" answers and single interpretations are de-emphasized (Abdal-Haqq, 1998).

Half full and half empty?





Therefore design is:

- A process as well as an outcome of a planned activity

What we have to do:

- We have to clarify the perspective from where we are looking from

Design-process

- Includes many things and aspects depending on the perspective and the theories we are including
- Designers
- Objects/products which get designed
- Audience
- Design-method