## Perspectives on design and on how to manage disappointment

Teemu Leinonen
2.11.2021, week 1, day 1
Process Management for Media and Design

# Process

Process a series of actions or steps taken in order to achieve a particular end (outcome).

## Management

Management planning, controlling, monitoring, organising and evaluating resource utilisation.

Management i.e. control and organisation vs. Leadership i.e. vision, inspiration and intrinsic motivation.

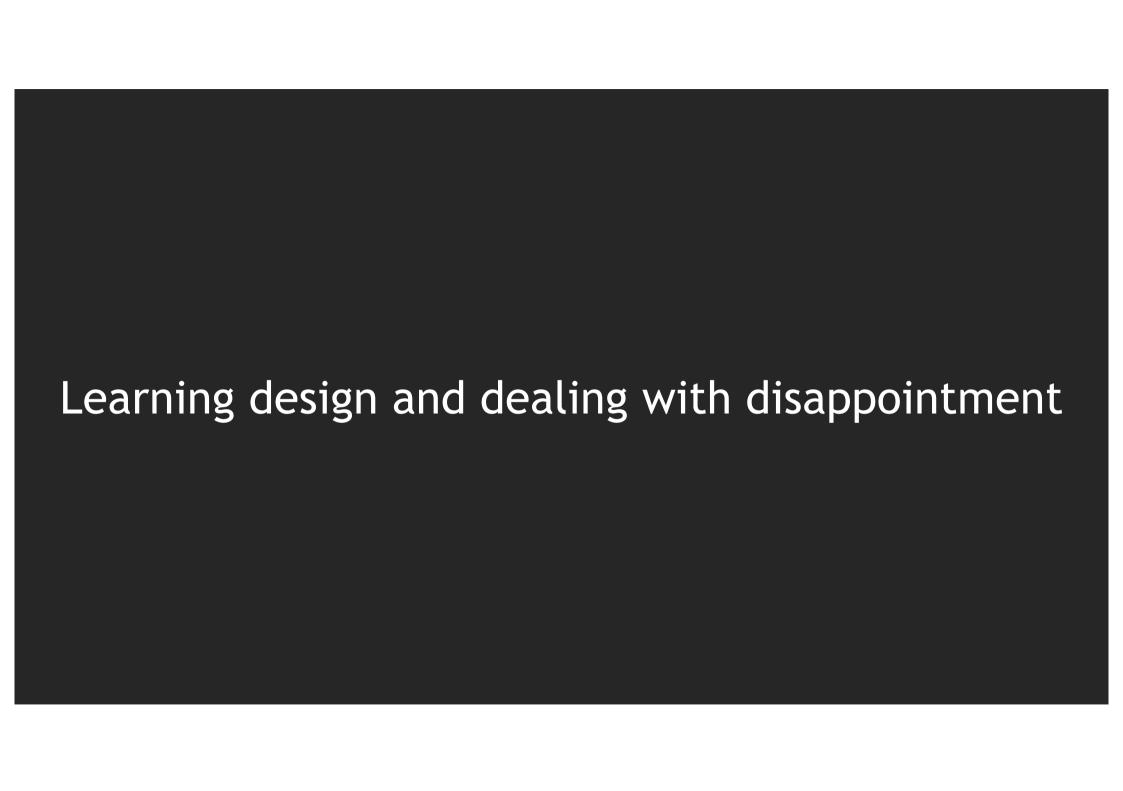
## Media

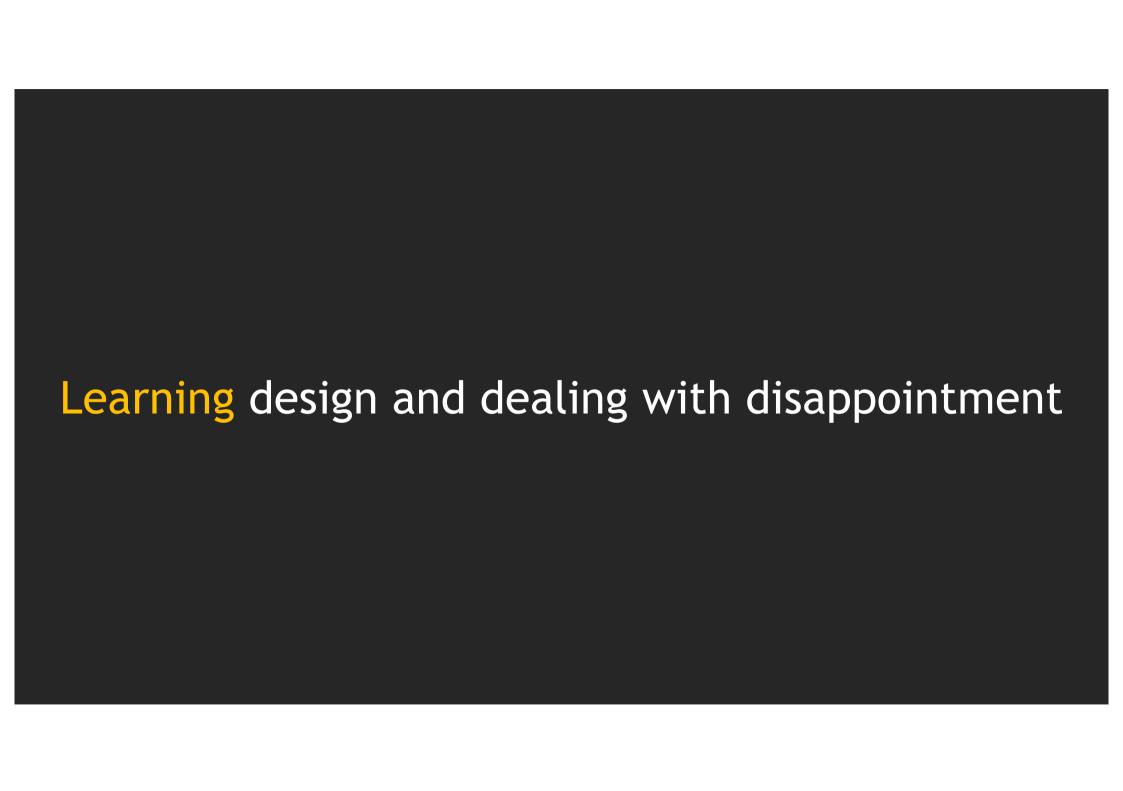
Media
the primary means of (mass)
communication (broadcasting,
publishing, and the internet) regarded
collectively.
New Media? Social media?

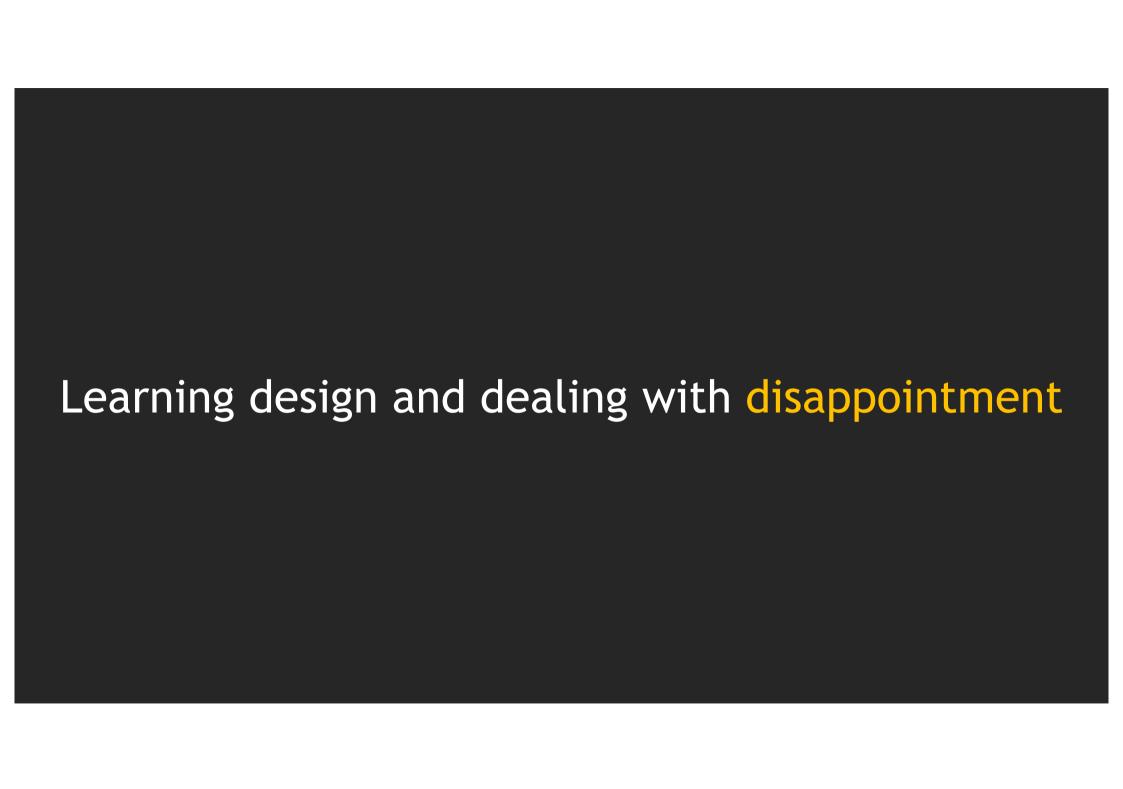
# Design

Design to create and execute, or construct according to plan. The planning process for artefacts i.e. design implies a (crafted) considered choice.

Homework reading: the-meaning-of-design











# Learning design?

Learning design?

## Everyone designs who devises courses of action aimed at changing existing situations into desired ones.

Herbert Simon (1916 - 2001)



## A reflective conversation with the materials of a situation.

Donald Schön (1930-1997)



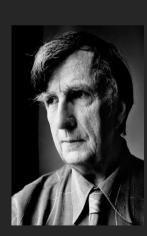
## Design thinking ... uses the designer's sensitivity and methods to match peoples needs with what is technologically possible

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Tim Brown (IDEO)

## Design is ... changing matters of fact into matters of concern.



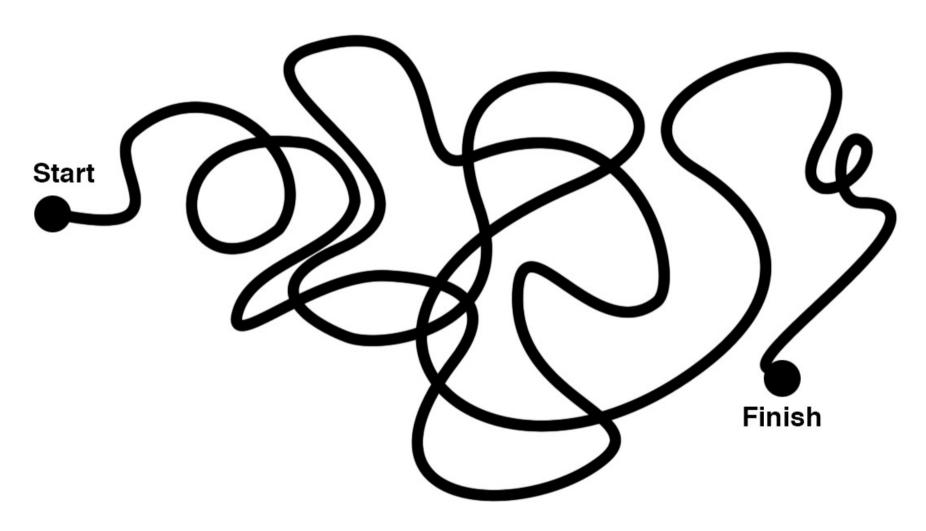
Bruno Latour

... Design is not creation of discrete, intrinsically meaningful objects, but the cultural production of new forms of practice.

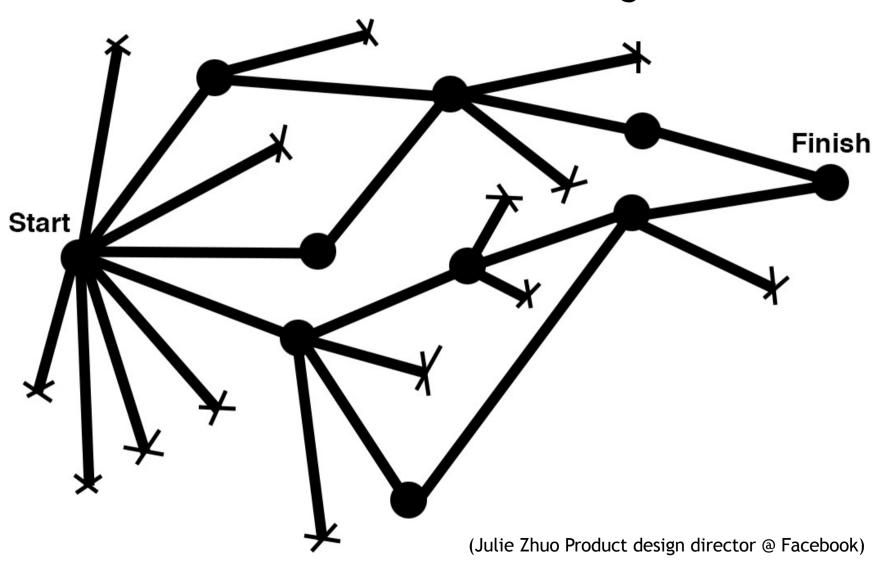


Lucy Suchman

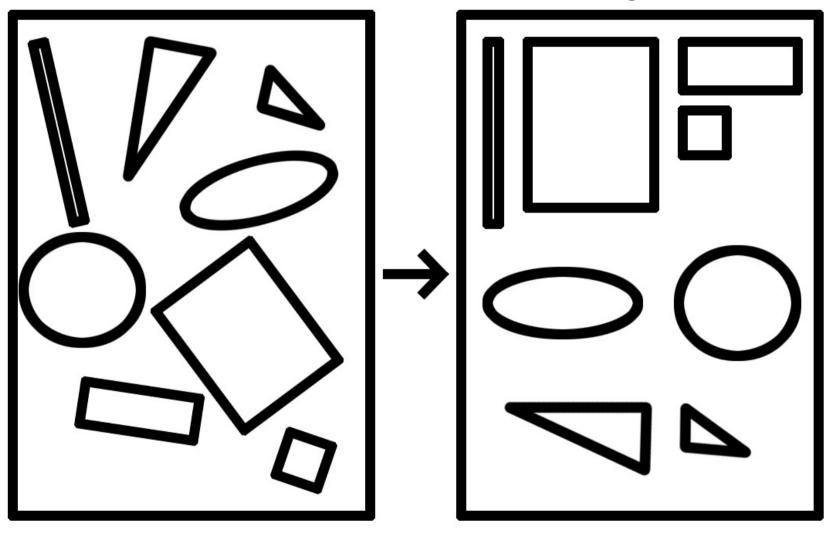
## The Process of a Junior Designer



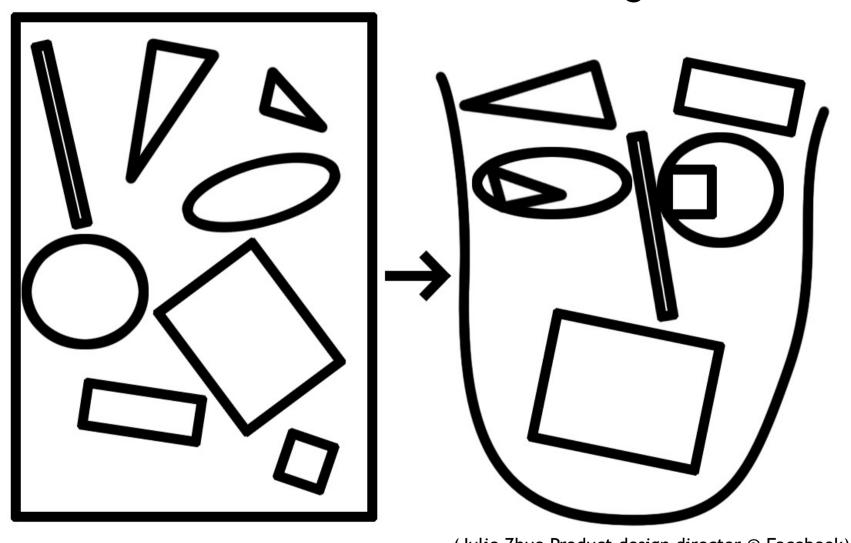
## The Process of a Senior Designer



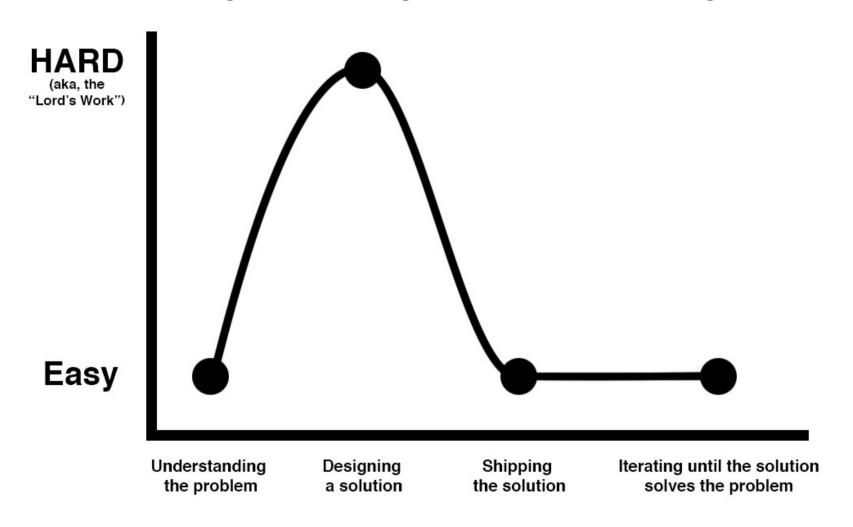
## The Ambitions of a Junior Designer



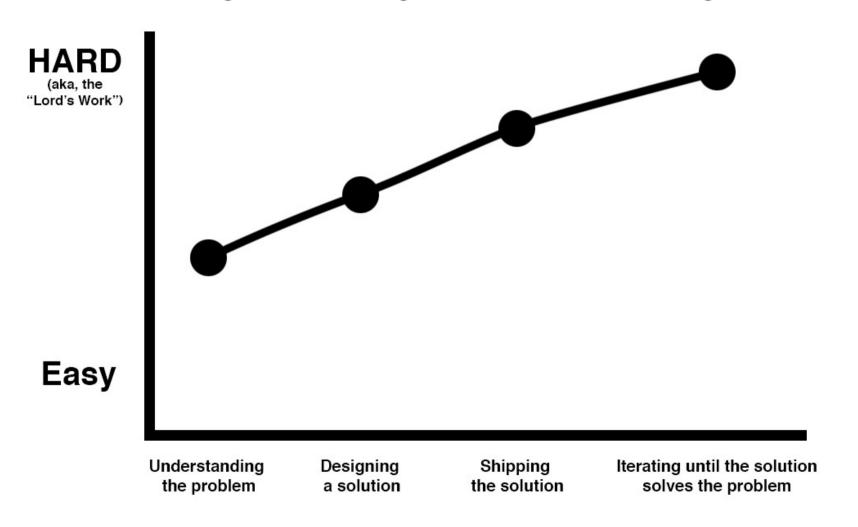
## The Ambitions of a Senior Designer



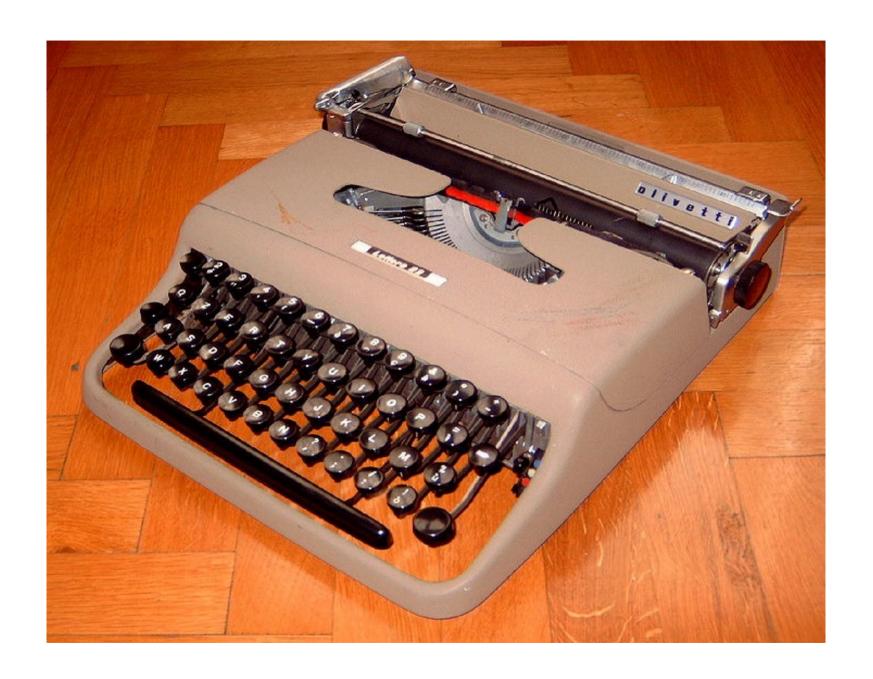
### The Stages of Design to a Junior Designer



### The Stages of Design to a Senior Designer







Learning design?

Having manageable disappointments?

Homework reading: Dealing with disappointment