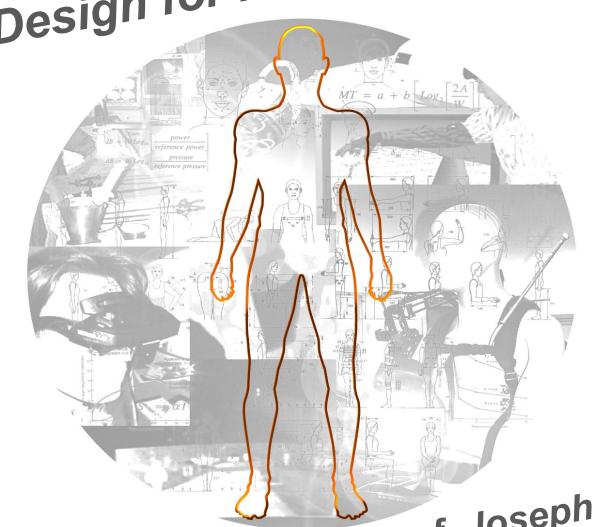
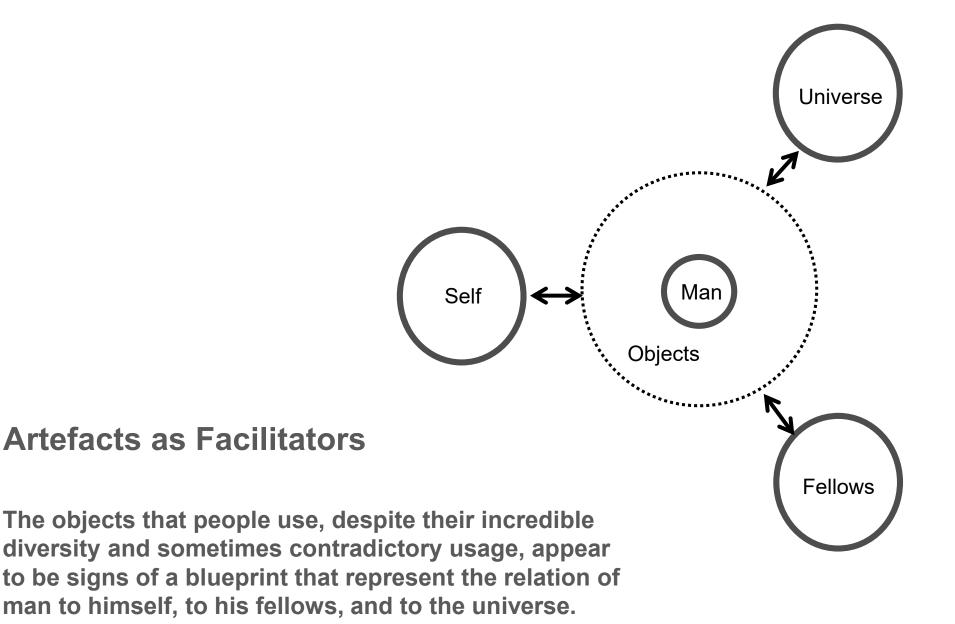
What is Design for Meaning?



Prof. Joseph Giacomin

Why Worry About Meaning?



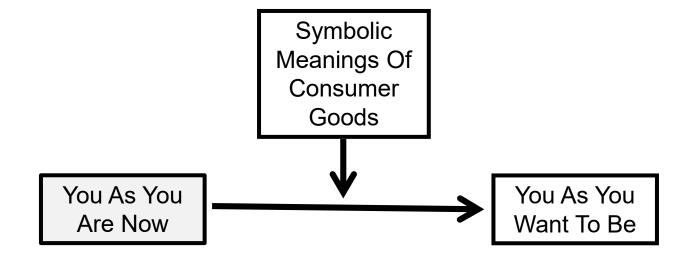
Csikszentmihalyi, M. and Rochberg-Halton, E. 1981, The Meaning of Things: domestic symbols and the self, Cambridge University Press, Cambridge, UK

Artefacts As Sources of Value

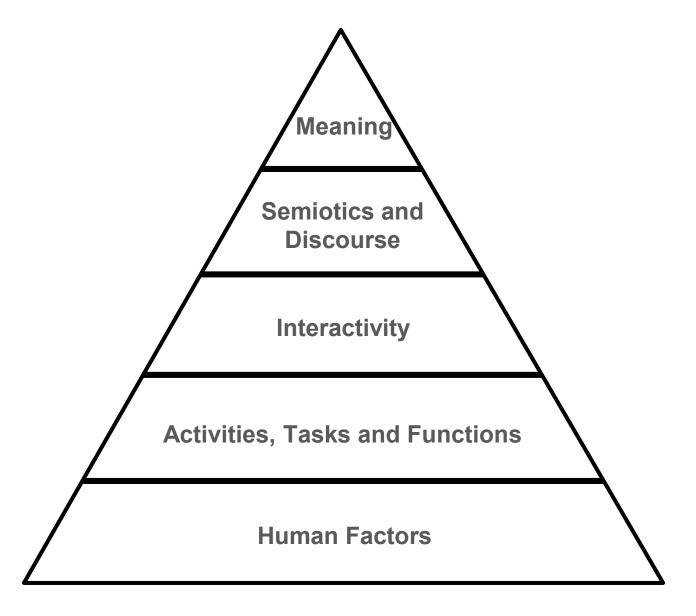
Type of Value	This possession is important to me because it			
Utilitarian	allows me to be efficient in my daily life or work has a lot of practical usefulness provides me freedom or independence			
Enjoyment	provides enjoyment, entertainment or relaxation improves my mood provides comfort or emotional security			
Represents Interpersonal Ties	reminds me of my relationship to a particular person reminds me of my family of a group of people I belong to represents my family heritage or history			
Facilitates Interpersonal Ties	allows me to spend time or share activities with other people			
Self Expression	allows me to express myself expresses what is unique about me, different from others			
Represents Achievement	required a lot of effort to acquire or maintain reminds me of my skills, achievements, or goals			
Symbolises Personal History	reminds me of my childhood reminds me of particular events or places is a record of my personal history			
Financial Aspects	is valuable in terms of money			
Appearance Related	is beautiful or attractive in appearance improves my appearance or the way I look			
Status	has social prestige value, gives me social status makes others think well of me			
Spiritual	provides a spiritual link to divine or higher forces			

Richins M.L. 1994, Valuing Things: the public and private meanings of possessions, Journal of Consumer Research, Vol. 21, pp. 504-521

The Identity Message of Advertising



The Human Centred Design Pyramid



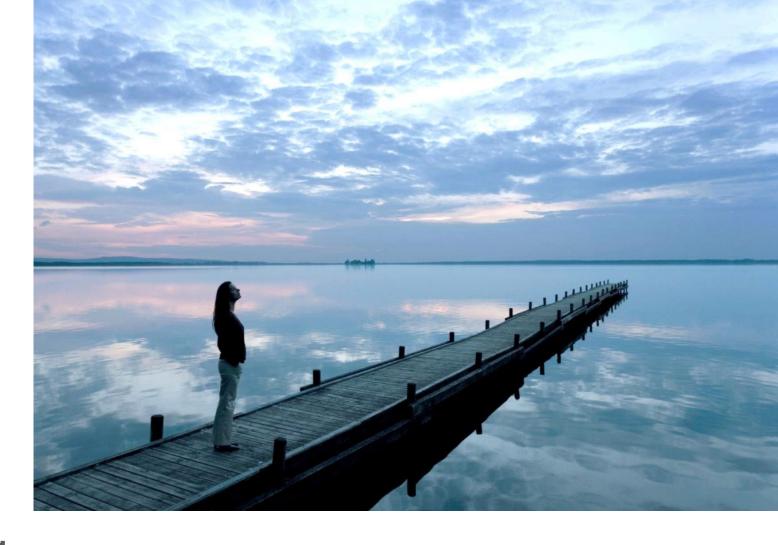
Giacomin, J. (2014), What is human centred design?, The Design Journal, Vol. 17, No. 4, pp 606-623.

What Is Meaning?



Semiotic Meaning

• the object, action or concept which a word or a symbol refers to.



Value Meaning

- the significance, purpose or underlying truth of something (the what);
- the motive or intention of something (the why).



Objectivist Approach

Objectivists maintain that reality exists independently of consciousness, that human beings have direct contact with reality through sense perception, that people can achieve objective knowledge from perception and that the proper moral purpose of life is the pursuit of one's own happiness.

Wikipedia

Constructivist Approach

Constructivists
maintain that reality is
not an objective truth
but instead a construct
of the interaction
between people.

Constructivists maintain that language does not mirror reality, but instead creates it.



Berger, P. L. and Luckmann, T. 1966, The Social Construction of Reality: a treatise in the sociology of knowledge, Anchor Books, Garden City, NY, USA

Types Of Meaning

Function

- the way something works or operates;
- the natural purpose of something or the duty of a person.



Some things need doing, with or without aesthetic or semiotic content.

Function











Ritual

- a series of actions or a type of behaviour which is regularly and invariably followed by someone;
- a set of fixed actions and sometimes words performed consistently and regularly, especially as part of a ceremony or collectively.













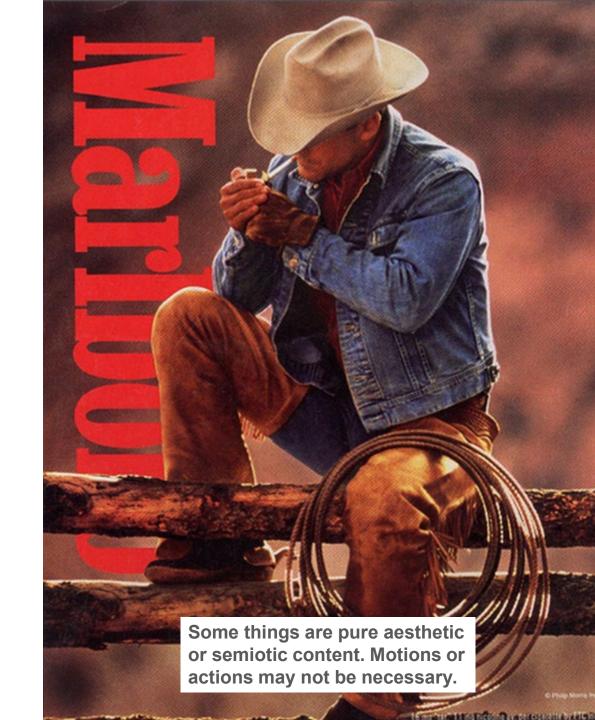


Ritual

Many products and services appear to be designed based on a ritual...

Myth

- a traditional story, especially one concerning the early history of a people or explaining a natural or social phenomenon;
- an idealised, exaggerated or fictitious conception of a thing or person.

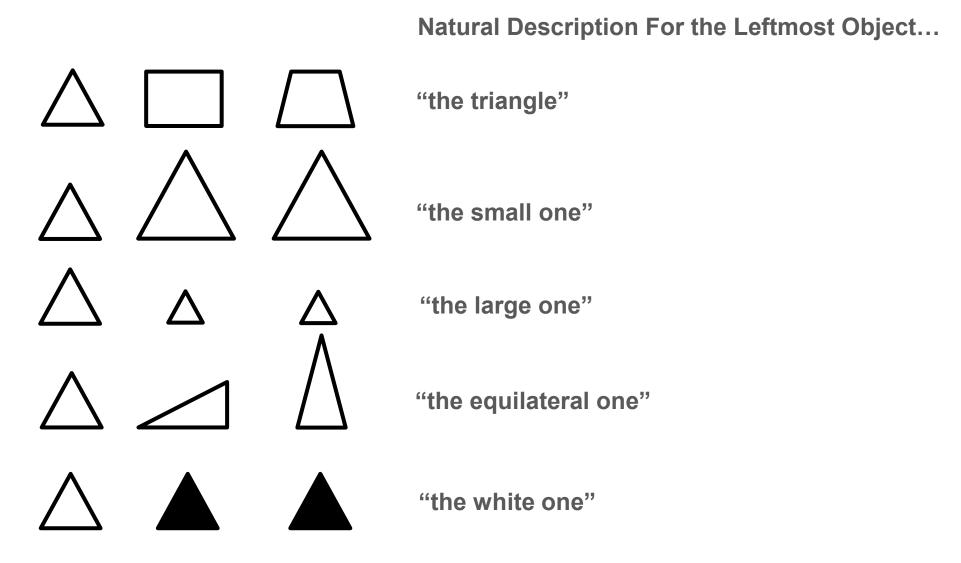




Many products and services appear to be designed based on a myth...

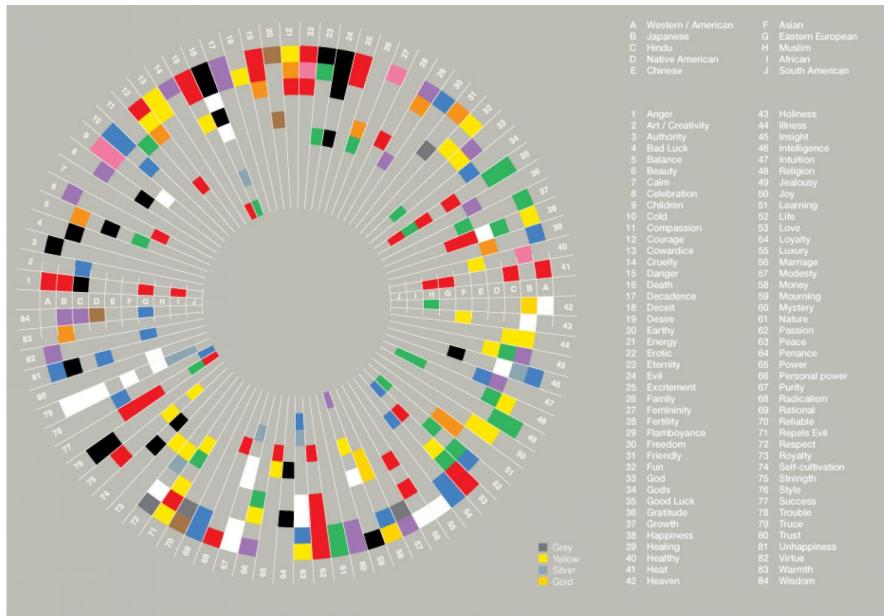
Meaning Depends On The Scenario

Meaning Changes With Context



Bosch, P. 1985, Context Dependence and Metaphor, in W. Paprotte and R. Dirven (eds) The Ubiquity of Metaphor, John Benjamins Publishing, Amsterdam, Netherlands, pp141-176.

Meaning Changes With Culture



Meaning Depends On The Person

Meaning Changes With Gender

Table 4.3. Most frequently named objects mentioned by each sex

Males $(N = 141)$	Percentage	Females $(N = 174)$	Percentage
		1 E	38.5
1. Furniture	32.6a	2. Plantager ha	
2. TV	29.1	2. Photographs	30.5
3. Stereos	28.4	3. Visual art	27.0
4. Visual art	24.1	4. Sculpture	25.9
5. Musical instruments	20.6	5. Books	24.1
6. Books	19.9	6. Plants	23.0
7. Sports equipment	17.7	7. Musical instruments	22.4
8 Collectibles	14.9	8. Plates	20.1
9. Photographs	14.2	9. Appliances	16.7
10. Beds	12.1	10. Stereos	16.1
11. Pets	11.3	11. Beds	14.9
12. Sculpture	10.6	12. TV	14.4
13. Vehicles	9.9	13. Glass	12.8
14. Appliances	9.9	14. Textiles	12.6
15. Trophies	8.5	15. Collectibles	12.1

^aPercentage of respondents mentioning at least one object in each category.

Csikszentmihalyi, M. and Rochberg-Halton, E. 1981, The Meaning of Things: domestic symbols and the self, Cambridge University Press, Cambridge, UK

Meaning Changes With Age

Table 4.1. Special objects mentioned at least once by respondents of three different generations

Children $(N = 79)$	Percentage mentioned	Parents $(N = 150)$	Percentage mentioned	Grandparents $(N = 86)$	Percentage mentioned
1. Stereos	45.6	1. Furniture	38.1	1. Photos	37.2
2. TV	36.7	2. Visual art	36.7	2. Furniture	33.7
3. Furniture	32.9	Sculpture	26.7	3. Books	25.6
4. Musical inst.	31.6	4. Books	24.0	4. TV	23.3
5. Beds	29.1	F. Musical inst.	22.7	Visual art	22.1
6. Pets	24.1	6. Photos	22.0	6. Plates	22.1
7. Miscellaneous	20.3	1. Plants	19.3	7. Sculpture	17.4
8. Sports equipment	17.7	8. Stereos	18.0	8. Appliances	15.1
9. Collectibles	17.7	Appliances	17.3	Miscellaneous	15.1
10. Books	15.2	10. Miscellaneous	16.7	10. Plants	12.8
11. Vehicles	12.7	11. Plates	14.7	 Collectibles 	11.6
12. Radios	11.4	Collectibles	12.0	Silverware	10.5
13. Refrigerators	11.4	13. TV	11.3	13. Musical inst.	10.5
14. Stuffed animals	11.4	14. Glass	11.3	14. Weavings	10.5
15. Clothes	10.1	15. Jewelry	11.3	15. Whole room	10.5
16. Photos	10.1	,			

Csikszentmihalyi, M. and Rochberg-Halton, E. 1981, The Meaning of Things: domestic symbols and the self, Cambridge University Press, Cambridge, UK

Meaning Depends On The Passage Of Time

Meaning Changes With Time (Myth → Ritual → Function)

There seems to be a metamorphoses of novelties from "toys" to "instruments", from "luxuries" to "necessities", from "pleasure" to "comfort", or from "sensation" to "routine".

When commodities are integrated with each other, e.g., within lifestyles, dwellings, neighbourhoods, etc., there is less and less room for spontaneity.

From the perspective of a single consumer, daily choices, of say, using cars, become increasingly dictated by situational factors, routines, and social norms, and less and less by individual preferences.



Pantzar, M. 1997, Domestication of Everyday Life Technology: dynamic views on the social histories of artefacts, Design Issues, Vol. 13, No. 3 (Autumn), pp. 52-65.

Meaning Changes With Time

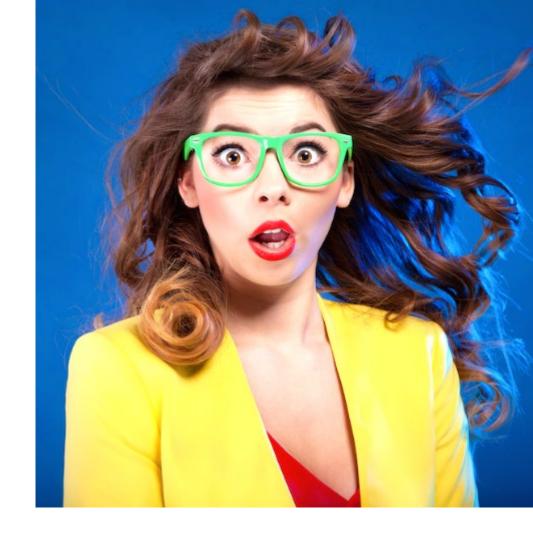
 $(Function \rightarrow Ritual \rightarrow Myth)$

Spectacles have become eyewear...you wear glasses rather than carry or just use them.

This acknowledges the shift in perspective from a medical model to a social model of prescription.

In the past, spectacles were seen almost exclusively in terms of their vision correction.

This broader perspective acknowledges the significance of the perceptions of those around you.



Meaning Is Ideological



Ideology

- a set of beliefs characteristic of an individual or of a social group;
- a system of ideas and ideals which forms the basis of economic or political theory or policy.

Designing Based On Ideology

Ideology of combative solo willpower.



Myth of "just do it" to overcome societal discrimination through sport.

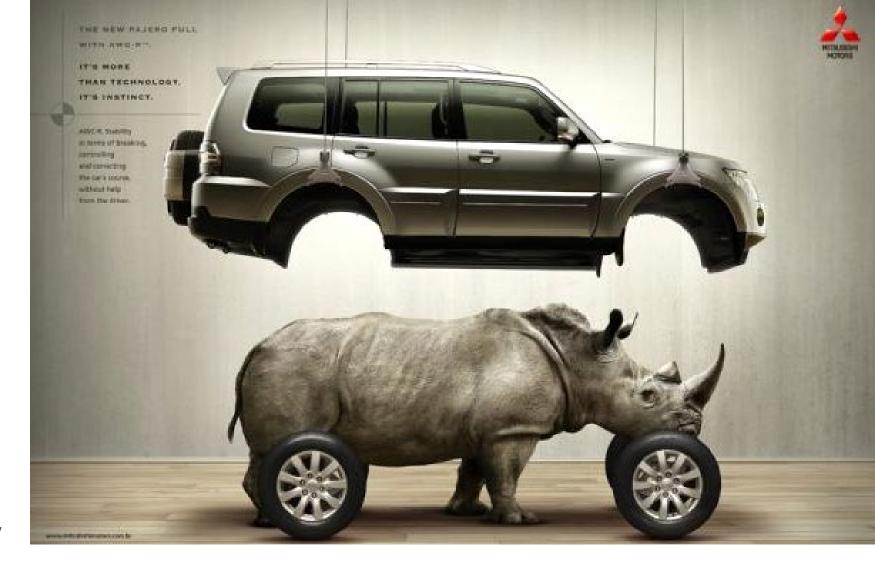


Cultural Codes such as adverts involving poor black youths and housing projects, and packaging/accessories imprinted with "just do it".



Holt, D. and Cameron, D., 2010, Cultural Strategy: using innovative ideologies to build breakthrough brands, Oxford University Press, Oxford, UK

Meaning Is Metaphorical



Metaphor

- a figure of speech in which a word or phrase is applied to an object or action that it does not literally denote, in order to imply a resemblance;
- a thing regarded as representative or symbolic of something else.



Metaphor can be used to change a meaning...

What's The Big Picture?

Designing For Meaning Framework

