

100 Questions

100 Students

100 Days

Colophon

100 Questions is an ongoing collaborative project initiated during the first 100 days of the first year course in the Bachelor of Design (Communication Design) program in the School of Media and Communication, RMIT University.

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All working files for this publication are available for download: github.com/simandy/100-design-questions

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Project co-ordinated by Bronwyn Clarke and Andy Simionato.

Cover image by Tommy Kuo (tktk) from an activity in which the group improvised inclined working surfaces from existing studio furniture, an example of the relationship between design and user experience.



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Why design?

Should we ever consider
design a failure?

What happens when
design fails?

Why minimalist design?

Does design discriminate?

Confusion or design?

How influential can design be?

To what extent does design
facilitate a distorted reality?

What makes design
revolutionary?

What is the true impact
of design?

Can design be a weapon?

Where are the limits of design?

To what extent is design used
to create a false world?

Is design an output of thought?

Why is design allowed
to exploit?

Does design initiate the future?

Can you design happiness?

Can design change the world?

How does technology
change design?

Is design a blanket term?

How important is design
in film?

Why doesn't everyone
understand fashion design?

How would we design for
extraterrestrials?

Can censoring design
enhance creativity?

What is necessary in design?

Has simplicity become the hero
and complexity the villain?

Can design be accidental?

In the modern world, what is
design without technology?

Can we design to fulfil a
function without aesthetic
intent?

How do you make something
new out of something old?

Is there any design that hasn't
ultimately been inspired
by nature?

What is the higher calling
of design?

Is the success of a design
determined by its longevity?

What makes a lasting design?

Does design need limitations?

What is the connection
between art, architecture
and design?

What is timeless design?

How permanent is design?

How deep does design go?

What is successful design?

Is design ever new?

Who, or what, decides design?

Where is the line between
nature and design?

What is design without
a message?

Where is the line between art
and design?

What makes good design?

What makes design innovative?

How sensory is design?

Must every design have
an opinion?

Is design ideological?

Is design really necessary?

When is design pointless?

Why is design creative?

What is design for?

Is design beginning to dictate
nature instead of nature
dictating design?

Is design inherently purposeful?

How is design a language?

Can design be taught?

Who decides what is “good”
design and what is not?

What is the matter of design?

Is design brainwashing?

Who does design serve?

How can design help
people change?

Can good design be measured?

Can design heal?

How is design psychology?

Is good design just a matter
of perspective?

Is design ever all-inclusive?

Can common ideas ever
be original?

Do you buy things based on
their price or their design?

Who should design belong to?

Where can we find design?

Can design be emotional?

How does technology
influence how we explore
methods and materials?

Why do we associate certain elements of design with certain emotions?

Does everyone reflect on
design differently?

Does technology limit our
creative intuition?

Do designers ask a lot
of questions?

How can we change hate to
love through design?

Is everyone a designer?

How much of design
is compromise?

To what extent should
designers manipulate their
audience?

What is the purpose of design
when it is not understood
or appreciated?

As designers, should we work
for clients we morally
object to?

How is our experience of texture influenced by this digital age?

If I am blind, how can
I design?

Is there a responsibility that
comes with being a designer?

What does a designer with
synesthesia do?

How much of yourself was
designed by you?

How much of the designer is
present in their design?

Are we pens or poets?

How does design affect
our mood?

Is design a reflection of
ourselves or our time?

How do you define whether or
not a design is finished?

How do we reflect ourselves in
our design?

Do artists today feel pressured
to abandon traditional methods
for modern technology?

How can you draw a little but
say a lot?

How are our experiences
reflected in our design?

How important is it that your
work lasts (longer than you)?

What is design to you?

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