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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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?

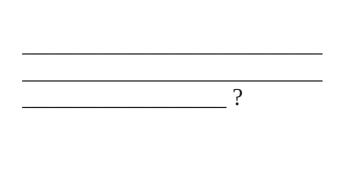
Do artists today feel pressured to abandon traditional methods for modern technology?

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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