

“Simplicity is about subtracting the obvious and adding the meaningful.”
— John Maeda

Pointers and starters to the latest happenings in the field of design, user experience and ultra-modern technologies.

Disclaimer - All the stories are curated from different sources on the web, and the UX2DAY team does not make any warranty about the completeness, reliability and accuracy of the information.

A sobering exhibit celebrates design's triumphs and exposes its dark side



How a simple clay brick can turn from a benign building block to a weapon during a riot.

We’re in an age when design is generally seen as a force for good. As the minds behind beautiful solutions for a range of problems, creative professionals are typically considered foot soldiers for progress. Terms like “good design,” “design for good,” or “social good design,” are so calcified in everyday parlance that it’s nearly impossible to think of creative types doing any harm. But as a sobering exhibit at the Barcelona Design Museum proves, design too can be used for oppression, with grave consequences for people and the planet.

“Design Does* For Better or Worse” explores design’s inherent duality through 15 politically-charged vignettes. In the same spirit as the Museum of Modern Art’s 2014 Design and Violence initiative, the exhibition explores the dark side of design as a counterpoint to its far more celebrated shining achievements.

The curators don’t pull any punches from moment one. At the exhibit’s entrance is a replica of an automatic gun that once stood on the border of North and South Korea. Dubbed “robot sentry,” the Samsung-designed machine gun targets any moving object with heat and motion sensors. When robot sentry was unveiled to the public in 2014, Samsung Techwin spokesman Huh Kwang-hak described it an aid for tired soldiers. “Human soldiers can easily fall asleep or allow for the depreciation of their concentration over time, but these robots have automatic surveillance which doesn’t leave room for anything resembling human laziness,” he said to the Daily Mail. Design Does* co-curator Pau Garcia also explains how the exhibition’s advertising riled up some local politicians.

Excerpted from the story <https://quartz.qz.com/1262566/a-sobering-exhibit-at-the-barcelona-design-museum-exposes-designs-potential-for-good-and-evil/>

School design blends learning with nature



Recess takes on a whole new meaning in this school outside of London. Studio Weave designed a whimsical timber structure for the Belvue School, a middle school for children with special education needs.

The structure, which is intended to host extracurricular activities, features large sliding doors and

windows that open directly onto nature. Smaller storybook windows with colorful panes dot the upper levels of the school, giving it a castle-like feel.

The architects tell Dezeen: “We identified that the boundary between the playground and woods marks the border between familiar school territory and the magical, mysterious world beyond. At this very important threshold the woodland rooms act as a ‘gatehouse’, and symbolize the entrance to another world/secret garden.”

Excerpted from the post at <https://www.curbed.com/2018/4/27/17283538/studio-weave-belvue-school-london-design>

Google Clips UX researcher Eva Snee Inspired By Users



Evan responds to the question that where does she finds the inspiration for her work as a UX researcher at Google - “In the people who use our products. The people who use our products always have insight to share that will make us better at our jobs, and improve the products we design and build. For example, when building Google Clips, we asked families all over the country to use an early prototype of the product for three months so we could understand how the camera could be used in the real world. They allowed us to visit their homes periodically and we got to see them use the camera in real-world situations. It was inspiring to see the different ways they used the product that we hadn’t expected. One of my favorite memories was watching a father and son play soccer together while Clips was attached to the soccer net. Before this visit, we’d never seen anyone use the product this way.”

Excerpted from the story at <https://www.geekwire.com/2018/eva-snee/>

Auburn University Architect Students Design Habitat For Humanity Homes

Auburn University architect students are designing Habitat for Humanity homes. “I think architect students come into school thinking a house can be an easy thing to design. Then you start working through the problem and it’s quite complex.” said Justin Miller, Auburn Architecture Program Chair.

Excerpted from the story <http://www.wltz.com/2018/04/27/auburn-university-architect-students-design-habitat-humanity-homes/>

City of Design: The Evolving Practice of Inclusive Design



Detroit’s design community has set an ambitious vision—to become a global leader in the practice of inclusive design in order to drive more inclusive growth. This vision results from the city’s designation as a UNESCO City of Design, the first and only U.S. city to receive this honor. More than 1,000 people helped develop this vision and the strategy outlined in the Detroit City

TOP 5 QUICK BYTES

A Water Based Interface

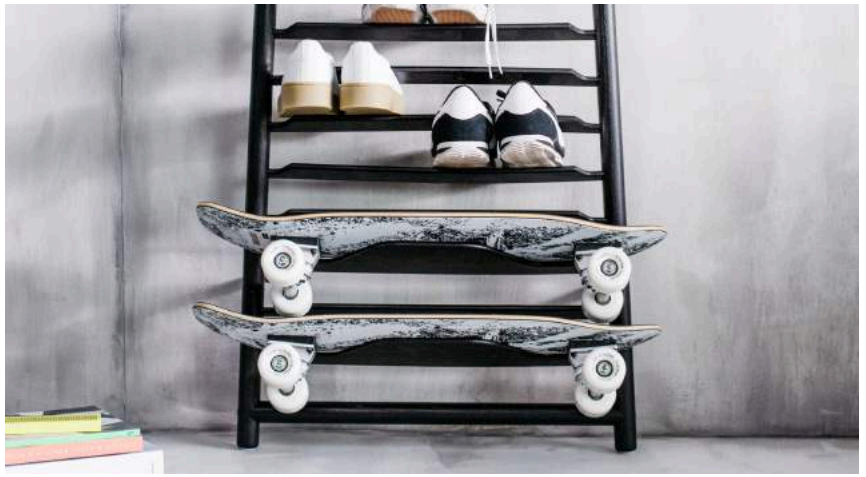
A new project out of MIT Media Lab’s Tangible Media Group uses a technique called “electrowetting” to move water droplets around on a surface, essentially creating a water-based computer interface. They call it a “calm interface.”

Read more at <https://www.fastcodesign.com/90169812/inventing-the-next-computer>

Pigzbe app aims to teach children about cryptocurrency

Read more at <https://www.dezeen.com/2018/04/22/pigzbe-app-aims-to-teach-children-about-cryptocurrency/>

IKEA releases first skateboard in SoCal-inspired collection

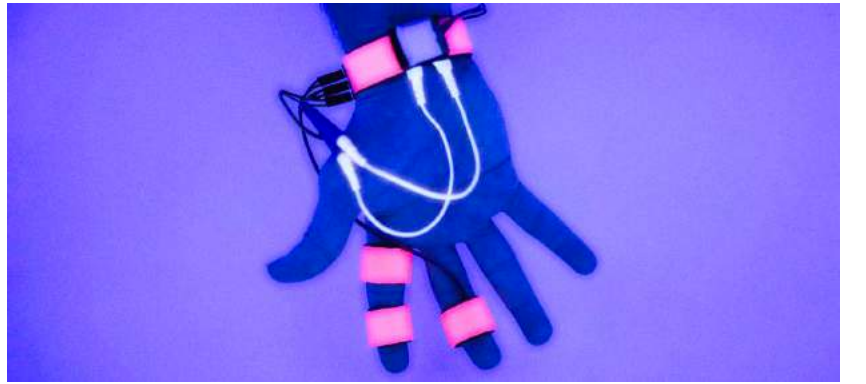


<https://www.dezeen.com/2018/04/24/ikea-releases-first-skateboard-among-socal-inspired-furniture-accessories-spanst-collection/>

HDFC Bank launches an interactive humanoid to enhance user experience

Read more at <https://www.newsbarons.com/banking-and-finance/hdfc-bank-launches-an-interactive-humanoid-to-enhance-user-experience/>

A Machine Captures The Dreams You Never Remember



Read more at <https://www.fastcodesign.com/90169959/this-mit-machine-captures-the-dreams-you-never-remember>

of Design Action Plan, facilitated by Design Core Detroit. Inclusive design is an emerging practice that takes into consideration the full spectrum of human diversity and individual experiences to create solutions that have social impact. By considering the person who seems like the exception in society, design can serve all in society. Through the practice of inclusive design, Detroiters can develop welcoming places to live and work, and increased connections to critical opportunities in a way that drives inclusive growth.

Excerpted from the story at <https://urbanland.uli.org/planning-design/city-design-evolving-practice-inclusive-design-detroit/>