

LYS
VERITAS
VIRTUS

Account

Dashboard

Courses

My Files

Calendar

Dashboard



Interaction Design Tools

Interaction Design Principles

Design Process and Practices

Design Process and Practices Studio

Game Programming

Algorithms and Data

Recitation for Algorithms and Data

Professional Development for Co-Op

To Do

- Discussion Board 2: Synthesis

Design Process and Practices

December 6 11:59pm
- Psyduck Hunt Check-In Quiz

Game Programming

December 6 11:59pm
- Exercise: Useless

Design Process and Practices

December 11 11:59pm
- Homework 6

Algorithms and Data

December 11 11:59pm

LYS
VERITAS
VIRTUS

Account

Dashboard

Courses

My Files

Calendar

Home

Announcements

Modules

Assignments

Discussions

Grades

People

Pages

Qwickly Attendance

Files

Collapse All

▼ General Information + Resources

Course Overview

Syllabus

Contact Professor and TAs

► Week 1

▼ Week 2

Tasks

Discussion 2: Synthesis

Readings

To Do

Discussion Board 2: Synthesis

Design Process and Practices

December 6 11:59pm

Exercise: Useless

Design Process and Practices

December 11 11:59pm

Recent Feedback

✓

Discussion Board 1: What is Design?

5 out of 5



Home

Announcements

Modules

Assignments

Discussions

Grades

People

Pages

Quickly Attendance

Files

Preview of Hara.pdf

[Download Hara.pdf](#)

NOTE MODE Page < 1 > of 11 ↺ ↻ — ZOOM + ↗

Hara, Kenya. "What Is Design?" (Excerpt) *Designing Design*. Lars Müller Publishers. 2007.

In the final chapter of *Designing Design*, Kenya Hara examines a definition of design from a Japanese perspective, and positions it relative to the history and spread of Modernist thought. Hara is art director and design advisor at MUJI.

WHAT IS DESIGN?

Hearing the Outcry

What is "design"? This is the fundamental question for my profession, and I spend my days as a designer trying to *find the answer somehow*. We've entered the 21st century, the entire world is engulfed in a vortex of great transformation, accelerated by technological progress, and our sense of values concerning both the making of things and communication is in flux. When technology changes the structure of our world, the aesthetic values that have accumulated in our environment are often victimized. The world, armed with economy and technology, pushes ahead, but the long-nurtured aesthetic of our daily life, overpowered by the intensity of the transformation, lets out a continual scream. In a situation like this, *might it* be more important to listen to the cries and face the delicate values that are about to be dissipated in the whirling change, than to look for the next big thing on the horizon? Lately I can't help feeling this way, and the thought grows stronger daily.

◀ Previous

Next ▶



Hara, Kenya. "What Is Design?" (Excerpt) *Designing Design*.
Lars Müller Publishers. 2007.

In the final chapter of *Designing Design*, Kenya Hara examines a definition of design from a Japanese perspective, and positions it relative to the history and spread of Modernist thought. Hara is art director and design advisor at MUJI.

WHAT IS DESIGN?

Hearing the Outcry

What is "design"? This is the fundamental question for my profession, and I spend my days as a designer trying to *find the answer somehow*. We've entered the 21st century, the entire world is engulfed in a vortex of great transformation, accelerated by technological progress, and our sense of values concerning both the making of things and communication is in flux. When technology changes the structure of our world, the aesthetic values that have accumulated in our environment are often victimized. The world, armed with economy and technology, pushes ahead, but the long-nurtured aesthetic of our daily life, overpowered by the intensity of the transformation, lets out a continual scream. In a situation like this, might it be more important to listen to the cries and face the delicate values that are about to be dissipated in the whirling change, than to look for the next big thing on the *horizon*? Lately I can't help feeling this way, and the thought grows stronger daily.



Hara, Kenya. "What Is Design?" (Excerpt) *Designing Design*.
Lars Müller Publishers. 2007.

In the final chapter of *Designing Design*, Kenya Hara examines a definition of design from a Japanese perspective, and positions it relative to the history and spread of Modernist thought. Hara is art director and design advisor at MUJI.

Notes on Your Quote

“Might it be more important to listen to the cries and face the delicate values that are about to be dissipated in the whirling change, than to look for the next big thing on the horizon?” (Hara, page 1).

Type here...

☰ **B** *I* U

Save with no Notes

Save



both the making of things and communication is in flux. When technology changes the structure of our world, the aesthetic values that have accumulated in our environment are often victimized. The world, armed with economy and technology, pushes ahead, but the long-nurtured aesthetic of our daily life, overpowered by the intensity of the transformation, lets out a continual scream. In a situation like this, might it be more important to listen to the cries and face the delicate values that are about to be dissipated in the whirling change, than to look for the next big thing on the horizon? Lately I can't help feeling this way, and the thought grows stronger daily.



Pause and Reflect

What is a point you agree or disagree with? Explain why or why not.



Answer here...



B

I

U

Skip for Now

Save





Your Notes for Hara.pdf

Annotated_Hara.pdf and Notes_Hara.pdf saved to [Your Files](#)

[Export Notes_Hara](#)

Hara.pdf Notes

“Might it be more important to listen to the cries and face the delicate values that are about to be dissipated in the whirling change, than to look for the next big thing on the horizon?” (Hara, page 1).

- Constantly trying to create new inventions isn’t always “good progress.” I think sometimes designers must reassess what they are doing and why they are doing it.

What is a point you agree or disagree with? Explain why or why not.

- Design should not be based solely on Western thought. Design thrives on diversity in thought.
 - Especially as the world grows closer and more mixed culturally, it is important to take into consideration various points of view when creating something that’ll be used by so many

Name a real-life example where themes in this reading are applicable.

- MUJI’s minimalist approach reflects the principles of simplicity and cultural significance discussed by Hara.
 - Shows how some cultures value certain aspects of visual design/appeal compared to others.

What is a recurring theme of this reading?

- The integration of cultural identity into the design process.

LYS
VERITAS
VIRTUS

Account

Dashboard

Courses

My Files

Calendar

My Files > Design Process and Practices

Search for files

Interaction Design Tools				
Interaction Design Principles				
Design Process and Practices				
Design Process and Practices Studio				
Game Programming				
Algorithms and Data				
Recitation for Algorithms and Data				
Professional Development for Co-Op				
	Name	Date Created	Date Modified	Size
	<div><div></div><div>NotesOn_Hara.pdf</div></div>	Dec 1, 2024	Dec 4, 2024	876KB
	<div><div></div><div>Annotated_Hara.pdf</div></div>	Dec 1, 2024	Dec 1, 2024	876KB
	<div><div></div><div>NotesOn_Groupius.pdf</div></div>	Dec 1, 2024	Dec 1, 2024	876KB
	<div><div></div><div>Annotated_Groupius.pdf</div></div>	Nov 1, 2024	Nov 1, 2024	876KB