

BAD DESIGN



Figure 1 - Own photo taken in a toy shop in Jönköping

This plastic toy is an example of bad design considering Dieter Rasmus' principles:

- 1.) It is NOT innovative
- 2.) It does NOT make the product useful
- 3.) It is NOT aesthetic
- 4.) It does NOT makes the product understandable
- 5.) It is NOT unobtrusive
- 6.) It is NOT honest
- 7.) It is NOT long-lasting
- 8.) It is NOT thorough
- 9.) It is NOT environmentally friendly
- 10.) It is NOT as little design as possible

GOOD DESIGN



Figure 2 - Banksy: "Love is in the Bin" picture taken from [SVT](#)

Banksy's "Girl With Balloon" was partially destroyed by an inbuilt shredder in the moment the deal was done in Sotheby's auction in 2018. This artefact and the artist himself can easily be related to the three main debates that re-emerge from the early 20th century as Helen Armstrong describes* it: **authorship**, **universality** and **social responsibility**. Banksy is popular without revealing his identity. His works are not only freely accessible on the streets while they are sold at sky-high prices but also blurring the boundary of graphic design and arts.

* Helen Armstrong (2009) *Graphic Design Theory: Readings From the Field*, Princeton Architectural Press – Introduction p.9-15