

**Vision, intention, project:
Design Culture Collective and the
culture of the design practice**



WORDCAMP
LISBOA 2023

Olà Lisboa!



gratitude

yoast

The Yoast Diversity Fund
aims to increase the diversity of
speaker lineups at tech events.

An illustration of an aquarium tunnel. The scene is viewed from inside the tunnel, looking out into a vibrant underwater world. The water is a mix of light blue and teal. Various colorful fish are swimming around, including yellow tangs, a striped tang, and smaller colorful fish. There are also jellyfish and coral visible. In the foreground, the silhouettes of several people are visible as they walk through the tunnel. One person is holding a camera up to their eye, another is pointing towards the water, and others are walking in the distance. The floor of the tunnel has a hexagonal pattern.

More information <https://yoa.st/diversityfund>

Raffaella Isidori

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multidisciplinary designer
raffaellaisidori.com





PROMOTING THE CULTURE AND VALUE OF THE DESIGN PRACTICE

Vision, intention, project: Design Culture Collective and the culture of the design practice



designer

Gen Z designer

(born between 1997 and 2012)

Gen Y designer

(a.k.a. Millennials, born between 1981 and 1996)

Gen X designer

(born between 1965 and 1980)

Baby boom designer

(born before 1964)



evolution

contexts of application

design?

design?

“Design is thinking made visual”

Saul Bass, graphic designer

*“Good design is like a refrigerator:
when it works, no one notices,
but when it doesn’t, it sure stinks”*

Irene Au, UX Designer

“Design is a solution to a problem”

John Maeda, technologist and designer

“Design is a plan for arranging elements in such a way as best to accomplish a particular purpose”

Charles and Ray Eames, industrial designers

*“Styles come and go.
Good design is a language,
not a style”*

Massimo e Lella Vignelli, multidisciplinary designers

*“Design is the
intermediary between information
and understanding”*

Hans Hoffman, artist and teacher

“Design is to invent with intent.”

Rebecca Reubens, Designer

*“Design is to invent with intent.
If you take away the ‘invent’ bit,
you have an engineer.”*

Rebecca Reubens, Designer

*“Design is to invent with intent.
If you take away the ‘**invent**’ bit,
you have an engineer.
If you take away the ‘**intent**’ bit,
you have an artist.”*

Rebecca Reubens, Designer

*Design is the practice of ideating
physical, digital, or conceptual
objects through the drafting of a plan*

*Design is **the practice** of ideating
physical, digital, or conceptual
objects through the drafting of a plan*

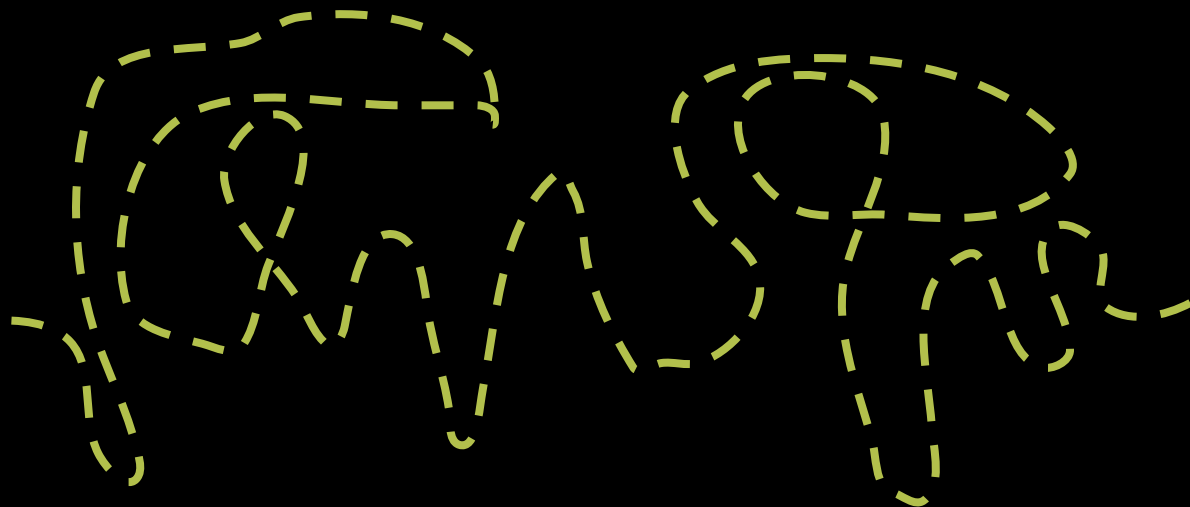
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physical, digital, or conceptual
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idea - - - - - DESIGN - - - - - *result*

idea



result

*Design is the practice of ideating
physical, digital, or conceptual
objects through the drafting of a plan
that combines functionality and
aesthetics*



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design=planning

design=planning

design > project

design > project

project > throw forth

design

How many kinds of **design**?

digital design

graphic

digital design

graphic

digital design

communication

graphic

digital design

communication

content

graphic

digital design

service

communication

content

brand

graphic

digital design

service

communication

content

brand

graphic

experience

digital design

service

communication

content

product **brand**
graphic
experience
digital design
service
communication
content

product

brand

graphic

experience

digital design

service

communication

fashion

content

product

brand

graphic

experience

industrial

digital design

service

communication

fashion

content

product **brand**
graphic **textile**
industrial **experience**
service **digital design**
communication
fashion **content**

product brand
graphic textile
industrial experience
service digital design
communication type
fashion content

product brand
graphic textile
industrial experience
service digital design
communication type
fashion lighting content

sound product brand
graphic textile
industrial experience
service digital design
communication type
fashion lighting content

sound product brand
graphic textile
experience boat
industrial digital design
service type
communication
fashion lighting content

sound product interior brand
graphic textile
experience boat
industrial digital design
service type
communication
fashion lighting content

sound product interior brand
graphic textile
experience boat
industrial digital **design**
service garden type
communication
fashion lighting content

sound product interior brand
graphic accessories textile
experience boat
industrial digital **design**
service garden type
communication
fashion lighting content

sound product interior brand
graphic accessories textile
experience boat
industrial digital **design**
service garden type
communication prompt
fashion lighting content

sound product interior brand
graphic accessories textile
experience boat
industrial digital **design**
service garden type
communication prompt
fashion lighting content

sound product interior brand
graphic accessories textile
experience boat
industrial digital **design**
service garden type
communication prompt
fashion lighting content

sound product interior brand
graphic accessories textile
experience boat
industrial digital **design**
service garden type
communication prompt
fashion lighting content

aesthetics ≠ design

aesthetics ≠ design

and yet

perception: design=aesthetics

perception: design=aesthetics

**perception:
design=aesthetics**

**perception:
design=aesthetics**

*"Most people make the mistake of thinking
that design is what it looks like."*

*"Most people make the mistake of thinking
that design is what it looks like.
People think it's this veneer,*

*“Most people make the mistake of thinking
that design is what it looks like.*

*People think it’s this veneer,
that designers are handed this box and told,
“Make it look good!”*

*“Most people make the mistake of thinking
that design is what it looks like.*

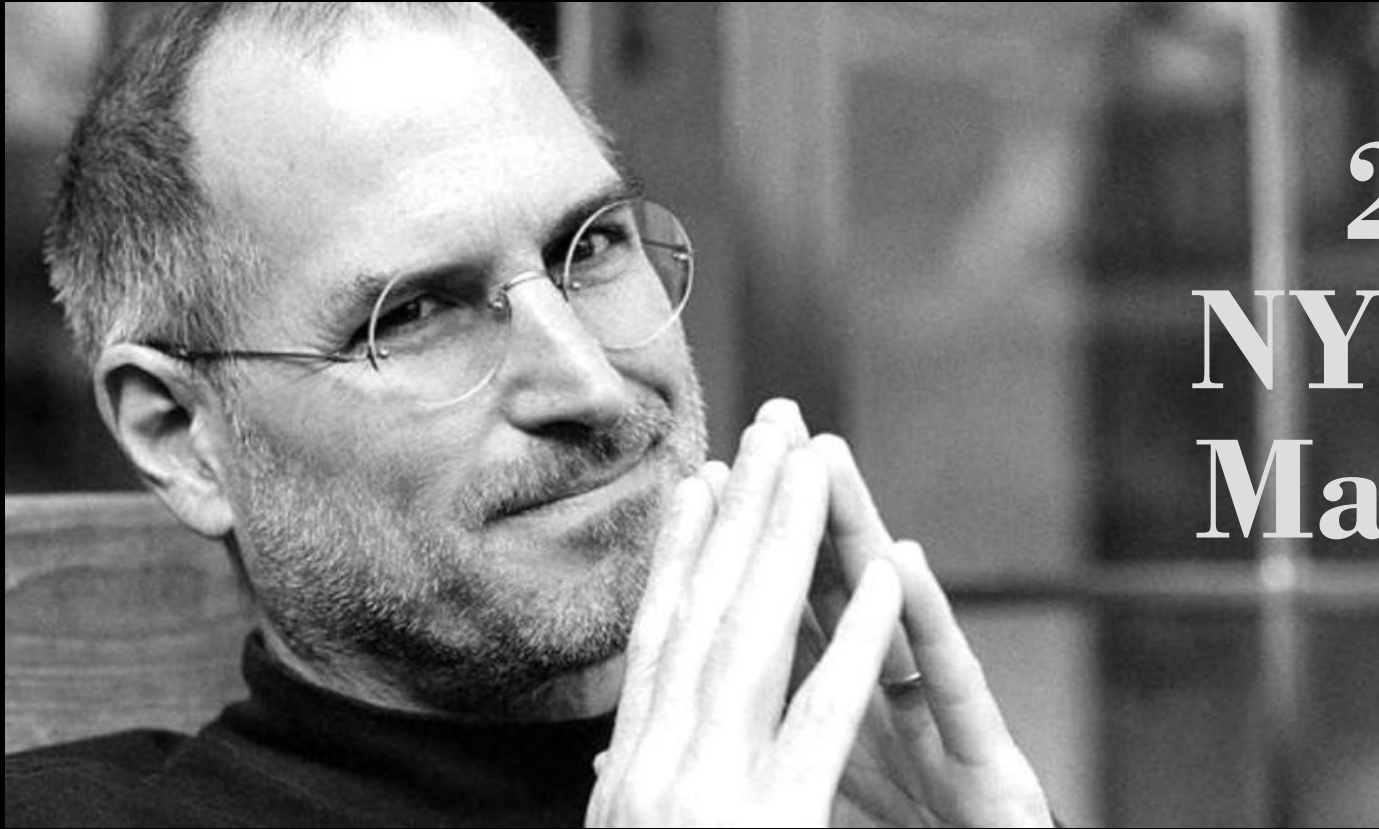
*People think it's this veneer,
that designers are handed this box and told,
“Make it look good!”
That's not what we think design is.*

“Most people make the mistake of thinking that design is what it looks like.

*People think it's this veneer,
that designers are handed this box and told,
“Make it look good!”*

*That's not what we think design is.
It's not just what it looks like and feels like.
Design is how it works.”*

design is HOW it WORKS



2003 NY Times Magazine

**Apple has retained the title of the
world's most valuable brand:**

**Apple has retained the title of the
world's most valuable brand:
the highest brand value
ever recorded in the Brand Finance
Global 500 ranking.**

and yet

and yet

then it's up to **us**

desàin

desàin > design

design

design

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Vision

Vision

Vision

Vision, intention

Vision, intention

Vision, intention

design has great power

design has great power

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design has great power

design has great power

design has great power

**design has great power
and from great power come
great responsibilities**

**design has great power
and from great power come
great responsibilities**

awareness of ethical implications

awareness of ultimate purposes

awareness of transparency

**the inalienable right to always be
able to understand and choose**

ethics, respect, inclusion

vision, intention, project

vision, intention, project

design is political

design is political

design is political

ethical, social, economic, systemic implications

ethical, social, economic, systemic implications

ethical, social, economic, systemic implications

awareness

impact

Design Culture Collective: the culture of the design practice

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Design Culture Collective: the culture of the design **practice**

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critical thinking

the **culture** of the design practice

the **culture** of the design **practice**

culture

**Culture is the acquired knowledge
people use to interpret experience
and generate behaviour**

James Spradley, Anthropologist

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James Spradley, Anthropologist

values

the culture of the design **practice**

practice

1

**the carrying out or exercise
of a profession, especially that of a
doctor or lawyer.**

2

**the customary, habitual,
or expected procedure or way
of doing of something**

2

**the customary, habitual,
or expected procedure or way
of doing of something**

the **culture** of the design **practice**

the **culture** of the design **practice**

culture > practice

culture > practice

culture > practice

Design Culture Collective: the culture of the design practice

Design Culture Collective: the culture of the design practice

Design Culture Collective: **the value of** the design practice

Design Culture Collective: **the power of the design**

Design Culture Collective: the culture of the design practice

Design Culture Collective: the culture of the design practice

designers, students, teachers

clients, users, stakeholders

clients, users, stakeholders

**design has great power
and with great power comes great
responsibility**

**design has great power
and with great power comes great
responsibility**

vision, intention, project

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english.designculturecollective.org

raffaella isidori
 CREATIVE POLYMATH

raffaellaisidori.com
me@raffaellaisidori.com
@zetaraffix

raffaella isidori
 CREATIVE POLYMATH

raffaellaisidori.com
me@raffaellaisidori.com
@zetaraffix



perguntas?