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**DESIGN THEORY AND HISTORY**

**Year 1 Semester 1**

**Video: Design for All (55mins)**

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| **Activity Task(s)** |
| **Complete all 3 questions:**1. *Great design is to design for and with people*. Do you agree or disagree? Why? (80-100words)
* I personally **agree**. The reason why is that I believe every design should always **have** its **purpose** to help people to live their life easier. For example: as simple as to bring other people’s life more joy, or to make people who are different/have disabilities to feel included in the society. But, before doing all the *designing*, the designers themselves should also have the basic **empathy**for doing so, because what really is important is also for the designers to bring people in, those who have different difficulties from the designer, to allow them to show their personal experiences, and this is when the “designing with people” come in.
1. Designing for Functionality or Designing for Aesthetics? What is good design and why? (80-100words)
* Personally, I think that a good design should have covered the two aspects: both functionality and aesthetic. However, a good design is also those that are responsible, those that are invented with purpose, with the **functionality aspect** that is being **prioritized**. If it is aesthetic and look pretty, but does not have its function and defined purpose, then what is the point of designing? Because I also believe that as designers, with all the **power** and **creativity** that they have, they can easily invent something as their expression to also be **aesthetic**. So, the **functionality** should come first.

 1. In the video, Tiffany Denise Brown shared that there is a **disconnect** between designers and the public. Explain **what she meant** and why is it important to address this disconnection. (80-100words)
* She thinks that most of the building that she has around her were being designed by one race, causing another race to feel unsafe and uncomfortable. Having this problem, she said that this rather make the other race to be **unheard** and **disconnected** amongst public. It is very essential for her to address this issue because some of the designers out there does not really have that much of consideration. In her case, they just destroy some building in her neighborhood and make an innovation without thinking further about the problem/outcome that may occur, where the responsibility for the designer is to make their design to be **inclusive, accessible, and approachable** for everyone in their society and not a burden.
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| **TO BE COMPLETED BY STUDENT** |
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| **Class:** | Bachelor of Design Practice (AY2022) | **Domain:** | Fashion Design |

1. **How do I feel while watching the documentary?**

I really love how the writer really shows the difficulties of the autism, the founder of the company typing with her feet, and how the children share their experience with disabilities. For the first 5 minutes, I was just really intrigued and feel as if I was a part of the story, the journey of the designer and the disabilities, without really meeting them in person. I feel like the writer is successful on building the emotional connection for the viewers to feel and be involved on the story that he/she tells. Even though that the movie itself is 55 minutes, it does not feel like it because the visual of it and the auditory catch the viewer’s sense and attention, making them to be really *into* the movie.

1. **What are the new insights/ moral values that I got, for me to apply them in my future design?**
* Before watching this movie, I have never thought and acknowledge the power that I might have, the power of me being able to create something, an object, or even a garment that can help people to live their life better. All this time, I just think and consider about how I can make something to look pretty. Considering all my other peer’s already have, sometimes make me feel so small. Then I realized that everyone has their own path, and we’re on the same journey of learning, making mistakes, and collecting all knowledge to even gain the power of creating something into the world.
* Also, for me to have deeper understanding that a design can also be a communication, for people to really say out loud to the world that “this is what represents me”, as a tool for ones to really say their opinion, and anything that reflects to their opinion, identity, belief, and even personality.