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# SCOPE OF DESIGN:

# DESIGNED PRODUCTS





# DESIGNED ENVIRONMENTS

- ✖ Urban
- ✖ Office
- ✖ Sub-urban
- ✖ Parks and public spaces
- ✖ Roadway and footpath
- ✖ Farming and horticultural
- ✖ Harbors and marinas
- ✖ Rivers and estuaries
- ✖ Wildernesses
- ✖ Education
- ✖ Homes



# DESIGNED ORGANIZATIONS

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- ✗ Educational institutions
- ✗ Governments
- ✗ Businesses and corporations
- ✗ Military organizations
- ✗ Nation states
- ✗ Non-government organizations
- ✗ Unions
- ✗ Family structures
- ✗ Religions
- ✗ Social groups



# DESIGNED SERVICES



```
...WriteFile (FileName,  
0, // Open for writing  
NULL,  
OPEN_ALWAYS,  
FILE_ATTRIBUTE_NORMAL,  
NULL);  
DWORD dwBytesRead;  
WriteFile(hFile, score_table, sizeof(score_table), &dwBytesRead,  
CloseHandle(hFile);  
return TRUE;  
}  
BOOL CMyApplication::EndGame()  
{  
for(int i = 0; i < MAX_COL; i++)  
for(int j = MAX_ROW - 1; j >= 0; j--)  
if (CheckNeighbour(i, j) != 0)  
{  
return FALSE;  
}  
return TRUE;  
}  
DWORD CMyApplication::diffsysTime(SYSTEMTIME st, SYSTEMTIME st2)  
{  
int res;  
int ist=st.wSecond+st.wMinute*60+st.wHour*3600;  
int i2t=st2.wSecond+st2.wMinute*60+st2.wHour*3600;  
int iEn=en-(ist>0)? res=ist-i2t;  
if ((iEn-ist)>0) res=ist-i2t;  
else res=-(24*60*60 - ist) + i2t;  
return res;  
}
```

- ✖ Banking
- ✖ Retail
- ✖ Education
- ✖ Nursing
- ✖ Building
- ✖ Law
- ✖ Police

# DESIGNED SYSTEMS

- ✖ Transport
- ✖ Accounting systems
- ✖ Communication systems
- ✖ Legal systems
- ✖ Logistic systems – e.g. moving food
- ✖ Manufacturing systems
- ✖ Design systems
- ✖ Health record systems





# DESIGNED BEHAVIOURS

- ✖ Retail care
- ✖ Social interactions
- ✖ Religious ceremonies, prayers and rituals
- ✖ Air traffic control
- ✖ Vehicle driving behaviors
- ✖ Mating rituals
- ✖ Police behaviors
- ✖ Military protocols



# SELF-DESIGN

- ✗ Everyone uses designed things as design tools for their own lives, e.g.
  - + Train timetables – to design travel plans
  - + Advertisements – to design shopping lists
  - + Mortgage calculators – design house buying plans
  - + Products -design social interactions



Dep. Time	Tracks	Terminal	Arr
12:40	8	Iksan	18
12:50	7	Yeosu	18
13:05	8	Mokpo	1
13:10	9	Mokpo	1
13:40	8	Iksan	1
13:45	9	Gwangju	





# DEFINITION - DESIGN

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A 'design' is:

A specification to make or do something

# SCOPE OF DESIGN

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- ✕ 800 different areas of design
  - + 45% Technical design
  - + 5% Art and Design
  - + 50% Other Design



# MOST DESIGN ACTIVITY IS HIDDEN

