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Long life product design

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Theses

1. Thesis

Urban assemblage, design stratification

The so called urban assemblage, as a community collage genre is a dominant part of urban folklore. The various arrangements of the different space elements, and the level of sophistication of the specific form and function nodes create such a visual force field that indirectly influences the other participants. For example, the sensation of something missing creates opportunity for a new functional element. This particular layering process is based on duality and a result of a planning process that is spontaneous, random and deliberate at the same time.

II. Thesis

Design mimicry, or the invisible form

The scanning movement of the eye and the physical movement of the body is synchronized. For a given functional space of visual stimuli, the perceived image is a consequence of an incremental change arising from the interactions of closed or open, near or far, and whole or part. Invisible design is a part of urban mimicry design, that minimizes its visual appeal while seeking long-lasting life cycle and the maximum functionality in the urban public spaces.

III. Thesis

Designing long life cycle objects

For a product to hold or increase its value is a consequence of conscious decisions of designers and users. The impact factors considered during the life cycle of an object contribute to the design criteria of long life cycle objects.

IV. Thesis

Process planning

Our kinetic approach of time changes our view of passing time. An object is interpreted as a relative unit applicable, a result of a complex process in a particular moment. The constantly changing, reorganized object is no longer just the design of an object but the design of a process of transformation of objects. Detection of impacts and affects during the design process is intended to provide a greater chance to object survival.

V. Thesis

Applied design

We do this focusing on our product, what happens when we use them, what is the environmental impact comprehensively. How are change our behaviour? How changes our contact between product and user? What is a basic impact on the environment and an user? We need to know as much as we possibility can about our target audiences: the real necessity, we truly understand what they want. In deep research into a social and environmental contexts as a way of achieving a better quality of life.