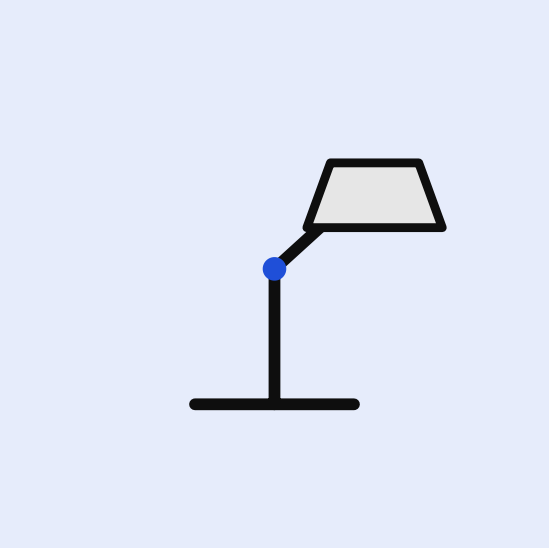
Discipline

Industrial design

Designs mass-produced products, taking care at the same time of how they work, how they are used, how they are made and how they look.



In Spanish

Diseño industrial

Origin

Born with industrial production; history by Heskett (1980); definition by the World Design Organization (2015)

What it deals with

An object made thousands of times also repeats its successes and its mistakes thousands of times.

Principles

Use

The object has to work and make sense in the hands of the person using it.

Manufacturing

You design with production in mind: how it is made, in which materials and at what cost.

More than objects

Today the definition also includes systems, services and experiences.

Applications in design

✓ Use it like this

Test physical prototypes with real people before manufacturing.

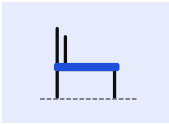
✗ Avoid

Deciding the form without knowing how it will be made.

👁 Don't fall for it

Also think about the end of its life: how it is repaired, taken apart or recycled.

Especialidades



Specialty

Furniture design

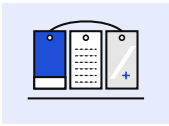
Designs furniture that supports the body, organizes space and can be made viably.



Specialty

Transportation design

Designs the form, interior and use of cars, buses, trains, bicycles and other vehicles.

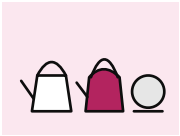


Specialty

Color, material and finish (CMF) design

Chooses a product's color, material and finish so it looks, feels and lasts as intended.

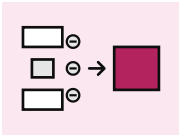
Models and concepts



Concept

Most advanced yet acceptable

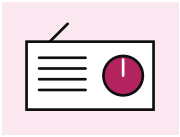
The new is liked as long as people still recognize what it is.



Model

Design for manufacture and assembly

Designing with fewer, easier-to-assemble parts, before manufacturing.

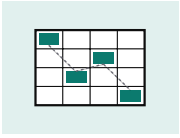


Model

Product semantics

An object's form tells what it is, how it is used and what it means.

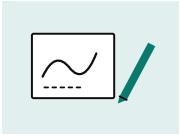
Methods and tools



Method

Morphological analysis

Breaking a problem into parts, listing options for each and combining them to find ideas.



Method

Sketching

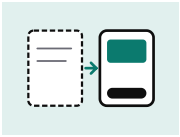
Drawing ideas quickly and cheaply to think them through and share them.



Method

Mood board

A board of images, colors and textures that sets the tone of a project before designing it.



Method

Prototyping

Building quick, incomplete versions of an idea to test it before developing it.

Connections

Builds on

- Human-computer interaction (HCI)
- Affordance
- Ergonomics and human factors
- Anthropometry
- Design history and criticism
- Ten principles for good design
- Form follows function
- Universal design
- Four orders of design

Related to

- Algorithmic design
- Circular design
- Computational design
- Interaction design
- Fashion design
- Packaging design
- Product design
- Wearable design
- Ubiquitous computing design
- Parametric design
- Sustainable design
- Ecodesign
- Food design
- Tangible interaction

Authors and works

1980	**John Heskett**	Told the history of industrial design as tied to mass production.
2015	**World Design Organization**	Redefined it as a strategic problem-solving process for products, systems, services and experiences.

Sources

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