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Nota di contenuto	Chapter 1. Design thinking the future? -- Chapter 2. Looking inside the box to think outside it: Contextualizing design thinking -- Chapter 3. The development of social design education: toward social field and new media application -- Chapter 4. Learning as subversive design practice: Graffiti artists' learning of social structure and invention of creative expressions -- Chapter 5. Designing a future through imaginative responses to artists -- Chapter 6. Solving your game's Rubik's Cube: Systematizing the design process for digital and tabletop games -- Chapter 7. Transforming the Bard through Digital Media: Modern design approaches for Shakespeare education -- Chapter 8.

Making museum collections more accessible for the public: Multiplicity of designing natural history exhibits -- Chapter 9. Nature can inspire the things we make and why it matters -- Chapter 10. Reimagining the book: 'Writerly' ways of knowing -- Chapter 11. Designing for designerly knowing: Strategies for creating instructional design futures -- Chapter 12. How people learn in design practices -- Chapter 13. Commentary I on four chapters -- Chapter 14. Commentary II on four chapters.

Sommario/riassunto

This book offers insight into designerly ways of knowing from the perspectives of experts and professionals engaging in diverse forms of design in workplaces and other public domains. It also aids in the understanding of design practices from designers' viewpoints via case studies. By pursuing a reflective inquiry in their design epistemology (designerly ways of knowing), design praxiology (practices of design), or design phenomenology (forms of designs), self-studies of design practices, and presenting studies of designs, the authors of this book demonstrate how they influence the people and the object of inquiry or design. The case studies presented in this book also illustrate how designers develop their expertise, and provides inspiration for the incorporation of design-thinking and practice in education.