Con Kennedy / Dublin Institute of Technology & IT Carlow

Design History: Culture & Contexts

Design in it's widest definition, does not exist within it's own paradigm. Many things affect design and it's outcomes. Specific design disciplines influence, and are influenced by other creative areas and also by wider culture. Historical, societal and political events effect design and vice versa.

This timeline covers the periods of early Modernism to Postmodernism and the various design styles and influences contained within each. Interactions of style and influences are shown which charts design's relationship to popular culture and history. This poster indicates the major design milestones of the 20th and early part of the 21st century and identifies key design practitioners active and influential in each decade. It indicates the multidisciplinary nature of design but also highlights major disciples including: Vehicle Design; Architecture; Product & Industrial Design, Visual Communication & Graphic Design.

Details, artefacts, practitioners, design movements, historical & cultural events were identified as part of an ongoing series of Design History workshops with first year Product Design and Industrial Design students. Debate, discussion and evaluation was undertaken by the group in order to establish what would be considered for inclusion in the timeline. In some cases, certain practitioners or artefacts were removed from earlier drafts as their work was included in the discipline specific time line and vice versa. For example, Marc Newson was not included as a key practitioner, however, the Lockheed Lounge Chair is indicated in place of the designer. Similarly with dates where multiple events have happened or artefacts published. The author acknowledges these limitations as there can only be a specific number of items included in each decade. Issues or conflicts were resolved through discussion with the class group and were also triangulated with the help of cross disciplinary peers in an attempt to get the widest possible balance of disciplines and inclusion of detail.

Literature from national and international sources were investigated in order to develop

a multidisciplinary approach in identifying key moments in design history and how these relate to current world and national historical events, and events within poplar culture. These influences are mapped against identified key design artefacts of the period. Considerations on how colour is utilised within each decade is also included. The time line looks at design in both an international and Irish context and charts key design moments from the foundation of the state up to the Year of Irish Design (ID 2015).

Once mapped out, patterns, themes and influences can be identified. Notably, from an international view, the influence of Dieter Rams' work on Jonathan Ive and and how, in Ireland, government reports on the design sector led to representation and action within industry. The example here is the Scandinavian Report in 1962 which led to the foundation of Kilkenny Design Workshop in 1963 and in 1999 Enterprise Ireland's Opportunities in Design led to Design Ireland being established a year later. With 2015 being designated as Year of Irish Design, it begs the question, what will it's lasting legacy be?

This poster indicates how design is constantly evolving, how the different design disciplines are responding to the environment in which it lives and is part of. Here we see a representation of the link between design history, it's culture and contexts. This poster in not intended as a definitive design history timeline. e.g. timelines of key moments fashion design, photography or scientific discovery may be included in later versions. However, it does add to the discourse and further debate and offers one perspective on the connections to the various design disciplines and practitioners, as well as their place in history and culture.

References

Design Museum (2009) Fifty Cars that Changed the World

Eiseman, L. and Recker, K. (2011) Pantone: The Twentieth Century in Color Pub. Chronicle Books

Fiell, C. (2013) 1000 Chairs Pub. Taschen

King, L. & Sissons, E. (2011) Ireland, Design and Visual Culture: Negotiating Modernity 1922-1922 Pub. Cork University Press

Meggs, P.B., and Purvis, A. (2001) Meggs' History of Graphic Design Pub. John Wiley & Sons

Pivot Dublin (2010) Pivot Dublin: World Design Capital Bid Pub. Dublin City Council

Read, H. and Stangos, N. (1994) Dictionary of Art and Artists Pub. Thames & Hudson

Toscani, O. (2000) 1000 Objects Pub. Taschen

http://www.autoblog.com/photos/historys-10-bestsellingcars-of-all-time

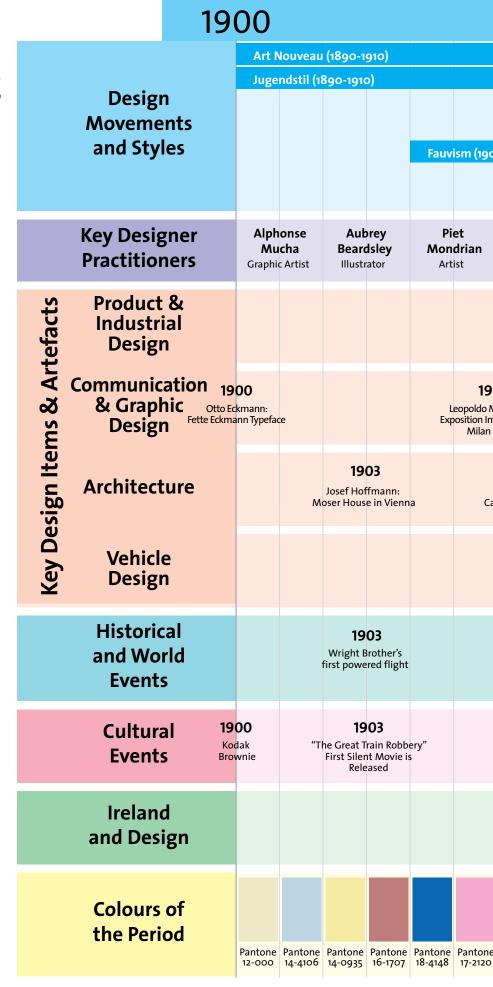
http://www.popularmechanics.com/cars/g93/the-100-hottest-cars-of-all-time

http://www.creativebloq.com/architecture/famousbuildings-around-world-10121105

http://www.greatbuildings.com/greatest_hits.html http://www.militaryarchives.ie

http://www.independent.ie/regionals/sligochampion/ news/david-showcases-his-most-recent-work-theaudi-q5-27571699.html A printed version of this time line is available as part of the first issue of Iterations. This is intended for you to add your own suggestions to the chart. Readers are encouraged to return suggestion to the author for considerations in further iterations of this project.

A large format version of this time line will be presented at Faultlines Conference with the purpose of creating further discussion, discourse and inclusion as part of this continuing co-design project.



Design History: Culture & Contexts by Con Kennedy





