


Design research// You need to describe and analyse the work of inspirational designers and other creative people.

Data collection

1. Collect images and information of designers' works on websites and books.
2. Add these design works to your sketchbook.

Description, Analysis and Evaluation

1. Describe and Analyse what you see in 100 words.
2. Describe the artist or designer's creative choices and materials/techniques used.
3. Describe the audience, the purpose and function of the work, its audience, its social/cultural context etc.
4. Analyse your reaction to the work: **What do you think/feel when you see it?**
5. Evaluate the artist or designer's intentions: **What is successful about the work? Why?**
6. Analyse your decision in choosing this work: **How does this work inspire you? What can you learn from it?**
7. Analyse the relation between this work and yours: **Why do you find it interesting for your own work?**



Thomas Verbal
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Think of someone who designs and describe why you admire them: [Curro Claret](#)

Saul Bass once said "Design is thinking made visual" and I always thought this was an inspiring quote to remind ourselves when designing. Besides famous designers of the twentieth century, there are many internationally known design studios that inspire me, [Domestic data streamers](#) or [Nosigner](#) as main references that I often show to my students. However, here we are asked for someone that we admire, and admire is a big word.

There is a type of designer that I admire, who may not be too well-known but who design for a so-called social good, one of them being [Curro Claret](#). He is an industrial designer based in Barcelona, who doesn't have an appealing website as he probably cares more about its basic functions of promotion than anything else, but whose projects are thoughtful and solve a practical issue. How to use the creativity and skills of a maker to solve problems and, at the same time, making people think about the problems that they solve? The project [La Pieza T300](#) is a metal piece that the designer made to connect different pieces of wood together and, through these connections, create hand-made stools, tables and other furnitures. The project was intentionally meant for homeless people as they could use the metal piece to build their own furniture with found materials. The piece is reproducible and can be used in many different ways, which shows its versatility. This is a universal piece, cold, rigid and structured that can, suddenly, give life to unconventional shapes, customised and alive.

This type of creative, anarchist designer who experiments and designs structures, products or systems that are smart, usable and that make us all think for five minutes, are to be admired.

Example of analysis of a designer's work