Introduction

The articles collected for this issue include reports of significant design research, trenchant commentary on design policy, and useful reviews of design scholarship. The list of topics addressed—the nature of innovation, the role of visualization, product cycles, interaction design, sustainability, and the development of design policy—are indicative of the expanding scope of design thinking and the growing maturity of design research. Ann Thorpe's article on "Design's Role in Sustainable Consumption" is the latest contribution to a series of articles in the journal on the topic of sustainability. She presses the design community to move beyond well-meaning platitudes and engage in rigorous research and action. Thorpe examines three main areas—environmental policy, psychology, and sociology—in which she sees opportunities for designers to make important contributions. Like sustainability, innovation has become an unavoidable buzzword in business, design, and the popular press promoted as a panacea for a long list of social and economic ailments. Often the ubiquitous nature of such terms implies a simple and shared understanding, yet careful review challenges common usage. In "The Innovation Dimension: Designing in a Broader Context," Leon Cruickshank explores the concept of innovation and provides a nuanced appreciation of the concept as a multidimensional activity. Arthur O. Eger and J. W. Drukker develop a framework for understanding product life cycles. Their "Phases of Product Development: A Qualitative Complement to the Product Life Cycle" provides some structure for understanding the "careers" of individual products. Organization rather than product design is at the core of Jennifer K. Whyte and Paula Cardellino's "Learning by Design: Visual Practices and Organizational Transformation in Schools." The authors begin their exploration of visual practices with the question "what are the roles that visual representation plays in organizational transformation?" In "Aesthetic Interaction: A Framework," Paul Locher, Kees Overbeeke, and Stephan Wensveen explore the structure of aesthetic experience as it operates in the area of interactive systems. Jonathan M. Woodham's "Formulating National Design Policies in the USA: Recycling the 'Emperor's New Clothes'?" takes as its starting point the American Design Communities' recently issued policy statement "Redesigning America's Future: 10 Design Policy Proposals for the United States of America's Economic Competitiveness & Democratic Governance." In a masterful demonstration of what an historical perspective contributes to contemporary policy discussions Woodham reviews significant efforts around the globe to develop national design

policies and subjects the latest American effort to informed, contextual, and necessary scrutiny.

Although the list of topics and arguments is disparate, there is a pattern worth noting in the material assembled here. Rather than presenting themselves as isolated voices, the authors are contributing to a communal effort to enrich and advance the state of knowledge in their respective fields in a self-conscious, structured manner. Readers should take note of how contributors introduce their subjects and position their discussions within some larger body of research literature and set of questions. To employ a cartographic metaphor, by citing previous work, authors provide crucial landmarks that help the reader navigate the specific terrain covered in each article while orienting themselves in the larger territory. Furthermore, the authors explore the implications of their work by suggesting fruitful areas for future research. The editors of *Design Issues* believe this kind of approach to design scholarship promotes an atmosphere of intellectual engagement and enriches the entire design community.

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Richard Buchanan
Dennis Doordan
Victor Margolin

Errata: *In the Summer 2009 issue of* Design Issues, *several lines were eliminated from the article "National and Post-national Dynamics in the Olympic Design: The Case of the Athens 2004 Olympic Games" by Jilly Traganou. We regret this error. This article has been updated in the online version of* Design Issues. *The final lines should read:*

The constituents of these events should interrogate rather than sustain the myth of the nation and perform a cultural "hijacking" of international events as a means of disputing established categories of nationhood and otherness, thereby promoting alternative types of allegiances across national borders. At the moment that, using again Sassen's words, "power is increasingly privatized, globalized, and elusive" what is needed is directly engaging forms of power and reinvention of citizenship which designers as cultural agents could help express and cultivate. Instead of resorting to ethnic or parochial glorifications of the nation and its myths, or conforming to the market's demands for ethnically identified design, designers should use their practice as a means of revealing the "crisis of the nation"—as it is experienced by both citizens and "others"—and mobilizing identity politics in order to articulate new allegiances.