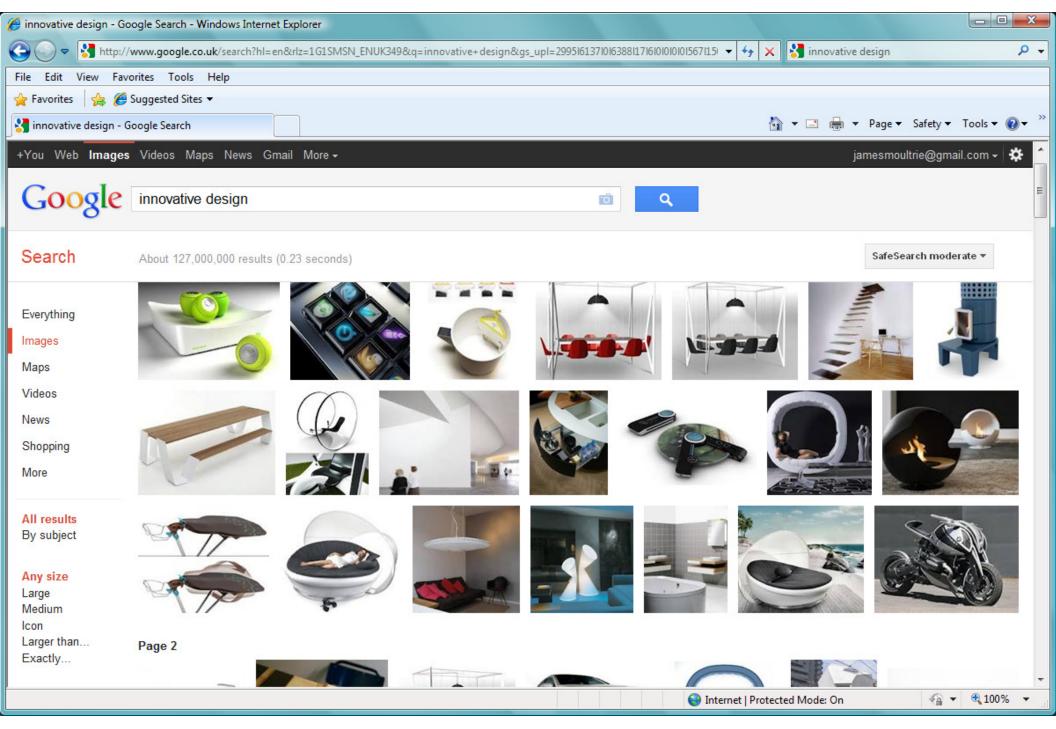
Design-novation

Dr James Moultrie jm329@eng.cam.ac.uk











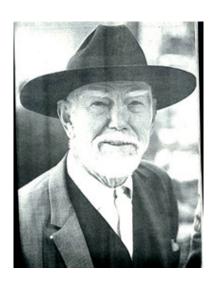


Wedgwood

1700s: separation between production and design of pattern







Joseph Sinel (1889-1975)

- Called himself an "industrial designer" in 1919/1920
- ID applied to "machine made consumer goods"



Peter Behrens (1868-1940)

- First well known "industrial designer"
- Worked for AEG in 1907
- Graphic artist turned architect

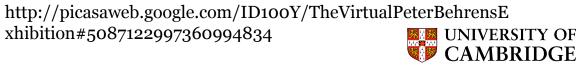


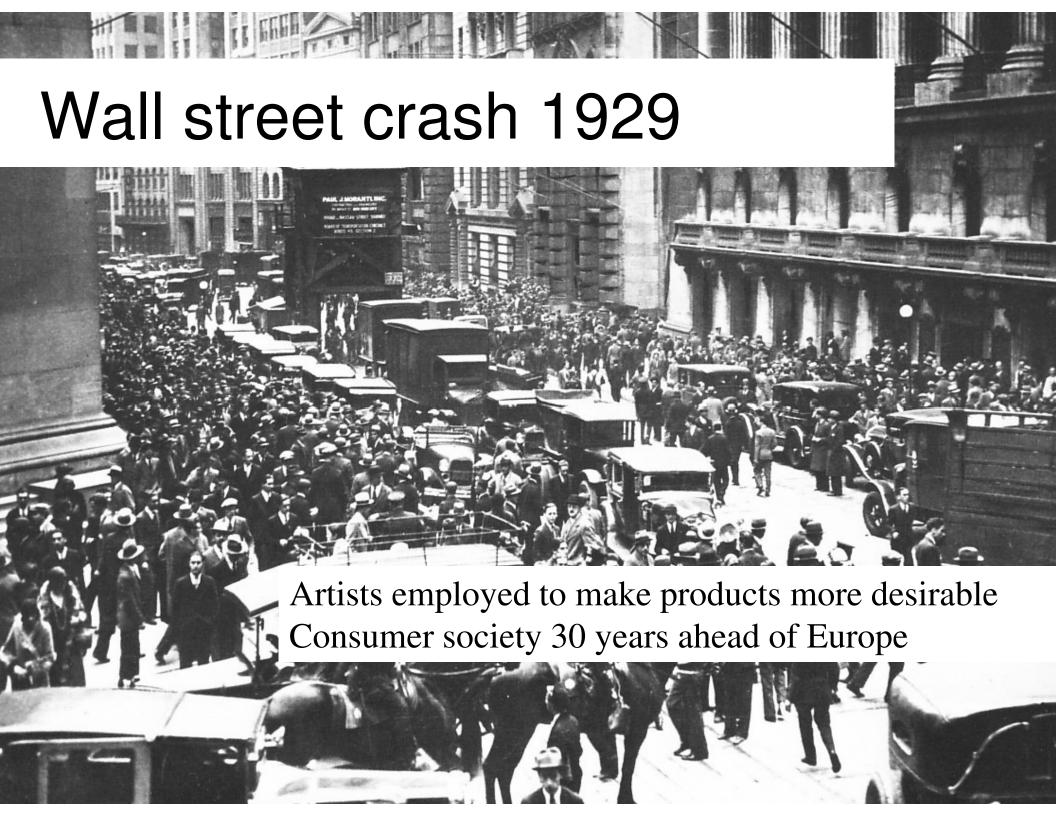


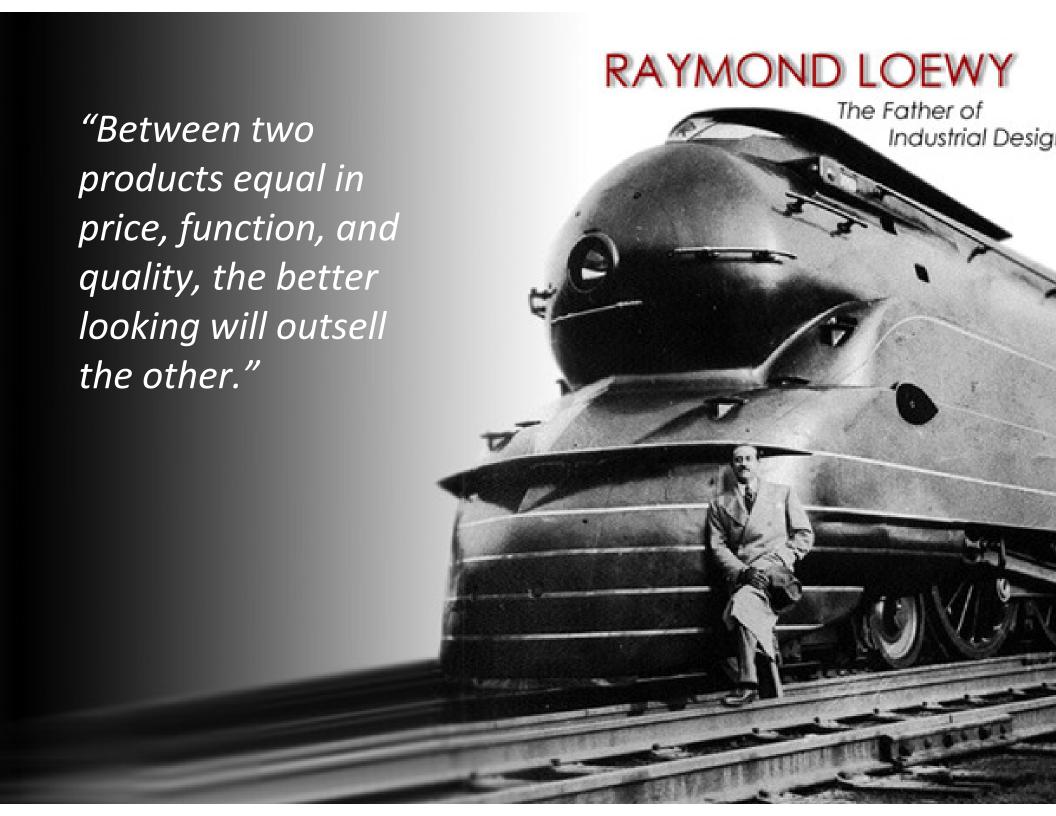
Peter Behrens ...

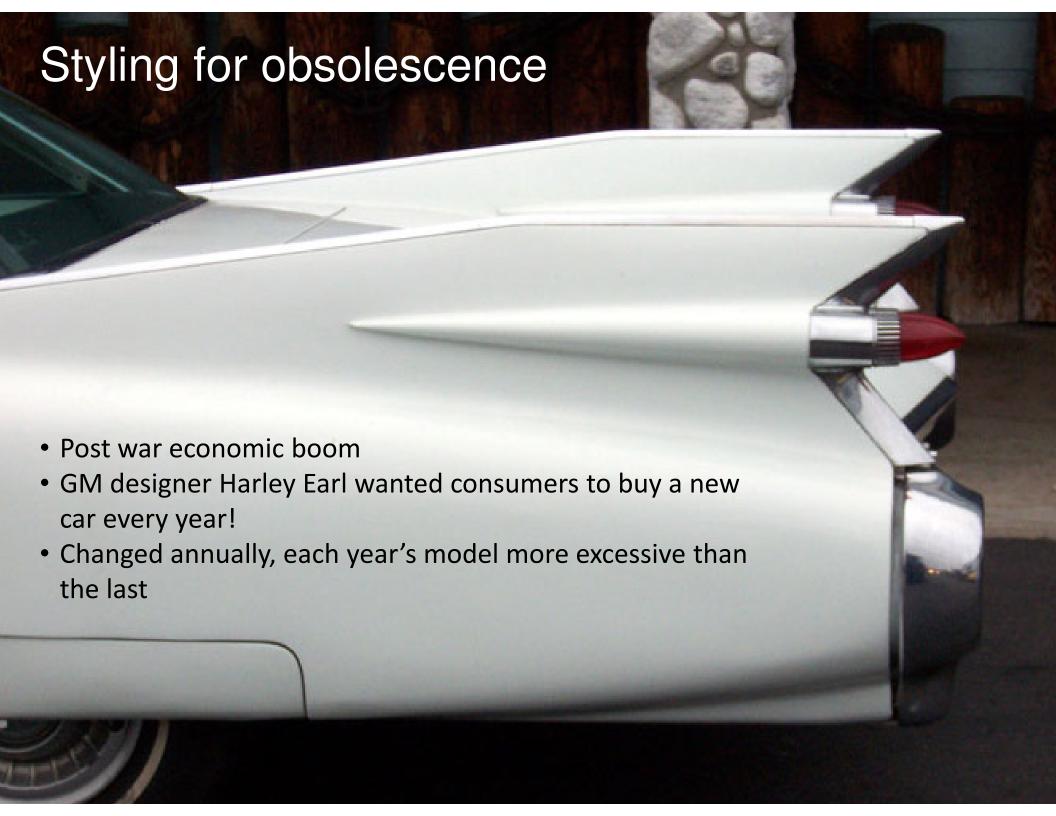




















Starck: Victoria ghost chair 2005



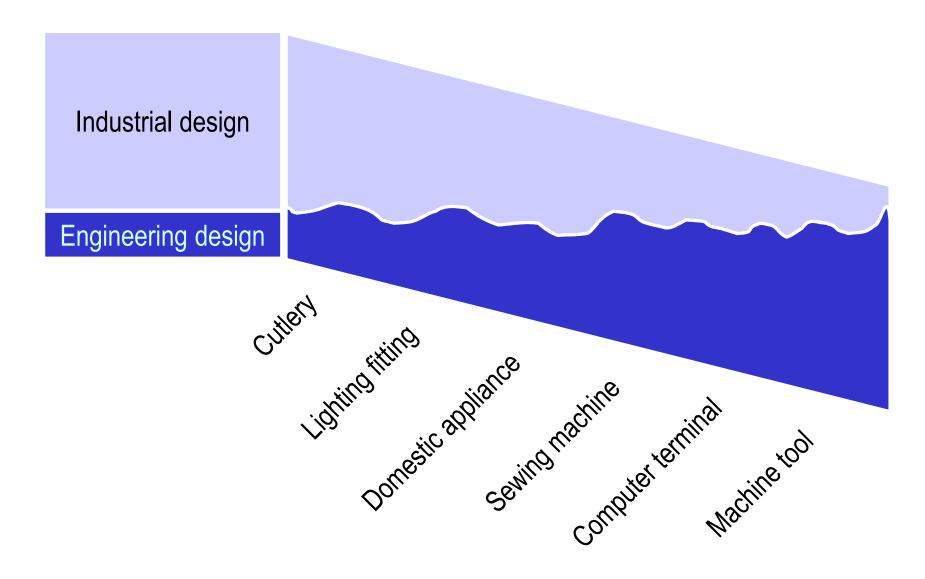
Starck: Attila 2000



Starck: Louis ghost chair 2002





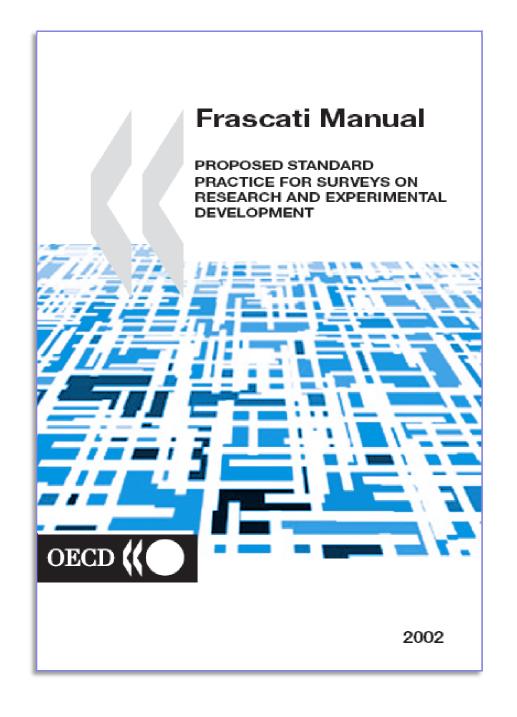








There are, however, some elements of design work which should be considered as R&D. These include plans and drawings aimed at defining procedures, technical specifications and operational features necessary to the conception, development and manufacturing of new products and processes







Design is an integral part of the development and implementation of product innovations.

However, design changes that do not involve a significant change in a product's functional characteristics or intended uses are not product innovations.

However, they can be marketing innovations.

The Measurement of Scientific and Technological Activities

Oslo Manual

GUIDELINES FOR COLLECTING AND INTERPRETING INNOVATION DATA

Third edition

A joint publication of OECD and Eurostat





ORGANISATION FOR ECONOMIC CO-OPERATION AND DEVELOPMENT STATISTICAL OFFICE OF THE EUROPEAN COMMUNITIES





Marketing innovations include significant changes in product design that are part of a new marketing concept. Product design changes here refer to changes in product form.

All design activities for the development and implementation of product innovations and of process innovations should be included either in R&D or in other preparations for product and process innovations.

The Measurement of Scientific and Technological Activities

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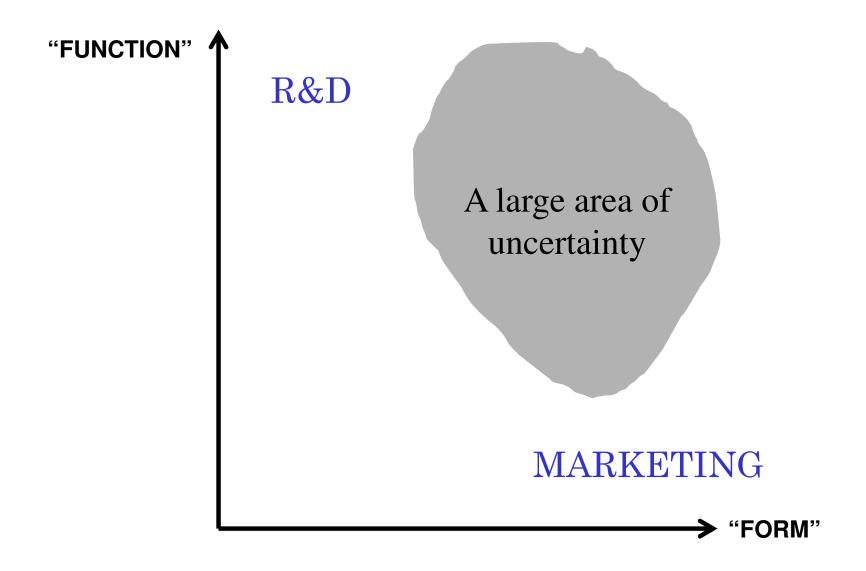


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Design according to Frascati & Oslo ...











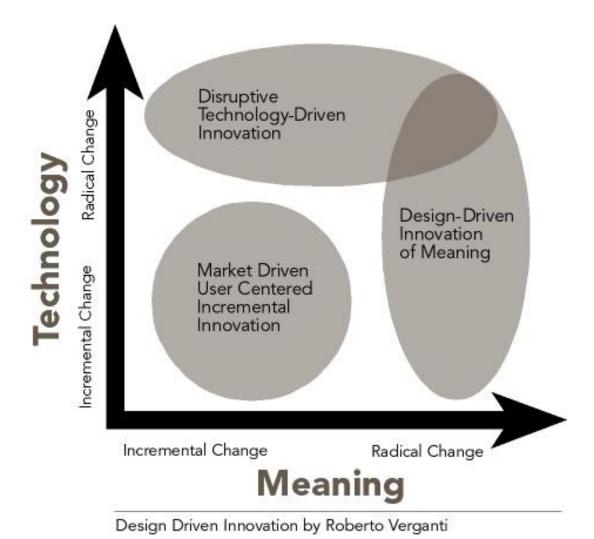


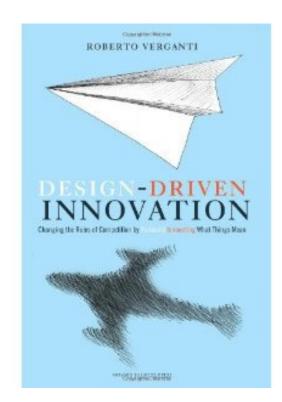
















"an innovation that is generated primarily through symbolic changes is one which communicates a different social meaning than it did previously. Its physical form remains predominately unchanged, but the meaning assigned to that form is novel"

Hirschman, E.C. (1981) Symbolism and technology as sources for the generation of innovations. Advances in Consumer Research, 9, p.537-541.





"an innovation that is generated primarily through symbolic changes is one which communicates a different social meaning than it did previously. Its physical form remains predominately unchanged, but the meaning assigned to that form is novel"







How does it make
me feel



Experience -----



How does it work





How does it make me feel

Emotional utilities
Social utilities



Experience



How does it work

Functional utilities







How does it make me feel

Emotional utilities
Social utilities

Experience

How does it work

Functional utilities







Changes in SOCIAL and EMOTIONAL 'utilities'













Changes in SOCIAL and EMOTIONAL 'utilities'









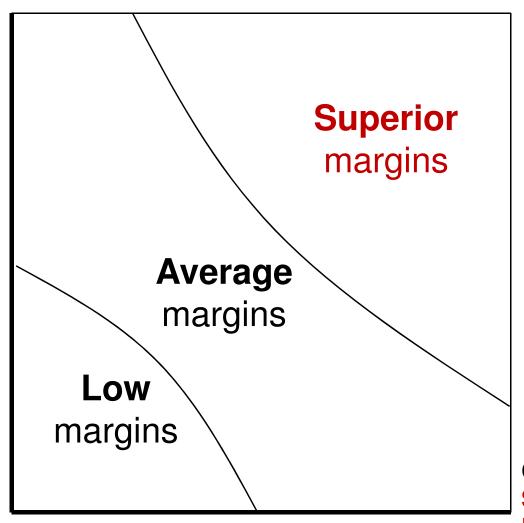




'utilities'







Changes in SOCIAL and EMOTIONAL 'utilities'





Emotional utilities

"How it makes me feel"



"What it does"

"What it says about itself"

Social utilities

"How it makes me look to other people"

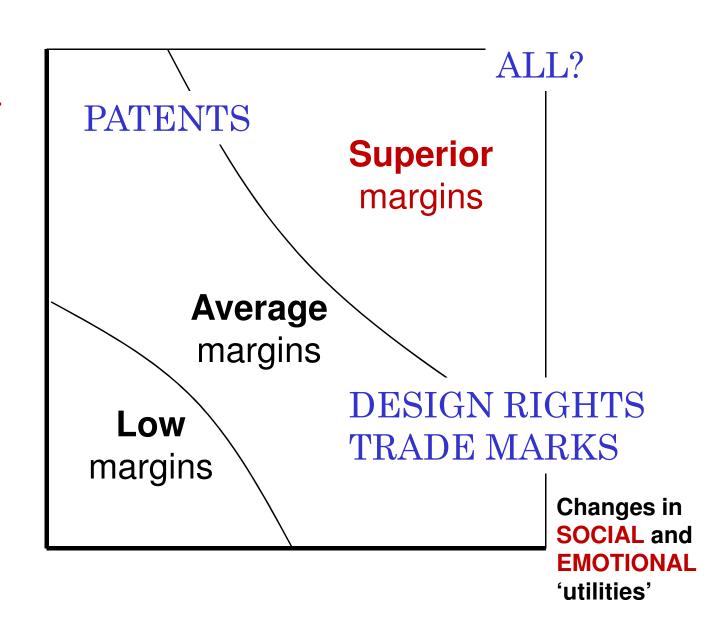






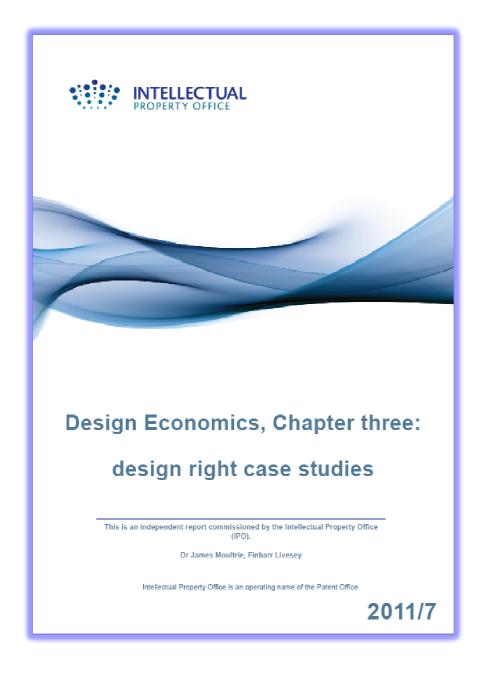












http://www.ipo.gov.uk/ipresearch-designsreport3-201109.pdf





	Registered	Unregistered	
UK	• UK Registered designs	• UK Design rights	
Overseas	Registered Community designHague Industrial Design	• Unregistered community design	
		4661911	





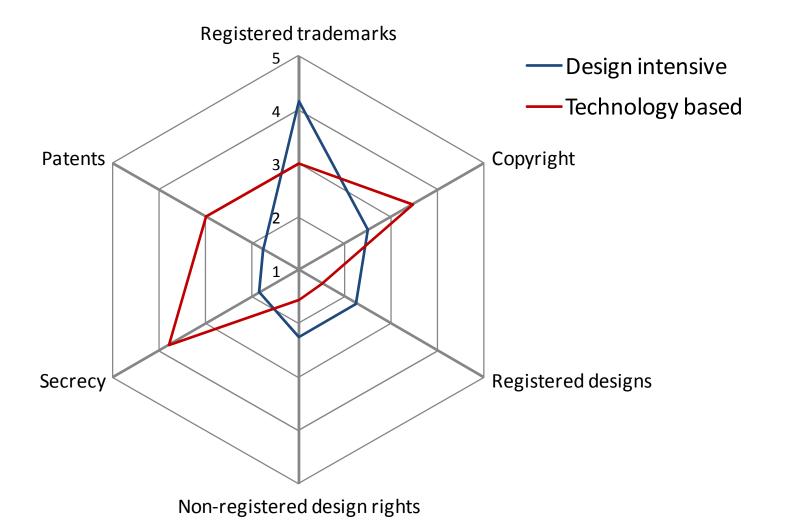
Sectors

- Design intensive firms (14)
 - Fashion: fast rate of design change
 - Furniture: slower rate of design change
 - Consumer goods (e.g. homewares, toys)
- New technology based firms (18)
 - New technology based firms
 - Medical devices
 - General technologies
- Design agencies (10)
- Target 30 firms, responses from 42





Patterns of use of intellectual property







Copying of designs

	Total number of firms	Number of firms who have had designs copied	Number of firms that took action	Number indicating the action was successful	Number of firms more likely to register a design as a result
Design intensive	14	11	7	4	4
Technology based	18	9	4	3	0
OVERALL	32	19	10	6	4

copying is about taking inspiration from someone else's work and then producing your own things





Activity in registering designs

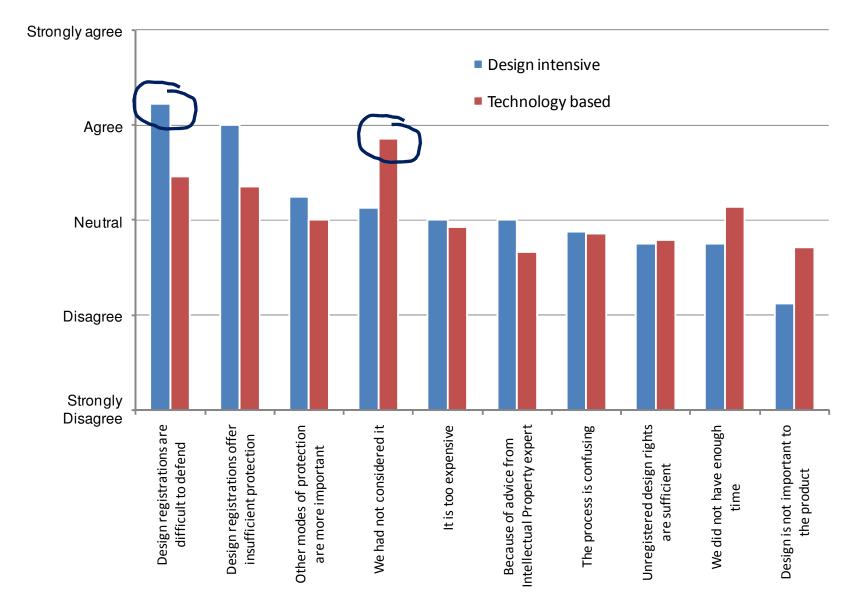
	Number of firms	Own a UK Registered Design	Own a design registered in EU or internationally	Own a UK AND an internationally registered design	Do not own any design registrations
Design intensive	14	8	5	5	6
Technology based	18	2	2	1	15
TOTALS	32	13	7	6	21

Perception is now that designs do not give a broad scope of protection, so we will spend money on designs more cautiously





Reasons for not registering ...







Management of designs

		Managing Director	Technical Director	Marketing Director	Other	No-one
Design intensive	Design registrations	6	1	0	2	3
	Patents	5	1	0	2	4
	Trade marks	5	1	0	2	2
Technology based	Design registrations	4	2	1	2	9
	Patents	5	5	1	2	5
	Trade marks	4	2	6	1	4





Summary ...

• Innovating by design ... a combination of new functional, emotional and social utilities

Design rights can help protect the social and emotional utilities

But

• Design rights not always viewed as a strong form of protection





Thank you

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