
Abstracts

Kultura Popularna nr 2 (52), 142-147

2017

Artykuł został zdigitalizowany i opracowany do udostępnienia w internecie przez **Muzeum Historii Polski** w ramach prac podejmowanych na rzecz zapewnienia otwartego, powszechnego i trwałego dostępu do polskiego dorobku naukowego i kulturalnego. Artykuł jest umieszczony w kolekcji cyfrowej bazhum.muzhp.pl, gromadzącej zawartość polskich czasopism humanistycznych i społecznych.

Tekst jest udostępniony do wykorzystania w ramach dozwolonego użytku.

Abstracts

*Basińska Anita,
Jeran Agnieszka*
**Acoustic comfort
in open space
offices in the eyes
of designers**

Nowadays a significant amount of work is office work. How it is performed is determined by both applied techniques of human resources management and organization of workspace; both these factors relate to each other. The increasing importance of good working conditions, as well as effectiveness, lead to serious discussions about the importance of comfort in a work place. Because the most popular type of workspace is open space, we have analyzed design solutions to provide comfort to employees. We have analyzed 50 projects published on the site sztukawnetrza.pl, and then we classified and described methods and means that reduce noise in open space. It has also caught our attention that in Poland there seems to be no objective acoustic indicators clearly defining the accepted noise level. This indicates the absence of such narration among designers though it does not mean such standards are not applied.

Key words: space, open space, work comfort, acoustic comfort

***Gawron Grzegorz,
Rojek-Adamek
Paulina Aging in
place. Age oriented
design***

The subject of the article is to reflect on the challenges that contemporary *design* faces in the area of shaping urban space. This issue is particularly important in the context of the observed process of aging, which is associated with the necessity to adjust the physical and social environments to the changing needs of a growing group of seniors. Their free and independent functioning is determined to a large extent by external factors, including spaces that are their living environment. There is a place for a special dimension of urban *design*. Its main goal should be to create environments that facilitate the maintenance of good health, generating a sense of security and maintaining a sense of well-being of their users. This approach is directly linked to the concept of *Aging in Place*, understood as giving the opportunity to remain in the living environment at every stage of life, with maximum autonomy for as long as possible.

Key words: space, aging societies, aging in place, urban *design*, living environment

***Gądecki Jacek Working
landscape design.
Between practical
and critical design
anthropology***

The article attempts to answer the question concerning the role anthropological reflection plays and should play in designing the work environment, or, more broadly – the workplace landscape. Drawing on Tim Ingold's distinction between design anthropology and design ethnography, I offer an analysis of contemporary workplace landscapes and the practices of their design based on my own research experience. In doing so, I focus on two principal, i.e. "practical" and "critical", elements of involvement of anthropology in these processes. The first case study concerns the practices of teleworkers and the question of reconciling their professional and private lives in the limited space of their homes in general, and dividing the space of home into the sphere of working and private life in particular. The second study (in which I am involved as an independent consultant working on a team designing the working style of a company) is concerned with the design of working space in a new building planned as a showcase of the firm called X.

Key words: design anthropology, design ethnography, design of working, workplace, landscapes

Izdebska Karolina **Better life of garbage? Design and upcycling**

This paper is written to present the usage of waste materials in modern design. At the beginning the author analyzes the sources of fascination with waste and trash in art. Then the phenomenon from the borderline of ecology, design and high art – upcycling (re-design) is described. Upcycling was introduced as a one of the methods to maintain the environment without doing any harm and to recreate useful products out of waste materials. By changing functions, uses, and meanings of old things designers give the product a new higher value. The author lists the values and advantages of this method and examples of using it in indoor and outdoor spaces and also in fashion. In the summary the social aspects of upcycling are presented.

Key words: re-design, sustainable design, trash/junk art, upcycling, waste materials

Klekot Ewa **Self-agency in a porcelain factory**

Ethnography of a porcelain factory is one of the main components of a research project called “People from the porcelain factory”. The project is carried out in the porcelain factory in Ćmielów, Poland, owned by Polskie Fabryki Porcelany “Ćmielów” i “Chodzież” SA. The project consists of anthropological research (design anthropology and workplace anthropology) and an artistic intervention in the field. The intervention entails manufacturing Human Trace tableware set and exhibiting it both in the factory and outside, to the audience interested in design. The fieldwork in the factory allowed the author to interact with various actors of manufacturing process – both in a more observational mode of ethnography and a more participatory one during the tableware production. Witnessing the process of material transformation of raw material into a porcelain vessel was also fascinating. The article points at the role of different modes of knowing and various skills necessary for porcelain ware production and focuses on evaluation of different ways of knowing, skills and cognition.

Key words: workplace anthropology, factory, porcelain, embodied knowledge, materiality

Khur Kamil **What design can do? House as a set of relations**

An interpretation of „Better Shelter” by Ikea provides a point of departure for cultural analysis of the term „home”. By asking what design can do and how it affects different understandings of home territories, I prove that common meaning of „home” is a justification for the antagonistic division into us and them. As an alternative, I suggest that home territories should be seen as performative spaces (David Morley). I analyze „The Microbial Home” with reference to Judith Butler’s theory of bodies-as-living-set-of-relations in order to show that homes are analogous sets-of-relations. In this context, design would be a way of thinking that creates inclusive spaces and addresses social issues (i.e. global migrations, environmental degradation). **Key words:** Better Shelter, Ikea, Microbial Home, Philips, home, universal design, participatory design, space, refugees, David Morley, Judith Butler, ethics of cohabitation.

Lasota Paweł, Mojsiejuk Magdalena **Tangle of lines**

The article is a consideration of differences between block thinking (blocks, compositions) and line thinking (movement, knots). It is also an attempt to describe the experience of working with a robot as a new project practice in which we ponder: is a robot as a designer’s tool closer to the experience of craftsmanship, or to the modern practice of computer-assisted design? It is also a description of our final project “Knotty” involving translating the technique of knitting into the language (movement) of a robot, being the practical answer to the questions and theoretical problems stated above.

Key words: robot, craft, knitting, block thinking, knot thinking

Łukasiuk Magdalena **Interactions with architecture. Social self-agency**

The article describes the role of urban design in the theoretical prospect of the sociology of architecture. I argue that the architecture and design select people (user and tenants) using aesthetic parameter. The process of social segregation as a result of gentrification and modernization is often hidden behind the discourse around design and serves the contemporary elites. I present the point of view elaborated by Project for Public Spaces as an example of place-centered (and not design-centered) approach.

Milczarczyk Paula ***Fashion as a source*** ***of suffering. Ethical*** ***dimension of produc-*** ***tion and imaging***

Rosińska Monika, ***Szydłowska Agata*** ***ZEOPOLIS. Towards*** ***design outside the*** ***anthropocentric*** ***paradigm***

Key-words: Sociology of architecture, design, aesthetic parameter, social selection, social segregation, design-centered city, place-centered city

Fashion, both in its manufacturing dimension and as a field of visual culture, remains morally involved. The article is an attempt to incorporate phenomena related to fashion in an ethical perspective. The first part of the article focuses on mass production practices: such as shipping, greenwashing, fur farm industry, or the negative environmental impact associated with production. The second part of the article is devoted to the practices related to the culture-producing dimension of fashion, as well as the total aesthetization of everyday life (and the resulting anesthetization), the falsification and the simulation of reality or fashion projects based on the use of motives rooted in culture or religion. **Key words:** fashion, ethics, fashion industry, slow-fashion, visual culture

The article provides an introductory discussion on design practice that contributes to a possible constitution of an expanded community composed of humans, non-human animals and other species. It starts with an examination of existing approaches to design and art that take into consideration relationships between humans and non-humans. We divide them into three types: one, which is focused on a wildlife protection, second which reflects on an animal perspective and third, which recognizes animals as creators. Departing from a critique of given approaches we propose a new one basing on theories of Will Kymlicka and Sue Donaldson, Donna Haraway, Joanna Bednarek and Bruno Latour. Thus the concept of *zoopolis* could be defined as a city and a community of living creatures. It would be based not on a hierarchy but on relations on various levels. This concept leads us to a formulation of possible questions and challenges of this expanded community for design practice where material environment could mediate between species and facilitate the cohabitation. **Key words:** zoopolis, plants, animals, non-humans, posthumanism, design, architecture, city, community, politics

***Rura Przemysław
Lance items. About
the functions of the
everyday practical
tests for self-pres-
entation and identity
building***

In this paper I discuss the results of research on „Lans” in relation to the “tool box” provided by semiology. Particular attention I pay to constructing meanings of co-participating in the construction of identity and self-presentation. I also diagnose contemporary sign-functions. The article consists of three parts. The first part is an introduction, in which I outline the theoretical basis of research and use analysis of the semiological categories. In the second part I present fragments of research results. In the last part I undertake to explain the results and relate them to broader contexts of meaning, taking into account the multiplicity of optics and ways of interpreting sign-functions.

Key words: lans, semiology, sign, sign-function, meanings