
Editorial

Henri Christiaans

School of Industrial Design Engineering,
Applied Ergonomics in Design group,
Delft University of Technology, The Netherlands,
Landbergstraat 15, 2628 CE Delft, The Netherlands
E-mail: henri.christiaans@tudelft.nl

Paulien M. Herder

Department of Technology, Policy and Management,
Delft University of Technology,
Jaffalaan 5, 2628 BX Delft, The Netherlands
E-mail: p.m.herder@tudelft.nl

Ina T. Klaasen

Faculty of Architecture, Delft University of Technology,
Delft, The Netherlands
E-mail: i.t.klaasen@tudelft.nl

Biographical notes: Henri Christiaans holds an MSc in Psychology from the University of Amsterdam and a PhD in Design Engineering from Delft University of Technology. He is an Associate Professor in the Applied Ergonomics in Design group of the School of Industrial Design Engineering. He is head of the Master Program Integrated Product Design at this school. Furthermore, he is program coordinator of the Master Program 'Retail and Interior Design' at the Piet Zwart Institute of University of Rotterdam. His research focus is on design methodology regarding the cognitive aspects of product design and use.

Paulien M. Herder holds an MSc in Chemical Engineering (1994) and a PhD in Systems Engineering (1999), both from Delft University of Technology. She is an Associate Professor in the Energy and Industry group at the Department of Technology, Policy and Management, and she is the Executive Director and Sub-programme Leader (Design of Flexible Infrastructures) within a large, international research programme on Next Generation Infrastructures (NGInfra). Her research focuses on flexible design and on design processes of large-scale networked systems, mainly in the energy and industrial sectors.

Ina T. Klaasen holds a PhD in Urban Design and Planning and is an Associate Professor of Spatial Planning at the Faculty of Architecture at the Delft University of Technology. Besides pursuing an academic career she has been a member of the Provincial Council of North-Holland and an advisor to the Municipality of Amsterdam. She is an Editor of the *Journal of Design Research* and Initiator and Editor of the *Series Design/Science/Planning*.

This is the fourth and last issue of Volume 6 of the *Journal of Design Research*. The number of contributions to the journal is ever increasing, which allows us to select the best papers from a bigger pool of interesting submissions. For this issue, we have selected papers that cover a number of topics from designing in teams, and requirements engineering, to product development tools, and branding issues.

This issue kicks off with a contribution by Lahti, who has studied the design process in an educational setting. The focus of the research reported was on the role of design representations in a virtual design studio. The author developed a framework for constructing horizontal and vertical development of design representations, and the emerging representations proved to fulfil an essential role in the process of improving the design and generating design ideas, either by the students or by the experts involved.

The topic of collaboration in design has also been explored by Hirt and Luescher. In their contribution they discuss an educational setting in which students learn to design in interdisciplinary teams, i.e. teams of architects and planners. These teams addressed the revitalisation of an existing degraded city plaza. Pedagogically, the students learned the differences in design among architecture and planning and they acquired an appreciation for the potential of mutual learning.

An important question in collaborative design teams is the collaborative process of requirements formulation. In particular, at a certain stage in the design process, the design team needs to prioritise the requirements, based on opinions of customers, the company, the design team and possibly many others. Hsieh et al. developed a method for prioritising requirements, based on a voting mechanism, but, contrary to many other mechanistic voting schemes, their method incorporates social dynamic factors, such as trust. This yields a set of requirements that not only reflects rational voting outcomes, but also social differences in the group.

The contribution by Feijs and Meinel describes the application of a framework for product semantics in the design of a chair. The framework, developed by the authors, combines ideas from semiotics and denotational semantics. The authors analyse the design of the chair and conclude that the framework is helpful in designing artefacts.

In view of the global market, Yadav et al. analysed the suitability of current product development processes. According to the authors, these processes are not adequately upgraded or equipped with efficient design tools and techniques. The authors distinguish three areas that need improvement: design analysis activities, activity structuring, and coordination mechanism for collaborative design.

Finally, Kooijman and Sierksma take the reader to the global car industry. They address the relation between car loyalty, brand loyalty and showroom architecture, and explore the question of whether showroom architecture can produce brand loyalty.

We believe that this issue contains an interesting set of contributions. We welcome your contributions and you can count on a swift review and publication procedure, so that we will be able to offer you highly interesting, and high quality issues in the future.