
Editorial

Kazaru Yaegashi*

College of Business Administration,
Ritsumeikan University,
2-150 Iwakura-cho, Ibaraki, Osaka, 567-8570, Japan
Email: yaegashi@ba.ritsumei.ac.jp
*Corresponding author

Rūta Valušytė

Kaunas University of Technology,
Design Centre,
Studentų St. 56-171, LT-51424, Kaunas, Lithuania
Email: ruta.valusyte@ktu.lt

Alessandro Biamonti

Department of Design,
Politecnico di Milano,
Via Durando, 20158 Milano, Italy
Email: alessandro.biamonti@polimi.it

Yuuki Shigemoto

International College of Arts and Sciences,
Fukuoka Women's University,
1-1-1 Kasumigaoka, Higashi-ku, Fukuoka, 813-8529, Japan
Email: y.shigemoto@fwu.ac.jp

Biographical notes: Kazaru Yaegashi is a Professor of Design Management and a Chief Producer at Design Management Lab at Ritsumeikan University, Japan. He is a Visiting Scholar at Politecnico di Milano in 2015 and 2019. Since 1998, he is working as a designer for graphics, products, media, architecture, interior and so on. Furthermore, since 2005 he is working as a professor in design and management at several universities in Japan. His research focuses on the systematic summarisation of knowledge relating to design management studies, design-driven innovation and design thinking in the field of business administration.

Rūta Valušytė is a board member of Lithuanian Design Council and Lithuanian Association of Cultural and Creative Industries. She is an Associate Professor and Head of Kaunas University of Technology, Design Centre. She holds a PhD in Design and over 14 years of experience in the design field (brand and product development, retail design), five years in design and innovation management. Her research interests are the strategic role of design in business and social innovation; design for sustainable development; design for transitions.

Alessandro Biamonti is an Associate Professor at the Design Dept of Politecnico di Milano. He is a coordinator of LABIRINT (Laboratory of Experimental Habitat) Research Team. He also serves as Rector's Delegate for International Relationship with India, member of the Faculty of Design KTU of Kaunas (Lithuania), visiting researcher at DML of Ritsumeikan University (Japan), member of the Scientific Committee of the Center for Design Studies of UEMG (Brazil) and Ideator of Milano Design PhD Festival and the 24H WorldWide Design Conversations Marathon. His work deals with anthropological aspects of the design discipline that can be found in his books such as *Archiflop* (published Italian, English, German and Japanese).

Yuuki Shigemoto is a Lecturer in Design Management at Fukuoka Women's University. He has a B.A in Management (Ritsumeikan University), MSc in Modern Japanese Studies (University of Oxford), and completed a PhD in Engineering (University of Cambridge) in 2018. He has also been serving as the Director of the Design Management Lab at Ritsumeikan University and is a Co-founder and Design Manager at House of Craftsmen. Co., Ltd. His research aims to construct a new design methodology that combines Kansei Engineering, KJ Method and Benefit of Inconvenience for bringing design-driven innovation.

The insights from the 4D Conference 2019 Osaka has inspired us to publish this special issue on aspects regarding the 'meanings of design in the next era.'

As the *International Journal of Business and Systems Research* aims at a more interdisciplinary perspective, this special issue covers several topics that link the role of design in developing value for social entities, technological advancement, and business creation and revamping.

Our team has selected six papers that focus on different approaches that combine social, cultural, and economic values from the perspective of the meanings of design in the next era; the authors of these papers represent institutions from several countries, such as Italy, the UK, and India.

The first paper presents the Creativity 4.0 framework, which supports the identification of the enabling and inhibiting conditions for creativity brought about by digital transformation, as creativity has been recognised to be one of the most distinctive human skills in human and technological co-evolution.

The second paper considers the challenge of design regarding an ethical, esthetic, and cultural approach for people living with a temporary or permanent impairment through a discussion on how the topic has developed, presenting two design cases.

The third paper looks into a new understanding of emergent new product development processes and development risks in connection with the IoT, which requires radical changes in traditional business activities, through an exploratory case study in agricultural technology.

The fourth paper suggests a therapeutic use of the recreation of nostalgic feelings and memories in the development of environmental solutions for dementia care units, reporting a pilot study carried out in a daycare center.

The fifth paper examines the sustainability of digital fabrication projects in the humanitarian and development sector, which have been criticised for failing to deliver sustainable solutions from the perspective of a systems thinking approach.

The sixth paper reports the cause of resistance that new product designs and dissemination in traditional societies face through findings from qualitative research with

novice designers who had engaged in a product design process for traditional society in India.

The managing editors of this special issue would like to thank the Editor-in-Chief of the *International Journal of Business and Systems Research*, Professor Jason C.H. Chen, and all the reviewers and authors involved in the publication of this issue, and last but not the least, the publisher and his team.