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Editorial

This editorial introduces the second issue of the 2022 year, featuring nine peer-reviewed papers with diverse themes including web design, scientific publishing, and empathetic competency in design. The current edition includes a balanced mix of qualitative and quantitative-qualitative research. Notably, several papers explore participatory design and its strategic value for organizations. Other emerging topics covered in this issue include local communities, workers' conditions, design management, and the attitude of designers.

The first paper in this edition is titled *Participatory flows. A comparative analysis of co-design processes in the field of cultural heritage*, authored by Bosco, Gasparotto, and Lengua. Their contribution presents a comparative analysis in the cultural heritage field, using visual representations to discuss the Multifaceted Experiences for Enhancing Territories project. Rosini and Barbero's paper, *Complex organizations, an exploration between design practices and management - new perspectives to Systemic Design application in Social Enterprise*, departs from systemic design to explore the conditions of organizational change in enterprises with social missions. In *The Roles of Empathetic Competency and Participative Design in Organizational Stakeholder Relationships*, Gallego and Hernández analyze the concept of empathy and argue that companies risk losing relational capital if they do not create longitudinal participatory processes. Another paper, *Convergences between design attitude and strategic design: a theoretical model proposition* by Paz, Campelo, and Borba, focuses on the figure of the designer and examines the design attitude model proposed by Michlewski and possible convergences with the strategic design approach, using in-depth interviews.

Two contributions in this issue utilize mixed-methods approaches extensively. In the realm of web design, we present *A Questionnaire for Assessing Immersive Websites* by Scuri, Nunes, and Nisi. The authors identify a lack of appropriate coverage of the concept of immersion among design and human-computer interaction scholars, and their paper aims to develop a questionnaire and evaluate its effectiveness. The second contribution, *Using Design Briefs to Empirically Replicate and Extend the 'Designence' Model of Strategic Design Value*, draws on the balanced score card to discuss four perspectives in design management. Parkman's work utilizes exploratory factor analysis to empirically expand upon the designence model.

In addition, three other original submissions complete this issue. Zelck et al. present an ongoing and long-lasting research project involving dock workers, entitled *Product-service-system design thinking for port healthcare: a case study with container lashers in the port of Antwerp*. They employ a wide range of tools with the aim of creating a product-service-system that takes into account the cultural circumstances and well-being of these workers. Lupo, on the other hand, examines the meta-research aspect of the field, exploring the genres available for disseminating research findings in *Innovating the scenario of scientific publishing in design: designing "living publications"*. She reviews existing formats and proposes new ways to promote research findings. Finally, Swann, Reid, and Doyle describe the *Life-Saving Lullabies: The conception, development and adaptation of a cultural heritage tool for good*, which sheds light on the potential of communal work and how communities can design effective ways to raise awareness, in this case relating to the Covid-19 pandemic.

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