



THAMMASAT
DESIGN SCHOOL

Design Solution in Circular Economy

ASSISTANT PROFESSOR ASAN SUWANARIT | FACULTY OF ARCHITECTURE & PLANNING | THAMMASAT UNIVERSITY



Assistant Professor Asan Suwanarit



Founder of Asia's first integrated Bachelor's and Master's program in Design, Business & Technology Management



**Dean of the Faculty of Architecture & Planning,
Thammasat University**



คณะสถาปัตยกรรมศาสตร์และการผังเมือง

I want to build
a new house for
my family.

You will need have an
architect to **design** a
house for you.



Points of Discussion

1

What is Design ?

2

The Concept of Design for Sustainability (DfS)

3

DfS Application in CE

What is Design ?

Perception of Design



What most student thinks



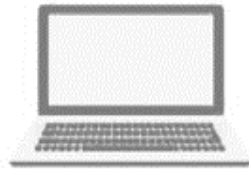
What society thinks



What company may think

Design as Nouns

Fashion Design



Furniture Design

Graphic Design

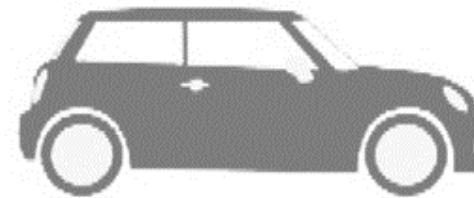


Website Design



Packaging Design

Product Design



Industrial Design

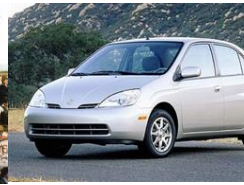
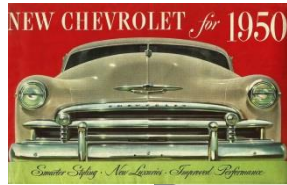
Environmental Design







Evolution of Design



June 19 to 24, 1966
The International Design
Conference in Aspen

dmi:
design
management
institute



iPhone

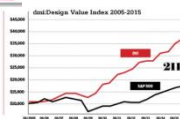
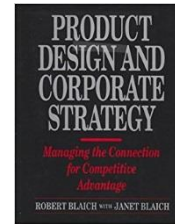
Circular
Economy

Industrial
Economy

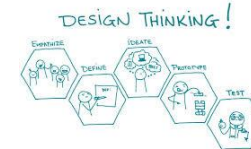
Design and
Industries
Association

Presidential
Prize by the
Royale
Society of
Arts

Designer as
thinker, planner
and coordinator
(Pilditch 1965)



Creative
Economy



Design
within
organization
(Gorb 1978)

“Design for
Managers”

“Design management is the encompassing of on-going processes, business decisions, and strategies that enable innovation ...that enhance our quality of life and provide organizational success” (DMI 2017)

“Design for
Everyone”

“Design for
Designers”

“Design management as the function of defining a design problem, finding the most suitable designer, and making it possible for him to solve it on time and within a budget” (Farr 1965)

- Product Design
- Environmental Design
- Information Design

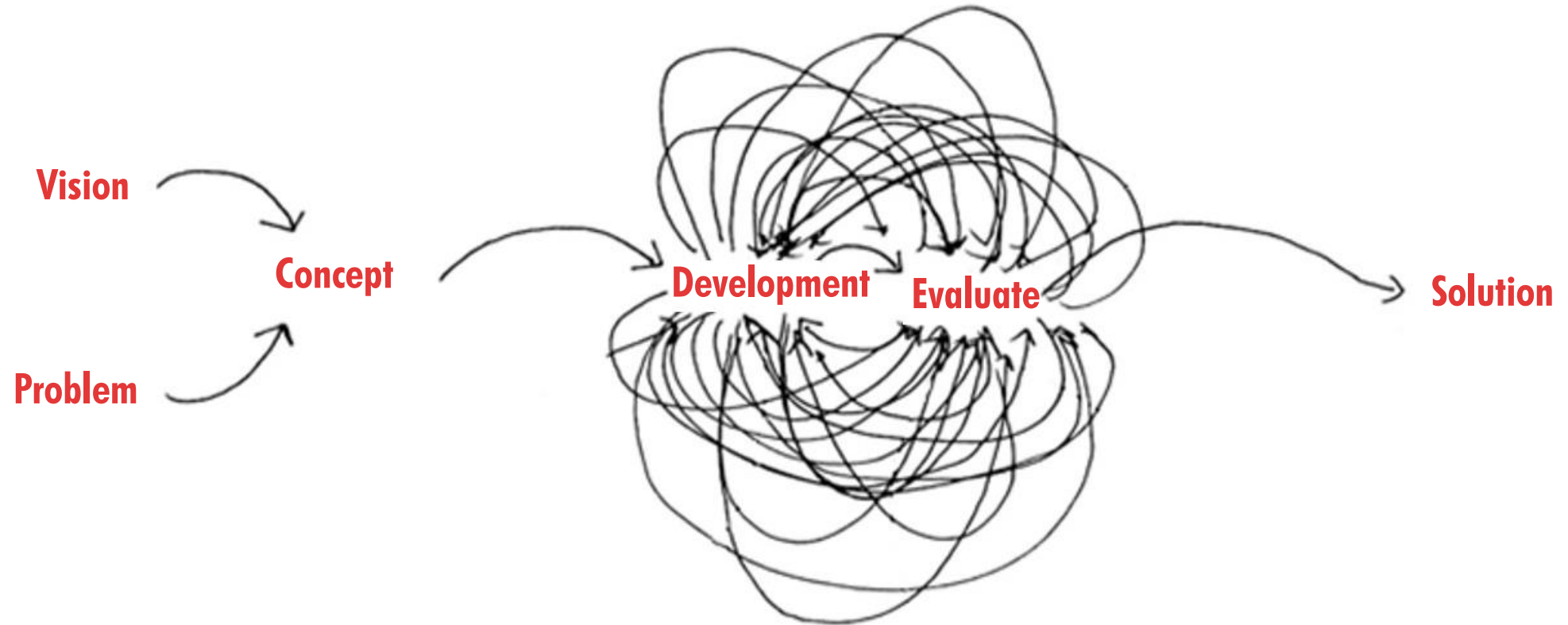


**“Design is a process of
decision-making that
aims to create effective
and attractive solutions
to a problem”**

Source: Boland and Collopy, 2004



Design as Creative Problem-solving Process



Tim Brown's Design Thinking



I D E O

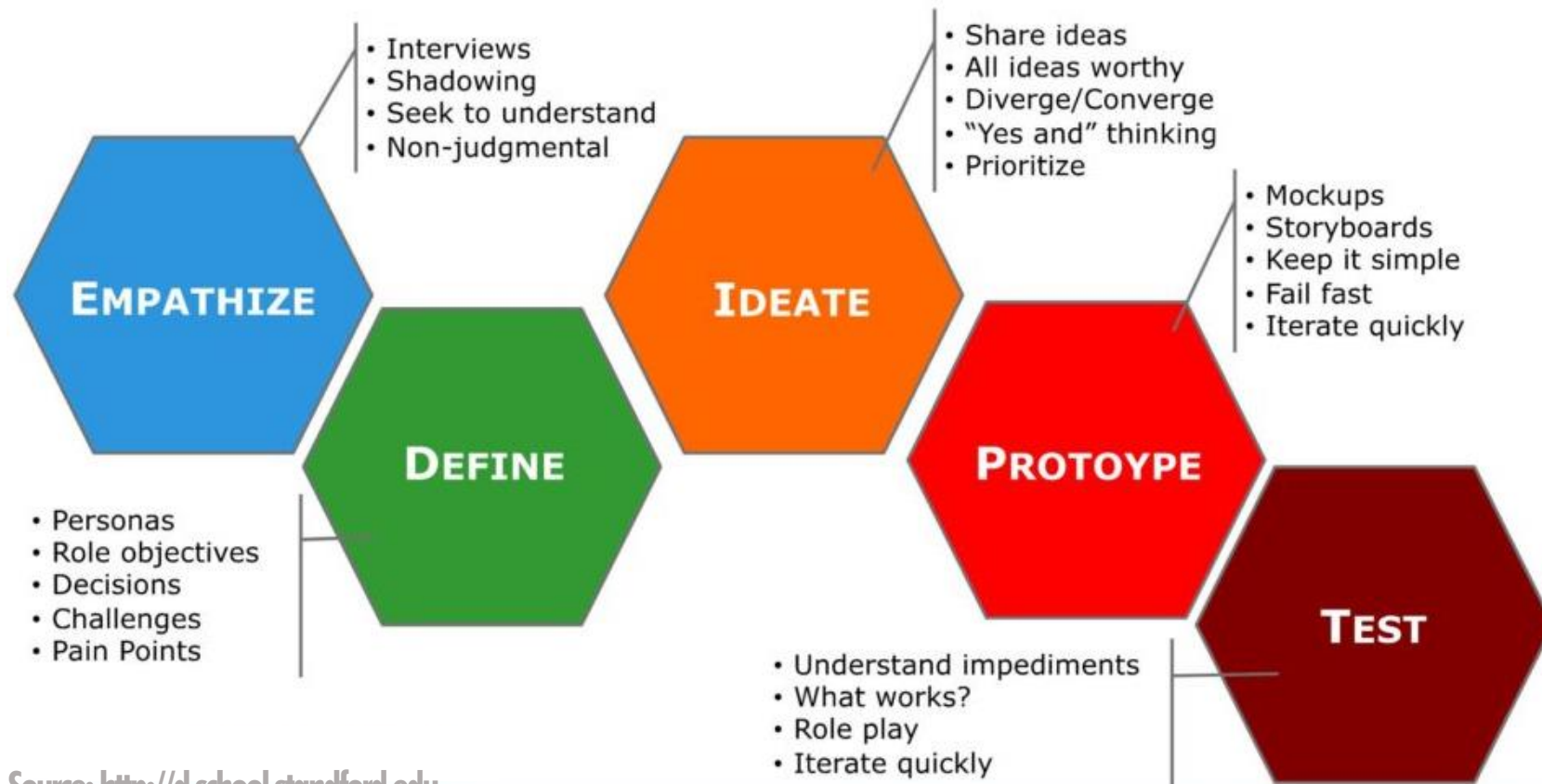


Source: Fortune.com

Extend beyond "design" into:

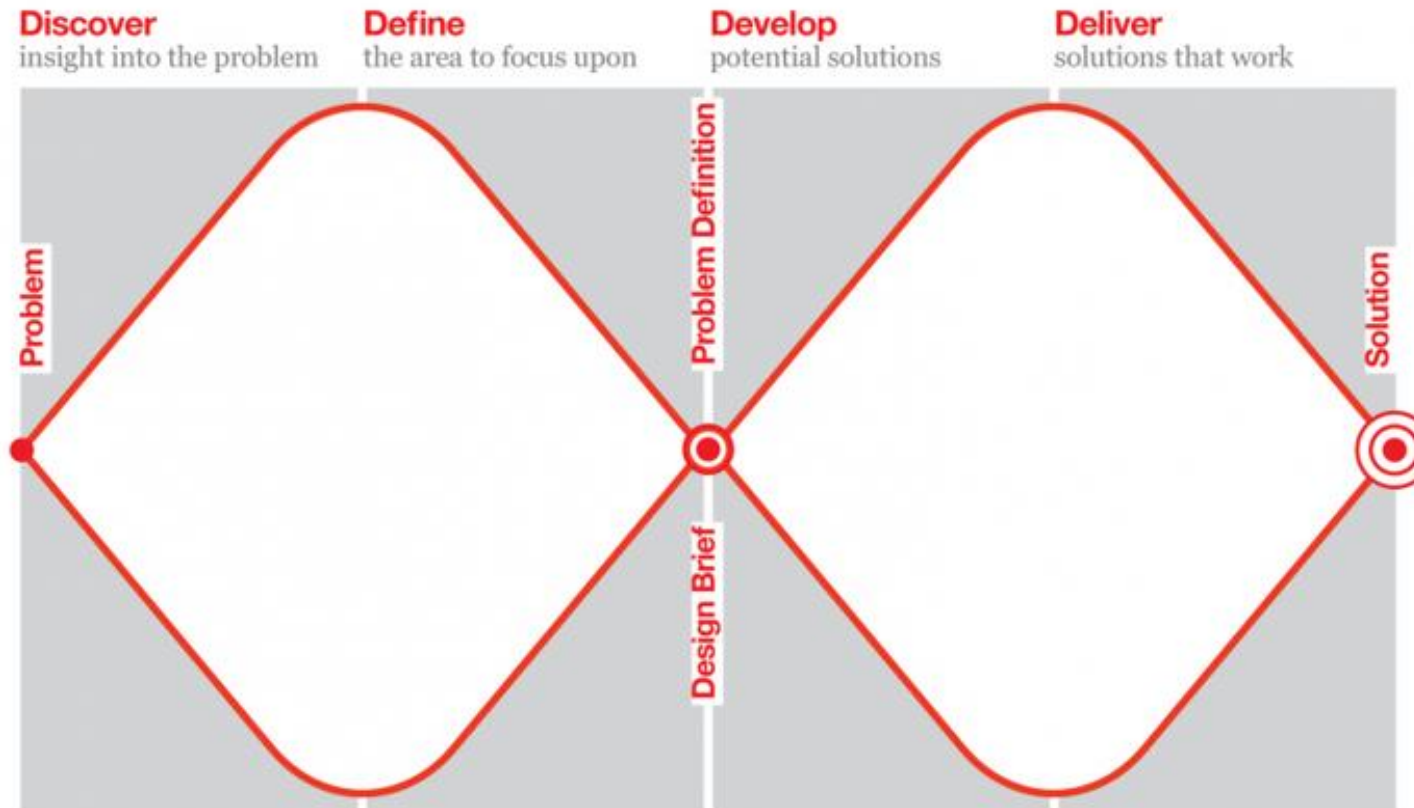
- Various industries such as finance, healthcare, and manufacturing
- Other verticals including workflows, processes, and operations

D. School's Design Thinking



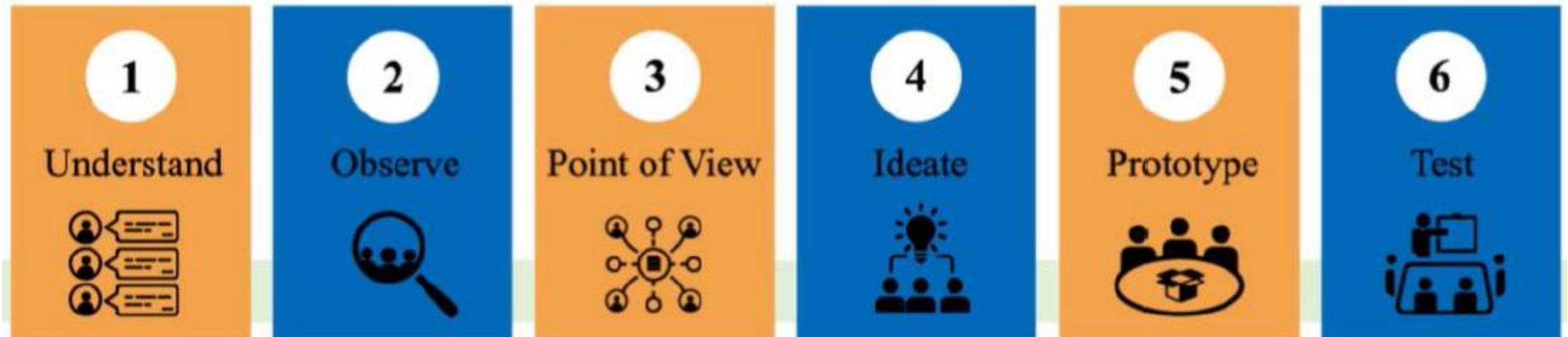
Source: <http://d.school.stanford.edu>

UK Design Council's Double Diamonds



Source: UK Design Councils

NUS's Design Thinking



Source: NUS Business School

Design Thinking at Philips



“Combining conventional consulting approaches with a design thinking methodology brings care processes to life from an emotional point of view, while ensuring they are economically viable.”



Source: www.philips.com.sg



Dr. Patrick Heiler

Principal Consultant, DACH
region

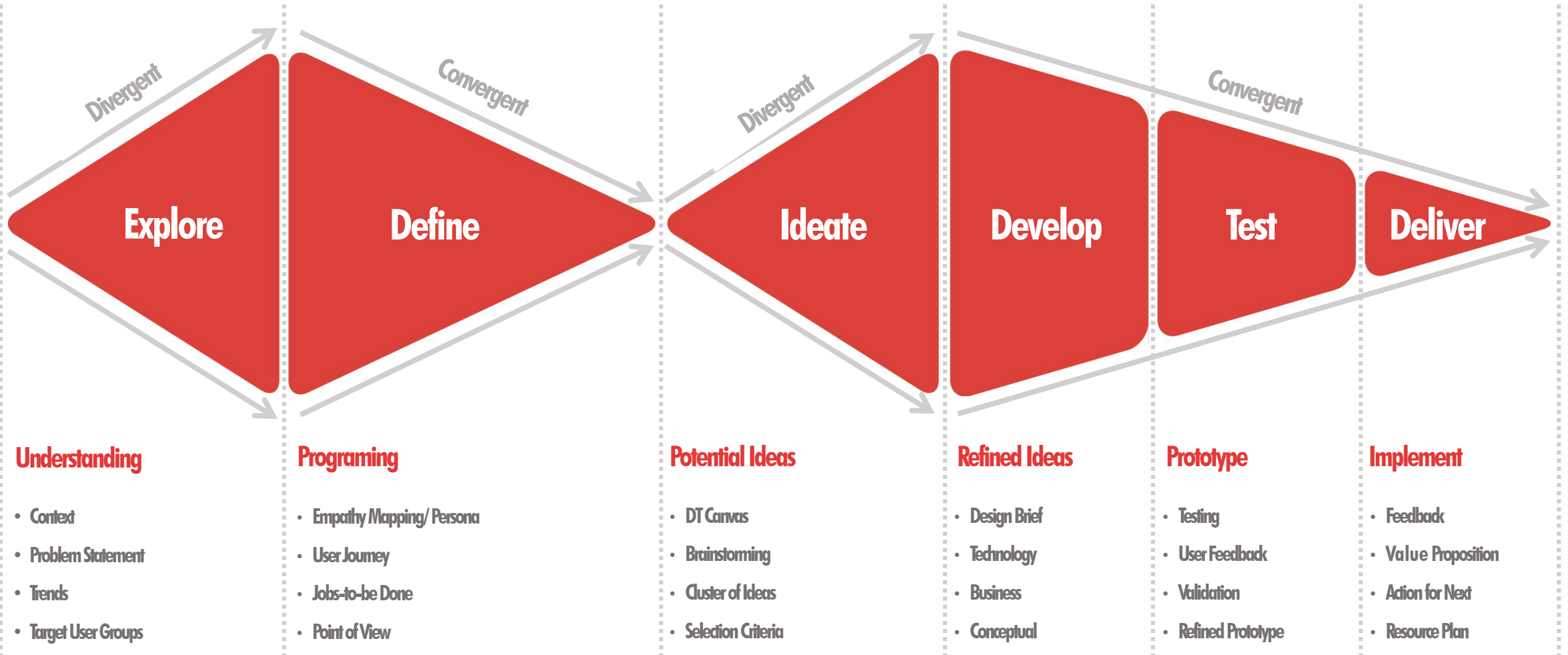
Design Thinking at P&G



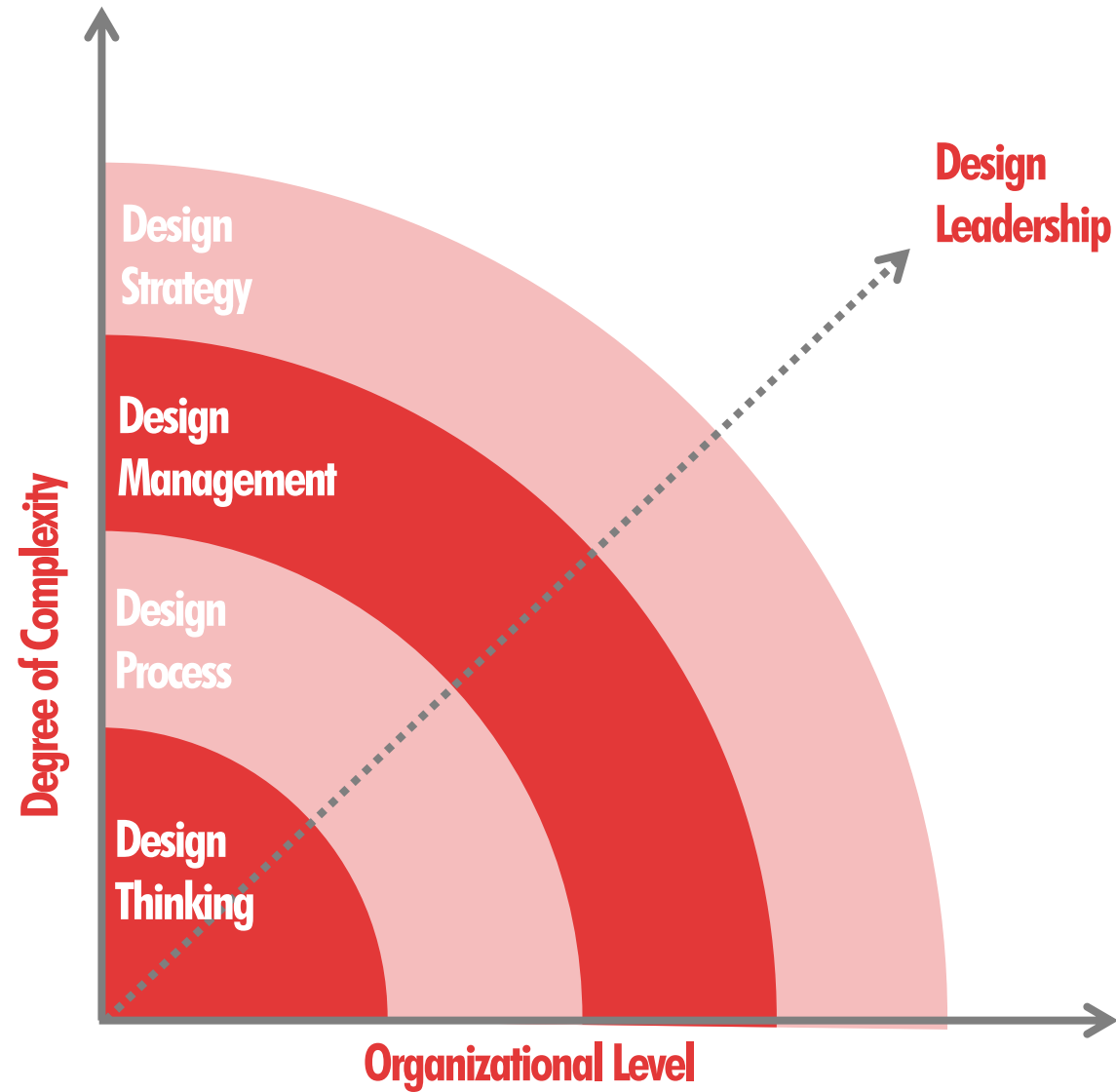
- 1** Clearly define problem to be solve with innovation
- 2** Understand and imagine the experience for the customer
- 3** Prototype and test (Minimum viable prototype)

Source: NUS Business School

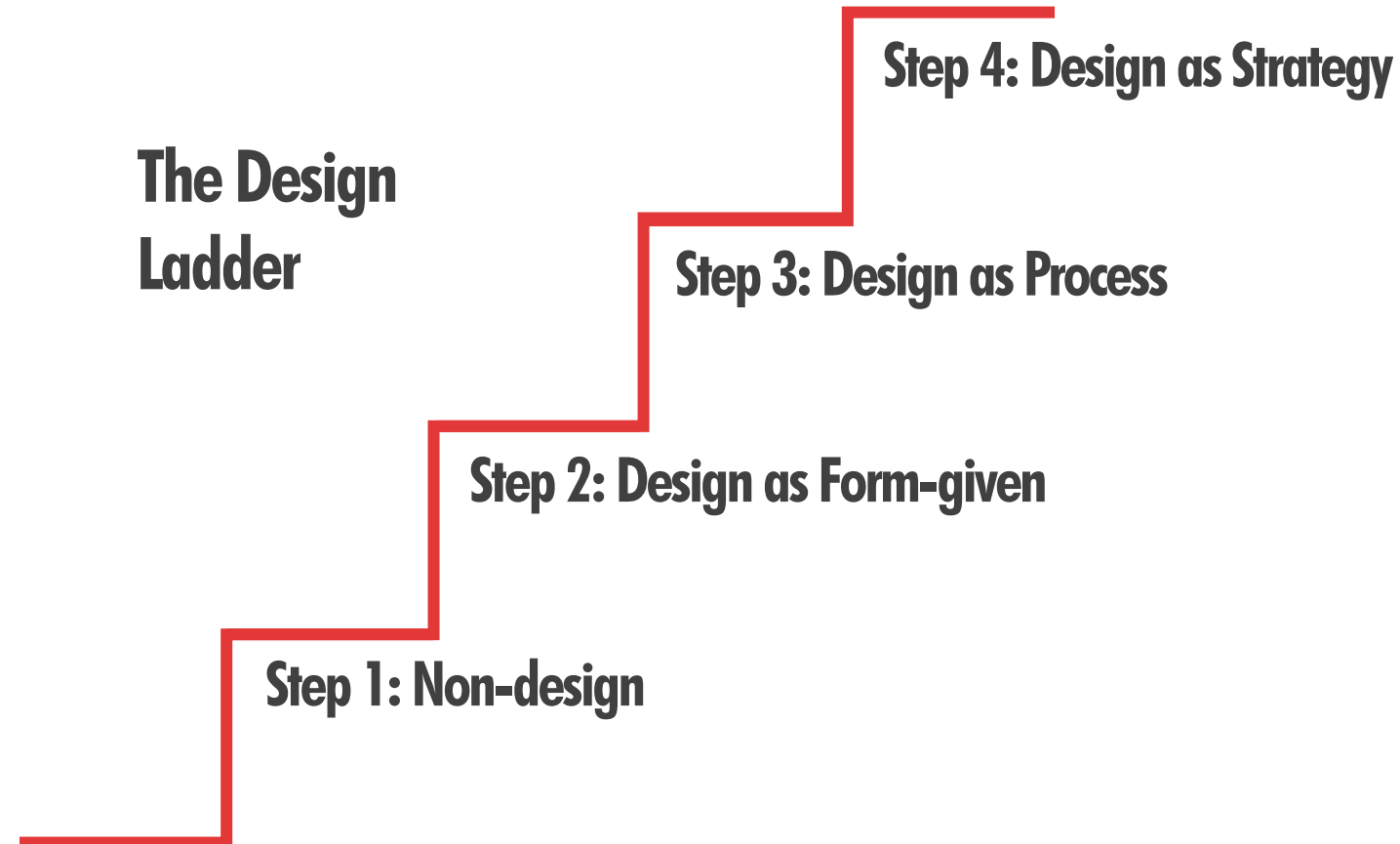
TDS's Design Thinking



Design in a Nutshell



Use of Design in Organization



Source: Danish Design Center

The Concept of Design for Sustainability

UN's Sustainable Development Goal (SDGs)





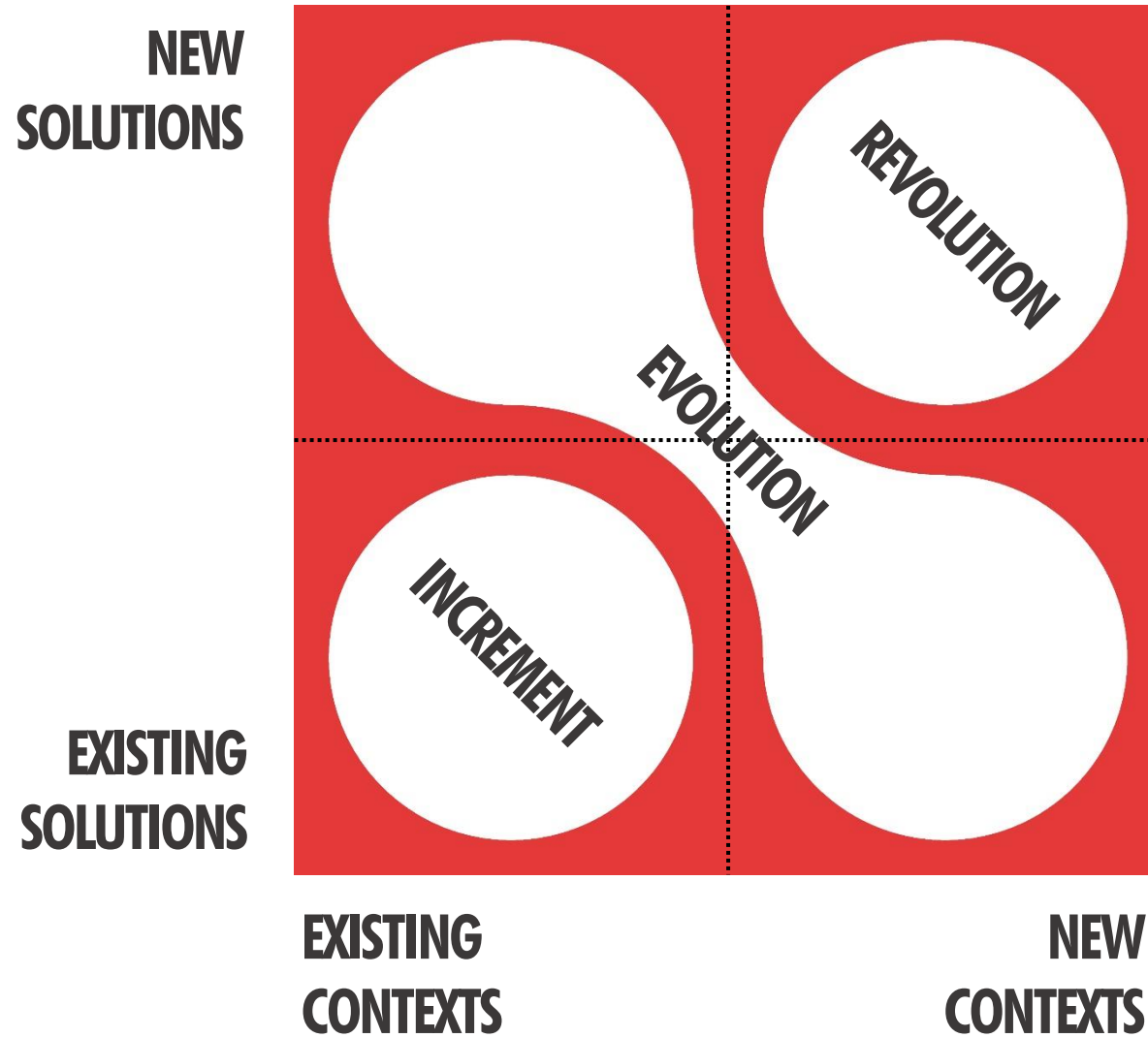
V - Volatility
U - Uncertainty
C - Complexity
A - Ambiguity

Future Challenge

Source: Banny Banerjee

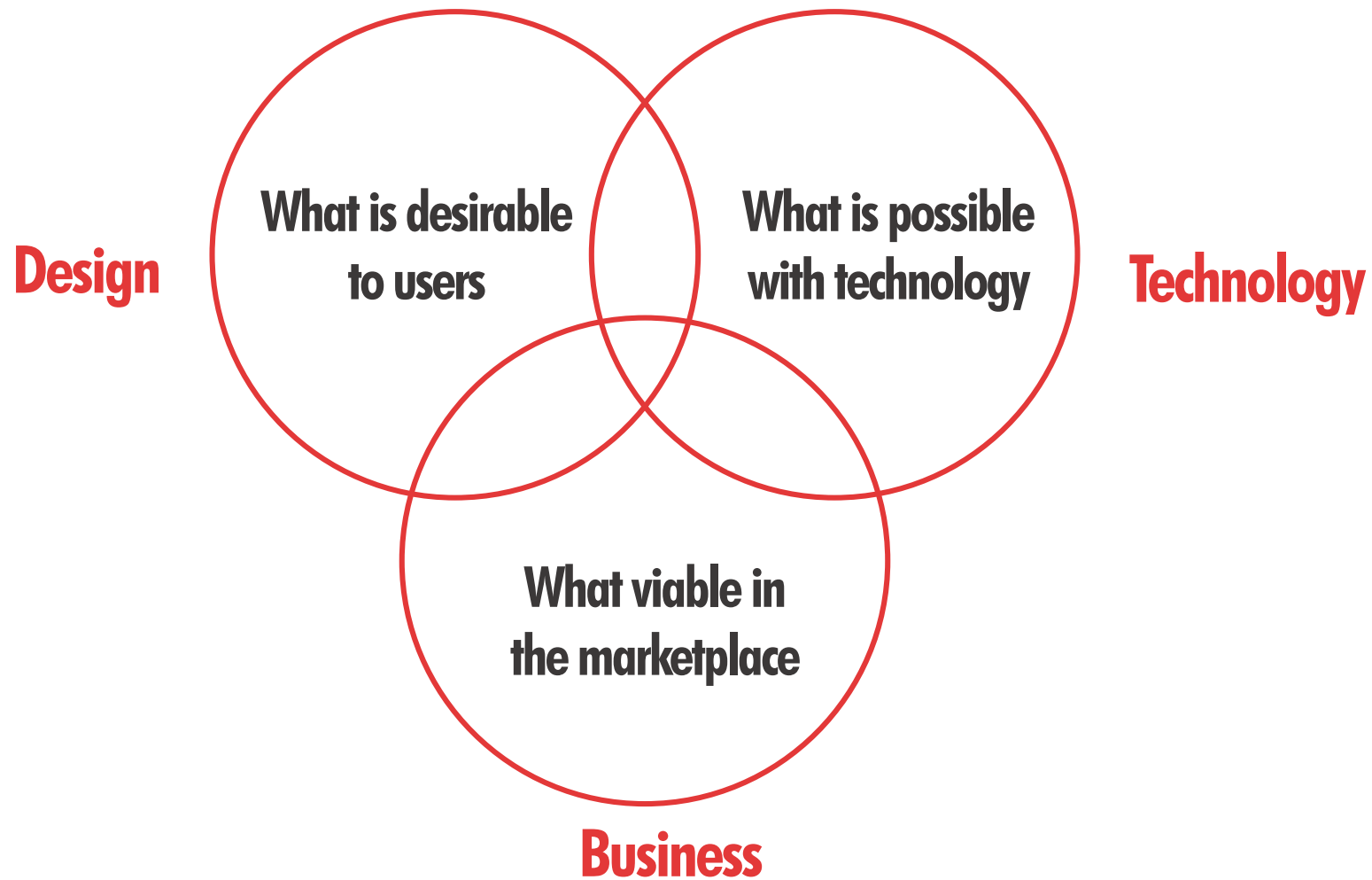


THAMMASAT
DESIGN SCHOOL



Ideo's Innovation Framework

Source: Ideo



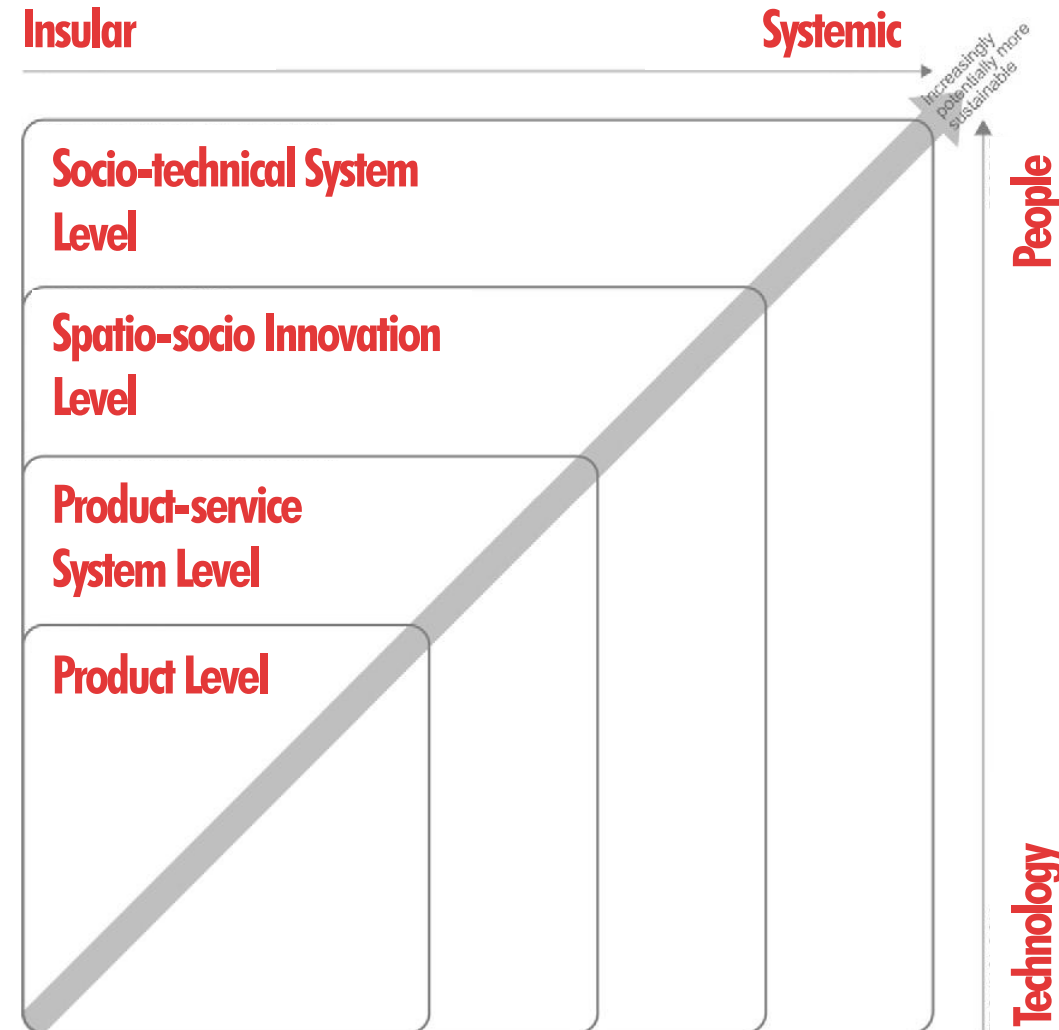
- Design for sustainability (DfS) is a **holistic design approach** to the activities that emphasize the well-being of people and the environment as the outcome.
- It focuses on **resource efficiency** and the **use of environmentally friendly materials** to develop products and processes.
- The DfS approach is also considered as a **lifecycle design approach**, whereby the approach incorporates information about the total lifecycle phases of products and their effect both on the environment and living things.

(Shaharuzaman, 2021)

Evolution of Design for Sustainability

Ceschin and Gaziulusoy highlighted the evolution of DfS from product design to design for system innovations and transitions level

(Ceschin, E and Gaziulusoy, I., 2016)



DfS Application in CE

Example of Application of DfS in CE

1. Product Level

- Green Design
- Biomimicry
- Ecodesign
- Design for Sustainable Behavior

2. Product-service System Level

- System Design
- Product-service System Design
- Eco-efficient Product-Service System Design

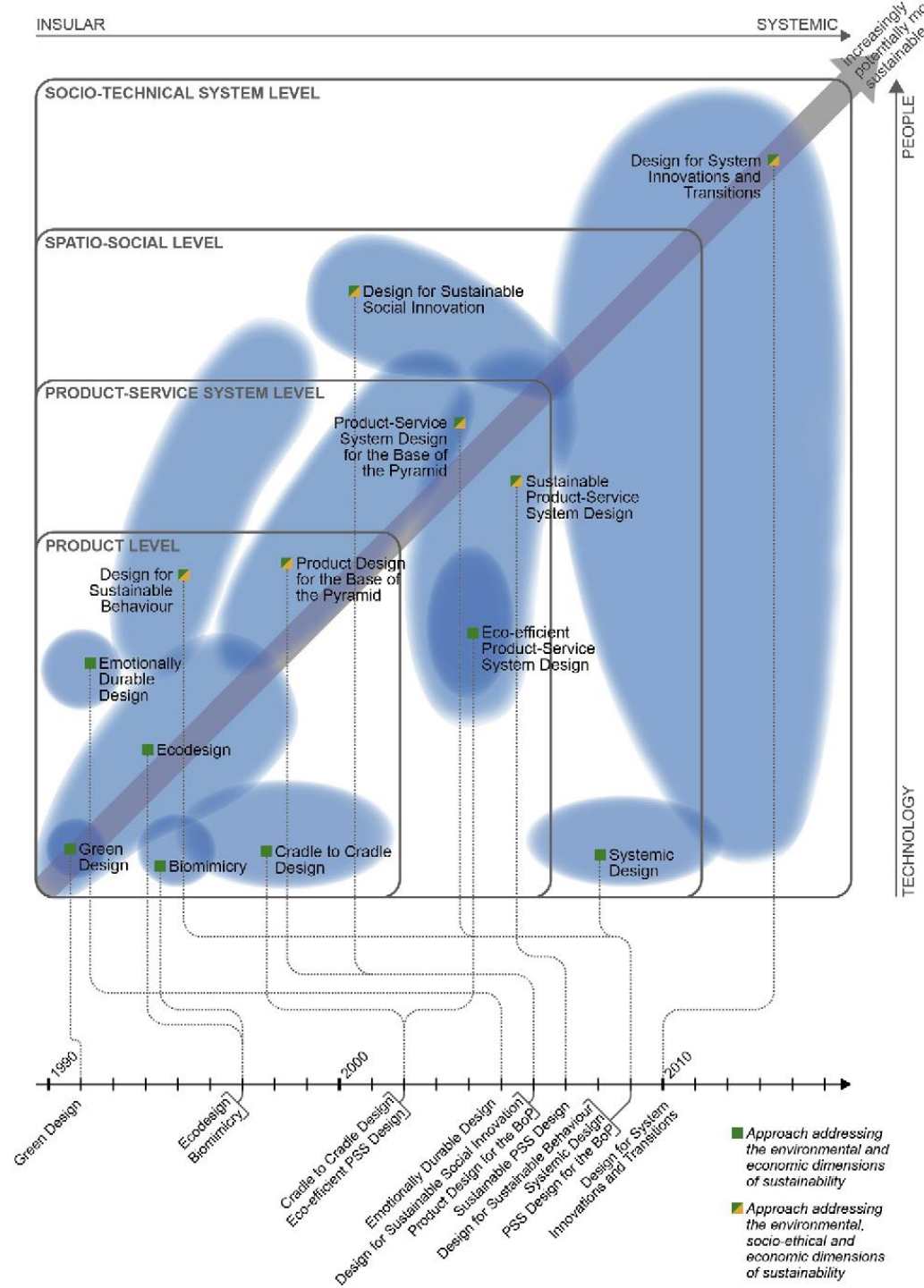
3. Spatio-social Innovation Level

- Design for Sustainable Social Innovation
- Systemic Design

4. Socio-technical System Level

- Design for System Innovation and Transition

(Ceschin, E and Gaziulusoy, I., 2016)



Product Level – Green Design



- Focus on Reduce-Reuse-Recycle
- Minimizes the harmful effects on human health and the environment.
- Choosing eco-friendly materials and construction practices.
- The use of renewable energy .

(Ceschin, E and Gaziulusoy, I., 2016)



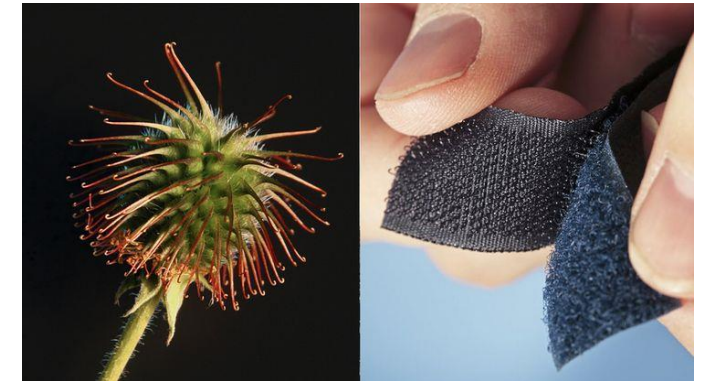
Berol's Karisma coloured pencil series



Product Level – Biomimicry

- Applying nature-inspired designs in human engineering and invention to solve human problems. Using nature as model, measure and mentor.
- 3 levels of BM: first is mimicking forms of nature, second is mimicking processes of nature and third is mimicking ecosystems.

(Ceschin, E and Gaziulusoy, I., 2016)

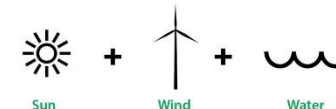
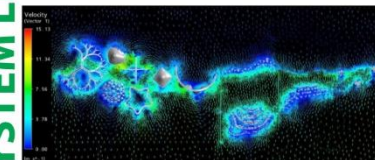


ZIRA ISLAND

ARCHITECT: BIG Architects
LOCATION: Baku, Aze
AREA: 1.000.000 m²
YEAR: 2009



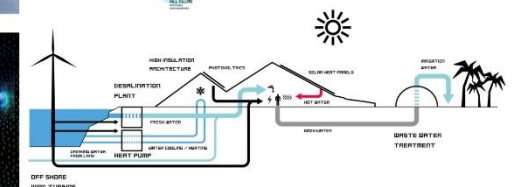
ECOSYSTEM LEVEL



The Seven Peaks of Azerbaijan

The Seven Peaks of Azerbaijan processes an architectural landscape derived from its natural landscape. This design not only recreates the iconic silhouettes and forms of the seven peaks, but creates an autonomous ecosystem where the flow of air, water, heat and energy are channeled in almost natural ways.

A mountain creates biotopes and eco-niches, it channels water and stores heat, it provides viewpoints and valleys, access and shelter. The Seven Peaks are conceived not only as icons, but engineered as entire eco-systems, a model for future sustainable urban development.



The theme of the design is to create an independent ecosystem capable of meeting its own needs while maintaining harmony with its environment. The project has been shaped based on the elements of wind, water and sun. Wind energy produced by turbines power a number of desalination units that filter the salt from sea water and turn it into fresh water. This water is then used for heating and cooling buildings.

All wastewater returns to environment to provide the island's plant water requirements. When extracting the water suitable for human use, the waste materials are filtered and collected, and then crushed and used as nutrients for plants. Solar heaters and photovoltaic panels installed on the facade and roofs of buildings are used for energy production. Using all of these elements together makes island a habitable, independent, and sustainable ecosystem.

Product Level – Ecodesign

- Focus on the whole life-cycle of products from extraction of raw materials to final disposal
- Quantification of environmental impacts
- Minimize the consumption of natural resources

(Ceschin, E and Gaziulusoy, I., 2016)



Product Level – Design for Sustainable Behavior

- Built upon various behavior change theories and there are many different design approaches
- Aims to influence user behaviors
 - making it easier for people to adopt a desired behavior;
 - making it harder for people to perform an undesired behavior;
 - making people want a desired behavior;
 - making people not want an undesired behavior.

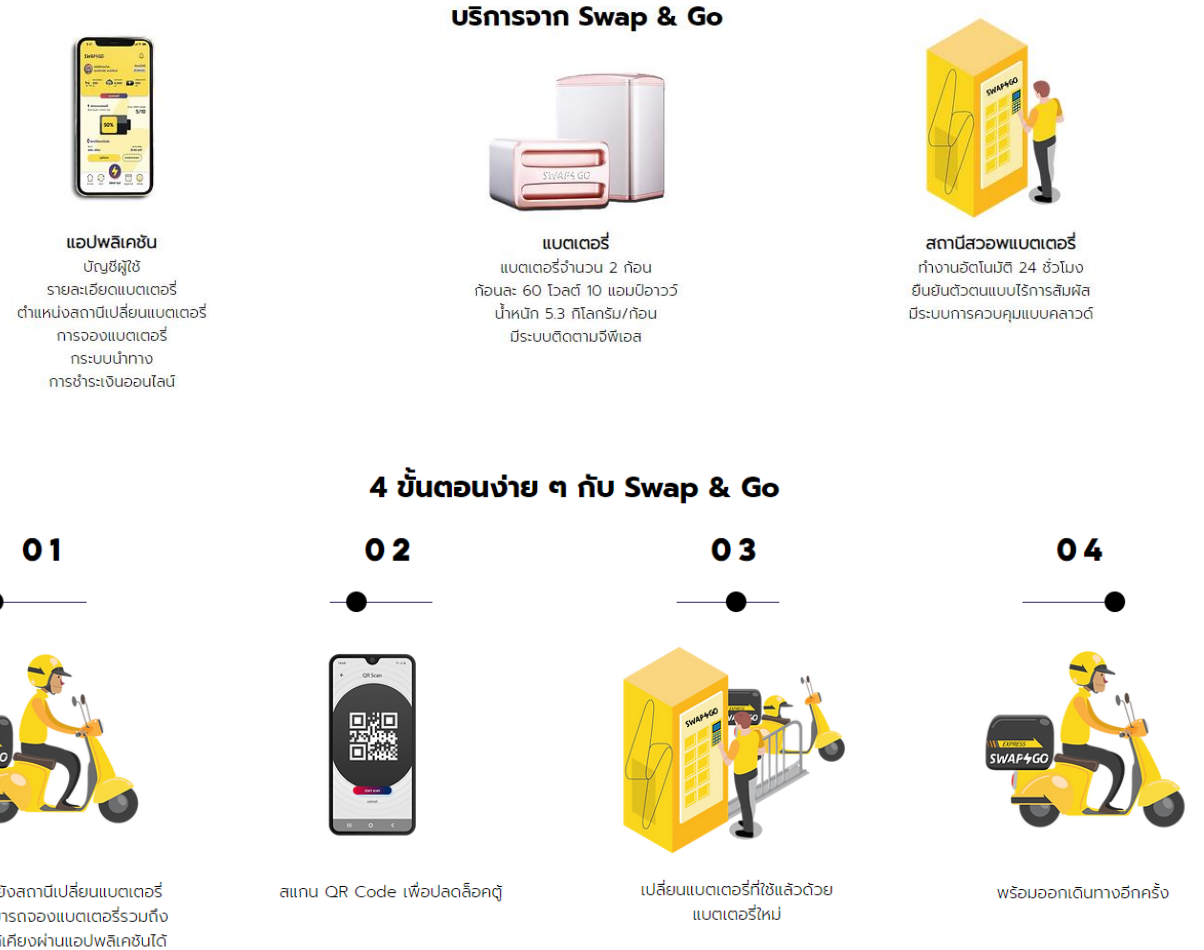
(Ceschin, E and Gaziulusoy, I., 2016)



Product-service System Level

- A mix of tangible products and intangible services designed and combined so that they are jointly capable of fulfilling final customer needs
- A shift from a consumption based on ownership to a consumption based on access and sharing
- Composed of products, services, and a network of actors

(Ceschin, E and Gaziulusoy, I., 2016)

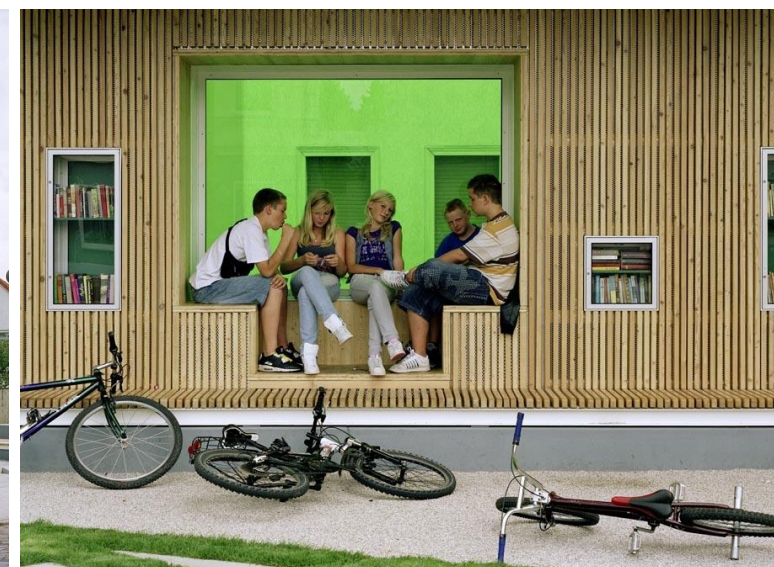


Source: www.swapandgo.co/

Spatio-social Innovation Level – Social Innovation

- To improve human settlements and secure better spatio-social conditions of their communities
- Consider both technological innovation and social innovation for well-being, aiming to solve social problems
- Co-creation approach

(Ceschin, E and Gaziulusoy, I., 2016)



Socio-technical System Level – Design for System Innovation and Transition

- An emerging focus in the science and technology studies area on transformation of socio-technical systems for sustainability
- Developing design-orienting scenarios to influence sustainable technological and social innovations

(Ceschin, E and Gaziulusoy, I., 2016)



CATALYSING THE RAPID TRANSFORMATION OF CITIES - FOR LOW-CARBON RESILIENT FUTURES.



AUSTRALIAN PROJECTS

Melbourne and Rural Towns 2008-13



EUROPEAN PROJECTS



THAMMASAT
DESIGN SCHOOL

THANK YOU FOR YOUR ATTENTION

EMAIL: ASAN@AP.TU.AC.TH