Cause and Effect: Analysing the role and effectiveness of a design student's process book

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The research's main goal and motive is to help find way to improve graphic design education. Most design student use "process book", which includes written notes, research, drawings, as method of capturing and facilitating design thinking. This study poses the following research questions: What role does the process book practice to design student and tutors? How the process book be used as an effective tool for student's cognition of graphic work and helpful tutorial tool for visual communication? Survey was proceeded on BA Graphic design students at design universities in Korea, how design process materials have been using and efficiency of design process book for an individual work, tutorial, or creative thinking and producing design outcome eventually.

Aim of this study will,
- Creating efficient visual communication methodology for design practice class
- Developing role and use of creative practice(both as process and outcome) as a means by which to enhance and manage experimental/tacit knowledge within research