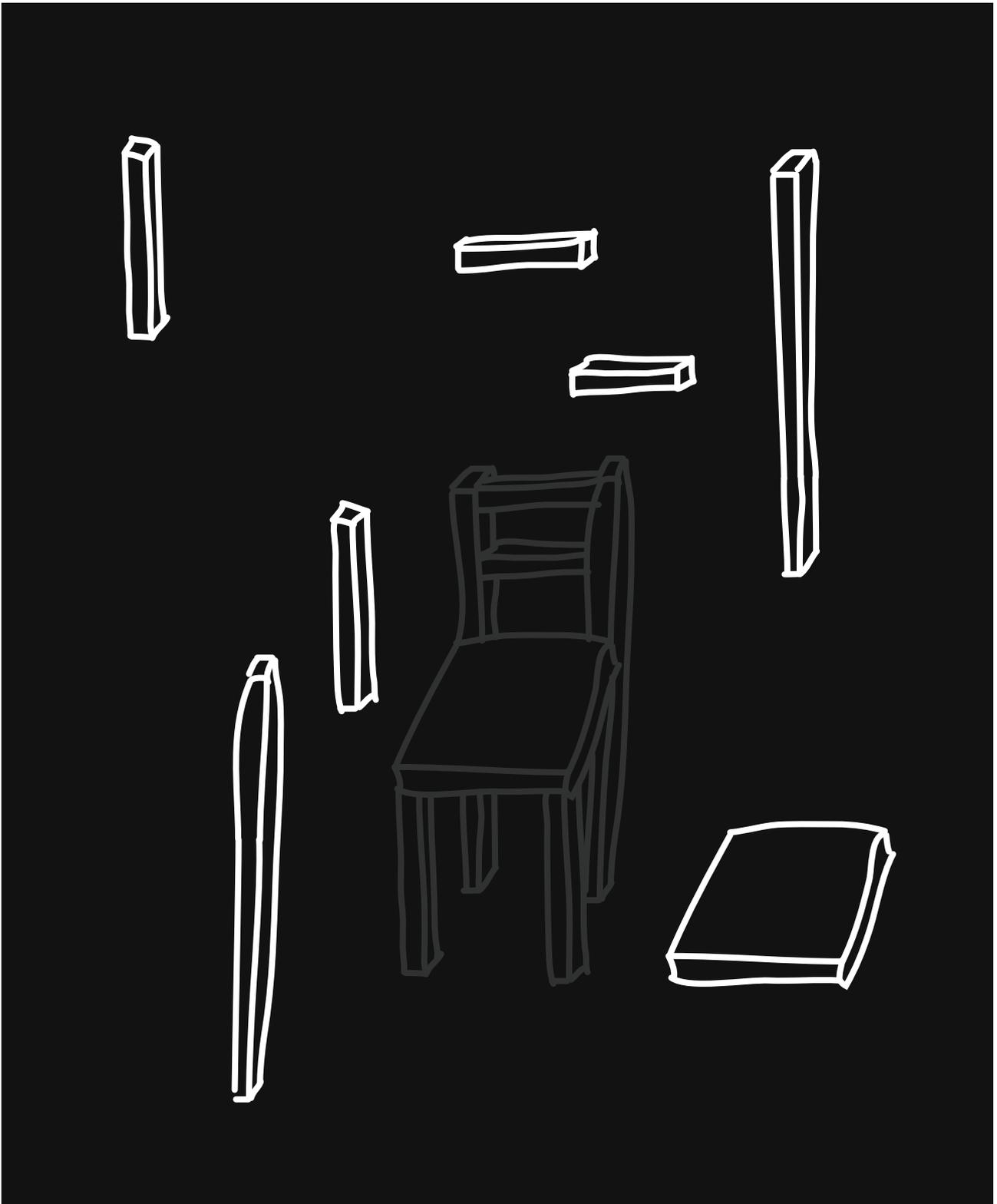


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An open invitation to design

2013

By Nicholas Robert Graham

An exegesis presented in partial fulfillment of the requirements for the degree of Master of Design. Massey University, College Of Creative Arts, Wellington, New Zealand.

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(Katz, 2011, p.62).

Acknowledgments.

First and foremost I would like to acknowledge my supervisors, Chris Jackson and Stuart Foster. Not only for their insight into the field of Open Design but also for the opportunities that they have offered me throughout my years here at Massey. You're both gold, thank you.

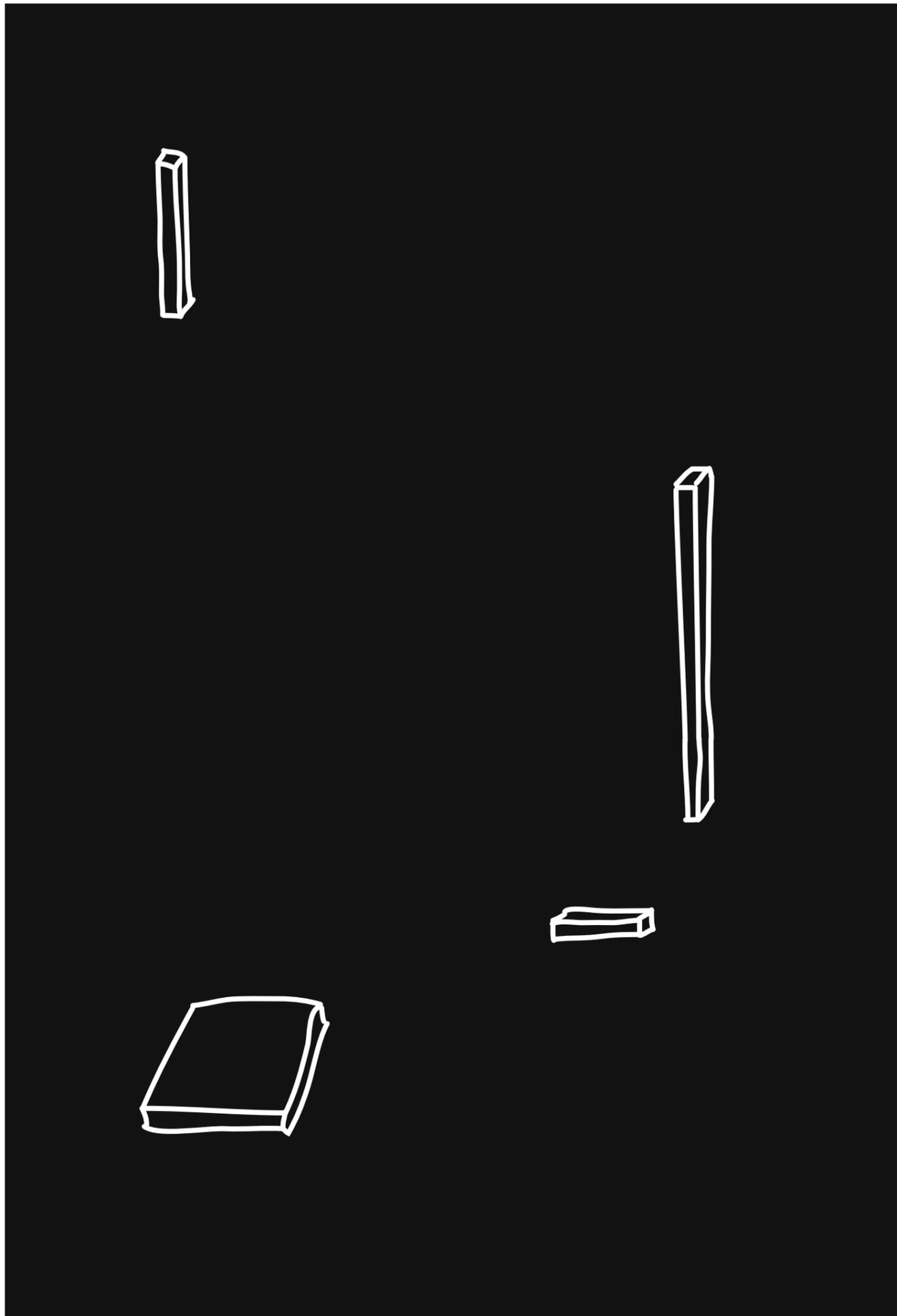
I would also like to acknowledge those who participated in my projects, those who discussed my work over a coffee or two and especially those who questioned what I was doing, at all stages, even if you knew they weren't the questions I wanted to hear. Thank you for your honest critique.

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Abstract.

An Open Invitation to Design is a design-led research project that explores the areas of collaboration, authorship and derivative design, associated with digital fabrication technologies and communication networks in the context of Open Design. It specifically serves as a critique of the Open Design process and aims to demonstrate the design potential of using open source methods as a generative element of design innovation.

Nick Graham 2013

About the author.

As an industrial designer, I have many preconceptions and assumptions about design; these have grown out of my personal experiences and design surroundings. Throughout this project I have been made aware of this more so than ever. Therefore, this exegesis also acts as documentation of the effects Open Design has had on my personal design practice.

I occasionally write in first person as a way to reflect on these effects.

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Definitions.

Throughout this exegeisis there are three recurring key terms; **Derivative**, **Authorship** and **Collaboration**. What follows is a brief description on how each term is defined in relation to Open Design and this exegeisis.

Derivative. Is the result of a adaptation based upon one or more pre-existing works, it is a design or work consisting of modifications or alterations that, still represent an original or parent work.

Authorship. Refers to the source of an object, design or derivative. The author may be an industrial designer, a computer programmer or a 10 year old constructing a Lego robot.

Collaboration. Refers to any act of collective creativity, shared by two people or more. Collaboration is a very broad term with applications ranging from the physical to the digital (Sanders & Stappers, 2008, p.2). “It is based on sharing resources and outputs among widely distributed, loosely connected individuals” (Benkler, 2006, p.60).