

Perception of

Time

and the Influence of

Design

Graduation Secondary Thesis II – Lutz Schmitt – 2006 – Designtheory at Prof. Erlhoff

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Abstract graduation secondary thesis II:

Perception of Time and the Influence of Design

Department Design Theory (*Prof. Erlhoff*)

Keywords society, communication, time, time structures, sociology, psychology, work, leisure, trend, past, present, future.

Abstract Time is a strange thing. We can't sense it nor can we influence it, but it's omnipresent. But what we can do is structuring it. But if it's coming down to structuring it, it's all talking about society and how we interact with each other and our surroundings. For starters society can be recognized as a process in time, but not necessarily as a progress. Nonetheless our idea of society today has a lot to do with progress. An idea coming from the Enlightenment and later the Industrial Revolution. Following this path of perception and cognition of time and society, the question evolves which role design plays in a society that depends on progress, consumption and the lot. Even if designers haven't taken responsibility for society too often, every designed product or service has an impact on society. Sometimes more sometimes less and often enough unpredictable.

Beyond this general thoughts, the thesis contains more intense views on topics like entertainment, trend, work, leisure, real-time and some more. In the end there is no final answer to the uprised questions. But thats maybe the point. How could there be one if life, society and hence design are an everchanging process.

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