

INDEX

- Action, 39
- Agent's ability, 35
- Agent's behavior, 44
- Agent's organization, 44, 122
- Animation, 9

- Behavior of designers, 16

- Case studies, 65
- Centralized organization, 24 (*see also*
 Agent's organization)
- Cognitive models of design, 18
- Cognitive process, 16
- Collaborating agent, 1
- Collaboration, 122
- Communicative goals, 33
- Composition, 59
- Computational tools, 16–17, 63
- Computer program, 5, 29
- Computer systems, 11
- Constancy of appreciation, 34
- Constancy requirement, 134
- Context, 34
- Continuous design problem, 117
- Continuous form, 52
- Cooperative agent, 27, 34
- Cooperative design problem solving,
 18
- Critical language, 60, 62

- Dance improvisation, 21
- Dance performance, 52
- Dance, 60
- Decentralized model, 46
- Design agent, 1, 20, 33
- Design concept, 33
- Design conventions, 134
- Design education, 144
- Design failure, 124
- Design guidelines, 135
- Design practice, 12
- Design principles, 135, 143
- Design problem
 - continuous, 9, 13
 - as continuous entity, 117
 - discrete, 13
- Design process, 20, 62, 118
- Design support systems, 19
- Design system, 3–8, 127, 129, 135
- Design system building tool, 131, 143
- Design team, 19
- Design theory, 15–17
- Designer, 1, 3, 6, 8–9, 16, 29, 46, 61,
 117, 129–135
- Designing, 61
- Digital communication tools, 31
- Digital communication, 5–6, 11, 127
- Digital design problems, 8
- Dimension of time, 22, 51

INDEX

- Director, 23
- Discrepancies among agents, 34
- Distributed model of design, 20, 47–48
- Distributed problem solving, 23
- Dynamic
 - information recipient's intentions, 5
 - changes in the information, 11
 - design problem, 31
 - design solution, 118
- Dynamic design, 7, 20, 30, 118, 127
- Dynamic information, 5
- Dynamic news display, 8, 35, 68

- E-mail display, 86
- Emergent behavior, 20, 46, 122
- Emergent expression, 9
- Evaluative method, 16
- Expression, 59
- Expressive behavior, 33
- Expressive typography, 110
- Expressivity, 131
- External view of agent's ability, 43

- Film, 7, 12
- Flexible action, 39
- Form and content, 119
- Form, 21 (*see also* Temporal form)
- Formal action, 39
- Formal dimensions, 51

- Generative theory, 17
- Geographical information display, 104
- Global management, 46
- Good design, 16, 18
- Group activity, 35
- Group strategy, 27–28, 46, 122

- Hierarchical control, 45
- Hierarchy of design elements, 20
- Hierarchy of situations, 40–41
- History, 43

- Improvisation, 1, 21–23
- Improvisational dance, 1
- Improvisational design, 9, 17, 21, 133
- Improvisational performance, 21, 35
- Improvisational systems, 21
- Information recipient's intention, 11
- Interactive Communication, 31
- Interactive media, 11
- Interactive poetry, 100
- Interactive story, 123–124
- Iterative process, 118–119

- Language, 30, 66
- Lateral organization, 24 (*see also* Agent's organization)
- Leader agent, 98, 124 (*see also* Manager agent)
- Leader, 123 (*see also* Leader agent)
- Levels of focus, 19
- Life span of an agent, 47
- Local leader, 123 (*see also* Leader agent)
- Long-term planning, 27

- Manager agent, 26 (*see also* Leader agent)
- Manual work, 8
- Meat-agent, 46
- Media, 3–8
- Metadesign, 28–29
- Metalevel agent, 46
- Model of design, 16
- Models and languages, 2, 7, 12, 20, 23
- Multiagent systems, 23, 32
- Munsell color model, 2
- Music, 60

- Nature of design problems, 16
- Normative independence, 134
- Normative theory, 17

- Organization of agents, 44, 122
- Organizational structure, 45
- Oscillation, 46

INDEX

- Page layout, 8
- Parallel AI, 23–24
- perForm, 66
- Persistent action, 39
- Persona, 66
- Personalized, 11
- Phrase, 21, 52–54
 - method for generating, 55
- Physically distributed design solution, 144
 - (*see also* Ubiquitous computing)
- Predictability, 121, 133
- Prescriptive method, 16
- Print, 7
- Process, 3
- Programmability, 132
- Reactive agent, 26
- Rehearse, 9
- Responsive design agent, 119
- Rules, 3–8

- Scale of design problems, 120
- Scripted story, 123–124
- Sensor, 37
- Shortsightedness, 123
- Situated agent, 27
- Situation, 40
- Situation-action patterns, 35
- Smell, 32
- Social organizations, 24 (*see also* Agent’s organization)
- Software, 66–67, 127 (*see also* Computer systems)

- State, 34, 36
- Static design, 7
- Storyboard, 12
- Strategy, 40–43, 59, 123
- Systematic approach, 28
- Systematic design thinking, 31 (*see also* Design system)
- Systematic experimentation, 28
- Systematic exploration, 28

- Tactility, 32
- Television, 12
- Team of design agents, 46
- Templates, 5, 8
- Temporal form, 32, 56
- Temporal presentation, 11–12, 30
- Temporary leader, 45, 98 (*see also* Leader agent)
- Traditional design, 3, 7, 28–29, 51, 120

- Ubiquitous computing, 6 (*see also* Physically distributed design solution)
- Units of information, 33

- Visual design, 2, 19
- Visual form, 32
- Visual languages, 30
- Visual structure, 28

- Ways of seeing, 18