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STIMULATING SERIOUS POSITIVE INTERACTION BY CONFIRMING ITS DIMENSIONS AND MONITORING ITS ASPECTS OF CERAMIC DESIGNS

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Abstract

This research is primarily concerned with finding an organization of design thinking for ceramics through serious positive interaction and linking it to the resulting interactive phenomena which makes monitoring the interactive dimensions a necessity to achieve a successful design. The dimensions of the interaction here mean what the designer addresses to the user in terms of senses and feelings that he hopes to stimulate by using interactive stimuli to obtain an interaction, and it is meant by interaction stimuli that the ceramic designer should achieve in the product to stimulate the interaction of the target group, such as color, texture, sound, light, movement, etc., while monitoring the phenomena of user interaction, such as circulation, use, joy, etc., this is a means of evaluating the success of the design. Monitoring the phenomenon of interaction to determine the desired success of the design is important before the quantitative production especially, but in the case of designing artistic ceramics it can be monitored during the presentation.

Keywords

Interactive Dimensions, Ceramics, Phenomenon of Interaction, Interaction Stimulite.

Introduction

The value of interaction in the design of ceramics is one of the first goals that a potter has wanted since ancient times, and given that ceramics is primarily usable, the design in its content addresses the interaction related to the function and through history we find that it was interactive in this sense.

The research provides an explanation of the interaction factors in the design of ceramics so that the designer can define his plan by targeting the desired interactive phenomenon of the user, and thus he can find the necessary stimuli that address the interactive dimensions of the user, which in turn show the required reactions, and the research proceeded to classify the three elements of the design Important and they are:

1. Interaction Dimensions
2. Interaction Stimuli
3. Interaction Aspects

This makes it easier for the designer to define the interactive target that appears in the form of interactive phenomena and to take the appropriate action with targeted interactive stimuli. The research has added examples to clarify the interactive methodology for some ceramics works and explain their interactive elements, in addition to obtaining results that play

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a guiding role in the design of interactive ceramics and recommendations for what is expected of studies in this field.

Research Problem

- How to utilize the interactive dimensions and their observed phenomena to inspire successful interactive ceramic designs?

Research Objectives

The research objective lies in controlling the serious positive interaction to obtain successful ceramic designs by monitoring the interaction dimensions, stimulating them, and anticipating the consequences.

Research Significance

The importance of the research lies in finding a design plan based on the interaction value that the designer can base on in the design of ceramics.

Research Methodology

The research follows the inductive, experimental and analytical method.

Research Hypothesis

- The possibility of monitoring the dimensions of the serious positive reaction of the ceramic design, as well as its phenomena to support the control of the design reactivity.
- Organizing the design thought for ceramics by setting interactive foundations that contribute to the success of the design.

Results

1. Classification of design elements for reactive ceramics into three main elements: interactive dimensions, interactive stimuli, and interactive phenomena.
2. The possibility of targeting the user's emotional and moral interactive design dimensions and stimulating them to obtain interactive phenomena for ceramic design.
3. Monitoring and using reactive stimuli for successful interactive ceramic product design.
4. Monitoring the interactive phenomena of ceramic design to determine the success rate interactively.
5. The possibility of interactive design evaluation by monitoring interactive elements.
6. The ability to analyze the interactive design and its components for ceramic products.

Recommendations

1. Establishing positive interaction as a priority in ceramic design thinking.
2. Using reaction stimuli as factors to design a successful reaction ceramic design.
3. Monitoring the interactive phenomena of the design and explaining the reasons for using them.

4. Using interactive design elements as determinants of the interactive design evaluation for ceramics.

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