

Microstories of innovation and firms

Thirteen encounters of design and management practices.

Team

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In microstories of innovation and firms inventors, designers, entrepreneurs, managers are the narrators of stories about the entanglement of innovation and product development. To embrace the subject and to reflect on the dynamics of interconnection between business and design, this publication presents exemplar cases through a selection of projects & couples (designers and project managers).

The format of two-voice narratives offers some important characteristics: first, it allows to unfold both the two logics that usually orient the development and the evolution of projects; second, it creates the ground for exploring, through two parallel accounts, the interdependencies between the two dimensions along the various phases of the project decision making itself. The 13 encounters presented in this book offer concise insights behind the scenes of business and design for both young entrepreneurs (or students of economy) keen to know more about the dynamics of cooperation with designers, and young designers (or students of design) who desire practice-based information about the initiation and shaping of cooperation with companies and institutions.

In this context, the use of the term microstories is not unintended. It emphasizes the aim to preserve the richness, the complexity and the ambiguity of human experience when confronted with the creation of novelty.

An Italian edition of the book has been published by Corraini Edizioni in 2018.

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panies and designers. Ights reserved. No parts of this publication oduced or trans ned, in any form

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WALKING CHAIR DESIGN STUDIO (Wien), AT

Design Studio GmbH was founded i nd Karl Emilio Pircher in 2003 and s Negocia and Acid Enilo Picher in 2003 and within a short me excluded what is an unmerational indument and a buzzing lab conventional design idea. (a) Design follows: Comert 30 = 50 - COMBINNO DESIGN KNOWLEDGE IS EMPLOSIVE we working in a way the instrumer constraint of a construm of exposi-ng form 20 and 30 and a network of the inducent allarge war-te angehar teams. The allow new store try for inducent allarge war-te angehar teams that and an ens rare try for all inducent allarge war-te angehar teams. The allow new store try for allow classification and angehar teams. The allow new store try for allows are can provide inhom-enting semantimers.

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Das erste gemeinsame Projekt

tziger Kreativraum W*ORT (r Valking Chair Design Studio

gemeister von usenaur. Das vir Okri an van Lustenau, wo Erwachsene Kindem ihre lihen auf Augentiöhe zu begegnen. Die Sp les Miteinanders. Kreative Potenziale werde n und nicht sehen aus diesem Zusammenspi cht. Auf o

Chair: "One day we rea ith the question whether we are interested in the project . We said: "Yes", if he would be willing to spend a day He came to Vienna and we storted a great collaboration

rprofit creative writing centre in lustenau, Austria, idea that children and young people are natural st ng writes aged 0 - 18, we use the resources in ou calnation and creativity and build confidence, selfa skile

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Kurt Fischer (Bürgermeister von Lustenau): "Karl Emilio Pircher und Fidel Peugeot habe ich zufällig kennengelernt – durch einen jungen Lustenauer, der für Walking Chair gearbeitet hat. Ihm habe ich von unserer Projektidee erzählt – und sofort war ihm klar, dass die beiden kreativen Köpfe von Walking Chair die richtigen Partner für uns sind.

Es war eine glückliche Fügung, aus der sich eine wunderbare Zusammenarbeit entwickelt hat. Mit ihrem ganzheitlichen Gestaltungsansatz haben Walking Chair im W*ORT einen unverwechselbaren Möglichkeitsraum geschaffen, der seit seiner Eröffnung im Juli 2014 viele Kinder und Erwachsene inspiriert hat

Mit Walking Chair werden wir auch in Zukunft gerne zusammenarbeiten wir sind uns gegenseitig im W*ORT."





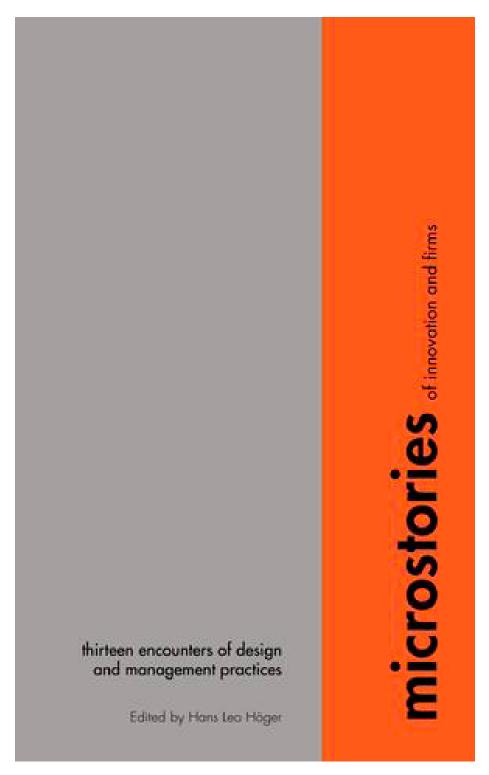


Figure 3

Article:

http://www.altoadige.it/cultura-e-spettacoli/quelle-storie-minime-tra-innovazione-edesign-1.1674348