

Propositions

associated with the technological design documentation

Handstorm principles for creative and collaborative working

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1. The scientific account and the documentation of a technological design written as a scientific treatise is a *technological design dissertation*.
2. Having knowledge about the coherence between the aim, type of participants, tools and expected outcomes is necessary for organizing a design meeting (see technological design documentation in chapter 3).
3. One can learn how to lead design processes by reflecting on felt senses and by sharing one's experiences and reflections (see technological design documentation in chapter 4).
4. A project manager – focused on realization – who conducts a design meeting must adjust their leadership tactics. The team does not have to opt for the *manager's* solution. Instead, the manager must invite the team to develop its *own* solution (see technological design documentation in chapter 5).
5. The application of design principles, developed according the CIMO-logic, can contribute simultaneously to the solution to both the field and the research problem (see technological design documentation in chapter 6).
6. De Vet (2007) suggests that “under certain conditions, thinking in silence can positively affect individual and group creativity”. Therefore, create silences during design meetings and ensure that there are some moments of working without words.
7. The craftsmanship of a construction worker is a combination of involvement, knowledge, intelligence, handcraft and experience. Therefore, striving to robotize this kind of craftsmanship will lead to nothing.
8. “Creativity is a process that takes time – incubation time” (Queiroz et al., 2016). Take time during design processes, first to gain all kinds of experiences and then to incubate. Finally, take time to develop a solution.
9. The previous assertion that “ready-made building products change the role of the architect” (Van Gassel, 1991) has now become: “ready-made building products have changed the role of the architect”.
10. To exploit a thrift shop successfully, you not only depend on second-hand objects, but also on “first-hand knowledge” (Kessels & Gordijn, 2005).