Emotionally durable SDG Designers

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Emotionally Durable Design

Promote emotions within the design with the aim of allowing users to keep and preserve more time on their products.

Through learning and implementing emotions in designs, users can improve, understand, and feel more related to the actual situation and their consequences.

Emotions can be directly related to sustainability through three different actions:

1. Decision-making process: In the final decision process, when the user is faced with the doubt of choosing correctly, emotions intervene and help the process.
2. Empathize current problems: Emotions can influence and affect the process of empathizing with current problems, such as social and environmental. Emotions have a strong influence on knowledge and content on the mind, as well as they can mark strategies to approximate and solve problems.
3. Accelerate new values: As human values are intertwined in consumption and are associated with consumer behaviours. Since human values imply preferences, this is where emotions can affect and influence and modify the level and the long-term demand.

Yggdrasill, Emotionally Yours

Yggdrasill is an experiment, trying to implement new didactical approaches to teaching designers how to be aware of how emotions impact our dedication and our development of competencies over a time span of 2 years.

The Yggdrasill Box becomes a personal "shrine" of memories, experiences and knowledge. To keep the YB over time can create a relation and understanding of emotions.

Yggdrasill consists of four core-elements:
1. A new experimental framing of teaching, in which emotions can work as accepted enhancers as well as restrainers of sustainable (SDG) learning, for both students and teachers including a “manual - description”.
2. A personal Yggdrasill Box providing students and teachers a reflection tool and frame for conversations about emotions, memories and learning process.
3. An open Process as a series of surveys which will try to establish an understanding of how we together, can use an understanding of emotional learning in the future. In other words: an experiment.
4. The establishment of a durable, long-term relation between the student, an object (the box) and the teaching / institution and its academic facilitators.

Emotional Analogous Data

The Emotional Analogous Data (EAD) is an emotional tool that aims to correlate:

- Physical-environmental parameters
- Well-being
- Emotions
- Behavior
- Perception
- Learning process

The EAD is composed by:
- Basic data, age, and gender.
- General explanation of the use of the tool.
- Environment and place perception kit:
  - Date.
  - Perception about space.
  - Perception about furniture.
  - Emotional state at the beginning and the end of the activity.
  - Level of learning obtained.

Conclusions and Next Steps

The experimental ESD projects described are both new and aim to be useful reflection frameworks, for progressive dialogue and informally extra-curricular based experiential learning. As the projects are still in an ongoing evolution of competencies, some of the findings from the research in the ESD discourse can be applied in the future.