

Analysis of "producing" Projects That Create Value

through case studies of architectural projects

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Abstract

"Producing" is the activity of designing and managing projects. This paper describes repeating tendencies and lessons learned from projects I have managed, spanning the entire process: from forming collaborative teams and responding to client needs, to implementing creative solutions. In creating projects with value, we examine business models.

■ Need for Project Management:

In the Information Age, there is a strong need for project management skills that rise above individual disciplines such as architecture, industrial design, and information design. Negotiating and integrating the design disciplines maximizes creativity and efficiency of projects. With enhanced communication across traditional borders, this is not only feasible but a real need.

■ Purpose of Project Management:

- a. define the client's goals for the project
 - b. conceptualize and establish processes to satisfy client needs and goals.
 - c. "cast" the players - finding partners to collaborate "organically" on projects (on a project by project basis)
 - d. clarify the role of the producer
- From examples of collaborations and their process from projects I "produced" and directed at Hamano Institute, Tokyo Japan, I will show how the above applies to actual situations.

■ Methods of project management:

There are many problems that arise in the project management process from concept to implementation.

Again, through actual case projects personally managed, I will demonstrate what difficulties exist and how they were resolved while, at the same time, preserving the directionality of the projects. Also I will discuss the challenges that we confront in the integration of multiple disciplines without diminishing creativity.

Keywords

project management, collaboration, design process, constructs relationships

Research and Development for the Production of Industrial Art Objects Using KS

Magnet Steel in Sendai, Japan in the First Half of the Twentieth Century

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Abstract

This paper aims to report on the result of an investigation into research and development for the production of industrial art objects using KS Magnet Steel in Sendai, Japan in the first half of the twentieth century.

The methods employed for the above investigation are the collection and observation of products, documents and photographs of industrial art objects using KS Magnet Steel.

The findings are as follows:

- 1) Prof. Dr. Kotaro Honda invented KS Magnet Steel In 1916. It was the strongest permanent magnet in the world at that time. He was the director of the 2nd Division of the Provisional Institute of Physical and Chemical Research that was initiated at the Tohoku Imperial University (The Institute was renamed the Research Institute for Iron, Steel and Other Metals in 1922).
- 2) Prof. Honda and the members of the National Industrial Art Research Institute had made every effort to produce industrial art objects using KS Magnet Steel since 1931.
- 3) They were finally developed into special products in Sendai, Japan before World War II.

Keywords

KS Magnet Steel, Industrial Arts Objects, Kotaro Honda, The National Industrial Art Research Institute, Tohoku Kogei Co., Ltd,