## **Table of Contents**

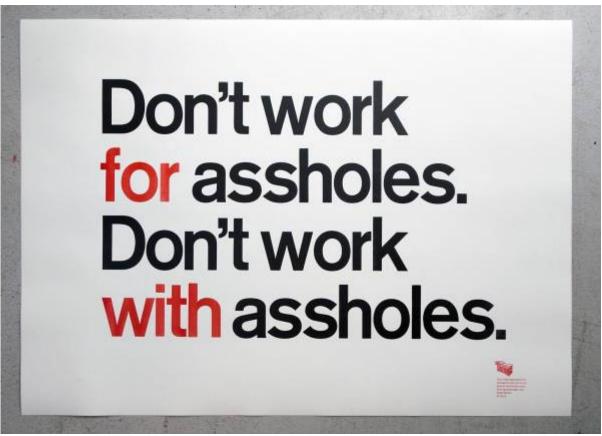
https://hardmood.info/ Printed on 2025/10/30 20:51

## A collection of Rules for and from Design Practice

The following rules are a collection of statements that I worshipped over the years. Sometimes pretty challenging but I strongly believe in those:

- 1. Just talking is not enough
- 2. Learning through visualisation, hands-on experimentalism, and creating quick prototypes
- 3. Be integer
- 4. Have a spirit of goodness
- 5. Make a plan...
- 6. Stay focus on topic
- 7. Follow the Vitruvian Virtues (Utilitas, Venustas, Firmitas)...
- 8. ...and Dieter Rams 10 principles for good design
- 9. Tell visual Stories (Felix's PPiPP principle ⇒ Put Pictures into your <del>Power Point</del> Presentation)
- 10. Work interdisciplinary
- 11. Be ready to say no
- 12. Stay open-minded
- 13. Make your workspace a Living Art Memoria (as a technique of remembering)
- 14. Structure your data
- 15. Name your files
- 16. Back-up
- 17. Practice design not decoration
- 18. The No Asshole Rule (see also picture below)





Don't work for assholes. Don't work with assholes. Poster by Erik Spiekermann. 98€.

The list below shows a collection of rules that I heard/read more than two times at least. I agree with most of them...

- Keep it simple, stupid (the KISS principle)
- The unspectacular things are the important things (Dieter Rams)
- · Ask Why/reflect
- Form teams
- · Be a hard worker
- Create an atmosphere of debate and a culture of constructive controversy (ART+COM Studios)
- Make the world a much better place, by design, in every moment
- Encourage wild ideas
- Have an eye on the future
- Have a passion for change
- Trust your colleagues, share challenge and responsibility (ART+COM Studios)
- Share experiences, knowledge and results, internally and externally (ART+COM Studios)
- Stay motivated to experiment
- Build on the experience of others
- Failing means learning
- Venture outside the box ⇒ Forget about the box!
- Play and Enquire
- Enjoy collaborative Ideation
- Create more value then you capture
- Fail often to succeed sooner
- Chaos can be constructive
- Have the courage to fail (ART+COM Studios)
- Rapid (!) prototyping
- Have an identifiable attitude (ART+COM Studios)

https://hardmood.info/ Printed on 2025/10/30 20:51

- Break rules only if you know them (ART+COM Studios)
- Do things nobody has done before
- DIY
- Teach (ART+COM Studios)
- Take risks
- Have an eye on design
- Anyone who has nothing to communicate looks for style, anyone who lives by materialism honours the spirit, anyone who does business is furthering culture. (Otl Aicher)
- Develop your professional skills
- Cross borders
- Support and be supported
- Network

## From:

https://hardmood.info/ - hardmood.info

Permanent link:

https://hardmood.info/doku.php/rules\_for\_design\_practice?rev=1709110573 Last update: 2024/06/28 19:08