











2021 International Conference on Product Semantics

CERTIFICATE OF APPRECIATION

to

ASST. PROF. BAYU WIDIANTORO

Soegijapranata Catholic University

for having been the

KEYNOTE SPEAKER

in

2021 INTERNATIONAL CONFERENCE ON PRODUCT SEMANTICS

Chi-Wen Lung. PhD.

Chi Wen Lux

General Chair

Peter Ardhianto, M.Sn

General Chair











Keynote Speakers



Prof. Yinghuei Chen Dean of International College, Asia University - Taiwan



Assoc. Prof. Chi-Wen Lung Dept. Creative Product Design Asia University, Taiwan



Asst. Prof. Bayu Widiantoro Head of Dept. Visual Communication Design Soegijapranata Caholic University, Indonesia



Asst. Prof. Dicky Prastomo Vice Dean of Faculty Architecture and Design Soegijapranata Caholic University, Indonesia



Asst. Prof. Peter Ardhianto Dept. Visual Communication Design Soegijapranata Caholic University, Indonesia

2021 INTERNATIONAL CONFERENCE ON

January 12, 2021 01.00 PM (Taiwan Time) ONLINE - Microsoft Teams

Presenters



Yogyakarta State University Yogyakarta State University



Product Semantics Srategy on Branding



Yogyakarta State University



Yogyakarta State University

Products Emotion and Metaphor



Annas Tashia Widiastuti Yogyakarta State University



Yogyakarta State University

Product Semantics Innovation



Yogyakarta State University Yogyakarta State University Yogyakarta State University





Fitri Nurjanah Lu'lu'ul Nabillah Yogyakarta State University Yogyakarta State University

Product Semantics Communication



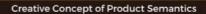




Yogyakarta State University

Hiskia Hilda Tabita P. Jakarta State University

The Making Sense of Semantic Design







DESIGN

we need different pedestrian designs to solve different target requirements



DESIGN can not be judged RIGHT or WRONG

but APROPRIATE or INAPROPROATE







DESIGN is a PROBLEM SOLVING, an ANSWER of a PROBLEM that the target needs

DESIGN

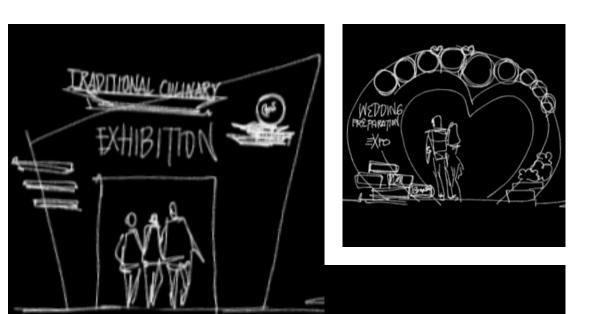


DESIGN is not only a VISUAL DISPLAY But

DESIGN is a FINAL RESULT which the ANSWER to the ANALYSIS of a PROBLEM

a A GOOD DESIGN for a problem will definitely not be good for other irrelevant problems

Capturing a DESIGN



we need different gate forms for different targets

DESIGN can be captured using the senses of sight, hearing, smell, touch and taste

THE EYE is a sense that is fast enough to receive a stimulus

SO

VISUAL CUES are given sufficient attention to be given stimuli in the delivery of a message

SEMANTIC



how someone will recognize a product from the packaging or logo attached to an item

Is an attempt made to read / accept the SIGNS in a product and then translated as a MEANING which is interpreted according to

- Experience
- Habit
- Culture

That is in a certain location

VISUAL element in a DESIGN

COLOR typography SITION TEXTURE

It will be able to bring out DIFFERENT MEANINGS when combined in different ways when seen by people who have different experiences or backgrounds

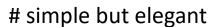
SEMANTIC in GRAPHIC DESIGN

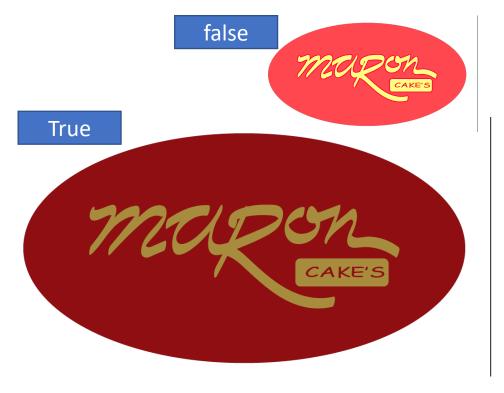
- PEOPLE will read the sign of a graphic scratch and color of a LOGO
- Different scratch or different color means different messege











elegant and classy

SEMANTIC in a PRODUCT DESIGN

 Different FORMS will make someone have a different IMPRESSIONS in responding to a STIMULUS in the form of SHAPE and COLOR





attractive # ele

SEMANTIC in INTERIOR DESIGN

 Different colors will create a different atmosphere for people who are in a ROOM



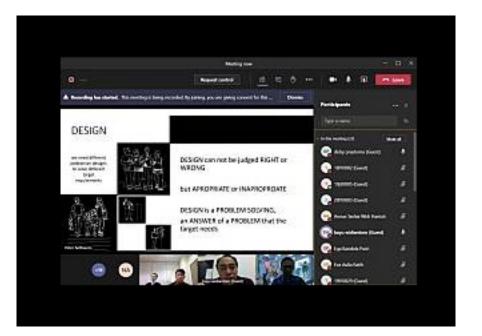


warm and seemingly active room

solid and organized (factory style)



in determining a SIGN in DESIGN, a DESIGNER
really need to know
What message and meaning
which will be embedded in the PRODUCT DESIGN
that will be generated













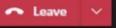














Change scene 🖋

Lihat semua gambar

02:43:23

