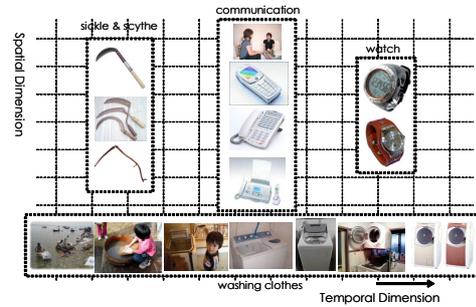
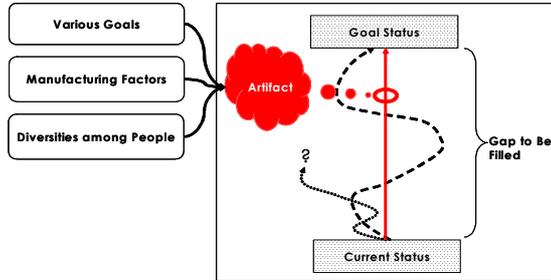


発表タイトル 人間の多様性と人工物の多様性 (人工物発達学の視点)

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発表内容



Traits	Context	Attitude
Biological Traits Age, Generation (Senior, Middle-aged, Young, Children, Baby) Sex, Gender (Male, Female, Gender Identity Disorder) Physical Traits (Upper Limb Disorder, Lower Limb Disorder, Paralysis, Pregnancy, Hurt, Handedness, etc.) Cognitive Traits (Visual Disorder: Poor-sightedness, Inborn Blindness, Acquired Blindness, Color-Blindness, etc.) (Hearing Impaired) (Cognitive Impaired) Body Dimension (Height, Weight, Hand Size, Arm Length, Leg Length, Flexibility, Hand Power, Fine Operation, etc.)	Mental Condition Emotional Condition (Stable, Unstable, Urgent, etc.) Level of Consciousness (Sleep, Indistinct, Aroused, Over-excited) Everyday Life Economic Situation (Income Level, Regularity of Income, etc.) Freedom (Free Situation, Staying in the Office or School, In Custody, etc.) Lifestyle (Workaholic, LOHAS, DINKS etc.) Educational Background (Junior High, High School, College, Graduate School, etc.) Social Position (Salaried Employee, Self-Employed, etc.)	Individual Preference (Many Preferences, No Preferences, etc.) Political Attitude (Left-winged, Right-winged, Neutral) Religion (No Religion, Buddhism, Islam, Christianity, Newly-risen Religion, etc.) Regression to Tradition (Conservative, Innovative, Radical, etc.) Social Attitude (Individualism, Collectivism, Antisocial, etc.) Value Attitude (Functional Value Attitude, Usability Value Attitude, Aesthetic Value Attitude, Sensibility Value Attitude, Economic Value Attitude, Quality Value Attitude, Ethical Value Attitude)
Psychological Traits Personality (ex. Big-Five: Openness, Conscientiousness, Extraversion, Agreeableness, Neuroticism) Mental Traits (Sensitivity, Sensibility, Psychological Disorder (Psychosis, Neurosis, Personality Disorder, Mental Retardation), etc.) Knowledge and Skill (Novice, Expert, Literacy) Intelligence Type (ex. Fluid Intelligence, Crystallized Intelligence) Learning Style (Systematic Learning, Ad-hoc Learning, Trial and Error, etc.)	Situational Factors Urgency (Normal Situation, Urgent Situation) Temporary Condition (Heavy Baggage, Bulky Clothing, etc.) Physical Context Geographical Environment (Big City, Small City, Isolated Place, etc.) Physical Environment (Temperature, Humidity, Illumination, Noise Level, etc.) Socio-Cultural Context Historical Background (Ruling Class, Ruled Class, Oppressed Class, etc.) Cultural Background (Ethnic Culture, Nation Culture, Local Culture, Family Culture, Generation Culture, etc.) Language (Japanese, English, Chinese (Mandarin, Cantonese, etc.), etc.) Civilized Level (Civilized area, developing area, etc.)	

- 素朴な問い「これだけ色々な人工物があるんだし、その中から一番自分に適したものを選んでいるとすれば、人々は満足しているといえるのだろうか?」「そもそも満足するってどういうこと?」
- いささか斜めに転じて「人々を満足させるために、どのような人工物を設計したり提供したりすればいいの?」・製造業やサービス業の問い

