

Editorial

Introduction to a New Journal: Innovation on Design and Culture

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Abstract: *Innovation on Design and Culture (IDC)* is a design research journal of the International Institute of Knowledge Innovation and Invention, Singapore (IIKII). IDC provides a platform for experts and scholars to jointly share the latest research and its extensions of humanistic issues. By stimulating creative thinking and design innovations, IDC supports experts and scholars to gain profound knowledge from different perspectives which combines technology, humanities, design, media, entertainment, music, culture, and other fields.

1. Mission Statement

Innovation on Design and Culture is a peer-reviewed, scholarly, international open-access journal. IDC publishes works that have the scope to substantively address current design trends, challenges, and developments in innovative design technology likely to impact industry, design education, and creative inquiry. The journal aims to highlight research that can leverage technological innovations in the service of design to support the ongoing and constant discussions regarding the purposes of design at the academic and practical levels.

2. History

The cultural creative industry activates the industry development through cultural innovation. The term “culture” refers to society, customs, and beliefs, while it is also related to art and works from conceptual and aesthetic discussions. Cultural creativity industries have been seen to become increasingly important to economic well-being for adding values of communities and individuals to the existing culture.

The impact of culture on creativity expresses not only through the features of work and results but also in individuals from different cultures, as showing differences in preferred creative processing modes when they are engaged in creative endeavors. Cultural creativity is a catalyst for human development in various fields of a progressive society, which includes the industries of visual arts, performing arts, crafts, filming, radio and television, publishing, advertising, product design, fashion, architectural design, digital content, cultural asset application, exhibition, and so forth.

By adding new perspectives and visions to the existing setup of art and culture, designers, innovators, and educators have had to rapidly strike the balance between social changes and technological development to thereby enrich the various spheres of the intellectual domain. Creative and design processes will remain disrupted and face new long-term challenges.

3. Value Statement

Now, more than ever, rigorous research on innovations and emerging technologies are needed in order to identify creative tools and practices to support innovators and industries maintaining their strength in this shifting landscape. To expand this critically important literature, *Innovation on Design and Culture* publishes works across all relevant fields of research that contribute to the understanding of the use of innovative technology in the service of cultural creativity, including but not restricted to:

- (1) Humanistic design
- (2) Industry of Humanities and Creative
- (3) Technology of Humanities and Interactive
- (4) Big Data and Digital Application of Humanistic Design

- (5) Design of Smart Living
- (6) Other related fields to humanities design
- (7) Animation of Humanistic Design
- (8) Technology Art
- (9) Human-machine interface/User interface
- (10) Virtual Reality (VR)/ Augmented Reality (AR)/ Mixed Reality(MR)
- (11) Glocalization
- (12) Global Indigenous culture
- (13) Genetic Inheritance and Innovative Application of Indigenous Culture
- (14) Promotion of multicultural and local innovative operation
- (15) 3D Print Technology Art
- (16) People-oriented Design
- (17) Humanism/ Humanistic
- (18) Human Ecology Design
- (19) Human Geography Design
- (20) Human Landscape and Natural Landscape Design
- (21) Humanities, Culture, and Design thinking
- (22) User Experience Design
- (23) Human Factors Engineering Design

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