

Abstract

This article is a condensed version of a larger study entitled *Design with Computers, Design for Computers, Computers for Design-Enhanced Creativity: Proposal for a Computer Implementation Model for a College of Art and Design*. The plan deals with all areas of education that the Rhode Island School of Design is responsible for: freshman foundation, liberal arts, the library, the museum, and first of all the degree programs in art, design, and architecture. For the purposes of this presentation, emphasis is placed on Computers in relation to art and design. The plan's main ideas are: 1) What Computers can do for design; 2) What designers (and future designers) in the educational environment can do for Computers and computer-aided technology. The characteristics of the College and its relations with nearby Colleges and businesses were carefully considered in light of the state of the art in Computer technology and Software.'

The challenge

The Rhode Island School of Design (RISD) can and should accept the challenges of post-industrial society because of its advantageous position as an institution highly regarded for past achievements. While faithful to its fundamental values, the School proved adaptable to new exigencies. This is a premise for the entire study. The proposal presents a model for implementing Computers and computer-related means of expression, representation, and communication in an environment which, despite its potential, has received scant attention from the Computer industry and Computer scientists. The College, in its historical, cultural, geographical, and institutional context, is one of the best prepared entities for conceiving and implementing the proposed model, as the following arguments and presentation of directions to be explored will show.

Two issues should be at the core of our concern over the use and study of Computers:

- 1 How will design be changed as a result of the post-industrial revolution, primarily through the extensive use of computers?
- 2 How will design change the world as it influences technology and human relations, especially in the environment of widespread computer-supported human activities?

Although the Rhode Island School of Design is not and will not become a *high tech* institution, it has to commit itself to considering:

- 1 issues concerning Computer use in its various design, architecture, and art programs (liberal arts should not be excluded), as well as issues of present and future education in these fields;

