

How can you see Rhetorics being useful to you?

To be more intentionally inclusive

It's useful to me cuz it helps me get what i want :D

It is useful to know how people are trying to manipulate me

!#* &!\$

To better lead the conversation or persuasion in more dynamic ways

I can appeal to a target audience

Rhetorics could be helpful to make more compelling arguments/designs.

Rhetoric can be used to explain various experiences to individuals that they may not have been able to experience themselves.

You can blend them into form language/overall composition to display your message and influence the user



How can you see Rhetorics being useful to you?

Using rhetoric will allow for more effective and purposeful visual elements

To help convince people that my ideas are valid; in products I may have to defend my concepts to engineers or software developers etc

The ability to utilize them to explain certain aspects of your design or even the purpose of your design. Can be useful in a professional setting in order to pitch a new product

In identifying when others use it, and to better communicate my own opinions while appealing more to others with different views

Effective rhetoric can be used when writing copy surrounding a product in order to either sell the product or convince others that it effectively addresses the requirements for the product.

They translate well to designed things and can be used to express certain ideas or convey messages within work

useful for trying to get what I want, and expressing myself accurately; essential to communication

good communication design = strong rhetorics

Can playfully and interestingly communicate visual ideas as a designer (help tell messages effectively)

How can you see Rhetorics being useful to you?

In a corporate setting, I feel that the ability to make the case for my design decisions will help me to implement my ideas in cross functional teams.

Communication is an extremely important part of design as it is part of our role to understand how specific forms and words best speaks to users and viewers for the best effect.

Since rhetorical devices are embedded into our daily method of communication, using it as a device to increase empathy would be one method.

Visual metaphors are powerful in creating meaningful concepts that are engaging or evocative

Better understand others' intentions

To make others think that what I want is what others would want as well.

Design can use rhetorics to convince audience into certain actions

Clearer articulation of design decisions, get others to understand my perspective.

learning how to make visual rhetoric. Just through image

How can you see Rhetorics being useful to you?

Rhetoric is useful because it offers a framework on which to base an argument. Like schemas, it is hard to form a new tactic every time you have a disagreement. Rhetorical devices lets one quickly form an argument structure and get what one wants.

Using and understanding pathos is helpful in understanding your user and designing inclusive experiences

Spark and start up controversial conversations and steer conversation towards progression

build more compelling stories

I use it to create a sense of relatability to foster a connection with the person I'm interacting with

helps me convince other people

Convince users without being too explicit

How is it useful for designers?

designers get to stand up for what they believe in through rhetorics

designers can make more convincing arguments for change

Being able to convince others that your ideas are effective through clear language and visuals

Helpful in appealing to your audience

from environment design perspective, it can help designer to engage the audience into the design in a more personal, emotional way

It's useful to designers because it allows us to display opinions and messages through our artifacts and have those impact people in some way

useful for advertising campaigns and branding.

Designers with powerful rhetoric can convince people to value their predictions

It can be used too inform and persuade users



How is it useful for designers?

Read others better

a tool to encourage difficult conversations

Better articulating for necessary context setting for designs

Steer conversations, however controversial towards a mutually agreeable conclusion/solution

When working with people with other priorities (engineering, business, etc.) designers need to be able to articulate their ideas and say why the ads value.

Designers often have the role of being the liaison and/or catalyst to influence society to act, think, and perform in (optimistically) beneficial ways.

it gives designer's a walk to back up their works, to showcase your process in words.

Can help designers push their agendas through the media they make. But then this also gets into ethical challenges, maybe?

rhetorical devices enable designers the ability to amplify a message, product, or article of communication. it can be used for the betterment or detriment of the end user (e.g. cigarette pack ads versus tying an emotion to a product)



How is it useful for designers?

You can depict yourself as a relatable figure to the audience

Allows you to look at an idea from a different perspective by seeing it through an artistically literal or ambiguous scope

When suggesting change that can seem too new and/or obtuse, designers can appeal to people's emotion and logic

Designers need to be able to defend their concepts and convince others why they're important; they are responsible for advocating for the human / user

Useful in helping designers express creatively

Learn to support arguments for why we design things certain ways

Rhetoric allows for ease of communication; rhetorical devices are more universal than the designers personal motifs or symbols

It can be leveraged to justify form decisions to non-designers

communicate different perspectives and engage audiences in empathizing with or understanding other people



How is it useful for designers?

Designers can leverage rhetorics to effectively tell stories

