الزمكان والتفاعلية فى تصميم المنتج
Spacetime and interactive product design

م.د/ هيثم محمد جلال محمد

مدرس بقسم التصميم الصناعى ـ كلية الفنون التطبيقية ـ جامعة حلوان

Assist. Dr. Haytham Mohammed Jalal Mohammed

Instructor, Department of Industrial Design - Faculty of Applied Arts - Helwan University

wedesignlife@yahoo.com

Abstract

● **Phenomenon of Research:**

Recent term (spacetime) and this term is not new, but he appeared with zhoraalm peerless genius impact in our lives so far with his theories and sisal affects us several years to come, the world is ' Einstein and his theory of relativity, and may collect the time and place of the movement in one term is ' space ' was For the term close connection and basic with everything in our lives and his close relationship with industrial design product design, where everything is doing better with time, and the time since the beginning of time influence our life, and that is what petitioners would explain search.

● **Claim of Research:**

Claims that there is a close relationship between factor (time) ' fourth dimension ' and industrial design products to detect this relationship will improve and develop product design.

● **Objective Of Research:**

Detect relationship between the fourth dimension (time) and designing products which contribute to improve and develop the design process, clarify and detect four-dimensional techniques and add it at the stage of product and determine design alternatives.

● **Problematic of Research:**

There is a relationship between time and product and are opaque relationship need to clarify and prove with evidence, and that there were four-dimensional techniques techniques rely on ' time ' featured related product design almost a fantasy. What are those techniques and how pragmatism in the process showing and modeling product.

● **Methodology of Research:**

Exploratory curriculum.

● **Plan of Research**:

To prove the prosecution must follow a plan to reach the goal:

human thinking when faced with problematic, if some information concerning problematic the seeker based on this information, and more may be required to reach the unknown elements in problematic, and pass on this in the language of logic by saying: the thinker Moving from the introductions to the results, this is inferred. So the conclusion in General is a mental process which is done by her transition from the unknown to the known, you must first identify the date when the term ' space '.

● **Key Words:** Spacetime - Interactive design - Four-dimensional techniques.