Ivan Vargas Communication Design Theory

When reading the two essays from these two authors, some things they were talking about made sense and they both questioned what is a modern graphic designer. There were points of both essays where I couldn't really understand maybe because of the words some of these two authors threw in. But I was still able to understand from both readings.From these two readings I think the role of design should be played in lives and culture is a planner of some sort. That a designer is not bound just using their artistic views but knowing what symbols or words are used during the time.These designers need to know how to use their resources and something.

I think these two authors explain why design is completely different from any other works or fields. And the reason for that is designers keep evolving and the meaning for the job also changes as well. Designers are always changing because communication keeps changing as well. I think Bruno Munari talks about how symbols and language also change over time. So designers have to keep with this knowledge.

I really didn't understand this question of why designers should be concerned about theoretical questions that are unsolvable. Can it be that nowadays designers are using their art to solve problems for clients. For that these designers would make a message for their audiences by using. And by doing that, designers are now spreading their message in their art to start conversation. I think that could be a reason for designers to be more concerned because they might face more of these unsolvable questions.

Lastly, these problems that these designers face is that they're now considered to be fixers or problem solvers. The problem is how design is being treated as it heavily reproduces and how quickly it is being shared. Some of the elements might not be present in these designs. Not only that but we live in a time where design is everywhere and is used in different ways. Now that symbols and colors have purpose and these designs have to design for a reason. It's much more difficult to produce something and try to communicate with the public.