

Using templates and mapping strategies to support analogical transfer in biomimetic design

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While biological phenomena can serve as meaningful analogies to inspire innovative design, previous studies found that designers often use descriptions of biological phenomena in non-analogous ways. Two experiments were conducted with novice designers to investigate how to decrease the non-analogous use of biological phenomena in concept generation. Properly applied, a causal relation template, developed based on Gentner's framework of analogical reasoning, decreased participants' non-analogous concepts. We identified two further interventions that reduce the tendency to develop non-analogous concepts: (1) one-to-one mapping instructions and (2) mapping the source analog to multiple problem-independent scenarios before concept generation. Understanding and reducing non-analogous application of biological phenomena may enable designers to more fully take advantage of biomimetic, or biologically inspired, design.

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There is increasing consensus that analogies formed between concepts from two distant domains, such as biology and engineering, can stimulate creative ideas (Bonnardel, 2000; Jin & Benami, 2010; Lopez, Linsey, & Smith, 2011; Sartori, Pal, & Chakrabarti, 2010; Tseng, Moss, Cagan, & Kotovsky, 2008). Many studies assume that the use of distant-domain stimuli invokes analogical reasoning, which by Gentner's (1983) definition requires finding structural similarities between two concepts.¹ This however is not always the case, as a designer could develop an idea based on association from superficial characteristics of a distant-domain source.

Previous studies in biomimetic, or biologically inspired, design reported that novice designers frequently develop ideas based on non-analogous association with particular features of biological phenomena (Cheong & Shu, 2009; Helms, Vattam, & Goel, 2009; Mak & Shu, 2004, 2008). However, structural similarities of functions between biological phenomena and design problems

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