0845   **Registration (*new delegates*) Refreshments**

0935   **Welcome: Professor Louise Valentine & Professor Leon Cruickshank, EAD2019 Conference Chairs**

KEYNOTE ADDRESS: TOM INNS, DESIGN FACILITATOR

Positioning Papers
2446: Skin deep. Perceptions of human and material ageing and opportunities for design
2846: Towards a Regenerative Design Culture. Nature-culture fluidity vs. analytics: friends *and* foes?

1105   **Refreshments**

1130   SESSION 5

Track 1: Hard Hats and Bare Feet: New Business: Room 2F11
1125: To Be or Not to Be. The Servitization Dilemma and the Role of Design
1284: Realising the value of open innovation in policy making. Equipping entrepreneurs for valuation work
1191: Design Thinking Driven Interdisciplinary Entrepreneurship. A Case Study of College Students Business Plan Competition
1185: Design-Led Innovation Strategies of Family Entrepreneurs. Case-based Evidence from an Emerging Market

A Healthy Attitude Towards Risk: Co-Design and Wellbeing: Room 2F14
1263: The Problem with Problems. Reframing and Cognitive Bias in Healthcare Innovation
1129: Designing in highly contentious areas: Perspectives on a way forward for mental healthcare transformation
2482: User Experience of Brazilian Public Healthcare System. A case study on the accessibility of the information provided
1222: Rethinking how healthcare is conceptualised and delivered through speculative design in the UK and Malaysia: A Comparative study

Track 3: Social Circles: Sustainable Communities: Room 2F15
1273: Living Design. The future of sustainable maker enterprises: a case study in Cumbria
1346: Can we help as designers to build relevant spaces for meaningful dialogue through storytelling as a tool for local empowerment? A case of study in the Colombian Pacific
1378: "Use what you have to secure what you have not". On Design for and from Autonomy
1104: Debate through design. Incorporating contrary views on new and emerging technologies

Track 4: Where is the Control?: Artificial Realities: Room 1G05
1152: Considering Haptic Feedback Systems for A Livable Space Suit
1249: Aural Textiles. Hybrid practices for data-driven design
1329: Cyborg-Computer Interaction. Designing new senses
2473: Computational by Design, towards a co-designed material culture. A design tool

Track 5: Designing to Learn: Learning Together: Rm 2G13

1314: Interdisciplinarity of Ph.D. students across the Atlantic. A Case of Interdisciplinary Research Team Building at the Student Level

1257: Identifying Racialized Design to Cultivate a Culture of Awareness in Design

1149: Market as Manufactory. Making Communities

1240: Design skills for environmental risk communication. Design in and design of an interdisciplinary workshop

Track 6: Co-Designing with Nature Towards Resilience and Diversity: Ethical Resilience: Room 2G12

1310: Climate Anticipation. Working towards a design proposal for urban resilience and care

1300: The role of design in discovering speculative futures materials for local revaluation. Investigation of the methodology

2471: The unintended consequences of embedded values in socio-technical systems. A critical reflection using formal analysis of speedometers in customer vehicles

1278: Co-designing Mobile Collection Points with Older Persons to Promote Green Attitudes and Practices in Hong Kong

Track 7: Happy Accidents: Open Track: Room 2F13

1197: Designing for emergent interactions: Strategies for encouraging emergent user behaviour & serendipitous research findings

1307: "Ah, I see what you didn't mean". Exploring Computer Aided Design tools for design ideation

2481: Design Thinking for Idea Generation - Stress Testing Human Factors in Ideation Sessions

Track 8: Faster, Better, Stronger: Digital Economies: Room 2G14

1363: Spimes Not Things. Creating A Design Manifesto For A Sustainable Internet of Things

1187: Social Design Fiction. New Methods for the Design of Emerging Technology

Workshops

2387: WS9: From User Insights to Evidence-Based Strategy Selection. Designing for Behaviour Change with the Behavioural Lenses Approach – *Room 2F03*

2408: WS10: Hidden Treasures. Discovering the Design Potential of Natural History Collections *Space: The D'Arcy Thomson Zoology Museum (gather in the foyer)*

Walk

2404: (4) Take a GANDER. Gathering Accessibility Needs by Doing Explorative Research (*gather in the foyer*)

1300	**Lunch**
1400	**AFTERNOON PLENARY**
1400	**Afternoon Plenary**
1450	**Closing Remarks: Professor Louise Valentine & Professor Leon Cruickshank, EAD2019 Conference Chairs**
1500	**EAD2019 Concludes**

Research Proposals

There will be the opportunity for all delegates to take part in the following Research Proposals during Conference:

2464: Playing with uncertainty. Experiential design and sensemaking for radical futures

2437: Improvement Matrix. Prompting New Ways of Thinking about Knowledge Exchange

2413: A Semiotic Rosetta Stone Research Project. Defining designer-centric semiotic practice

Revised: 04.04.19