

0845 Registration (*new delegates*) Refreshments

0935 Welcome: Professor Louise Valentine, EAD2019 Conference Chair

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?

Poster Pitches

2422: MATUREOLIFE. Combining Design Innovation and Material Science to Support Independent Ageing

1110 Refreshments

1130 SESSION 5

Track 1: Hard Hats and Bare Feet: Design-led Opportunities for Innovation - 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

Track 2: A Healthy Attitude Towards Risk: Healthcare Systems - 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: Community, Collaboration & Fiction - 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: Opportunity & Method 3 - 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

<p>Track 5: Designing to Learn: DTL Theme 5 - Room 2G13</p> <p>1331: Investigating the Next Generation of Design Researchers</p> <p>1314: Interdisciplinarity of Ph.D. students across the Atlantic. A Case of Interdisciplinary Research Team Building at the Student Level</p> <p>1186: A Reflection Upon Herbert Simon’s Vision of Design in <i>The Sciences of the Artificial</i></p> <p>1240: Design skills for environmental risk communication. Design in and design of an interdisciplinary workshop</p>
<p>Track 6: Co-Designing with Nature: Climate Change - Room 2G12</p> <p>1310: Climate Anticipation. Working towards a design proposal for urban resilience and care</p> <p>1300: The role of design in discovering speculative futures materials for local revaluation. Investigation of the methodology</p> <p>2471: The unintended consequences of embedded values in socio-technical systems. A critical reflection using formal analysis of speedometers in customer vehicles</p> <p>1278: Co-designing Mobile Collection Points with Older Persons to Promote Green Attitudes and Practices in Hong Kong</p>
<p>Track 7: Happy Accidents: Ideation: Room 2F13</p> <p>1197: Designing for emergent interactions: Strategies for encouraging emergent user behaviour & serendipitous research findings</p> <p>1307: “Ah, I see what you didn’t mean”. Exploring Computer Aided Design tools for design ideation</p> <p>2481: Design Thinking for Idea Generation - Stress Testing Human Factors in Ideation Sessions</p>
<p>Track 8: Faster, Better, Stronger: FBS Theme 4 - Room 2G14</p> <p>1363: Spimes Not Things. Creating A Design Manifesto For A Sustainable Internet of Things</p> <p>1187: Social Design Fiction. New Methods for the Design of Emerging Technology</p>
<p>Workshops</p> <p>2387: WS9: From User Insights to Evidence-Based Strategy Selection. Designing for Behaviour Change with the Behavioural Lenses Approach – Room 2F03</p> <p>2408: WS10: Hidden Treasures. Discovering the Design Potential of Natural History Collections <i>Space: The D’Arcy Thomson Zoology Museum (gather in the foyer)</i></p> <p>Walk</p> <p>2404: (4) Take a GANDER. Gathering Accessibility Needs by Doing Explorative Research (<i>gather in the foyer</i>)</p>
<p>1300 Lunch</p>
<p>1400 AFTERNOON PLENARY</p>
<p>1400 Afternoon Plenary</p>
<p>1450 Closing Remarks: Professor Louise Valentine, EAD2019 Conference Chair</p>
<p>1500 EAD2019 Concludes</p>

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: 13.03.19