

**Walks**

- 0630 2454:** (2) A Walk in the Woods. Promoting Chance and Wellbeing at EAD 2019 (*gather at Slessor Gardens*)  
**0700 2398:** (3) Dundee Dice Walk (*gather outside Dalhousie Building*)

**0830 Registration (new delegates) Refreshments**

**0920 Welcome: Professor Louise Valentine, EAD2019 Conference Chair**

**KEYNOTE ADDRESS: RAVI NAIDOO, ENTREPRENEUR WITH A SOCIO-POLITICAL CONSCIENCE, COMMERCIAL ACTIVIST, DESIGN EDUCATOR**

**Positioning Papers**

- 2450:** Designing New Socio-Economic Imaginaries  
**2389:** Designers Should Evaluate Their Work. You say those are scissors you are running with, but do they even cut?

**Poster Pitches**

- 2440:** Compassionate Systems Design. A framework for sustainable cultures  
**2390:** Thinking, design. A construct of (and for) change  
**2397:** Renaissance. Chinese design in nine words

**1055 Refreshments****1130 SESSION 3****Track 1: Hard Hats and Bare Feet: Design, Entrepreneurship & Sustainability - Room 2F11**

- 1270:** A Darker Side of Creative Entrepreneurship  
**1141:** Systemic Incubator for Local Eco-Entrepreneurship to favour a Sustainable Local Development. Guidelines Definition  
**1211:** The Contribution of Design and Prototyping to Enhancing Organisational Growth, Management and Entrepreneurship  
**1303:** Designing Your Future - 21st Century Skill-set for Industrial Designers. The Case Study of Israel Design Field of The Craft Scotland Summer Show

**Track 2: A Healthy Attitude Towards Risk: Co-Design and Wellbeing - Room 2F14**

- 1234:** Life Café. A Co-Designed Method of Engagement  
**1250:** New Domestic Healthcare. Co-designing Assistive Technologies for Autonomous Ageing at Home  
**1258:** Enabling people to lower barriers with a co-design prototyping approach: sex education for upper-elementary students at home  
**1286:** Health and Wellbeing. Challenging Co-Design for Difficult Conversations, Successes and Failures of the Leapfrog Approach

**Track 3: Social Circles: Co-design Circles - Room 2F15**

- 1168:** Geographical Context Influence on Co-design Practice Between Indonesia and the UK Context  
**1274:** Co-designing Pathways to Opportunities for Young People in the North West of England  
**1160:** Co-living as a means to re-engagement. A literature review  
**1227:** Investigation into how each stakeholder plays a role at different levels of granularity to realise a long-term service design project

**Track 4: Where is the Control: Opportunity & Method 1 - Room 1G05**

- 1344:** Critical Design In Daily Life: Lifelike Products
- 1327:** Design Research through simulated social complexity. An agent-based approach to the construction of design knowledge
- 1144:** Spilltime: Designing for the relationship between QS, CO2e and climate goals
- 1188:** Forget the Singularity, its mundane artificial intelligence that should be our immediate concern

**Track 5: Designing to Learn: DTL Theme 3 - Room 2G13**

- 1165:** Deconstructing Design Research
- 1246:** Learning by design. How engagement practitioners use tools to stretch the creative potential of their citizen participation practice
- 1231:** Redesigning Tools for Knowledge Exchange. An Improvement Framework
- 1174:** Design Education. University-industry collaboration, a case study

**Track 6: Co-Designing with Nature: Natural Materiality & Ethics - Room 2G12**

- 1153:** Implications of the Bioinclusive Ethic on Collaborative and Participatory Design
- 1142:** Natural materials. A family on the move, but where is the last stop?
- 1209:** Implementing bio-design tools to develop mycelium-based products

**Track 7: Happy Accidents: Spaces/Places - Room 2F13**

- 1173:** Steering Gently. Crowd management with a non-confrontational philosophy
- 1265:** Serendipity? The Inspiration of the Medieval Masons in Cathedral Floor-plan Design
- 1322:** Serendipity in the Field. Facilitating serendipity in design-driven field studies on ship bridges
- 1342:** Designing Branded Atmospheres. Nature-inspired, multisensory spatial brand experiences for consumer electronics retail stores

**Track 8: Faster, Better, Stronger: FBS Theme 3 - Room 2G14**

- 1337:** Creativity 4.0. Empowering creative process for digitally enhanced people
- 1309:** Inclusive Design for Immersive Spaces
- 1229:** Strategies for Empowering Collective Design
- 1130:** Industrial Design Education in the Age of Digital Products

**Workshops**

- 2469:** WS5 - Risk & Reward. Exploring Design's role in measuring outcomes in health - *Room 2F03*
- 2414:** WS6 - Designing Diverse Design Dogmas, Deliberately. Using aspects of Design on its practitioners to set the challenge of imagining alternative ways of designing - *Room: Centre for Entrepreneurship*

**1300 Lunch**

**1400 SESSION 4**

**Track 1: Hard Hats and Bare Feet: Designing Frameworks for Entrepreneurial Education and Learning - Room 2F11**

- 1105:** Divide, Switch, Blend. Exploring two hats for industry entrepreneurship and academic practice-based textile design research
- 1292:** Entrepreneurship and Innovation Design in Education. An educational experience to train the new entrepreneurial designers
- 1262:** Implementing design thinking as didactic method in entrepreneurship education. The importance of through
- 1201:** How can Design Thinking promote entrepreneurship in young people?

**Track 2 (A): Healthy Attitude Towards Risk: Interdisciplinary Health Collaboration - Room 2F14**

- 1379:** Project scale and the wicked problem in Fourth Order design  
**1158:** Combining design research with microbiology to tackle drug-resistant infections in different home environments in Ghana: Challenging the boundaries of design thinking  
**1199:** Unpacking two design for health living lab approaches for more effective interdisciplinary collaboration  
**1241:** Moving beyond an interdisciplinary paradigm

**Track 2 (B): A Healthy Attitude Towards Risk (B): Healthcare Devices and Inclusive Design - Room 2G14**

- 1219:** Analysis of the pilot survey INKLUGI about aging and disabilities to promote Inclusive Design in industry  
**1350:** Home healthcare devices. Challenge of CPAP design for effective home treatment  
**1139:** Designing better hip protectors: a critical and contextual review examining their acceptance and adoption in older populations

**Track 3: Social Circles: Interdisciplinary & Business Circles - Room 2F15**

- 1287:** Slow knowledge in the 'real world'. Using slow practice to actively engage commercial collaborators in doctoral research  
**1359:** Design Thinking for Progress. Initial insights from an evolving design-led business support programme for Scotland  
**1380:** Collaborative Circular Design. Incorporating Life Cycle Thinking into an Interdisciplinary Design Process  
**2480:** Building Bridges. Design Researchers Making Podcasts to Support Internal Collaboration in an EU Horizon 2020 Scientific Programme

**Track 4: Where is the Control: Opportunity & Method 2 - Room 1G05**

- 1255:** Using Twitter Bots to Critically Question the Belief Systems of College-Aged Republicans and Democrats  
**1312:** Networking with the Ghosts in the Machine. Speaking to the Internet of Things  
**1236:** Beyond Average Tools. On the use of 'dumb' computation and purposeful ambiguity to enhance the creative process  
**1180:** Data as a medium for inheritance and creativity of traditional design. A case study on data-driven modern creative design of ancient Chinese catering utensils

**Track 5: Designing to Learn: Dtl Theme 4 - Room 2G13**

- 1351:** Running with scissors in Business Management Education. A collaborative autoethnography on designing pedagogical interventions with an art-maker and an academic skills tutor  
**2475:** Co-design in mental health; Mellow: a self-help holistic crisis planning mobile application by youth, for youth  
**1301:** Tools for building consensus on goals  
**2474:** The Role of Empathic Design Research in the Prototyping of Interactive Visualizations

**Track 6: Co-Designing with Nature: Transition - Room 2G12**

- 1348:** The Role of Philosopher Designer in Defining New Attitude towards Nature  
**1150:** A Respectful Design Framework. Incorporating indigenous knowledge in the design process  
**1172:** Atlantic Wonder. Exploring Nature and Design in Madeira island  
**2477:** Ecocene Design Economies. Three Ecologies of Systems Transitions

**Track 7: Happy Accidents: Materials - Room 2F13**

- 1183:** Renewing technology-driven materials research through experimental co-design approach  
**1277:** Serendipity as a Catalyst. Knowledge Generation in Interdisciplinary Research  
**2483:** Attempts, Failures, Trials and Errors. Notes on an exhibition of failed prototypes and rejected projects

**Workshops**

- 2459:** WS7: Nature-Centered Design. Exploring the path to design as Nature - *Space: Dundee Botanic Garden (gather in the foyer)*  
**2436:** WS8: Experimenting productive disagreement between research and project in design. A basemap for action *Room: Centre for Entrepreneurship*

**1530 Refreshments**

**1600 KEYNOTE ADDRESS: INGRID VAN DER WACHT, COMMUNICATION, CONNECTION AND COCREATION CONCEPT DEVELOPER**

**Positioning Papers**

**2424:** Felicitous Design Concept. Harmonising marketing and design on product, process and strategy levels

**2421:** Design-driven obsolescence

**Poster Pitches**

**2432:** Fear of Missing Out = Missing out (or: things I saw while you were distracted by your phone)

**2399:** Are Local Creative Industries More Global than We Think? A study of creative and digital firms based at Baltic Creative in Liverpool

**1730 Delegates Depart**

**1830 CONFERENCE DINNER & CEILIDH AT GLAMIS CASTLE**

**2330 Evening 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