

0815 Registration & Refreshments

0915 Welcome: Professor Louise Valentine, EAD2019 Conference Chair

**KEYNOTE ADDRESS: PROFESSOR CRAIG VOGEL, DESIGN EDUCATOR, HEALTHCARE INNOVATOR AND INTRAPRENEUR**

**Positioning Papers**

2457: Sharp edges, blunt objects, clean slices. Exploring design research methods

2417: Being Safe is Scary. Increasing Precariousness in Co-design

**Poster Pitches**

2442: Sonic Flock; using textile birds to start conversations within a Dementia Friendly Community in the Outer Hebrides

2485: Designing the Affective Material Palette. Using materials to explore the experience of systems and technologies designed to aid behaviour change

1055 Refreshments

1130 SESSION 1

**Track 1: Hard Hats and Bare Feet: Modelling the Nexus of Design Thinking and Entrepreneurship: Room 2F11**

1239: The Beauty of Design Thinking – Is there a Small Beast in the Box

1353: Italian Yachts Restoration. Possible tools for the 'new' business of nautical heritage

1210: Designing Craft Opportunity. An Entrepreneurial Approach to Creating The Craft Scotland Summer Show

2479: Design Thinking for Entrepreneurship in Frugal Contexts

**Track 2: A Healthy Attitude Towards Risk: Social & Sensory: Room 2F14**

1163: Designed with Me: Empowering People Living with Dementia

1181: How smell can help visually impaired in health and well-being – a cognitive experiment

1288: Uncovering Nuance: Exploring Hearing Aids and Super Normal Design

1306: The Soft Touch: Design Vs. Disruption

**Track 3: Social Circles: Fashion & Textile: Room 2F15**

1362: Addressing the Dialogue between Design. Sorting and Recycling in a Circular Economy

1367: To keep, or not to keep? That is the question. Studying divestment from a cross-cultural approach

1243: Hybrid zero waste fashion design practices: Zero waste pattern cutting for composite garment weaving and its implications

1261: Counter-narratives Towards Sustainability in Fashion. Scoping an Academic Discourse on Fashion Activism Through a Case Study on the Centre for Sustainable Fashion

**Track 5: Designing to Learn: Dtl Theme 1: Room 2G13**

1149: Market as Manufactory: Making communities

1275: Bodygramming – embodying the computational behaviour as a collective effort

1170: Measuring the impact of strategic design learning experience long after the classroom delivery

1126: Materialising the Studio; a systematic review of the role of the material space of the studio in Art, Design and Architecture Education

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

1189: Nature-Centered Design: how design can support science to explore ways to restore coral reefs

1159: Animal Diplomacy Bureau: designing games to engage and create player agency in urban nature

1271: Designing Transitions Bottom-up: the agency of design in formation and proliferation of niche practices

1190: Using the SDGs to nurture connectivity and promote change

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

**1145:** Happy Affect. Harnessing Chance and Uncertainty in Design Practice

**1196:** Applying Storytelling Method into the Flow of User Experience Design to Innovate with Serendipity. A case study on AIDS detection service design among college students

**1269:** Surrendering to the Now. Improvisation and an embodied approach to serendipity

**1280:** Kinetic morphologies. Revealing opportunity from mistake

**Track 8: Faster, Better, Stronger: FBS Theme 1: Room 2G14**

**1214:** Fruitful Gaps in Digital Literacy: Interpreting gaps in digital literacy among stakeholders in collaborative design research projects as an evolving innovative capacity

**1127:** A New Method to Evaluate Good Design for Brand Recognition in the Digital World

**1225:** Questioning the social and ethical implications of autonomous vehicle technologies on professional drivers

**Workshops**

**2428:** WS1 Design/health. Exploring tensions in design and health for more effective trans-disciplinary collaborations Room: 2F03

**2425:** WS2 Co-designing Improvements of Knowledge Exchange Tools: Room: Centre for Entrepreneurship

**1300 Lunch**

**1400 SESSION 2**

**Track 1: Hard Hats and Bare Feet: Applying Design Thinking & Research to Business: Room 2F11**

**1374:** Models of Collective Working: Insights on the Scottish Context

**1132:** Designers Designing Businesses Understanding how designers create enterprises

**1294:** Design within Social Entrepreneurship: a Framework to reveal the use of Design in interdisciplinary spaces

**1293:** Design as a Catalyst for Innovation in Irish Industry - Evolution of the Irish Innovation Voucher initiative within Design+ Technology Gateway

**Track 2(A): A Healthy Attitude Towards Risk: Ethics & Values: Room 2F14**

**1208:** Ethics by Design: Exploring Experiences of Harmony and Dissonance

**1335:** Conversations between procedural and situated ethics: Learning from video research with children in a cancer care ward

**1343:** Value Creation Through Service Design in a Healthcare Environment

**1370:** Ethics and Risk: Doing design research with people in care homes

**Track 2(B): A Healthy Attitude Towards Risk: Holistic Wellbeing: Room 2F13**

**1242:** Crafting Textile Connections: A mixed-methods approach to explore traditional and e-textile crafting for wellbeing

**1254:** Addressing stigma in the design of a physical device and digital app for pelvic floor exercises. Five concepts to increase women's health

**1316:** *Homeostasis sanatoris*. A meaningfulness-driven product that stimulates physiological healing processes

**1334:** Falling UP to Recovery: co-created, artistic practice for holistic mental health care in Scotland

**Track 3(A): Social Circles: Local & Traditional Craft Circles: Room 2F15**

**2484:** Designing an Appropriate Technology for Revitalising Traditional Craft Practice. Case study: Indonesian Stitch Resist Dyeing

**1357:** Crafts and Design partnerships in the Chilean context. A critical perspective

**1302:** Neo-Local design. Looking at 'our local contexts' as potential resources

**1267:** Traditional Maker Practices and Sustainable Futures: the implications of expertise

**Track 3(B): Social Circles: Circular Systems: Room 2G12**

**1297:** Systemic Design for territorial thinking: Circular urban transitions for post-industrial cities

**1192:** Collaborative governance in the sharing economy: A case of free-floating bike sharing with visualized analyzation

**1138:** Social packaging. Design for wide sustainability

**1290:** Bridging the double-gap in circularity. Addressing the intention-behaviour disparity in fashion

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

**1257:** Identifying Racialized Design to Cultivate a Culture of Awareness in Design  
**1259:** Games as a Catalyst for Design for Social Innovation Unlocking legendary tools  
**1339:** Applying Design Fiction in Primary Schools to Explore Environmental Challenges  
**1175:** Code Blue: Design and the Political/Resuscitating Civics

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

**1198:** The Transformative Effects of Digital Technologies on the Product Design Practices of Servitizing Manufacturers  
**1178:** Improving Design Software Based On Fuzzy Kano Model - A Case Study of Virtual Reality Interior Design Software  
**1285:** Service orientation-based tool for assessing and improving service design and development practices in manufacturing industry  
**1202:** "Document-while-doing": a documentation tool for Fab Lab environments

**Workshops**

**2396:** WS3 Using digital agile communities in product design: **Room 2F03**  
**2427:** WS4 "All You Can Eat": Prototyping Speculative Food Futures: **Room Centre for Entrepreneurship**

**Walk**

**2405:** 1 Walking Heterotopias – (*gather in the foyer*)

**1530 Refreshments**

**1600 Afternoon Plenary**

**KEYNOTE ADDRESS: EMMA BARRETT PALMER, HUMANITARIAN AND SOCIAL ENTREPRENEUR**

**Positioning Papers**

**2461:** Design Meets Death. A case of critical discourse and strategic contributions  
**2456:** Lessons from Designing for End-of-Life

**Poster Pitches**

**2467:** Design For Change  
**2458:** A-DIARIO. Human encounters collection, Stories that we have lived or could live, small tales that help us imagine other lives and build common worlds  
**2383:** Talk The Talk, Walk The Walk. Challenging the perception of the value of verbal tools within design education environments

**1730 Delegates Depart**

**1900 Evening Reception at V&A Dundee**

**2100 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

**Revised: 13.03.19**

