

0815 Registration & Refreshments

0915 Welcome: Professor Louise Valentine & Professor Leon Cruickshank, EAD2019 Conference Chairs
Professor Paul Atkinson, EAD President
Professor Jeanette Paul, Deputy Dean, Duncan of Jordanstone College of Art & Design

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: New Business: 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: Health and Wellbeing: 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: Sustainable Communities: 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: Learning Together: Room 2G13

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

1259: Games as a Catalyst for Design for Social Innovation. Unlocking legendary tools

1339: Applying Design Fiction in Primary Schools to Explore Environmental Challenges

1246: Learning by design. How engagement practitioners use tools to stretch the creative potential of their citizen participation practice

Track 6: Co-Designing with Nature Towards Resilience and Diversity: Ethical Resilience: 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: Open Track: 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: Digital Economies: 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: New Business: Room 2F11: 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: Health and Wellbeing: 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: Health and 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: Sustainable Communities: 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: Sustainable Communities: 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: Learning Together: Room 2G13

- 1175:** Code Blue. Design and the Political/Resuscitating Civics
1275: Bodygramming. Embodying the computational behaviour as a collective effort
2475: Co-design in mental health; Mellow: a self-help holistic crisis planning mobile application by youth, for youth
1231: Redesigning Tools for Knowledge Exchange. An Improvement Framework

Track 8: Faster, Better, Stronger: Digital Economies: 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: 04.04.19