

11th

International Conference on
**Design Principles &
Practices**

**Design for the
Global Village**

2-4 | 03 | 2017

**Institute without Boundaries
George Brown College
Toronto | Canada**

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11th International Conference on Design Principles & Practices

Design for the Global Village



INSTITUTE WITHOUT
BOUNDARIES



Design Principles & Practices



COMMON GROUND

designprinciplesandpractices.com

Eleventh International Conference on Design Principles & Practices
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Design for the Global Village

Dear Conference Attendees,

Welcome to Toronto!

We hope you will enjoy the coming three days of debate, presentations, and plenaries that will bring together academics, professionals, researchers, and practitioners to explore the present and the future of design around the world.

With this, the Eleventh International Conference on Design Principles & Practices, we wanted to prompt some reflection on the occurrence of a global village, which is accelerated by new media and technology. Looking into our material culture, the outcome of the mobility of people helps us to see the world we live in as a common place to be shared and planned. The Internet of Things suggests a future where everything may be connected with everything, opening a wide network of objects, spaces, systems, and services. This offers a number of opportunities to innovate with industry, products, architecture, and facilities, but also to empower networks of people, of knowledge, and connected things to serve collective action and awareness in order to tackle big social challenges.

Design may play an important role in developing the future of open data infrastructures, co-creation platforms, and decentralized social networking, leading towards sustainable local and global initiatives, where cultures and people share together choices about their future.

This conference aims to explore how design can improve our environment and life in creative ways. The emerging visions of design education, research & practice, along with the economic, political, and social impacts of our era, will be discussed.

We are asking our keynotes, scholars, academics, and professionals to open the conversation on design's ability to enable a sustainable global future where cultures and people work more closely together:

- How does design contribute to the future of our societies?
- What tools and approaches can we develop to share creativity and design?
- What projects and creative solutions are designers producing for our collective future?
- What is the relationship between individual action and collective sharing in design?
- What is the relationship between ecological knowledge and cultural adaptation?

This conference is hosted by the Institute without Boundaries at George Brown College in Toronto (ON, Canada), and it is considered one of the most interesting and innovative design institutions in Canada. The conference offers a chance to examine the character of design in Canada: its roots, professional context, and emerging design research. Canada has historically adopted multiculturalism as a strategy, considering immigration and diversity as an opportunity for a better and more equal society. In a time when we see the return of borders and nationalist interests, the conference in Canada at the Institute without Boundaries will tackle the issue of Designing for the Global Village in order to understand the chances we have to enable bottom-up social innovation across borders and cultures.

We hope you will enjoy the Canadian and international leading thinkers on design that we have selected as plenary speakers: Katerina Cizek (MIT Open Documentary Lab, Boston, USA and Toronto, Canada) will introduce her pioneering participatory interventions with digital storytelling on contemporary social and urban scenarios; Helen Kerr (KerrSmith Design; OCAD University, Toronto, Canada) will speak about strategic foresight and the innovation of the future through her participatory and co-creative research; Péter Pozsár (Hello Wood, MOME, Budapest, Hungary) will present projects around social architecture and the social responsibility of architecture; Luisa Collina (Dean, Politecnico di Milano; President of Cumulus, Milan, Italy) will describe two major events in Milan (World Universal Expo (2015) and the XXI International Triennale (2016)) in order to highlight the importance of multidisciplinary and multiculturalism; Aldo Cibic (Cibic & Partners; Cibic Workshop, Milano, Italy) will focus on the design of a dynamic relationship between people and space, discovering contemporary narratives and multiplying opportunities for meetings, exchanges, and sharing in community life.

In addition, we hope you will appreciate the choice of conference venue and the activities connecting design, culture, and life across this city, including the special pre-conference tour, Designer's Walk: City, Culture, & Stories; exhibitions by students of the School of Design; and the Institute without Boundaries' screening of its new documentary, *Future Ways of Living*. The conference takes place at George Brown College's Waterfront Campus, in the Daphne Cockwell Centre for Health Sciences, looking out over Lake Ontario and Toronto Island. We would like to thank the team at the College's School of Design who have helped Common Ground bring this conference to life: Elise Hodson, Bahar Mousavi-Hejazi, Anne Sardo, Sisley Leung, Lori Endes, Eunice Joaquin, Marissa Ponn, as well as Heather Daam, Christopher Pandolfi, and the Institute without Boundaries team.

Finally, as Canada is a multicultural country, where different people meet to share ideas and innovation, we look forward to connecting and learning about each other's different stories and creative expressions.

Loredana Di Lucchio, Luigi Ferrara, Lorenzo Imbesi
Co-Chairs of the Conference

Welcome Letter

Dear Design Principles & Practices Delegates,

Welcome to Toronto and to the Eleventh International Conference on Design Principles & Practices. The Design Principles & Practices Research Network—its conference, journal collection, and book imprint—was created to provide a transdisciplinary forum that explores the purpose of design as well as the use of designed artifacts and processes. It is a forum that brings together a diverse range of researchers, teachers, and practitioners to discuss the nature and future of design—resulting in conversations that weave between the theoretical and the empirical, research and application, and market pragmatics and social idealism.

Founded in February 2007, the Inaugural Design Principles & Practices conference was held at Imperial College, London, UK in February 2007. The conference has since been hosted at the University of Miami, Miami, USA in 2008; at Technical University, Berlin, Germany in 2009; the University of Illinois at Chicago, Chicago, USA in 2010; Sapienza University of Rome, Italy in 2011; at the University of California, Los Angeles, Los Angeles, USA in 2012; at Chiba University in Chiba, Greater Tokyo, Japan in 2013; in collaboration with Emily Carr University of Art + Design and Carleton University in Vancouver, Canada in 2014; and at the University Center Chicago, Chicago, USA in 2015. Next year, we are honored to hold the conference in partnership with the Barcelona School of Design and Engineering in Barcelona, Spain.

Conferences can be ephemeral spaces. We talk, learn, get inspired, but these conversations fade with time. This Research Network supports a range of publishing modes in order to capture these conversations and formalize them as knowledge artifacts. We encourage you to submit your research to the Design Principles & Practices Journal Collection. We also encourage you to submit a book proposal to the Design Principles & Practices Book Imprint.

In partnership with our Editors and Network Partners, the Design Principles & Practices Research Network is curated by Common Ground Research Networks. Founded in 1984, Common Ground Research Networks is committed to building new kinds of knowledge communities, innovative in their media and forward thinking in their messages. Common Ground Research Networks takes some of the pivotal challenges of our time and builds research networks which cut horizontally across legacy knowledge structures. Sustainability, diversity, learning, the future of humanities, the nature of interdisciplinarity, the place of the arts in society,

technology's connections with knowledge, the changing role of the university—these are deeply important questions of our time which require interdisciplinary thinking, global conversations, and cross-institutional intellectual collaborations. Common Ground is a meeting place for people, ideas, and dialogue. However, the strength of ideas does not come from finding common denominators. Rather, the power and resilience of these ideas is that they are presented and tested in a shared space where differences can meet and safely connect—differences of perspective, experience, knowledge base, methodology, geographical or cultural origins, and institutional affiliation. These are the kinds of vigorous and sympathetic academic milieus in which the most productive deliberations about the future can be held. We strive to create places of intellectual interaction and imagination that our future deserves.

Thank you to everyone who has poured such a phenomenal amount of work into this conference including our co-organizers, the Institute without Boundaries, and our recognized Conference Chairs Professor Loredana Di Lucchio from Sapienza University of Rome, Professor Lorenzo Imbesi from Sapienza University of Rome, and Luigi Ferrara from George Brown College, as well as our supporter, Cumulus: International Association of Universities and Colleges of Art, Design, and Media. I'd also like to thank my Design Principles & Practices colleagues, Jeremy Boehme, Grace Chang, and Jessica Weinhold-Brokish, who have put such a significant amount of work into this conference.

We wish you all the best for this conference, and we hope it will provide you every opportunity for dialogue with colleagues from around the corner and around the globe.

Yours sincerely,



Dr. Phillip Kalantzis-Cope

Chief Social Scientist, Common Ground Research Networks



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About Common Ground

Our Mission

Common Ground Research Networks aims to enable all people to participate in creating collaborative knowledge and to share that knowledge with the greater world. Through our academic conferences, peer-reviewed journals and books, and innovative software, we build transformative research networks and provide platforms for meaningful interactions across diverse media.

Our Message

Heritage knowledge systems are characterized by vertical separations—of discipline, professional association, institution, and country. Common Ground identifies some of the pivotal ideas and challenges of our time and builds research networks that cut horizontally across legacy knowledge structures. Sustainability, diversity, learning, the future of the humanities, the nature of interdisciplinarity, the place of the arts in society, technology's connections with knowledge, the changing role of the university—these are deeply important questions of our time which require interdisciplinary thinking, global conversations, and cross-institutional intellectual collaborations. Common Ground is a meeting place for these conversations, shared spaces in which differences can meet and safely connect—differences of perspective, experience, knowledge base, methodology, geographical or cultural origins, and institutional affiliation. We strive to create the places of intellectual interaction and imagination that our future deserves.

Our Media

Common Ground creates and supports research networks through a number of mechanisms and media. Annual conferences are held around the world to connect the global (the international delegates) with the local (academics, practitioners, and research network leaders from the host research network). Conference sessions include as many ways of speaking as possible to encourage each and every participant to engage, interact, and contribute.

The journals and book series offer fully- refereed academic outlets for formalized knowledge, developed through innovative approaches to the processes of submission, peer review, and production. The research network also maintains an online presence—through presentations on our YouTube channel, quarterly email newsletters, as well as Facebook and Twitter feeds. And Common Ground's own software, Scholar, offers a path-breaking platform for online discussions and networking, as well as for creating, reviewing, and disseminating text and multi-media works.



Design Principles & Practices Conference

Curating global interdisciplinary
spaces, supporting professionally
rewarding relationships

About the Conference

Conference Principles and Features

The structure of the conference is based on four core principles that pervade all aspects of the research network:

International

This conference travels around the world to provide opportunities for delegates to see and experience different countries and locations. But more importantly, the Design Principles & Practices conference offers a tangible and meaningful opportunity to engage with scholars from a diversity of cultures and perspectives. This year, delegates from over 25 countries are in attendance, offering a unique and unparalleled opportunity to engage directly with colleagues from all corners of the globe.

Interdisciplinary

Unlike association conferences attended by delegates with similar backgrounds and specialties, this conference brings together researchers, practitioners, and scholars from a wide range of disciplines who have a shared interest in the themes and concerns of this community. As a result, topics are broached from a variety of perspectives, interdisciplinary methods are applauded, and mutual respect and collaboration are encouraged.

Inclusive

Anyone whose scholarly work is sound and relevant is welcome to participate in this community and conference, regardless of discipline, culture, institution, or career path. Whether an emeritus professor, graduate student, researcher, teacher, policymaker, practitioner, or administrator, your work and your voice can contribute to the collective body of knowledge that is created and shared by this network.

Interactive

To take full advantage of the rich diversity of cultures, backgrounds, and perspectives represented at the conference, there must be ample opportunities to speak, listen, engage, and interact. A variety of session formats, from more to less structured, are offered throughout the conference to provide these opportunities.

2017 Conference Chairs

The conference features a wonderful group of Conference Chairs whose input and expertise have been guiding factors in shaping all aspects of the proceedings:

Loredana Di Lucchio

Loredana Di Lucchio, PhD in Design, is Researcher Professor at Sapienza University of Rome. Her research and teaching activities are focused on the relationship between production, communication, and consumption in order to investigate and define the strategic role of Design as a driver for consumption aware behaviors. She is a speaker for international conferences, coordinator of several Italian Research Boards, and essayist for theoretical and design reviews including a member of the editorial board of the magazine 'DIID – Disegno Industriale Industrial Design' and of the web magazine of Italian Design Research Network 'SDI Review'. She has organized many seminars, workshops, and exhibitions about the relationship between Design and Brand with a particular attention at the semantic, productive, and social implications. At the same time, she has opened a personal focus on Asian Design, considered as emblematic expression of the contemporary culture.

Lorenzo Imbesi

Professor of Industrial Design at Sapienza University of Rome, Italy, Lorenzo Imbesi was previously Associate Professor and head of the Master of Design MDes at Carleton University in Canada up until 2013. Prof. Imbesi is also an Architect, PhD in Design, ICCS fellow – Canada Government, and a member of the Research Board of Italian and European researches. He is a keynote speaker and coordinator for international conferences and a curator of design exhibitions and events. Additionally, he is a critic and essayist for many reviews, Co-Director of the magazine "DIID – Disegno Industriale," and currently, he is Director of 'FIELDS: An Interdisciplinary Design Journal' (Carleton University, Ottawa) as well as a member of the editorial board of "The Design Journal" (Bloomsbury Publishing, London).

2017 Conference Chairs

Luigi Ferrara

Luigi Ferrara is a Registered Architect with seal, a member of the Ontario Association of Architects and the Royal Architectural Institute of Canada, as well as an Honorary Member of the Association of Chartered Industrial Designers. In 2002, Ferrara was appointed the Director of the School of Design at George Brown College. In 2007, his portfolio was enlarged and he was appointed Director for the Centre for Arts and Design. In 2014, he was appointed dean and worked to expand the school to become the Centre of Arts, Design, and Information Technology. He also leads the Institute without Boundaries, the college's interdisciplinary think and do tank. He has served on the Board of the International Council of the Societies of Industrial Design (ICSID) and was elected President from 2003–2005. Ferrara is currently an ICSID Senator. Between 1996 and 2002 he was the Vice-President of Programs and Services at the Design Exchange. He has served as a principal of Ferrara Contreras Architects Inc. from 1989 to 2007 and now is a partner in the architectural and development firm Conifer Consultants and the strategy firm Co.Ferrara Inc.

2017 Special Focus

Design for the Global Village

The world of design is facing new challenges in the 21st century. The emergence of 'Global Village,' facilitated by the advance of electronic media and new technology, has changed the way people live, work, interact, and communicate with each other. Designers and practitioners from diverse cultural, social, and professional backgrounds are working together to understand the different implications of global systems and co-design the infrastructure, systems, and services of our future living.

This highly participatory and collaborative environment, connected through a worldwide electronic network and guided by the rules of a globalized marketplace, raises critical questions about the role of design and designers in shaping the personal and collective objects and spaces that we use and share in our everyday lives.

The Eleventh International Conference on Design Principles & Practices, in partnership with the Institute without Boundaries at George Brown College, welcomes designers, educators, thinkers, students, and scholars to participate in this year's event that is taking place in Toronto, Canada. This conference creates an opportunity to exchange ideas and discuss projects that are tackling the different impacts of designing within a global context.

Plenary Speakers



Péter Pozsár, Architect; Co-founder and curator of Hello Wood, Budapest, Hungary

To Be in a Village

Péter Pozsár is an architect, co-founder and curator of Hello Wood. His diploma project won the Árkai Aladár Award in 2005. He was awarded the Moholy-Nagy László Fellowship for Design in 2009. He teaches at the Architectural Institute and Doctoral School of the Moholy-Nagy University of Arts and Design Budapest; his research is centered on the social aspects of architecture and the methodological relevance of experience and presence. He is also co-founder of Reflekt Studio, a nonprofit organisation for social architecture.

Plenary Speakers



Katerina Cizek, Documentary Film-maker; Artistic Director, MIT Open Documentary Lab, Boston, USA and Toronto, Canada

Open City, Open Web: How Documentary Storytelling Equates the Urban with the Virtual

Katerina Cizek is a two-time Emmy-winning director, creator and pioneer in digital media. She is the Artistic Director of a new initiative at the MIT Open Documentary Lab. Her work has documented the Digital Revolution, and has itself become part of the movement. At the National Film Board of Canada, she helped redefine the organization as one of the world's leading digital content hubs. She is the director and creative force behind the NFB's award-winning digital documentary project HIGHRISE, and she realized the acclaimed NFB Filmmaker-in-Residence program. Cizek has forged unconventional, creative partnerships with such diverse organizations ranging from an inner-city teaching hospital to Mozilla Foundation, to more recently, The New York Times and leading YouTube stars. Her projects are also interventionist, and participatory: they have significantly contributed to conversations about health-care policy, urban planning as well as the health outcomes and living conditions of the participants themselves. Her work has been recognized with 2 Emmys, a Peabody Award, World Press Photo Prize, 3 Canadian Screen Awards, Webby, amongst others.

Cizek's earlier independent films include the Hampton-Prize winner *Seeing is Believing: Handicams, Human Rights and the News* (co-directed with Peter Wintonick). Her work has been seen by millions around the globe, through TV broadcasts and publishing on the web. She has travelled the world with her projects, teaching and lecturing about her innovative approaches to the documentary genre and digital media.

Plenary Speakers



**Helen Kerr, Co-President of KerrSmith Design;
Professor, Master of Design in Strategic Foresight
and Innovation Program, OCAD University,
Toronto, Canada**

Tomorrow's Global Cities

Helen Kerr has over 25 years experience as the leader of one of North America's pre-eminent, research driven, innovation and implementation companies. With degrees in both Environmental Studies and Industrial Design, her work crosses the boundaries of design, foresight, and strategy. Helen holds over 40 product and process patents and is recognized by the Canadian government for her experimental work. Multi-disciplinary approaches to highly complex problems have been the undercurrent of her career.

Helen is also a professor and researcher in the Master of Design in Strategic Foresight and Innovation program at OCAD University. She has been principle investigator for foresight projects in the government, philanthropic, educational, and financial sectors, leading participatory and co-creative processes involving enterprise wide engagement. The recently completed citizen centric study on the Economic Futures for Ontario used a cross-departmental approach to elicit perspectives despite siloed departmental habits. Helen has authored reports on the Future of Mass Affluence, the Future of Regulatory Bodies, and the Future of Philanthropy in Canada. Her most current project is focused on exploring multi-modal transportation and land use in Southern Ontario. Helen consulted with the Higher Education Council in Pakistan to introduce integrated design into engineering programmes to achieve more impactful research translation and achieve development objectives. Helen also recently participated in a forum on the future of medical education in Ontario.

Helen has lectured and written extensively on research, strategy, design, and innovation. In May 2012, she was the focus of a CBC documentary film entitled "Great Minds of Design", and was admitted to the Royal Canadian Academy of Arts in 2016.

Plenary Speakers



**Luisa Collina, Professor, Dean of the Design School,
Politecnico di Milano, Milan, Italy**

*Design for the Global Village: Designing Physical Exhibitions In
a Global, Web-connected World*

Luisa Collina is Full Professor of Design and Dean of the Design School of the Politecnico di Milano. Since 2005, she has been the Head of the Master of Science in Product Service System Design at the Design School of the Politecnico di Milano. Her main interests concern interior architecture and design with a specific focus on services, strategic design, and design driven innovation. She collaborates with universities, research centers, and companies in national and international research programs and strategic innovation projects in the design field. The results of her research and didactic activity have been presented through various international conferences and publications. She is the Rector's Delegate for Expo end Events and for Internationalization Policies at Politecnico di Milano and, since 2013, she is the President of Cumulus, the International Association of Universities and Colleges of Art, Design and Media.

Since 2016 she has held the position of Dean of the School of Design of Politecnico di Milano.

She has been a member of the scientific board of the XXI international Triennale that has been hosted in Milan in 2016.

Plenary Speakers



Aldo Cibic, Founder of Cibic & Partners; Founder of Cibic Workshop, Milan, Italy

Active Involvement in a Design Process: The Basics of Rethinking Happiness

Aldo Cibic was born in Schio, Vicenza, Italy in 1955, and quickly developed a self-directed interest in the world of design.

In 1981, as a partner in Sottsass Associati, he was a founding member of Memphis, an artists' collective that was to mark an epoch-making transition in the universe of design and architecture. By vocation and inclination an innovator, one who has never favoured generic labels nor stylistic excesses, Cibic adopted "experimentation as praxis". In the late 1980s he founded the Studio Cibic and launched "Standard" (1991), his first self-produced collection.

At the same time he became a teacher at the Domus Academy and set up research activities with various schools, while developing his ideas around the "design of services". His projects, such as "The Solid Side" (1995) and "New Stories New Design" (2002), fostered a dynamic relationship between people and space and offered a new mode of designing places based on social interactions. He continued in this vein in subsequent years with "Microrealities" (2004) and "Rethinking Happiness" (2010). Both were presented at the Venice Architecture Biennale, and both invent contemporary narratives aimed at multiplying opportunities for meetings, exchanges and sharing in community life. In 2015 he curated the Venice Architecture Biennale of the Arts & Craft exhibition at the Venice pavilion.

In 1989 he founded the practice Cibic & Partners and, in 2010, the Cibic Workshop, not only a design studio but also a multidisciplinary research centre, began to focus more heavily on alternative sustainable project types aimed at enhancing whole local areas and defining new cultural, emotional and environmental awareness of public space.

Aldo Cibic teaches at the Politecnico di Milano, the IUAV, Venice, and the Domus Academy; he is an honorary professor at the Tongji University, Shanghai.

Emerging Scholars



Michael Adaji

Michael Adaji is a PhD student at the Kent School of Architecture, UK. His research investigates the different applications of passive cooling strategies and load reduction that can help to improve the thermal environmental conditions of low-income residential buildings in Abuja, Nigeria. There is little or no research into the alternative passive strategies of improving thermal comfort conditions in residential building in this region. Energy bills are gradually increasing due to the reliance on air-conditioning to provide indoor comfort and the heavy dependence on generators to provide electric power in the context of frequent grid power cuts. This both increases greenhouse gas emissions and maintenance costs for the occupants. This research hopes to create a benchmark for sustainable designs and construction in tropical climates like Nigeria and sub-Saharan Africa.



Ishani Sangal

Ishani is a student of Design Management Program at the George Brown College, School of Design. With an undergraduate degree in Fashion Communication from the National Institute of Fashion Technology, India, she has a background in set and installation design for large ambient events, theater, and fashion. Ishani has collaborated with Mr. Sumant Jayakrishnan, a contemporary Indian set designer, on diverse projects such as big Indian weddings, The India Art Fair, the music festival- NH7 weekender, India fashion and couture weeks. Ishani's goal is to work as a professional Design Manager within the creative industry in Toronto.

Emerging Scholars



Matteo Zallio

Matteo Zallio completed with honours his Master Degree in Architecture at the Department of Sciences for Architecture of Genova (Italy) in 2011. In 2015 he was awarded the title of Doctor of Philosophy in Industrial Design with excellent evaluation, from the Polytechnic School of Genova (Italy) and the Loughborough Design School (United Kingdom).

During his Ph.D. he worked as a freelance architect and Interaction Design consultant for companies and private clients and had been an assistant lecturer in the Interaction Design Lab at the Polytechnic School of Genova. He has developed a patent for a Personal Robot for housing assistance and monitoring system in collaboration with Istituto Superiore Sant'Anna - Pisa & MetraLabs GmbH Neue Technologien Germany.

He has been awarded with the first prize for the Best Innovative Research idea, during the Fifth Italian Conference on Ambient Assisted Living – FortAAL (2014), with the first prize for the National Italian Award “ETIC” from AICA (Italian Association for Computer and Automatic Calculation) and Rotary International (2016) – amount of 2000 € and recently with the National HISI (Health Informatics Society of Ireland) Bursary Award of Ireland (2016) – amount of 1500 €.

He is currently a Post-Doc Research Fellow at the Dublin Institute of Technology, Environmental Sustainability & Health Institute, part of the tPOT research group and a freelance correspondent for the Italian on-line magazine “Osservatorio Senior”.

He is currently working on Interaction Design in relation to Smart Houses and Assistive Technologies within indoor and outdoor environmental context.

Emerging Scholars



Devika Prakash

Devika is a development studies graduate from University of Sussex, Brighton. After finishing her schooling, she traveled the Himalayan region to understand grassroots development projects. She has worked on various water management projects and public partnerships as well as water supply, and treatment with municipal governments of Indore and Gurgaon. She was part of a team to set up the first floating islands in India to be powered by solar electricity using anaerobic filtration and made of waste material. She is currently pursuing a master's degree in Design Strategy at the Institute without Boundaries in Toronto.



Georgia Mackenzie-MacPherson

Georgia Mackenzie-MacPherson (Mac-Mac), holds a Bachelor of Design in Industrial Design from Emily Carr University of Art + Design in Vancouver (2015), and is currently, a post graduate student in the Interdisciplinary Design Strategies program at the Institute Without Boundaries in Toronto. Georgia founded MAC / MAC in 2015 as a collaborative design project that connects people within the art and design communities in both individual projects and collaborative team-based works valuing processes of dialogue and critical social design. Born in Vancouver, Georgia has also studied in Australia and the Netherlands. From 2013-15 she was back and forth to Zambia initiating a co-design process at The Robert Shitima Project, a school and children's home in Kabwe, Zambia, where she focused on the development and sustainability of a student-led art program and space. Before relocating to Toronto, she was the Program Coordinator at the Audain Art Museum in Whistler, BC (2016), where she co-designed the inaugural outline of workshops and community engagement programs for this new museum of indigenous and non-indigenous art of British Columbia.

Emerging Scholars



Kate Wilkes

Kate Wilkes has a B.A. Human Geography with a minor in Urban Studies and Visual Studies from the University of Toronto.

Kate is a born and bred Torontonion, but this hasn't stopped her from constantly seeking new ways of connecting with her home city. Whether she is creating 'walk portraits' as a way of illuminating the pedestrian experience or facilitating workshops on how to best update an aging park, she has focused on tapping into the latent knowledge and potential of the communities around her.

In addition to holding a degree in Visual Studies and Human Geography, Kate has worked on and off as a barista; she makes a mean cappuccino.



Pouline Koh

Pouline Chai Lin Koh is a PhD candidate in Applied Arts at Universiti Sains Malaysia. Her research interests include visual communication and information design by merging the multi-disciplinary studies of wellness and society with the application of design. Recently, she has been awarded a national grant by the Ministry of Higher Education to develop a design guide for Malaysian nutritional label to help consumers make better informed choices.

Emerging Scholars



Nazanin Homayounfar

Nazanin has a B.A. in Arts, Philosophy, Political Science and French as a Second Language from the University of Toronto.

For Nazanin, the life of the city has always been a source of curiosity and inspiration, which has shaped her personal identity. Growing up in Tehran and Toronto, Nazanin experienced a childhood of discoveries, living within an environment marked by eastern traditions and influenced by western thoughts. Nazanin loves to travel and has explored diverse places, discovering the unique architectural and experiential qualities of the built environment, and its reflection on the way people live, interact and connect with one another.

While completing her undergraduate education at the University of Toronto in Philosophy and Political Science, Nazanin became interested in local and global development, and the improvement of the human condition. During her studies, she began to critically analyze the theoretical and practical questions of human existence, and joined various student organizations dealing with human rights and political issues. In her spare time, Nazanin enjoys cooking, travelling, getting to know people from all backgrounds, and reading philosophical and political texts.



Dany Naierman

Dany Naierman is a student in the Master's Program in Aesthetics and Politics at the California Institute of the Arts. His research investigates the formation of identities as a function of technology and architecture. He is part of a musical performance duo and is a native Spanish speaker. Dany likes to prepare food, hike in the wild, and swim in the ocean.

Emerging Scholars



Augusto Mari

Augusto Mari combines a strong business management background and a competitive design advantage by integrating design strategy as a systematic, innovative, and critical part of a company's growth.

He was awarded Best Student and Dean's List at the Year End Show 2016, from the Design Management Post-Graduate Program at George Brown College, School of Design. He holds a diploma in Graphic Design, with specialization in Brand Management, from Gestalt University. Similarly, he holds a Bachelor of Business Administration from University of Juarez, and was Awarded President's Honour List Business Administration Advanced Diploma from Seneca College. Augusto's future aspiration is to gain new professional experiences in the roles of Art Director and Design Strategist before heading to Germany to obtain a Master's Degree in the field of Human Interaction and Design.

Augusto can be found on his days off at a coffee shop having a cappuccino, learning about disruptive technologies, entrepreneurship, and working on a passion project.

Ways of Speaking



Plenary

Plenary speakers, chosen from among the world's leading thinkers, offer formal presentations on topics of broad interest to the research network and conference delegation. One or more speakers are scheduled into a plenary session, most often the first session of the day. As a general rule, there are no questions or discussion during these sessions. Instead, plenary speakers answer questions and participate in informal, extended discussions during their Garden Conversation.



Garden Conversation

Garden Conversations are informal, unstructured sessions that allow delegates a chance to meet plenary speakers and talk with them at length about the issues arising from their presentation. When the venue and weather allow, we try to arrange for a circle of chairs to be placed outdoors.



Talking Circles

Held on the first day of the conference, Talking Circles offer an early opportunity to meet other delegates with similar interests and concerns. Delegates self-select into groups based on broad thematic areas and then engage in extended discussion about the issues and concerns they feel are of utmost importance to that segment of the research network. Questions like "Who are we?", "What is our common ground?", "What are the current challenges facing society in this area?", "What challenges do we face in constructing knowledge and effecting meaningful change in this area?" may guide the conversation. When possible, a second Talking Circle is held on the final day of the conference, for the original group to reconvene and discuss changes in their perspectives and understandings as a result of the conference experience. Reports from the Talking Circles provide a framework for the delegates' final discussions during the Closing Session.

Ways of Speaking



Themed Paper Presentations

Paper presentations are grouped by general themes or topics into sessions comprised of three or four presentations followed by group discussion. Each presenter in the session makes a formal twenty-minute presentation of their work; Q&A and group discussion follow after all have presented. Session Chairs introduce the speakers, keep time on the presentations, and facilitate the discussion. Each presenter's formal, written paper will be available to participants if accepted to the journal.



Colloquium

Colloquium sessions are organized by a group of colleagues who wish to present various dimensions of a project or perspectives on an issue. Four or five short formal presentations are followed by commentary and/or group discussion. A single article or multiple articles may be submitted to the journal based on the content of a colloquium session.



Focused Discussion

For work that is best discussed or debated, rather than reported on through a formal presentation, these sessions provide a forum for an extended "roundtable" conversation between an author and a small group of interested colleagues. Several such discussions occur simultaneously in a specified area, with each author's table designated by a number corresponding to the title and topic listed in the program schedule. Summaries of the author's key ideas, or points of discussion, are used to stimulate and guide the discourse. A single article, based on the scholarly work and informed by the focused discussion as appropriate, may be submitted to the journal.



Poster Sessions

Poster sessions present preliminary results of works in progress or projects that lend themselves to visual displays and representations. These sessions allow for engagement in informal discussions about the work with interested delegates throughout the session.

Ways of Speaking



Workshop/Interactive Session

Workshop sessions involve extensive interaction between presenters and participants around an idea or hands-on experience of a practice. These sessions may also take the form of a crafted panel, staged conversation, dialogue or debate—all involving substantial interaction with the audience. A single article (jointly authored, if appropriate) may be submitted to the journal based on a workshop session.



Innovation Showcase

Researchers and innovators present products or research and development. All presentations should be grounded in the presenter's research experience. Promotional conversations are permissible, however, products or services may not be sold at the conference venue.



Virtual Lightning Talk

Lightning talks are 5-minute “flash” video presentations. Authors present summaries or overviews of their work, describing the essential features (related to purpose, procedures, outcomes, or product). Like Paper Presentations, Lightning Talks are grouped according to topic or perspective into themed sessions. Authors are welcome to submit traditional “lecture style” videos or videos that use visual supports like PowerPoint. Final videos must be submitted at least one month prior to the conference start date. After the conference, videos are then presented on the research network YouTube channel. Full papers based on the virtual poster can also be submitted for consideration in the journal.



Virtual Poster

This format is ideal for presenting preliminary results of work in progress or for projects that lend themselves to visual displays and representations. Each poster should include a brief abstract of the purpose and procedures of the work. After acceptance, presenters are provided with a template and Virtual Posters are submitted as a PDF. Final posters must be submitted at least one month prior to the conference start date. Full papers based on the virtual poster can also be submitted for consideration in the journal.

Daily Schedule

Thursday, March 2

8:00–9:00	Conference Registration Desk Open
9:00–9:30	Conference Opening <ul style="list-style-type: none">• Lorenzo Imbesi, Conference Co-chair, Professor, Sapienza University of Rome, Rome, Italy• Loredana Di Lucchio, Conference Co-chair, Professor, Sapienza University of Rome, Rome, Italy• Phillip Kalantzis-Cope, Chief Social Scientist, Common Ground Research Networks, USA
9:30–9:45	Institute without Boundaries at George Brown College Welcome Address <ul style="list-style-type: none">• Anne Sado, President of George Brown College, Canada• Luigi Ferrara, Dean of Centre for Arts, Design and Information Technology, George Brown College, Canada
9:45–10:20	Plenary Session <ul style="list-style-type: none">• Péter Pozsár, Architect, Co-founder of Hello Wood, Hungary – <i>To Be in a Village</i>
10:20–10:50	Coffee Break & Garden Conversation
10:50–11:35	Talking Circles
11:35–12:40	Lunch & Exhibition
12:40–14:20	Parallel Sessions
14:20–14:35	Break
14:35–16:15	Parallel Sessions
16:15–17:30	Welcome Reception
17:30–19:30	Documentary Screening with Q&A: <i>Future Ways of Living</i>

Daily Schedule

Friday, March 3

8:45–9:20	Conference Registration Desk Open
9:20–9:35	Daily Update
9:35–10:10	Plenary Session <ul style="list-style-type: none">Katerina Cizek, Documentary Film-maker; Artistic Director, MIT Open Documentary Lab, Boston, USA and Toronto, Canada – <i>Open City, Open Web: How Documentary Storytelling Equates the Urban with the Virtual</i>
10:10–10:45	Plenary Session <ul style="list-style-type: none">Helen Kerr, Ontario College of Art and Design University, Toronto, Canada – <i>Tomorrow's Global Cities</i>
10:45–11:15	Coffee Break & Garden Conversation
11:15–12:30	Parallel Sessions
12:30–13:30	Lunch
13:30–14:15	Parallel Sessions
14:15–14:25	Break
14:25–16:05	Parallel Sessions
16:05–16:20	Coffee Break
16:20–17:35	Parallel Sessions
17:35	End of Day

Daily Schedule

Saturday, March 4

8:00–8:30	Conference Registration Desk Open
8:30–8:40	Daily Update
8:40–9:15	Plenary Session <ul style="list-style-type: none">Luisa Collina, Polytechnic University of Milan, Milan, Italy – <i>Design for the Global Village: Designing Physical Exhibitions in a Global, Web-connected World</i>
9:15–9:55	Plenary Session <ul style="list-style-type: none">Aldo Cibic, Cibic Workshop, Milan, Italy – <i>Active Involvement in a Design Process: The Basics of Rethinking Happiness</i>
9:55–10:25	Coffee Break & Garden Conversation
10:25–12:05	Parallel Sessions
12:05–12:50	Lunch
12:50–14:30	Parallel Sessions
14:30–14:45	Coffee Break
14:45–16:00	Parallel Sessions
16:00–16:10	Transitional Break
16:10–16:40	Special Event: Closing & Awards Ceremony

Conference Highlights

Special Events

Welcome Reception

Date: Thursday, 2 March

Time: 16:15 (4:15 PM)

Location: Waterfront Campus at George Brown College
(Conference Venue)

Common Ground Research Networks and the Design Principles & Practices Conference will be hosting a welcome reception at the Waterfront Campus at George Brown College. The reception will be held directly following the last parallel session of the first day, Thursday, 2 March 2017.

Join other conference delegates and plenary speakers for drinks, light hor d'oeuvres, and a chance to converse.

We look forward to hosting you!

Conference Highlights

Documentary Screening: *Future Ways of Living*

Date: Thursday, 2 March

Time: 17:30 (5:30 PM)

Location: Plenary Room, Waterfront Campus at
George Brown College (Conference Venue)

Presented by the Institute without Boundaries in association with Meet the Media Guru.

Join Luigi Ferrara and the Institute without Boundaries team for a private screening and discussion about *Future Ways of Living*. Delegates that attend the screening will receive a free copy of the *Future Ways of Living* publication.

Additionally, popcorn, drinks, and candy will be provided.

Documentary Description

At the World Expo in Milan, Italy, a group of global thought leaders, designers and students participate in a collaborative event organized by the Institute without Boundaries and Meet the Media Guru. Their goal is to critique and re-design our societal systems, from healthcare to shelter and mobility. Their work tackles the world's "wicked problems" and paints a vision of the future that brings Marshall McLuhan's global village one step closer to being realized.

The *Future Ways of Living* documentary was an opportunity to showcase the power of collaborative creation and highlight how participatory design can begin processes of reflection, collaboration and understanding. The challenges, difficulties and excitement of such processes are reflected in the film which captured the personal perspectives of the diverse people who came from around the world to participate in the Charrette process organized by the Institute without Boundaries and hear the Meet the Media Guru thought leaders. The film focuses on illustrating the challenging moments of collaboration and the impact that working together has on those involved. The film captures both the potential and the difficulties of working together as a global village to solve the wicked problems that define our world today.

Schedule of Sessions

THURSDAY, 02 MARCH

THURSDAY, 02 MARCH	
8:00-9:00	CONFERENCE REGISTRATION DESK OPENS
	The Registration Desk is located on the Second Floor of the Waterfront Campus of George Brown College.
9:00-9:30	CONFERENCE OPENING
	Lorenzo Imbesi, Conference Co-chair, Professor, Sapienza University of Rome, Rome, Italy; Loredana, Di Lucchio, Conference Co-chair, Professor, Sapienza University of Rome, Rome, Italy; Phillip Kalantzis-Cope, Common Ground Research Networks, USA
9:30-9:45	INSTITUTE WITHOUT BOUNDARIES AT GEORGE BROWN COLLEGE WELCOME ADDRESS
	Anne Sado, President of George Brown College, Canada; Luigi Ferrara, Dean of Centre for Arts, Design, and Information Technology, George Brown College, Canada
9:45-10:20	PLENARY SESSION - PÉTER POZSÁR, ARCHITECT / CO-FOUNDER AND CURATOR OF HELLO WOOD, BUDAPEST, HUNGARY
	"To Be in a Village"
10:20-10:50	COFFEE BREAK & GARDEN CONVERSATION (SECOND FLOOR)
10:50-11:35	TALKING CIRCLES
	Plenary Room: 2017 Special Focus - Design for the Global Village Room 1: Design Management and Professional Practice Room 2: Architectonic, Spatial, and Environmental Design Room 3: Design in Society Room 4: Design Education Room 5: Visual Design Room 6: Designed Objects
11:35-12:40	LUNCH (FIRST FLOOR) & EXHIBITION
	Lunch will be served on the first floor in the cafeteria area. The Exhibition will be located on the second floor by the registration desk, and voting for the best work will take place during the lunch period. Ballots can be put in the ballot box at the registration desk.
12:40-14:20	PARALLEL SESSIONS
Room 1	Design Practice and Community Projects Public Art Brings You Home: Using Public Art to Build a Strong Sense of Place Danielle Foushee, <i>Herberger Institute for Design and the Arts, The Design School, Arizona State University, Tempe, USA</i> <i>Overview:</i> This paper investigates the ways public art and urban design create sense-of-place through bridging the setting of a place and its unique spirit, focusing on public art in Seattle, Washington. <i>Theme: Design in Society</i> Challenging Resilient Realities: Design for Co-working Spaces in Developing Countries Ruta Valusyte, <i>Design Department, Polytechnic University of Milan, Kaunas, Lithuania</i> <i>Overview:</i> In this paper, I review existing environments of co-working spaces and try to understand the most important features for establishing them in resilient environments of developing countries. <i>Theme: Designed Objects</i>

Schedule of Sessions

THURSDAY, 02 MARCH

12:40-14:20	PARALLEL SESSIONS
Room 2	Approaches to Design and Design Education Technology, Design, and Social Sciences: A New Typology of Knowledge for Cross-disciplinary Studies Alex Liebergesell, <i>Graduate Communications Design Department, Pratt Institute, New York, USA</i> <i>Overview:</i> This paper describes a typology of human knowledge which places design and social sciences on equal footing; one which informs a framework for cross-disciplinary studies in design education. <i>Theme: Design Education</i> The Future Is Present: Designing Time for Sustainable Change Stephanie Carleklev, <i>Department of Design, Linnaeus University, Växjö, Sweden</i> <i>Overview:</i> This research explores design's relation to temporality, especially the potential and practical application within design education. How can time be implemented as a method to design for sustainable futures? <i>Theme: Design Education</i> The Importance Is Now Assoc. Prof. Brian Dougan, <i>Department of Architecture, College of Architecture Art and Design, American University of Sharjah, Sharjah, United Arab Emirates</i> <i>Overview:</i> This discourse foregrounds the relation between education and design. Becoming educated and engaging a design process entail a discovery of that which was previously unknown. <i>Theme: Design Education</i> Not Another Design Manifesto! De-designing Design Brian Lau, <i>Knowledge Media Design Institute, University of Toronto, Toronto, Canada</i> <i>Overview:</i> This paper introduces a manifesto noting the culpability of contemporary design practices predicated on capitalist foundations, resulting in the present ecological predicament. Hence a call for the de-designing of design. <i>Theme: Architectonic, Spatial, and Environmental Design</i>
Room 3	Rethinking Design Education Educating Non-designers on Design: Principles and Practices in a Master of Arts Degree Bruce Hanington, <i>School of Design, Graduate Studies, Carnegie Mellon University, Pittsburgh, USA</i> <i>Overview:</i> This paper discusses development of a course titled "Design Principles and Practices" catering to non-designers, situated in a new MA program created within a graduate curriculum redesign with modular degrees. <i>Theme: Design Education</i> Emerging Patterns of Intuitive Problem Solving Dr. Kevin H. Woolley, <i>School of Visual and Performing Arts, Purdue University, West Lafayette, USA</i> <i>Overview:</i> This paper explores the relationship between prescriptive (explicit) and heuristic (tacit) design processes and how these relate to students' resolving complex problems in a studio classroom. <i>Theme: Design Education</i> What Works? Learning from the Lived Experience of Educational Design Dr. Anna Peterson, <i>Learning Environments Applied Research Network, Melbourne, Australia</i> <i>Overview:</i> Educational design affects the lives and work of students and teachers. This paper summarizes key insights regarding participants' experiences of inhabiting innovative learning environments and their implications for design. <i>Theme: Design Management and Professional Practice</i>

Schedule of Sessions

THURSDAY, 02 MARCH

12:40-14:20	PARALLEL SESSIONS
Room 4	<p>New Directions in Spatial Studies</p> <p>Drawing Public Places: Observing the Evolving Cities of the World Prof. David George Holm, <i>Faculty of Design Architecture Building, Cox Architecture, University of Technology Sydney, Sydney, Australia</i> <i>Overview:</i> This paper is a comparative analysis of the evolving nature of public places in established and developing world cities using architectural drawing as the method of recording. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>Extra:Muros:Intra: Beyond the Walls Jay Irizawa, <i>Faculty of Communication and Design, Ryerson University School of Interior Design, Toronto, Canada</i> <i>Overview:</i> This paper introduces findings on an interactive installation designed to explore the phenomenology of presence in digital environments and material space. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>Walk Portraits: Snapshots of Walking in Toronto's Inner Suburbs with Residents Kate Wilkes, <i>Institute without Boundaries, George Brown College, Toronto, Canada</i> <i>Overview:</i> This paper captures the joys, frustrations, challenges, and quirks to illustrate how residents of Toronto's inner suburbs navigate their neighborhoods on foot and by transit. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>New Entanglements between Instrumental, Shared, and Mental Maps in the Exploration of Urban Space Bernard Guelton, <i>Pantheon-Sorbonne University, Paris, France</i> <i>Overview:</i> With several years' experiments of interactions between participants in remote cities, this research provides a better understanding of entanglements between instrumental, shared, and mental maps. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p>
Room 5	<p>Problem Solving and Design Education</p> <p>Practicality of Creative Design: Innovative Teaching Strategies of Profit Analysis for Applied Design Projects Dr. David Henry Domermuth, <i>Applied Design, Appalachian State University, Boone, USA</i> Hessam Ghamari, <i>Appalachian State University, Boone, USA</i> Mitzi Cook, <i>Appalachian State University, Boone, USA</i> <i>Overview:</i> This paper investigates a procedure for performing cost and profit analysis for applied design projects. The procedure is based on market, materials, labor, process, factory layout, and return on investment. <i>Theme: Design Education</i></p> <p>Coding or Not Coding: Should Graphic Design Students Learn How to Code in Web Design? Jong-Yoon Kim, <i>Art Department, Plymouth State University, Plymouth, USA</i> <i>Overview:</i> Graphic design students have asked questions whether they should learn HTML/CSS/JavaScript/PHP or just use WYSIWYG editors to design their website. Should graphic design students code or not? <i>Theme: Design Education</i></p> <p>The Visual Language of Motion Graphic Design Prof. Nanhee Kim, <i>Department of Communication Design, California State University, Chico, Chico, USA</i> <i>Overview:</i> This study explores everyday concepts of motion graphic design and introduces a course that introduces the basics of technical skill set and develops the aesthetic communications quality of motion design. <i>Theme: Design Education</i></p>

Schedule of Sessions

THURSDAY, 02 MARCH

12:40-14:20	PARALLEL SESSIONS
Room 6	Visual Design The Golden Phoenix Wok: A Visual Survey of the Evocative Essence of Chinese Restaurant Signage Designs in Southeast Asian Chinatowns Dr. Kok Cheow Yeoh, <i>Fine Arts Department, Indiana University Southeast, New Albany, USA</i> <i>Overview:</i> This study analyzes ninety restaurants in five Southeast Asian Chinatowns for design elements that contribute to their impressions. <i>Theme: Visual Design</i> Visual Expression Type in Metaphor Advertising Kay Youn, <i>Division of Visual and Performing Arts, Seton Hill University, Greensburg, USA</i> <i>Overview:</i> This study introduces expression characteristics of metaphor advertising and its types focusing on the visual aspect. <i>Theme: Visual Design</i> Learning from ReelChanges Dot Org: An Experimental Technology-based Revenue Model to Fund Independent Documentaries Abhishek Shrivastava, <i>Department of Design, Indian Institute of Technology Guwahati, Guwahati, India</i> Hal Plotkin, <i>Palo Alto, USA</i> <i>Overview:</i> This paper reflects on experiences of designing a crowd-funding platform in early 2008. Eight years later, the authors mention their design process and bring comparisons with existing crowd funded platforms. <i>Theme: Visual Design</i>
14:20-14:35	COFFEE BREAK (SECOND FLOOR)

Schedule of Sessions

THURSDAY, 02 MARCH

14:35-16:15	PARALLEL SESSIONS
Room 1	<p>Sustainability: Transformation of Production and New Technologies</p> <p>Integrated Performance-based Design Approach for Laboratory Intensive Buildings: A Case Study in Singapore Adrian Sansoldi Lamano, <i>Energy Research Institute, Nanyang Technological University, Singapore, Singapore</i> Jian Zhou, <i>Energy Research Institute, Nanyang Technological University, Singapore, Singapore</i> Sushanth Babu, <i>Energy Research Institute, Nanyang Technological University, Singapore, Singapore</i> Priya Pawar, <i>Energy Research Institute, Nanyang Technological University, Singapore, Singapore</i> <i>Overview:</i> An integrated performance-based design approach is the most effective solution to design and build a high-performance lab building which demonstrates energy savings of forty percent compared to code-compliant buildings. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>Influencing Energy Use in Low-income Residential Buildings in Nigeria Michael Utenwojo Adaji, <i>Kent School of Architecture, University of Kent, Canterbury, UK</i> <i>Overview:</i> This paper investigates the parameters that influence energy use in low-income residential buildings in Nigeria, with a view to providing solutions that reduce energy use and improve indoor comfort. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>The Historical Hydraulic System in Shushtar Dr. Marzieh Azad Armaki, <i>Assistant Professor, Shahid Rajaee Teacher Training University</i> <i>Overview:</i> This paper introduces the Shushtar Water System which stands to be one of the rare historical hydraulic systems in Iran in the southern city of Shushtar. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>Genetic Algorithm-based Design Exploration of a House: An Interactive Computational Approach Anahita Khodadadi, <i>Taubman College of Architecture and Urban Planning, University of Michigan, Ann Arbor, USA</i> <i>Overview:</i> This research demonstrates the contribution of parametric modeling, genetic algorithm, computational simulation, and interactive programming environment in the process of decision making in the preliminary stage of architecture design. <i>Theme: Design Management and Professional Practice</i></p>

Schedule of Sessions

THURSDAY, 02 MARCH

14:35-16:15	PARALLEL SESSIONS
Room 2	<p>Design in Higher Education: Assessment and Evaluation</p> <p>Assessment and Evaluation as Guides to Evaluating Creative Thinking Skills in Foundation Courses at the American University of Kuwait Marcella Kulchitsky, <i>Department of Art and Graphic Design, College of Arts and Sciences, American University of Kuwait, Kuwait City, Kuwait</i> <i>Overview:</i> This paper explores how assessment and evaluation methods helped faculty in the Graphic Design Department at the American University of Kuwait reconsider learning and teaching approaches during the accreditation process. <i>Theme: Design Education</i></p> <p>Examining Preparedness of Interior Design Students in Kuwait from a Global Design Firm Perspective Dr. Ahmad Alansari, <i>Interior Design Department, Public Authority for Applied Education and Training, Kuwait, Kuwait</i> Dr. Debajyoti Pati, <i>Department of Design, Texas Tech University, Lubbock, USA</i> Dr. Ali Alnajadah, <i>College of Basic Education, Public Authority of Applied Education and Training, Adailiyah, Kuwait</i> <i>Overview:</i> This study investigates whether interior design students in Kuwait possess compliant knowledge and skill areas sought by global design firms for an entry-level interior designer. <i>Theme: Design Education</i></p> <p>Design Is Design: Interdisciplinary Collaborations between Design Disciplines and University Systems Prof. Anthony Acock, <i>Department of Art, College of Environmental Design, California State Polytechnic University, Pomona, Pomona, USA</i> <i>Overview:</i> This paper discusses the academic collaboration between Cal Poly Pomona's Landscape Architecture and Graphic Design programs redesigning the landscape architecture for the Chancellor at UC Riverside. <i>Theme: Design Education</i></p>

Schedule of Sessions

THURSDAY, 02 MARCH

14:35-16:15	PARALLEL SESSIONS
Room 3	<p>Design Education: Approaches, Strategies, Methods, and Tactics</p> <p>The Design and Development of Practice, Performance, and Recovery Products for Brass Musicians with Pharyngoceles: Designing for Niche Markets Dr. Susan Sokolowski, <i>Sports Producer Design Graduate Program, University of Oregon, Portland, USA</i> James Tuttle, <i>Product Design, University of Oregon, Portland, USA</i> Brittany Lang, <i>Product Design, University of Oregon, Portland, USA</i> Diana Lee, <i>Product Design, University of Oregon, Seattle, USA</i> <i>Overview:</i> Brass musicians exert high pressures while playing and can establish pharyngoceles that cause pain, nausea, and distress. This paper demonstrates how this condition was used as a studio topic. <i>Theme: Design Education</i></p> <p>World Restaurant without Borders: A Window into Culture and Global Cuisine Roger Vitello, <i>School of Art, Northern Arizona University, Flagstaff, USA</i> <i>Overview:</i> This paper discusses a hospitality-based project using unfamiliar locations, spice trails theme, and cuisine results in new proficiencies extending international awareness. <i>Theme: Design Education</i></p> <p>Pedagogical Intervention to Enhance Spatial Visualization in the Context of Packaging Design: An Exploratory Study with Design Students Prof. Mandar Rane, <i>Industrial Design Centre, Indian Institute of Technology Bombay, Mumbai, India</i> Prof. Purba Joshi, <i>Industrial Design Centre, Indian Institute of Technology Bombay, Mumbai, India</i> <i>Overview:</i> In this paper we share a design experiment conducted to help students visualize 3D forms, address enablers and barriers of visualizing a pack, and gather insights from the experiment. <i>Theme: Design Education</i></p> <p>Photonic Fashion: Interdisciplinary Approaches in Smart Fashion Design Education Dr. Jeanne Tan, <i>Institute of Textiles and Clothing, Hong Kong Polytechnic University, Hong Kong, Hong Kong</i> Wing Chung Wong, <i>Institute of Textiles and Clothing, Hong Kong Polytechnic University, Hong Kong, Hong Kong</i> <i>Overview:</i> This research explores the utilization of interdisciplinary design approaches and conventional fashion processes for the creation of smart fashion with interactive photonic textile technology. <i>Theme: Design Education</i></p>
Room 4	<p>Professional Development: Tenure and Promotion</p> <p>Identification of Academic Value for Interior Design Scholarship: A Survey of Journal Ranking Assoc. Prof. Susan Martin Meggs, <i>Department of Interior Design, East Carolina University, Greenville, USA</i> Dr. Annette G. Greer, <i>Department of Bioethics and Interdisciplinary Studies, East Carolina University, Greenville, USA</i> Dr. Hui Bian, <i>Office for Faculty Excellence, East Carolina University, Greenville, USA</i> Assoc. Prof. Charles Gustina, <i>Department of Interior Design, East Carolina University, Greenville, USA</i> <i>Overview:</i> This study is a preliminary analysis to determine the value and use of journal ranking among interior design scholars. <i>Theme: Design Education</i></p> <p>Creative Scholarship in Textile and Apparel Design between Public and Private Institutions of Higher Education in the United States Dr. Melinda Adams, <i>Department of Fashion Management, University of the Incarnate Word, San Antonio, USA</i> Dr. Sonya Meyer, <i>Department of Family and Consumer Sciences, University of Idaho, Moscow, USA</i> <i>Overview:</i> This research explores public and private institutions of higher education that have textile and apparel design programs, evaluating differences in the acceptance of creative scholarship for tenure and promotion. <i>Theme: Design Management and Professional Practice</i></p>

Schedule of Sessions

THURSDAY, 02 MARCH

14:35-16:15	PARALLEL SESSIONS
Room 5	Architecture and Design in Society Light's Impact on Color, Materials, and People's Emotions Rebekah Matheny, <i>Design Department, College of Arts and Sciences, Ohio State University, Columbus, USA</i> Emily L. Bell, <i>Department of Design, Design Research and Development, Ohio State University, Columbus, USA</i> <i>Overview:</i> This paper discusses a research project, "Perceptions of Light and Color," which explores Millennial and Baby Boomer preferences of interior material palettes presented under different color temperatures of LED light. <i>Theme: Architectonic, Spatial, and Environmental Design</i> Does Proper Design in My Village Improve or Affect the Global Village Effect? Boguslaw M. Podhalanski, <i>City Rebuilding Laboratory, Department of Architecture Institute of Regions and City Design, Cracow University of Technology, Krakow, Poland</i> <i>Overview:</i> Correcting a structure of the built environment, according to chaos theory, should cause a reaction and could result in the emergence of favelas, as well as skyscraper complexes within metropolises. <i>Theme: Special Theme 2017: Design for the Global Village</i> Emerging Synagogue Symbolism in the Context of the Philadelphia Metropolitan Area Prof. Alexander Messinger, <i>College of Architecture and the Built Environment, Philadelphia University, Philadelphia, USA</i> <i>Overview:</i> This paper illustrates the meaning and significance of synagogue symbolism as related to design development and implementation in three synagogues built and renovated in and around Philadelphia, Pennsylvania. <i>Theme: Architectonic, Spatial, and Environmental Design</i>
Room 6	Solving Problems Using Design User Research for Play, Nature, and Technology Nidhi Jalwal, <i>UX Research, EY Intuitive, Philadelphia, USA</i> Jes Koepfler, <i>UX Research, EY Intuitive, Philadelphia, USA</i> Meghan Plank, <i>EY Intuitive, Philadelphia, USA</i> <i>Overview:</i> We describe how we used a diary study and co-design methods to uncover important design principles that sit at the unique intersection of technology, the outdoors, and nature. <i>Theme: Designed Objects</i> Situated Cultural Difference: A Framework for Cultural Research and Design Tejas Dhadphale, <i>Department of Industrial Design, Iowa State University, Ames, USA</i> <i>Overview:</i> This paper introduces "culturally situated difference" as a methodological framework for identifying, categorizing, and integrating cultural aspects into global design. <i>Theme: Design in Society</i> Designing a Checklist to Assure Security and Privacy in the Cloud: A Case Study Daniel B. Maiorana, <i>Department of Computer Information Systems, Bentley University, Waltham, USA</i> Dr. David J. Yates, <i>Department of Computer Information Systems, Bentley University, Waltham, USA</i> <i>Overview:</i> This paper is a case study in designing a process that leverages cloud services to improve health care delivery while assuring the security and privacy of patient data. <i>Theme: Design in Society</i>
16:15-17:30	WELCOME RECEPTION (SECOND FLOOR)
17:30-19:30	DOCUMENTARY SCREENING (PLENARY ROOM)
	"Future Ways of Living" Documentary Screening with Q&A

Schedule of Sessions

FRIDAY, 03 MARCH

FRIDAY, 03 MARCH	
8:45-9:20	REGISTRATION DESK OPEN
9:20-9:35	DAILY UPDATE
	Phillip Kalantzis-Cope, Chief Social Scientist, Common Ground Research Networks, USA
9:35-10:10	PLENARY SESSION - KATERINA CIZEK, DOCUMENTARY FILM-MAKER / ARTISTIC DIRECTOR, MIT OPEN DOCUMENTARY LAB, BOSTON, USA AND TORONTO, CANADA
	"Open City, Open Web: How Documentary Storytelling Equates the Urban with the Virtual"
10:10-10:45	PLENARY SESSION - HELEN KERR, CO-PRESIDENT OF KERRSMITH DESIGN / PROFESSOR, ONTARIO COLLEGE OF ART AND DESIGN UNIVERSITY, TORONTO, CANADA
	"Tomorrow's Global Cities"
10:45-11:15	COFFEE BREAK & GARDEN CONVERSATION (SECOND FLOOR)
11:15-12:30	PARALLEL SESSIONS
Room 1	<p>Public Spaces: Dynamics and Evolution</p> <p>The Murmur of Space: Stormo rEvolution, a Performative Exploration into Emotional Collective Intelligence Dr. Irina Suteu, <i>Design Department, Nuova Accademia di Belle Arti, Milan, Italy</i> <i>Overview:</i> This paper introduces the preliminary findings of an ethnographic and participated research on the Stormo rEvolution urban performance and its potential to transform public places into emotional spaces. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>Thresholds: The Insightful Lens of Architecture Annabel C. Pretty, <i>Architecture, Unitec Institute of Technology, Auckland, New Zealand</i> <i>Overview:</i> Literal architectural thresholds and those created by curation from the professional photographer and phoneur, often belies the architect's intent. This study explores their mediation within a city center. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>The Automation Race: From Chernobyl to Los Angeles Dany Naierman, <i>Critical Studies Department, California Institute of the Arts, Los Angeles, USA</i> <i>Overview:</i> From Chernobyl to the Port of Los Angeles, the nuclear race and space race founded the automation race and the establishment of post-human architecture in urban and non-urban landscapes. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p>

Schedule of Sessions

FRIDAY, 03 MARCH

11:15-12:30	PARALLEL SESSIONS
Room 2	Cultural and Critical Studies in Graphic Design A Battle of Transnational Design: Graphic Design in Hong Kong, 1945-1976 Wendy S Wong, <i>Department of Design, York University, Toronto, Canada</i> <i>Overview:</i> This paper frames the transnational aspects of Hong Kong's graphic design history from 1945 to 1976 as a grand narrative of world design history. <i>Theme: Design in Society</i> Humanistic Experiential Methodologies as Design Mechanism Peter Bella, <i>Department of Visual Communication and Design, Indiana University-Purdue University, Fort Wayne, USA</i> <i>Overview:</i> This paper discusses the Humanistic Revolution, promoting individual aesthetic with phenomenology and experiential fusion at its core, offering insight into experientiality, phenomenology, and the power of the handmade. <i>Theme: Visual Design</i> The Typographic Mistakes of Suburban Estates Alex Egner, <i>Communication Design, College of Visual Arts and Design, University of North Texas, Denton, USA</i> <i>Overview:</i> My paper documents the typographic missteps of suburban North Texas housing development signage and explores the implications of having non-designers create the region's most monumental works of typographic design. <i>Theme: Design in Society</i>
Room 3	New Directions in Design Education and Outreach The Ferris State University Small Town Studio: A Case Study of a Sustainable Design, Service Learning, Research-based Architectural Design Pedagogy Paul Long, <i>Architecture and Facility Management Program, School of Built Environment, College of Engineering Technology, Ferris State University, Big Rapids, USA</i> <i>Overview:</i> This paper discusses the Ferris State University Small Town Studio as a case study of an architectural design studio pedagogy that views research as design and design as research. <i>Theme: Design Education</i> Sketching, Outreach, and Education: A Path to Promoting Imagination in Elementary Schools Margaret McManus, <i>School of Architecture, Marywood University, Scranton, USA</i> <i>Overview:</i> This paper explores an experiment that involved schematic design sketches that assisted third-grade elementary students in their understanding of the architecture profession. <i>Theme: Design Education</i> The Foreigner: How to Succeed at an International Design School Dr. Byrad Yyelland, <i>Sociology and Anthropology Department, Mount Royal University, Calgary, Canada</i> Dr. Kevin H. Woolley, <i>School of Visual and Performing Arts, Purdue University, West Lafayette, USA</i> <i>Overview:</i> This case study discusses expatriate professors teaching an American curriculum at a US-based design school located in the Middle East. Exploratory strategies for bridging the cultural divide are introduced. <i>Theme: Design Education</i>

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11:15-12:30	PARALLEL SESSIONS
Room 4	<p>Design Thinking: Design and Social Issues</p> <p>A Web-based, Global, Crowd Sourced Design Process for Therapy Devices Dr. Michael Bailey-Van Kuren, <i>Mechanical and Manufacturing Engineering, Interactive Media Studies, Miami University, Oxford, USA</i> <i>Overview:</i> This paper introduces a new open-sourced and crowd sourced platform for problem definition, ideation, and iterative prototyping as applied to devices for pediatric therapy. <i>Theme: Design in Society</i></p> <p>Addressing Needs and Scarcity through Improvisation Dr. Rudi Meyer, <i>Design Division, Nova Scotia College of Art and Design, Halifax, Canada</i> <i>Overview:</i> Improvisation is a signal attribute of design. Delving into its mechanisms and their promise for ecological strategies and innovations is a timely undertaking. <i>Theme: Design in Society</i></p> <p>Seeing and Feeling Climate Change: Exploration Using a Participatory Design Approach Heather Russek, <i>Faculty of Design, OCAD University, Toronto, Canada</i> <i>Overview:</i> This paper explores a participatory design approach to understand the human emotions surrounding climate change. <i>Theme: Design Management and Professional Practice</i></p>
Room 7	<p>Design for Public Engagement: Social and Civic Agendas</p> <p>Local Project, Global Context: Exploring Implications of “Community and Globalmindedness” for a Local Institutional Project Rhonda Geraghty, <i>Geraghty and Associates, Toronto, Canada</i> Joseph Geraghty, <i>Geraghty and Associates, Toronto, Canada</i> <i>Overview:</i> This case study examines the notion of “globalmindedness” as a requirement for the successful programming of public environments within a local context influenced by wider global social and environmental crises. <i>Theme: Special Theme 2017: Design for the Global Village</i></p> <p>People, Place, Power Prof. Steve Swindells, <i>School of Art, Design, and Architecture, University of Huddersfield, Huddersfield, UK</i> Dr. Anna Powell, <i>School of Art, Design, and Architecture, University of Huddersfield, Huddersfield, UK</i> <i>Overview:</i> This paper examines the role of the arts in society and of arts evaluation in an age of austerity and political uncertainty. Can arts engagement bring about social justice? <i>Theme: Design in Society</i></p> <p>System Design for Customized Silk Products of Assam Dr. Pratul Chandra Kalita, <i>Department of Design, Indian Institute of Technology Guwahati, Guwahati, India</i> Ranuj Kumar Mili, <i>Department of Design, Indian Institute of Technology Guwahati, Guwahati, India</i> Dr. Amarendra Kumar Das, <i>Department of Design, Indian Institute of Technology Guwahati, Guwahati, India</i> <i>Overview:</i> This study describes a new concept for customized Assam silk products. System design solution for seamless integration of major stakeholders of Assam silk is the prime focus of the study. <i>Theme: Design Management and Professional Practice</i></p>
12:30-13:30	LUNCH (FIRST FLOOR)

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13:30-14:15	PARALLEL SESSIONS
Room 1	Virtual Lightning Talks Towards Calibrating Architectural Education: An Approach to Promote Students' Design Abilities Assoc. Prof. Mohammed Ghonim, <i>Department of Architectural Engineering, Faculty of Engineering, Cairo University, Cairo, Egypt</i> <i>Overview:</i> This research provides guidelines for improving the current model of undergraduate architectural programs so that they can develop students' design skills more comprehensively. <i>Theme: Design Education</i> New Classification of Arabic Typefaces Dr. M. Hazem M. T. H. Abdalla, <i>Advertising Department, Faculty of Applied Arts, Helwan University, 6 October City, Egypt</i> <i>Overview:</i> This paper establishes a comprehensive classification for Arabic typefaces. <i>Theme: Visual Design</i> Transnational Co-design Projects Assoc. Prof. Gautam Wadhwa, <i>Art and Design Department, University of Wisconsin-Whitewater, Whitewater, USA</i> <i>Overview:</i> The author discusses implications, analysis, and challenges of transnational co-design projects. He will also share methods to navigate the requisites and vision of multiple stakeholders in a project. <i>Theme: Design Education</i> Including the Spectrum: Design Considerations for Educational Environments Supporting Students with Autism Spectrum Disorder Dr. Ulrike Altenmüller-Lewis, <i>Department of Architecture and Interiors, Drexel University, Philadelphia, USA</i> <i>Overview:</i> This paper outlines recommendations for educational environments that consider the needs of students with autism. <i>Theme: Design in Society</i> Toward Teaching Cost-conscious Design in Architectural Design Education Seyeon Lee, <i>School of Design, Syracuse University, Syracuse, USA</i> <i>Overview:</i> This research identifies an issue that warrants attention and contributes to the need for constant curriculum conversation in architectural education to support our social professional responsibility. <i>Theme: Design Education</i> Open Innovation as a Strategy to Address Challenges Facing Higher Education Prof. Sukhwant Jhaj, <i>Office of Academic Innovation, Academic Affairs, Portland State University, Portland, USA</i> <i>Overview:</i> This paper describes the lesson's learned from an open innovation challenge organized and implemented at an American university, using design thinking to discover new solutions. <i>Theme: Design in Society</i> Detailing Design Thinking in Practice Dr. Katharine Leigh, <i>Department of Design and Merchandising, Colorado State University, Fort Collins, USA</i> Sarah Badding, <i>School of Education, Colorado State University, Fort Collins, USA</i> <i>Overview:</i> This paper explores major models of design thinking and attributes, and discusses a research project focused on creating an empirical tool to assess design thinking. <i>Theme: Design Education</i> "Dividuality" in Fashion Design Caroline Coary Taylor, <i>Department of Anthropology, University of the Witwatersrand, Johannesburg, South Africa</i> <i>Overview:</i> This paper investigates the concept of "dividuality" in the fashions design of the South African designer, Clive Rundle. <i>Theme: Designed Objects</i>

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13:30-14:15	<div> <div>PARALLEL SESSIONS</div> <div> <div> <div>Basic Web Design Class as Foundation of Publication Design</div> <div> Bruno Ribeiro, <i>Department of Art and Design, California Polytechnic State University, San Luis Obispo, USA</i> Overview: The logical language of HTML is not only a skill that students need to learn. Pedagogically, it is also an effective means to teach principles of typography and design. Theme: Design Education </div> </div> <div> <div>Design Perceptions Inferred by the Design Modalities and Their Impact on Design Outcome</div> <div> Zahid Islam, <i>Department of Design, College of Visual Arts and Design, University of North Texas, Denton, USA</i> Overview: This study looks into the correlations between the modality shift and final design outcome by examining different externalization methods. Deviation from initial design ideas was identified due to modality shift. Theme: Design Education </div> </div> <div> <div>A Postgraduate Thesis Model for Research through Design Based on Design Criteria</div> <div> Dr. Edgar Raymundo Rodríguez Ramírez, <i>School of Design, Victoria University of Wellington, Wellington, New Zealand</i> Overview: We suggest a thesis model for postgraduate design researchers. Our model is based on design criteria and allows engagement in creative practice through a systematic method that produces explicit knowledge. Theme: Design Education </div> </div> <div> <div>The Net of Design and Ethics</div> <div> Ibarra Martínez Edrei, <i>National Autonomous University of Mexico, Mexico, Mexico</i> Overview: Design and ethics are always modified by external agents both moving like a net fixed to reality. Theme: Design Education </div> </div> </div> </div>
Room 2	<div> <div>Focused Discussion</div> <div> <div> <div>A Discourse of First-year Design Pedagogies: A Sampling of Student Work as Invitation for Shared Findings</div> <div> John Linn, <i>Interior Design Program, School of Art and Design, High Point University, High Point, USA</i> Overview: In this focused discussion a brief discussion of three studio exercises provide examples initiating discussion of various pedagogies implemented in the educational settings of freshman design students. Theme: Design Education </div> </div> <div> <div>TEMP Studio Applied to Lampedusa: A Study in Design Thinking</div> <div> Elgin Cleckley, <i>School of Architecture, University of Virginia, Charlottesville, USA</i> Overview: Can design thinking produce solutions for the human flow of migrants and refugees on and through the Italian island of Lampedusa? Theme: Design in Society </div> </div> <div> <div>Liminal Perspectives on Social Change: Exploring Design, Spirituality, and the Future of Society</div> <div> Anna Louise Spencer, <i>Institute for Design Innovation, Glasgow School of Art, Forres, UK</i> Overview: Perspective can limit or liberate experience. This discussion explores how position and disposition affect social change, retracing traditions of Celtic spirituality and exploring ways design translates these practices into society. Theme: Design in Society </div> </div> </div> </div>

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13:30-14:15	PARALLEL SESSIONS
Room 3	Innovation Showcase Discovery Session: Mobile Content Creation and Workflows for Creatives Jim Kinney, Centre for Art, Design, and Information Technology, George Brown College, Toronto, Canada Jim Babbage, Adobe Education, Toronto, Canada <i>Overview:</i> This innovative showcase includes hands-on discovery of emerging mobile tools and workflows. <i>Theme: Design Education</i>

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13:30-14:15	PARALLEL SESSIONS
Room 4	Poster Session Metaphor and Analogy in Thirty Iranian Architects' Projects Dr. Amir Sasan Hadian, <i>Eastern Mediterranean University, Shiraz, Iran (Islamic Republic of)</i> <i>Overview:</i> This study identifies the types of metaphors and analogies used by thirty professional Iranian architects in their design process and design product. <i>Theme:</i> <i>Architectonic, Spatial, and Environmental Design</i> Students' Cognitive and Emotional Development during the Transition from High School to Design School Steven Faerm, <i>School of Fashion, Parsons The New School for Design, New York, USA</i> <i>Overview:</i> This study examines students' transitions from high school to design school, while considering the future of design education and what kinds of experiences might best prepare students for the transition. <i>Theme:</i> <i>Design Education</i> Furniture Usage in the Art of Installation within the Context of Interdisciplinary Influences Seda Canoglu, <i>Interior Design Department, Anadolu University, Eskisehir, Turkey</i> Dr. Ozlem Ucar, <i>Faculty of Architecture and Design, Department of Interior Design, Anadolu University, Eskisehir, Turkey</i> <i>Overview:</i> This study evaluates furniture usage in the art of installation within the context of interdisciplinary influences and mutual effects between the installation art and furniture design. <i>Theme:</i> <i>Designed Objects</i> The Development of PV-attached Light Shelves Kim Dasom, <i>Architecture Design, Graduate School of Techno Design, Seoul, South Korea</i> Heangwoo Lee, Prof. Yong Seong Kim, <i>College of Architecture, Graduate School of Techno Design, Kookmin University, Seoul, South Korea</i> <i>Overview:</i> This study proposes a design for zero-energy operational light shelves, in which the shelves are operated with the power source generated by the PV attached to the shelves. <i>Theme:</i> <i>Designed Objects</i> Assessing Nutritional Quality at a Glance: A Graphic Interface to Inform Purchases for a Regional Food Bank Network David Wang, <i>School of Media Arts and Design, James Madison University, Harrisonburg, USA</i> <i>Overview:</i> This study introduces a visual design system based on scientific parameters to categorize food items and track nutritional quality with a scoring system. <i>Theme:</i> <i>Design in Society</i> Bauhaus as a Source of Inspiration for Fashion Design İtir Arat, <i>Fashion Design Department, Faculty of Architecture and Design, Anadolu University, Eskisehir, Turkey</i> <i>Overview:</i> In this study the interaction between Bauhaus movement and fashion design elements are examined. Research results involve the influence of Bauhaus in fashion design. <i>Theme:</i> <i>Design Education</i> The Development of an Awning Integrated with a Light Shelf Jeong Jinsoo, <i>Department of Architectural Design, Graduate School of Techno Design, Kookmin University, Seoul, South Korea</i> Janghoo Seo, <i>Graduate School of Techno Design, Kookmin University, Seoul, South Korea</i> Prof. Yong Seong Kim, <i>College of Architecture, Graduate School of Techno Design, Kookmin University, Seoul, South Korea</i> <i>Overview:</i> This study proposes a design that will eliminate the issues of existing awnings by utilizing combined coverings. <i>Theme:</i> <i>Designed Objects</i>

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13:30-14:15	PARALLEL SESSIONS
	<p>The Design of a Module-based Closet for Small Houses Eunsu Park, <i>Graduate School of Techno Design, Kookmin University, Seoul, South Korea</i> <i>Overview:</i> This study proposes a design for a module-based closet for small houses in order to enable more efficient use of limited space. <i>Theme: Designed Objects</i></p> <p>Meaningful Gamification for Product Design Gizem Hediye Eren, <i>Department of Industrial Design, Anadolu University, Eskisehir, Turkey</i> <i>Overview:</i> This study discusses similar approaches in product metaphor generation and application of gamification for product design through product examples. <i>Theme: Designed Objects</i></p> <p>The Design of a Variable Desk with Revolving Drawers Her Jiun, <i>Graduate School of Techno Design, Kookmin University, Seoul, South Korea</i> Janghoo Seo, <i>Graduate School of Techno Design, Kookmin University, Seoul, South Korea</i> Prof. Yong Seong Kim, <i>College of Architecture, Graduate School of Techno Design, Kookmin University, Seoul, South Korea</i> <i>Overview:</i> This study proposes a design for variable desks with revolving drawers for small houses, while establishing fundamental materials for such desks that can be utilized in life. <i>Theme: Designed Objects</i></p> <p>Following the Footprints of an Ancient Construction Biomaterial in Catalhoyuk: Research on Re-formulating Traditional Kerpik Prof. Sebnem Yanc Demirkan, <i>Department of Interior Architecture and Product Design, Kansas State University, Manhattan, USA</i> <i>Overview:</i> This study examines re-formulating Kerpik, an ancient, durable biomaterial from 9000 years old Catalhoyuk settlement for today's affordable housing needs. <i>Theme: Special Theme 2017: Design for the Global Village</i></p> <p>Using Interdisciplinary Research to Encourage Higher Resolution Prototypes in Design Prof. Adream Blair-Early, <i>School of Art and Design, University of Wisconsin - Milwaukee, Milwaukee, USA</i> <i>Overview:</i> This study discusses using an interdisciplinary classroom to engage in participatory design research and prototyping through the use of inexpensive 3D printers and laser cutters. <i>Theme: Design Education</i></p> <p>The Design of Attachable Photovoltaic Blinds That Can Be Switched between Vertical and Horizontal Types Hwiyeong Jeong, <i>Graduate School of Techno Design, Kookmin University, Seoul, South Korea</i> <i>Overview:</i> This study discusses the design of attachable PV blinds by applying skin operation technology and environment data acquisition technology to cope with the external environment and reduce building energy consumption. <i>Theme: Designed Objects</i></p> <p>Human-centered Design and Its Application on Ideation: Usability Testing of Ghostag Jaroslaw Kucharczyk, <i>School of Design, Interaction Design and Development Program, George Brown College, Toronto, Canada</i> <i>Overview:</i> This project discusses the application of usability testing and ecological user interface principles towards ideating and creating a novel digital product category that allows for new modes of interaction. <i>Theme: Design Management and Professional Practice</i></p> <p>User Location Recognition-based Lighting Control for Improving Lighting Conditions and Reducing Power Consumption Kyung Soo Kim, <i>Graduate School of Techno Design, Kookmin University, Seoul, South Korea</i> <i>Overview:</i> This study develops methods to resolve existing lighting controls based on user location recognition, as well as to verify their performance. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p>

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13:30-14:15	<p>PARALLEL SESSIONS</p> <p>An Exploration of Potential Connections between Mindfulness and Design Serveh Naghshtabadi, <i>Faculty of Education, University of British Columbia, Okanagan Campus, Kelowna, Canada</i> <i>Overview:</i> This study is concerned with the interaction of mindfulness and design thinking within educational settings and an exploration of mindfulness through designed objects and spaces within an environmental context. <i>Theme:</i> Design Education</p> <p>Design and Ethnography: An Approach to Interpret Human Behavior Sonya Evans, <i>School of Design, George Brown College, Scarborough, Canada</i> <i>Overview:</i> This project explores the application and practicality of ethnography to inform and guide design challenges and considerations associated with innovative products and services. <i>Theme:</i> Design in Society</p> <p>The Scroll Unfurled: New Interpretations of the Earliest Technology Leslie Nobler, <i>Department of Art, College of the Arts and Communication, William Paterson University, Wayne, USA</i> <i>Overview:</i> New genres "overlap" the historical scroll. This first technology existed for reportage, communication, display, and narration. An exhibition showcases such visual structures, expressing the rich aesthetic of an old format. <i>Theme:</i> Visual Design</p> <p>Environmental Lighting in Nursing Homes: A Comparison of Agency Standards that Regulate Nursing Homes with Industry ANSI/IES RP-28 Lighting Standards Dr. Asha L. Hegde, <i>School of Family and Consumer Sciences, Texas State University, San Marcos, USA</i> <i>Overview:</i> Visual problems and poor lighting are causes for resident falls in nursing homes. So how do the lighting requirements used by agencies that regulate nursing-homes compare with ANSI/IES RP-28—industry standards? <i>Theme:</i> Design in Society</p> <p>Dynamic Taxonomy Visual Interface on Structural Color to Bridge Science and Design Innovation Carlos Fiorentino, <i>Department of Human Ecology, University of Alberta, Edmonton, Canada</i> Dr. Anne Bissonnette, <i>Department of Human Ecology, University of Alberta, Edmonton, Canada</i> Dr. Megan Strickfaden, <i>Department of Human Ecology, Faculty of Agricultural, Life, and Environmental Sciences, University of Alberta, Edmonton, Canada</i> Dr. Tomislav Terzin, <i>Department of Science, University of Alberta, Augustana Campus, Camrose, Canada</i> <i>Overview:</i> This research introduces a dynamic taxonomy interface on structural color, which provides access to reliable scientific information and may fill communication gaps between scientists and designers involved in biomimetic projects. <i>Theme:</i> Visual Design</p> <p>Beauty in Every Complexion Dr. Talé Mitchell, <i>School of Media Arts and Design, James Madison University, Harrisonburg, USA</i> Prof. Adrienne Hooker, <i>School of Media Arts and Design, James Madison University, Harrisonburg, USA</i> <i>Overview:</i> Beauty is in every skin complexion; however, during the design process, models' skin complexions are often being lightened. How does this process affect visual communication? <i>Theme:</i> Visual Design</p>
Room 5	<p>Workshop</p> <p>Designing with Transception: An Experiential Session Prof. Paul Royes, <i>School of Design, George Brown College, Toronto, Canada</i> <i>Overview:</i> Incorporating a pedagogy of universal love, this workshop is designed as an experiential participatory workshop in holistic design education. Transception is introduced as a holistic design framework. <i>Theme:</i> Design Education</p>

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13:30-14:15	PARALLEL SESSIONS
Room 6	Workshop Thinking about the Fundamentals Sarah Mizer, <i>Art Foundation Program, Virginia Commonwealth University, Richmond, USA</i> Elissa Armstrong, <i>Art Foundation Program, Virginia Commonwealth University, Richmond, USA</i> <i>Overview:</i> Given the ever-changing landscape of design, is it time to reevaluate our academic fundamentals? We will search the brain trust for a timely inspection of themes addressed in foundation-level study. <i>Theme: Design Education</i>
Room 7	Workshop Speculative Documentary as Foresight Process Salman Abedin, <i>OCAD University, Toronto, Canada</i> Chris Chopik, <i>OCAD University, Toronto, Canada</i> <i>Overview:</i> This workshop discusses and trials a method using speculative documentary as a form of foresight practice. Participants will be given a live walk-through of the method. <i>Theme: Special Theme 2017: Design for the Global Village</i>
14:15-14:25	TRANSITIONAL BREAK
14:25-16:05	PARALLEL SESSIONS
Room 1	Professional Stances: Acquiring the Designer's Skills, Capacities, and Attitudes Contemplating Design Pedagogy in Computing Education Dr. Leslie J. Waguespack, <i>Department of Computer Information Systems, Bentley University, Waltham, USA</i> Dr. David Yates, <i>Department of Computer Information Systems, Bentley University, Waltham, USA</i> Dr. Jeffrey Babb, <i>Department of Computer Information and Decision Management, West Texas A&M University, Canyon, USA</i> <i>Overview:</i> We propose a pedagogical framework to provide the concepts and skills to seed design competency in the student aspiring to become a computing professional. <i>Theme: Design Education</i> Technology and Studio Classes: Teaching Flat Pattern in a Digital World Dr. Lalon Alexander, <i>Fashion Management Department, School of Media and Design, University of the Incarnate Word, San Antonio, USA</i> Dr. Melinda Adams, <i>Department of Fashion Management, University of the Incarnate Word, San Antonio, USA</i> Jessica Garza, <i>HEB School of Business and Administration, University of the Incarnate Word, San Antonio, USA</i> <i>Overview:</i> By using video demonstrations as supplemental learning aids, millennial students can master flat pattern studio course material. <i>Theme: Design Education</i> Layers of Meaning: Unifying Spatial, Material, and Production Opportunities in Graphic Design Kelly Salchow MacArthur, <i>Department of Art, Art History, and Design, Michigan State University, East Lansing, USA</i> <i>Overview:</i> Graphic design has not fully explored the capabilities of laser-cutting technology. This creative research case study exploits the precision and planar relationships of solids and voids in poster form. <i>Theme: Visual Design</i>

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14:25-16:05	PARALLEL SESSIONS
Room 2	Acquisition and Application of Knowledge: Design and Learning Beyond Graduation: The First Two Years Kathryn Weinstein, <i>Art Department, Queens College, City University of New York, Queens, USA</i> <i>Overview:</i> This paper introduces the findings of a two-year longitudinal study of employment levels of one graduating class from an undergraduate graphic design degree program within a large, urban public college. <i>Theme: Design Education</i> Speculative Praxis: Expanding Traditional Graphic Design Practice for Emerging Economic Contexts Michael Hersrud, <i>Graphic Design Department, Virginia Commonwealth University Qatar, Doha, Qatar</i> Levi Hammett, <i>Department of Graphic Design, Virginia Commonwealth University in Qatar, Doha, Qatar</i> <i>Overview:</i> How can a design education truly prepare students to play meaningful roles in emerging economic and social contexts that may not support employment in a traditional design industry? <i>Theme: Design Education</i> An International Charette to Cultivate Multicultural Collaboration: The Design Process through the Taxonomy of Significant Learning Rim Fathallah, <i>Academic Affairs, Dar Al-Hekma University, Jeddah, Saudi Arabia</i> Prof. Heidi Schlegel, <i>School of Design, College of Imaging Arts and Sciences, Rochester Institute of Technology, Rochester, USA</i> <i>Overview:</i> An international charette preparing students for the commonality of international and intercultural collaboration within structures supporting the process of Fink's significant learning. <i>Theme: Design Education</i> Cultivating Design Entrepreneurs Prof. Denise Anderson, <i>Robert Busch School of Design, Michael Graves College, Kean University, Union, USA</i> <i>Overview:</i> Designers who receive supplemental business education, understanding how to take a product or service from idea to market, are empowered to launch successful and sustainable design-driven ventures. <i>Theme: Design Education</i>

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14:25-16:05	PARALLEL SESSIONS
Room 3	Design in Society Evolving an Efficient, New-age, Context-sensitive Bus Shelter Design Prof. Nishant Sharma, <i>Industrial Design Centre, Indian Institute of Technology Bombay, Mumbai, India</i> <i>Overview:</i> This paper describes the evolution of a new-age, context-sensitive design of bus shelter for Mumbai by understanding crucial aspects related to the functioning of the city and its people. <i>Theme: Design in Society</i> Everyday Technologies from Space: Researching NASA Space Suit Design Concepts, Theories, and Applications Dr. Damayanthie Eluwawalage, <i>Department of Fashion, Albright College, Reading, USA</i> <i>Overview:</i> This research explores design concepts and theoretical approaches to space suit design from Mercury to shuttle missions. <i>Theme: Designed Objects</i> Precedent-based Research for Assistive Technologies: Introducing "Innova," a Digital Application and Database to Analyze Existing Products and Services for Older Adults Dr. Megan Strickfaden, <i>Department of Human Ecology Faculty of Agricultural, Life, and Environmental Sciences, University of Alberta, Edmonton, Canada</i> Carlos Fiorentino, <i>Design Studies, Department of Human Ecology, University of Alberta, Edmonton, Canada</i> Mackenzie Martin, <i>Department of Human Ecology Faculty of Agricultural, Life, and Environmental Sciences, University of Alberta, Edmonton, Canada</i> Dr. Janet Fast, <i>Department of Human Ecology Faculty of Agricultural, Life, and Environmental Sciences, University of Alberta, Edmonton, Canada</i> Jacquie Eales, <i>Department of Human Ecology, University of Alberta, Edmonton, Canada</i> <i>Overview:</i> Precedent-based research allows researchers to detect and address user needs by identifying devices/services currently existing, how well existing devices/services function, and what design attributes and features best aid users. <i>Theme: Design in Society</i> Refabricating the Textile Block: Frank Lloyd Wright Meets Digital Fabrication Jacob Gines, <i>School of Architecture, Mississippi State University, Starkville, USA</i> <i>Overview:</i> Textile block design and fabrication is reinterpreted for the twenty-first century utilizing digital design and computer numerical controlled fabrication technologies. Processes, digital/analog fabrication, and architectural application are explored. <i>Theme: Designed Objects</i>

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14:25-16:05	PARALLEL SESSIONS
Room 4	<p>Urban Design and Planning</p> <p>Achieving Social Cohesion through Social Technology: A Social Design Tool in Planning New Settlements Nwachì Louis, <i>Department of Planning and Environment, Dublin Institute of Technology, Dublin, Ireland</i> <i>Overview:</i> This paper discusses ways to achieve social cohesion using social technology as a social design tool in planning new settlements. <i>Theme: Design in Society</i></p> <p>Innovation and Creativity in Islamic Architecture and Urbanism between Traditionalism and Positivism Wafeek Mohamed, <i>Architecture Department, Faculty of Engineering, Helwan University, Cairo, Egypt</i> <i>Overview:</i> This research discusses returning to creativity and innovation in the architecture of Islamic countries in order to highlight built traditional environments, while engaging with modernization and increasing identification with architecture. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>Exploring the Patterns of Inclusion and Exclusion in the Winter City of Edmonton Vanessa Zembal, <i>Department of Human Ecology, University of Alberta, Edmonton, Canada</i> Kristof van Assche, <i>Urban and Regional Planning, University of Alberta, Edmonton, Canada</i> Dr. Megan Strickfaden, <i>Material Culture & Design Studies Department of Human Ecology Faculty of Agricultural, Life & Environmental Sciences, University of Alberta, Edmonton, Canada</i> <i>Overview:</i> This research moves with people through walking interviews to understand the relationship between urban design and the unique winter experiences of people in Edmonton. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>A Case of Urban Lake Restoration in India: A Design Perspective Devika Narayani Prakash, <i>Institute without Boundaries, George Brown College, Toronto, Canada</i> <i>Overview:</i> This paper discusses a case study of urban lake restoration in India and how social, political, economic, natural, and built systems of infrastructure influence the design process. <i>Theme: Design in Society</i></p>

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14:25-16:05	PARALLEL SESSIONS
Room 5	<p>Consumer and User-centered Design</p> <p>An Innovation That Nobody Wants: Lessons through a National Science Foundation I-Corps Cohort Prof. Jeff Feng, <i>College of Architecture and Design, University of Houston, Houston, USA</i> <i>Overview:</i> This paper is an examination of customers' critical needs through a user-centered study conducted in a National Science Foundation I-Corps cohort training program. <i>Theme: Design in Society</i></p> <p>Visual Perception and Cognition with a Secondary Identity for Experience Design Prof. Sang-Duck Seo, <i>Department of Art, College of Fine Arts, University of Nevada, Las Vegas, Las Vegas, USA</i> <i>Overview:</i> This study discovers a corresponding design value in visual perception and cognition from a secondary identity through consumer experience. <i>Theme: Design in Society</i></p> <p>Perceptions of Beauty: The Effects of Visual Whitewashing in the Media Dr. Talé Mitchell, <i>School of Media Arts and Design, James Madison University, Harrisonburg, USA</i> <i>Overview:</i> This paper discusses whitewashing, digital-manipulation so that the complexion of models' skin is lightened. How does whitewashing effect our society in terms of self-esteem and perceptions of beauty? <i>Theme: Design in Society</i></p> <p>Enhancing Cultural Practices through Design Dr. Folasayo Enoch Olalere, <i>Department of Visual Arts and Design, Vaal University of Technology, Vanderbijlpark, South Africa</i> Prof. Allan Munro, <i>Vaal University of Technology, Vanderbijlpark, South Africa</i> <i>Overview:</i> This paper introduces an approach (PDD approach) with five overlapping stages and practically illustrates not only its generic process but also the cultural implications embedded in the process. <i>Theme: Design in Society</i></p>

Schedule of Sessions

FRIDAY, 03 MARCH

14:25-16:05	PARALLEL SESSIONS
Room 6	<p>Approaches to Design Education</p> <p>A Tool for Teaching Physical Prototyping and Model Making Dr. Supradip Das, <i>Department of Design, Indian Institute of Technology Guwahati, Guwahati, India</i> Dr. Pratul Chandra Kalita, <i>Department of Design, Indian Institute of Technology Guwahati, Guwahati, India</i> Dr. Amarendra Kumar Das, <i>Department of Design, Indian Institute of Technology Guwahati, Guwahati, India</i> <i>Overview:</i> This paper discusses a tool for beginning designers, through which material and process selection is made possible based on the product form for model making. <i>Theme: Design Education</i></p> <p>Space Might Be Your Art Board: Creating a Space for a New Experience in Graphics and More Dr. Ozlem Ucar, <i>Department of Interior Design, Faculty of Architecture and Design, Anadolu University, Eskisehir, Turkey</i> <i>Overview:</i> This study focuses on a workshop held in Germany which integrates spatial design and environmental graphics. The project articulates graphic and spatial communication principles into meaningful experiences. <i>Theme: Design Education</i></p> <p>Design Thinking Process in the Development of Environmental Graphic Design Sooyun Im, <i>Art Department, California State Polytechnic University, Pomona, Pomona, USA</i> <i>Overview:</i> This paper discusses the strategic design thinking process involved in a studio project in which students develop an environmental graphic design for an art department building. <i>Theme: Design Education</i></p> <p>Reinventing Classic Design Foundation Exercises to Incorporate the Exploration of Behavior and Interaction Magnus Feil, <i>Design School, Herberger Institute for Design and the Arts, Arizona State University, Tempe, USA</i> <i>Overview:</i> This study investigates elements of classic design foundations exercises in light of an increasing need to incorporate interactions and design for emergent behaviors into the industrial design curriculum. <i>Theme: Design Education</i></p>
Room 7	<p>Health, Education, and Design</p> <p>Hearing What Isn't Said: Visualizing Non-verbal Responses in Data Analysis Sanda Katila, <i>School of Visual Communication Design, College of Communication and Information, Kent State University, Kent, USA</i> <i>Overview:</i> Visualizing non-verbal response data in twenty drug interaction interviews, as part of design research, and mapping emotional responses in reflective investigation, suggests visualizations may provide new pathways in qualitative research. <i>Theme: Design Education</i></p> <p>Virtual Reality: Beyond the Gee Whiz Factor John Henry Blatter, <i>School of the Arts, Dean's Office, Virginia Commonwealth University, Richmond, USA</i> Matt Wallin, <i>Department of Communications Arts, Virginia Commonwealth University, Richmond, USA</i> <i>Overview:</i> Last year 6.3 million virtual reality headsets were shipped to consumers, artists, businesses, and institutions. How do we use/teach these technologies to generate content able to outlive the medium? <i>Theme: Design Education</i></p>
16:05-16:20	COFFEE BREAK (SECOND FLOOR)

Schedule of Sessions

FRIDAY, 03 MARCH

16:20-17:35	PARALLEL SESSIONS
Room 1	Dynamics of Design, Consumption, and Sustainability Design for Personalization: By a Person or for a Person Dr. Iryna Kuksa, <i>School of Art and Design, Nottingham Trent University, Nottingham, UK</i> <i>Overview:</i> Personalization is rapidly permeating our everyday lives. Most services and products can be tailored to suit particular needs and preferences. Where does it leave designers when consumers specify their products? <i>Theme: Design in Society</i> Point of Departure: A Lesson in Humility Noël Palomo-Lovinski, <i>Fashion Design and Merchandising, Kent State University, Kent, USA</i> Kendra Lapolla, <i>Fashion School, Kent State University, Kent, USA</i> <i>Overview:</i> This paper reviews a project that was undertaken to utilize several theoretically sustainable practices specifically organic fabric, sustainably-treated dye processes, local labor, hand-crafted details, and zero waste. <i>Theme: Design Management and Professional Practice</i>
Room 2	Product Design: Solution and Inspiration Modeling Secondary Taste Terms Richard Fry, <i>Industrial Design Program, School of Technology, Brigham Young University, Provo, USA</i> <i>Overview:</i> This study uses a model for defining taste terms developed from a study of "cute." An attempt to define other secondary taste terms is made to evaluate the model. <i>Theme: Designed Objects</i> Electromagnetic Sensitivity: Why the Metal Springs in Your Mattress Are Unhealthy Prof. Julie Whitmore, <i>Buchtel College of Arts and Sciences, University of Akron, Akron, USA</i> <i>Overview:</i> The ancient philosophy of Feng Shui suggests that you eliminate metal in the bedroom. The research of quantum physics provides scientific evidence. Electro-magnetic fields have significant effects on human activities. <i>Theme: Design in Society</i> Smart Devices, Smart Objects, and Smart Systems: A Systematic Literature Review of the True Smartness of the Technology of Our Times Dr. Matteo Zallio, <i>School of Electrical and Electronic Engineering, Environmental Sustainability and Health Institute, Dublin Institute of Technology, Dublin, Ireland</i> <i>Overview:</i> Are smart objects, really smart? This study examines the words "smart" and "connected," in relation to the context of use, UX, and design practice of the technologies of our times. <i>Theme: Architectonic, Spatial, and Environmental Design</i>

Schedule of Sessions

FRIDAY, 03 MARCH

16:20-17:35	PARALLEL SESSIONS
Room 3	<p>Collaboration and Design Education</p> <p>Smart Communities Initiative: Designing for Economic Growth in Small Cities Deborah Shmerler, <i>School of Art, College of Arts and Sciences, University of Tennessee, Knoxville, USA</i> <i>Overview:</i> The Smart Communities Initiative is a university-wide experiential model, which connects university members to surrounding communities with multidisciplinary goals of revitalizing their surrounding area. <i>Theme: Design Education</i></p> <p>Community Art Machinery of a New Design Curriculum Prof. Mike Mosher, <i>Art Department, Saginaw Valley State University, University Center, USA</i> <i>Overview:</i> The "Three C's" (comics, community murals, computer graphics) have successfully informed collaborations of Saginaw Valley State University students from multiple disciplines and urban youth. <i>Theme: Design Education</i></p> <p>The Skinny Grid: Contemporary Web Development for Graphic Information Design in Higher Education Prof. Tina Rice, <i>Department of Graphic and Information Design, Central Connecticut State University, Avon, USA</i> Prof. Eleanor Thornton, <i>Department of Graphic and Information Design, Central Connecticut State University, Scotland, USA</i> <i>Overview:</i> This paper discusses teaching front-end web development to higher education graphic design students that meets today's web standards as well as engages students through research and community engagement design projects. <i>Theme: Design Education</i></p>
Room 4	<p>Design Practice and Problem Solving: Global Design</p> <p>Participatory Design in a Cross-cultural Setting Georgia Mackenzie-MacPherson, <i>Institute Without Boundaries, George Brown College, Toronto, Canada</i> <i>Overview:</i> This paper discusses the complexity of participatory design in a cross-cultural setting in Kabwe, Zambia, highlighting assumptions made about societal norms, access to technology, and alternate methods of communication. <i>Theme: Special Theme 2017: Design for the Global Village</i></p> <p>Global Design Thinking and How the Millennial Mindset is Changing the World Prof. Nikki Arnell, <i>Department of Fine Arts, Arkansas State University, Memphis, USA</i> <i>Overview:</i> Global design thinking is how most Millennials naturally interact with today's world. Managers should recognize and use this skill set to work within and for the twenty-first century global village. <i>Theme: Design Management and Professional Practice</i></p> <p>Taking the Visual and Verbal Message Global Prof. Robyn Blakeman, <i>School of Advertising and Public Relations, University of Tennessee, Knoxville, USA</i> Dr. Roxanne Hovland, <i>School of Advertising and Public Relations, University of Tennessee, Knoxville, USA</i> <i>Overview:</i> Advertising internationally requires the visual and verbal message to address language and cultural issues. <i>Theme: Visual Design</i></p>

Schedule of Sessions

SATURDAY, 04 MARCH

SATURDAY, 04 MARCH	
8:00-8:30	CONFERENCE REGISTRATION DESK OPEN
8:30-8:40	DAILY UPDATE
	Phillip Kalantzis-Cope, Chief Social Scientist, Common Ground Research Networks, USA
8:40-9:15	PLENARY SESSION - LUISA COLLINA, DEAN OF THE SCHOOL OF DESIGN, RECTOR'S DELEGATE FOR EXTERNAL RELATIONS, POLITECNICO DI MILANO / PRESIDENT OF CUMULUS, THE INTERNATIONAL ASSOCIATION OF UNIVERSITIES AND COLLEGES OF ART, DESIGN AND MEDIA, MILAN, ITALY
	"Design for the Global Village: Designing Physical Exhibitions in a Global, Web-connected World"
9:15-9:55	PLENARY SESSION - ALDO CIBIC, FOUNDER OF CIBIC & PARTNERS / FOUNDER OF CIBIC WORKSHOP, MILAN, ITALY
	"Active Involvement in a Design Process: The Basics of Rethinking Happiness"
9:55-10:25	COFFEE BREAK & GARDEN CONVERSATION (SECOND FLOOR)
10:25-12:05	PARALLEL SESSIONS
Room 1	<p>Design Transforming Society</p> <p>Every 1 Welcome: Using Language and Story to Shift Perceptions around the Type 1 Diabetes Community Lucinda McGroarty, <i>Emily Carr University of Art and Design, Toronto, Canada</i> <i>Overview:</i> This study discusses a design research project to shift perceptions around the type 1 diabetes community to aid young adult and adult type 1 diabetics in overcoming diabetes burnout. <i>Theme: Design in Society</i></p> <p>Lifewater International: Illustrations for Cleaner, Safer Developing Communities Larrie King, <i>School of Visual Communication Design, Kent State University, Kent, USA</i> <i>Overview:</i> This study looks into the four-year process of generating universal-style illustrations for inclusion in LifeWater's MWASH, the world's most widely used water, sanitation, and hygiene curriculum for developing countries. <i>Theme: Design in Society</i></p> <p>Healthy Heroes System: Promoting Healthy Behavior Change for Weight Related Body Issues in Canadian Families Jessica Baratta, <i>Faculty of Graduate Studies, Emily Carr University of Art and Design, Vancouver, Canada</i> <i>Overview:</i> This project considers how design may affect the knowledge, perspectives, and behaviors of young Canadian families who are struggling with body dissatisfaction. <i>Theme: Visual Design</i></p> <p>Design for Visibility and Wellness: Looking into Design Elements on Nutritional Labels Pouline Chai Lin Koh, <i>Department of Creative Arts, KDU University College, Shah Alam, Malaysia</i> <i>Overview:</i> Design elements are essential to aid the presentation of information and influence the attitude of using nutrition labels for better-informed decisions. <i>Theme: Design in Society</i></p>

Schedule of Sessions

SATURDAY, 04 MARCH

10:25-12:05	PARALLEL SESSIONS
Room 2	<p>Animation: Student Learning and Design Education</p> <p>Traditional Cinematography for 3D Animators Dr. Dora Fitzgerald, <i>School of Media and Design, University of the Incarnate Word, San Antonio, USA</i> Adam Watkins, <i>3D Animation and Game Design, School of Media and Design, University of the Incarnate Word, San Antonio, USA</i> <i>Overview:</i> Training 3D animators is much more than just teaching animation software. 3D animation students must “speak” the same language of traditional film techniques to ensure compelling and understandable digitally-based narratives. <i>Theme: Design Education</i></p> <p>Anatomy for Animators: A Tag Team Approach Jing Tian Li, <i>3D Animation and Game Design, School of Media and Design, University of the Incarnate Word, San Antonio, USA</i> Adam Watkins, <i>3D Animation and Game Design, School of Media and Design, University of the Incarnate Word, San Antonio, USA</i> <i>Overview:</i> Balancing new software with anatomy can be a daunting task for young modelers. Separating the modeling process from the anatomy knowledge through two intertwined course yields results. <i>Theme: Design Education</i></p> <p>A Time to Plan: Creativity Workshop Credits for 3D Production Matthew Tovar, <i>3D Animation and Game Design, School of Media and Design, University of the Incarnate Word, San Antonio, USA</i> Adam Watkins, <i>3D Animation and Game Design, School of Media and Design, University of the Incarnate Word, San Antonio, USA</i> <i>Overview:</i> Expecting students to produce well-designed and well-produced animations and games is unrealistic. We look at the results of providing curricular space for production design and planning. <i>Theme: Design Education</i></p> <p>Static to Kinetic: Revisiting Graphic Design Fundamentals through Code and Animation Eugene Park, <i>College of Design, University of Minnesota, Twin Cities, Saint Paul, USA</i> Christopher Hamamoto, <i>Graphic Design, California College of the Arts, San Francisco, USA</i> <i>Overview:</i> This paper proposes a pedagogical approach that implements concepts and processes in web design and animation in order to re-examine fundamental graphic design outcomes in type. <i>Theme: Design Education</i></p>

Schedule of Sessions

SATURDAY, 04 MARCH

10:25-12:05	PARALLEL SESSIONS
Room 3	<p>Student Learning and Design Education</p> <p>Chance Operations in Design Guy Villa, Jr., <i>Graphic Design, Columbia College Chicago, Chicago, USA</i> Sharon Oiga, <i>School of Design, University of Illinois at Chicago, Chicago, USA</i> <i>Overview:</i> Chance operations can be explored and utilized for exercising creativity and unexpectedness in compositions. A space is provided for serendipitous happenings as well as for uncovering individual design sensibilities. <i>Theme: Design Education</i></p> <p>The Halag: Gamification as Methodology for the Online Collaborative Platform of Digital Games Production Gabriel Patrocínio, <i>University of Évora, Évora, Portugal</i> <i>Overview:</i> The Halag is an educational project involving a number of didactical materials with practical activities related to the development of a digital game design. <i>Theme: Design Education</i></p> <p>Teaching Design Management: Synergies between Studio and Business Pedagogy Jessica Jacobs, <i>Business and Entrepreneurship Department, Columbia College Chicago, Chicago, USA</i> <i>Overview:</i> This paper discusses a practice-based model of design management education that embraces the collaboration, critique, reflection, and elements of a flipped classroom towards a deep pedagogy of enactment. <i>Theme: Design Education</i></p> <p>Teaching Empathy through Design Milagros Zingoni, <i>Interior Design, Arizona State University, Mesa, USA</i> <i>Overview:</i> This paper describes a teaching pedagogy to expose beginning design student to developing empathy to inform their design proposals. <i>Theme: Design Education</i></p>

Schedule of Sessions

SATURDAY, 04 MARCH

10:25-12:05	PARALLEL SESSIONS
Room 4	<p>Moving Beyond the Classroom: Post-graduation Preparation</p> <p>The Unicorn Designer Dilemma: Rethinking Design Education for the Age of Creative Visionaries Chin-juz Yeh, <i>Communication Design Department, Fashion Institute of Technology, SUNY, New York, USA</i> Prof. Christie Shin, <i>Communication Design, Fashion Institute of Technology, SUNY, New York, USA</i> <i>Overview:</i> The rapid advancement of technology has ignited a creative revolution around the globe. This paper discusses the challenges and introduces successful examples of integrating creativity and technology in college courses. <i>Theme: Design Education</i></p> <p>Designing for Generosity: Exploring the Future of Retail Where Generosity Is the Core of the Brand’s Mission Rebekah Matheny, <i>Design Department, College of Arts and Sciences, Ohio State University, Columbus, USA</i> <i>Overview:</i> This paper explores the pedagogical development of a retail design studio where generosity is at the core of a brand’s mission, addressing the design process and its outcomes. <i>Theme: Design Education</i></p> <p>Survival Kit: Filling the Gap between School and the Real World Doris Palmeros-McManus, <i>Graphic Design, University of the Incarnate Word, San Antonio, USA</i> <i>Overview:</i> This paper discusses the benefits of teaching the business of design to students. <i>Theme: Design Education</i></p> <p>Speed Design or How to Find the Client of Your Dreams Prof. Claudia Scaff, <i>Department of Art and Design, University of North Florida, Jacksonville, USA</i> Douglas Johansen, <i>Department of Marketing and International Business, Davis College of Business, Jacksonville University, Jacksonville, USA</i> <i>Overview:</i> This study investigates the effectiveness of a “speed dating” model between design students and clients, and makes recommendations about how this cross-cultural experience could be used in the classroom. <i>Theme: Design Education</i></p>
Room 5	<p>Colloquium</p> <p>Dis/continuous Design Practices in a Global Village: Global Influences, Local Design Practices Dr. Bahar Mousavi Hejazi, <i>School of Design, Centre for Arts, Design, and Information Technology, George Brown College, Toronto, Canada</i> Dr. Magdalena Sabat, <i>School of Design, Centre for Arts, Design, and Information Technology, George Brown College, Toronto, Canada</i> Sheeraz Wania, <i>School of Design, Centre for Arts, Design, and Information Technology, George Brown College, Toronto, Canada</i> Elise Hodson, <i>School of Design, George Brown College, Toronto, Canada</i> <i>Overview:</i> This colloquium explores global design and local practices in terms of cultural exchanges, visual communication, and place identity. <i>Theme: Special Theme 2017: Design for the Global Village</i></p>
12:05-12:50	LUNCH (FIRST FLOOR)

Schedule of Sessions

SATURDAY, 04 MARCH

12:50-14:30	PARALLEL SESSIONS
Room 1	<p>Creating Meaning: Place and Identity</p> <p>City of You: Rebranding the City of Youngstown, Ohio Robert J Thompson, <i>Department of Art, College of Creative Arts and Communication, Youngstown State University, Youngstown, USA</i> <i>Overview:</i> "The City of You" rebranding initiative was developed by faculty and students at Youngstown State University with the support of a six-figure federal grant from the Economic Development Administration. <i>Theme: Design in Society</i></p> <p>Shaping Identities: The Role of the Emerging Patterns of Khartoum's Contemporary Architecture Malathe Hamid, <i>Faculty of Engineering, Department of Architecture and Built Environment, University of Nottingham, Nottingham, UK</i> Dr. Laura Hanks, <i>Department of Architecture and Built Environment, University of Nottingham, Nottingham, UK</i> Wang Qi, <i>University of Nottingham, Nottingham, UK</i> <i>Overview:</i> My research focuses on the concept of emerging architectural patterns in the contemporary architecture of Khartoum. It explores how they are shaping the current architectural identity of the city. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p> <p>Representational Practices in Urban Design Dr. Lucy Montague, <i>Department of Architecture and 3D Design, School of Art, Design, and Architecture, The University of Huddersfield, Huddersfield, UK</i> <i>Overview:</i> This paper discusses how urban designers graphically represent concepts through images and models, and how this relates to how they think and how it shapes the qualities of actual places. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p>
Room 2	<p>Design Thinking: Cognitive Modes and Learning Styles</p> <p>Design Thinker: Three Cognitive Modes Paul T. Skaggs, <i>Industrial Design Program, School of Technology, College of Engineering, Brigham Young University, Provo, USA</i> <i>Overview:</i> Designers have unique cognitive modes that inform their cognitive abilities or aptitudes. Designers are divergent, visual, and adaptive thinkers and these attributes make them uniquely qualified for design thinking. <i>Theme: Design Education</i></p> <p>Not Thinking on Purpose: The Significance of Low-focus Thinking in Learning to Be a Designer Tara Michelle Winters, <i>Elam School of Fine Arts, University of Auckland, Auckland, New Zealand</i> <i>Overview:</i> I explore the value of low-focus thinking as part of teaching designers how to think, proving significant to connecting things in new and unexpected ways at the heart of creativity. <i>Theme: Design Education</i></p> <p>Coaching Creativity with Design: Deep Reflective Practices Stella Robertson, <i>College of Creative Arts, Massey University, Wellington, New Zealand</i> <i>Overview:</i> "Coaching creative behavior" is a strategy developed to encourage deep learning via metacognition and reflective practices. This learning develops the soft-skills needed by today's designers to lead transformation. <i>Theme: Design Education</i></p>

Schedule of Sessions

SATURDAY, 04 MARCH

12:50-14:30	PARALLEL SESSIONS
Room 3	Human-centered Design Approaches Designing Toys and Play Activities to Stimulate Childhood Social Skills Dr. Leandro Miletto Tonetto, <i>Department of Design, Universidade do Vale do Rio dos Sinos, Porto Alegre, Brazil</i> Anderson Siqueira Pereira, <i>Universidade do Vale do Rio dos Sinos, São Leopoldo, Brazil</i> Katia Bressane, <i>Brazil</i> Djulia Pierozan, <i>Brazil</i> Dr. Silvia Koller, <i>Universidade do Vale do Rio dos Sinos, São Leopoldo, Brazil</i> <i>Overview:</i> Many toys do not stimulate social and emotional development. There are several design opportunities to evoke socially competent behaviors among children, which are explored in this paper. <i>Theme: Design in Society</i> Universal Design Gameplay as a Rehabilitation Tool for Elderly Living Alone with Dementia: Participant Observation and Participatory Design Approach Alex Pui-Yuk King, <i>Department of Design, Faculty of Design and Environment, Technological and Higher Education Institute of Hong Kong, Hong Kong, Hong Kong</i> Prof. Kin Wai Michael Siu, <i>School of Design, Hong Kong Polytechnic University, Hunghom, Hong Kong</i> <i>Overview:</i> Participant observation has been conducted with elderly persons living alone with dementia to investigate their ability to interact with existing gameplay provided by care centers enhancing their cognitive ability. <i>Theme: Design in Society</i> Design Research towards Viable Bus Use for an Aging Population Trygve Faste, <i>Department of Product Design, University of Oregon, Eugene, USA</i> Kiersten Muenchinger, <i>Department of Product Design, University of Oregon, Eugene, USA</i> <i>Overview:</i> This study increases understanding of obstacles that people with impairments in vision, hearing, and/or mobility face in using public bus transportation in order to generate design solutions. <i>Theme: Design in Society</i> The Role of Environmental Psychology in High-rise Buildings Based on Sustainability Dr. Mohammad Mehdi Ghiai, <i>Department of Architecture, Faculty of Art and Architecture, Islamic Azad University, Yadegar-e-Imam Khomeini Branch, Tehran, Iran (Islamic Republic of)</i> <i>Overview:</i> In order to promote the role of environmental psychology, Maslow's pyramid model of needs, ways and strategies are explored. <i>Theme: Architectonic, Spatial, and Environmental Design</i>

Schedule of Sessions

SATURDAY, 04 MARCH

12:50-14:30	PARALLEL SESSIONS
Room 4	<p>Architecture Education and Design</p> <p>Design Process: A Methodology for Integrating Studios and Supporting Courses Prof. Stephanie Travis, <i>Interior Architecture and Design, George Washington University, Washington, USA</i> Prof. Catherine Anderson, <i>Interior Architecture and Design, George Washington University, Washington, USA</i> <i>Overview:</i> This paper describes and illustrates a methodology titled HoLDS (History, Language, Drawing, and Synthesis) for professors to adapt in their curricula to integrate studios and supporting courses. <i>Theme: Design Education</i></p> <p>The Interaction between Design, Body, and Space in Site Specific Performance: The Case of the Play "Proprioception" Dr. Miguel Angel Calvo Salve, <i>School of Architecture, Marywood University, Scranton, USA</i> Dr. Hank Willenbrink, <i>English and Theatre Department, Theatre Program, University of Scranton, Scranton, USA</i> <i>Overview:</i> This paper illustrates how the interaction between architecture and theatre in practice can enable a body and sensory-based design. <i>Theme: Design Education</i></p> <p>Developing an Architect's Tectonic Philosophy through Design Build Pedagogy Asst. Prof. Eric Weber, <i>School of Architecture, University of Nevada - Las Vegas, Las Vegas, USA</i> <i>Overview:</i> This paper explores using design build pedagogy to engage students of architecture in a patient search for their own tectonic philosophy. <i>Theme: Architectonic, Spatial, and Environmental Design</i></p>
Room 5	<p>Teaching Methods and Practices</p> <p>Marking the Unmarkable: Challenging the Traditional Notion of a Process Book Saskia van Kampen, <i>Faculty of Design, OCAD University, Toronto, Canada</i> <i>Overview:</i> We do not believe that the traditional process book supports students in learning the importance of process. Our paper offers an alternative approach and methods of assessment. <i>Theme: Design Education</i></p> <p>Get Real! Using Real-world Projects in Landscape Architecture Design Education: A Service Learning Case Study at Oklahoma State University Qing Lana Luo, <i>Department of Horticulture and Landscape Architecture, Oklahoma State University, Stillwater, USA</i> Prof. Po Siu Hsu, <i>Landscape Architecture Program, Oklahoma State University, Stillwater, USA</i> <i>Overview:</i> This paper examines the benefits and challenges landscape architecture students have through the process of working on real-world projects in design classes. <i>Theme: Design Education</i></p> <p>The Parameters of Design in Letterpress: Limiting the Box J. Suzanne Powney, <i>Department of Art, College of Architecture, Art, and Design, Mississippi State University, Starkville, USA</i> <i>Overview:</i> This paper discusses explorations in letterpress printing and design through expressive manipulation of found materials. <i>Theme: Design Education</i></p> <p>Delivering a Responsive Curriculum for Real-world Design Projects Heather L. Daam, <i>Institute without Boundaries, George Brown College, Toronto, Canada</i> Christopher Pandolfi, <i>Institute without Boundaries, George Brown College, Toronto, Canada</i> <i>Overview:</i> Institute without Boundaries faculty share how they design and implement a responsive design curriculum that tackles global systemic issues through modular courses, team teaching, and real-world clients. <i>Theme: Design Education</i></p>
14:30-14:45	COFFEE BREAK (SECOND FLOOR)

Schedule of Sessions

SATURDAY, 04 MARCH

14:45-16:00	PARALLEL SESSIONS
Room 1	Design Management and Strategies Enhancing User Experience in the Workplace Anjali Bhalodia, <i>Department of Interior Design, School of Family and Consumer Sciences, Texas State University, San Marcos, USA</i> <i>Overview:</i> Studies of user-experience design help enhance brand identity, customer loyalty, and consumer engagement in the built environment and beyond through avenues of programming, business strategies, and communication design. <i>Theme: Design Management and Professional Practice</i> Customer Understanding for the Early Stage of New Service Development: Exploring the Story-based Experience of the Chinese Millennial Generation for Banking Service Strategies Weidan Li, <i>School of Design, Swinburne University of Technology, Melbourne, Australia</i> <i>Overview:</i> This research develops and implements a model of customer understanding for new service development. It uses symbolic interactionism and service design approaches to discover Chinese millennials' living context. <i>Theme: Design in Society</i> Innovating around the Constraints Imposed by Additive Manufacturing Techniques: Making the Impossible Possible Prof. Peter Ford, <i>Design Unit, Design Innovation Research Group, De Montfort University, Leicester, UK</i> <i>Overview:</i> This paper introduces two case studies that illustrate how innovation can be used to "work around" constraints imposed by additive manufacturing techniques in developing technically and aesthetically driven products. <i>Theme: Designed Objects</i>
Room 2	Experiential and Service Learning Embedding Experiential Learning into the Graphic Design Classroom Colleen Comerford, <i>Department of Visual Communication, Hekma School of School of Design and Architecture, Dar Al Hekma University, Jeddah, Saudi Arabia</i> <i>Overview:</i> This paper examines the benefits, challenges, and effectiveness of embedding experiential learning into the undergraduate graphic design classroom within a women's university in Jeddah, Saudi Arabia. <i>Theme: Design Education</i> Recipe for Good: Creativity, Coffee, and Camaraderie Vicki Meloney, <i>Communication Design Department, Kutztown University, Glenside, USA</i> <i>Overview:</i> Graphic design students have the power to make a positive change in the world. Teaching them how to achieve this goal in just twenty-four hours is challenging, inspiring, and invigorating. <i>Theme: Design Education</i> Designing Collaboratively through Social Media: A Miami University Architecture Studio and Syrian Artists of the Za'atari Refugee Camp, Jordan Diane Fellows, <i>Department of Architecture and Interior Design, Miami University, Oxford, USA</i> Joshua Gabbard, <i>Department of Architecture and Interior Design, Miami University, Columbus, USA</i> Chelsea Clark, <i>Department of Architecture and Interior Design, Miami University, Jamesville, USA</i> Sara Musch, <i>Department of Architecture and Interior Design, Miami University, Oxford, USA</i> Elizabeth Clark, <i>Department of Architecture and Interior Design, Miami University, Cleveland, USA</i> Andrew Hubbard, <i>Department of Architecture and Interior Design, Miami University, Indianapolis, USA</i> <i>Overview:</i> A collaboration, through social media, between a Miami University architecture studio and artists of Za'atari Syrian Refugee Camp, Jordan, results in needed shade shelters, transportation, and furniture construction in Za'atari. <i>Theme: Special Theme 2017: Design for the Global Village</i>

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SATURDAY, 04 MARCH

14:45-16:00	PARALLEL SESSIONS
Room 3	Landscape Architecture: Design in Society Healing Garden Design Principles in Hospitals: A Case Study of the West Building at the National Taiwan University Hospital Shu-Wen Chen, <i>Department of Horticulture and Landscape Architecture, National Taiwan University, Taipei, Taiwan</i> Prof. Hui-Mei Chen, <i>Department of Horticulture and Landscape Architecture, National Taiwan University, Taipei, Taiwan</i> <i>Overview:</i> This study explores the healing garden design principles in hospitals for patients of different illness. A case study was conducted to apply the aforementioned principles. <i>Theme: Architectonic, Spatial, and Environmental Design</i> Using Recycled Water Meter Boxes for Water Soundscape Design: An Experiment with Inspiration from the Suikinkutsu Prof. Po Siu Hsu, <i>Landscape Architecture Program, Oklahoma State University, Stillwater, USA</i> Qing Lana Luo, <i>Department of Horticulture and Landscape Architecture, Oklahoma State University, Stillwater, USA</i> <i>Overview:</i> This experiment was undertaken to design a soundscape with waterfalls using the recycled water meter box and covers with inspiration from the Suikinkutsu, an ancient Japanese garden music device. <i>Theme: Designed Objects</i>
Room 4	Design Practice and Community Engagement Walk in My Shoes: Can an Exhibition of Nurses' Shoes and Stories Promote Change in Nurses' Perceptions of Their Peers? Catherine Clarke, <i>Human Resources, Organizational Development, OCAD University, Toronto, Canada</i> <i>Overview:</i> This graduate student research project explores the use of arts-based approaches, highlighting a shoes and personas exhibit as a possible solution to nurse-to-nurse incivility in hospitals. <i>Theme: Design in Society</i> Exploring Education through Technology, Art, and Design Augusto Mari, <i>School of Design, Design Management Program, George Brown College, Toronto, Canada</i> Dr. Bahar Mousavi Hejazi, <i>School of Design, Centre for Arts, Design, and Information Technology, George Broun College, Toronto, Canada</i> <i>Overview:</i> This study uses design-thinking tools, user-centered research, and strategic foresight, developing a framework and development plan for developing and designing "maker's spaces" for non-profit, academic, private sector, and government agencies. <i>Theme: Visual Design</i> The Toronto PATH Wayfinding Ishani Sangal, <i>Design Management Program, School of Design, George Brown College, Toronto, Canada</i> Dr. Bahar Mousavi Hejazi, <i>School of Design, Centre for Arts, Design, and Information Technology, George Broun College, Toronto, Canada</i> <i>Overview:</i> This paper is an overview of the research strategies and tactics learned and practiced in the Design Management Program at George Brown College. <i>Theme: Design in Society</i>
Room 5	Late Additions
16:00-16:10	TRANSITIONAL BREAK
16:10-16:40	SPECIAL EVENT: CLOSING & AWARDS CEREMONY (PLENARY ROOM)



Design Principles & Practices Research Network

Explore the nature, meaning, and
purpose of design

About Design Principles & Practices Research Network

Design Principles & Practices Research Network

This research network is brought together by a shared interest in the processes of design and their conceptual foundations. The research network interacts digitally through social media, as well as through an annual face-to-face conference, a peer-reviewed journal collection, and book series.

Annual Conference

The conference is built upon four key features: Internationalism, Interdisciplinarity, Inclusiveness, and Interaction. Conference delegates include leaders in the field, as well as emerging scholars, who travel to the conference from all corners of the globe and represent a broad range of disciplines and perspectives. A variety of presentation options and session types offer delegates multiple opportunities to engage, to discuss key issues in the field, and to build relationships with scholars from other cultures and disciplines.

Publishing

Research Network members are encouraged to participate by submitting their work for possible publication through our journal and book imprint, serve as associate editors and peer-reviewers, and more. The Design Principles & Practices Journal Collection provides a framework for double-blind peer review, enabling authors to publish into an academic journal of the highest standard. The Design Principles & Practices Book Imprint aims to publish cutting edge books in print and electronic formats. Publication proposal and manuscript submissions are welcome.

Community

The Design Principles & Practices Research Network offers several opportunities for ongoing communication among its members. Any member may upload video presentations based on scholarly work to the research network YouTube channel. Quarterly email newsletters contain updates on conference and publishing activities as well as broader news of interest. Join the conversations on Facebook and Twitter, or explore our new social media platform, **Scholar**.

Themes

Theme 1: Design Education

On learning to become a designer.

- Design thinking: cognitive modes and learning styles
- Design approaches, strategies, methodologies, and tactics
- Problem solving: recognition procedures, hypothesis development, reasoning processes, solution testing
- The meaning of innovation and creativity, in theory and practice
- Residues: learning from our historical and contemporary design experiences
- Cases: empirical studies of design practices
- Professional stances: acquiring the designer's skills, capacities, and attitudes
- Methods of observation, frames of interpretation and criteria for assessment of design
- Grounding theory in the everyday and theorizing the empirical
- Conceiving design: complexity, heterogeneity, and holism
- Design pedagogies: teaching and learning in the design professions
- Science and technological system in design
- Educational designs: teacher as instructional designer
- Designed artifacts and processes as learning experiences
- Design narratives: stories and sense making in the design process
- Points of comparison: precedent, analogy, and metaphor in the design process
- Critical analysis in design evaluation
- History of design
- Instructional design

Themes

Theme 2: Design in Society

On the social sources of design and the social effects of design.

- On the social sources of design and the social effects of design
- Design in social policy, planning, and politics
- Health, safety, and public welfare in design practice
- Design as business
- Markets for design and designing for markets
- Design as a factor of production, an economic force: valuing 'intangibles'
- The design of human systems and cultural processes
- Design without designers: everyday, amateur, organic, and living designs
- Ergonomic design
- Design for diversity: culture, gender, sexual orientation, and disability
- Globalization and the design professions
- Design politics: making technologies, spaces, and institutions more responsive to human needs
- The ends of design: pragmatic, aesthetic, and emancipatory
- The humanistic and the technological: tensions and synergies
- Values, culture, and knowledge systems in design: the role of perspective, subjectivity, and identity
- Ethnography of design
- Universal design and access
- Psychology of design
- Sociology of design
- Cultural studies: difference, diversity, and multiculturalism in design
- Cross-cultural encounters: working on diverse and global design teams
- Niche markets: working with diverse clients and users

Themes

Theme 3: Designed Objects

On the nature and form of the objects of design.

- Industrial, interior, and retail design
- Ergonomics
- Ceramics
- Decorative arts
- Engineering and design
- Fashion, jewelry, and textiles

Theme 4: Visual Design

On representation and communication using the medium of the image.

- Communications and interface design
- Visual arts and fine Arts
- Illustration, graphic design, and typography
- Photography, film, and video
- Technical communications and telecommunications design
- Digital, internet, and multimedia design
- Animation
- Communications designs and knowledge media
- Digital, software, and social media design
- Virtual product development
- Designing information systems and architectures
- Copyright, patents, and other intellectual property: proprietary and in the commons, commercial and in the public domain
- Synesthesia or crossing representational modes: language, image, space, and medium
- Modeling and representation: graphic, symbolic, logical, and mathematical
- Computer simulations and computational tools: conceiving new objects and spaces

Themes

Theme 5: Design Management and Professional Practice

On the organization of design, design work, and design as a professional practice.

- People and artifacts: exploring uses and usability
- Designing design: from conceptualization to specification
- Multidisciplinary and cross-professional approaches to design
- Professionalism and its trajectories: narrowing specialisms or multiskilling?
- Evaluation, judgment, and decision-making in complex contexts
- Working with research and researchers: design practitioners as researchers or users of research
- The business of speed: the economics and pragmatics of rapid delivery and design alongside construction
- The logics of collaboration: interactivity, responsiveness, and reflexivity in communities of practice
- Co-design: designing with users
- Public and professional understandings of the role of the designer
- The democratization of design and public accountability: consultation and consensus building
- Evolutionary design: collaborations over time
- Expertise as facilitation: designers who know what they might not know
- Participatory design systems
- Project management methodologies and processes
- Design 'projects': planning, management, and project afterlife
- User-centered design and the changing role of the designer
- Close to customers: design as dialogue
- Client-centered project management
- Common knowledge: sharing insights, research, theories, and designs in communities of practice
- Design evaluation: working out what works
- Scenario planning: designing for alternative futures
- Making and breaking codes: regulation in the design industries

Themes

- Legal aspects of design: risk management, documentation, compliance, regulation, and contractual relations
- Professional communities; issues of (self-)governance and (de)regulation
- Professional ethics
- Documenting the design process: methodologies, heuristics, and routines
- Product and service typologies, schemas, ontologies, and thesauri
- Design knowledge management

Theme 6: Architectonic, Spatial, and Environmental Design

On building design, landscape design, and sustainable design practices.

- Architecture
- Urban planning
- Landscape architecture
- Event design
- Interaction design
- Lighting design
- Theater and set design
- Sustainability: design in an environmental, economic, social, and cultural setting
- Eco design: environmental and green design
- Environmental standards and regulations
- Environmental certifications
- Energy use and environmental footprints
- Water and natural resource use
- Life cycles: designing products and services for the longer term
- Recycling
- Sustainability built in: working with scientists, social scientists, and economists
- Metropolis: cross-disciplinary perspectives on cities of the future
- Nature designed: parks and wilderness access
- Rural designs

Scope and Concerns

Design Practices

The business of design is in a state of flux. The roles, the tasks, and the personae of designers are changing.

No longer the technical expert, the heroic aesthete or the inspired individual of our earlier modern past, the contemporary designer draws upon dispersed sources of creativity and innovation. Collaboration, today, is key. For design practitioners, a central paradox of our times is the increasing specialization, on the one hand, but on the other, the need for more broad-ranging and holistic integration of design tasks, working between and across design disciplines. Design is becoming an ever-more social, indeed sociable, process.

The imperative to collaborate, moreover, extends well beyond the domain of professional interaction and working in design teams. It also extends to the relationship with the users, clients and consumers of design. Designers today need to build deeply collaborative relationships with their 'public'. Participatory design and user-centered design are just two key phrases that capture the spirit of this imperative.

Broadly speaking, the balance of design agency is shifting from the all-knowing designer who creates things that are good for passively grateful consumers, to a dialogue which involves more careful and systematic processes of user consultation, research, co-design, testing, evaluation and continuous redesign. The emerging design democracy turns the designer into conversationalist, facilitator, mentor and pedagogue. As a consequence, the legacy self-understanding of the designer as artist, technocrat and expert is thrown into question. The new politics of design plays through tensions between historical roles and contemporary expectations. Along the way, what's lost and what's gained? What is inherently difficult about the new designer-user relations, and what is intrinsically liberating?

As soon as the balance of agency shifts, a polymorphous, polyvalent social world presents itself. 'Any color you like, as long as it's black', said the heroic Henry Ford, who conveniently assumed that every consumer in his mass market had identical needs and interests. But as soon as you start talking niche markets, usability and customization, you discover diversity in an ever more dazzling range of hues and shades—local and global, of different abilities and disabilities, of ages and cultures and genders and affinities. The paradox of today's design democracy is that designing for everybody means designing for many different interests and uses.

Then there are some new lines of social insistence: that designers work to objectives of sustainability, access, safety and the social good. These are matters of increasingly intricate regulation and compliance. Or, if you will internalize these insistences, they become matters of self-regulating professional ethics.

Scope and Concerns

These are some of the things that are, quite simply, changing the job of being an architect, urban planner, industrial designer, engineer, visual designer, web designer, knowledge manager, communications or media designer, fashion designer, usability researcher or instructional designer – to name just a few of the design vocations.

Design Modalities

Design's modalities are also in a state of flux, its working tools of representation, communication, visualization, and imagination.

Digitization of text, sound, and still and moving image is one important site of transition. This has spawned new practices of modeling and simulation, of prefiguring the real in the virtual. It has also introduced the virtual as a design end-in-itself.

The result is a new multimodality and synesthesia. Design conceptualization requires that designers move between modalities of language, image, sound, space, touch and gesture. The meaning of their design might be articulated one way, then another, or all at one time in a deeply integrated process of synesthesia.

Designers need to be able to 'do' a multimodal professional design discourse. They must speak and write their way through complex collaborations with co-designers and interactions with users. They need to be able to 'do' visualization as they explore design alternatives through mental images and picture their visions into reality.

They need to be able to represent spatial realities, prefiguring the three dimensional through the two dimensional and turning plans into tactile artifacts, manipulable objects, architectural spaces and navigable landscapes. The new, digital media provide newly flexible and accessible tools for multimodal and synaesthetic thinking. Today's media inventions have become the mothers of design necessity.

Such innovation is not simply for innovation's sake. It is also for the most practical of reasons. There is an increasing need to document for the purposes of planning and project management, regulation and compliance, risk assessment and risk management, and project specification and contractual clarity.

Scope and Concerns

Design Principles

So, what is this thing design? What is the design of something? And what does it mean to 'do' design?

The word 'design' has this fortuitous double meaning, simultaneously describing intrinsic structure and the willful act of making. Design is at once morphology and construction.

Morphology: design is inherent, whether its sources be organic, unconscious, common sense or the carefully premeditated product of the professional work of the designer. Design in this sense is structure, form and function.

Construction: design is also an act, a manifestation of agency, a process of transformation. The narrative of design runs like this: take the available designs in the world, inherent to found objects, architectures, landscapes, processes, human relationships, cultures. Then engage in the act of designing, or rework and revoice these designs. This is never just a business of reproduction and replication. It always involves an injection of the designer's social interests and cultural experiences—their subjectivity and identity, no less. The residue, as the narrative draws to a momentary close, is the world transformed, no matter in how small a way.

But the world is never quite the same again, and the redesigned is returned to the world. Design agency traces of transformation that join the repertoire of available designs—new openings to new design narratives.

Such a view contrasts with older understandings of design in which designers were passive recipients of expert routines. Their apprenticeship into professional practice had led them to learn to reproduce received, sanctioned and authoritative design forms. This may have been appropriate for a world that set store on stability and uniformity.

But today's world is a place of change and diversity. Designing, in a dynamic, transformative sense, can be enabling, even emancipatory. It is a process of changing the world.

In this spirit, the Design Conference, the Design Journals, the Design Principles & Practices Book Imprint and the Design News Blog move between theoretical reflection on the nature of design and case studies of design practice, and from research-based perspectives to the experience-based perspectives of design insiders.

Network Membership

About

The Design Principles & Practices Research Network is dedicated to the concept of independent, peer-led groups of scholars, researchers, and practitioners working together to build bodies of knowledge related to topics of critical importance to society at large. Focusing on the intersection of academia and social impact, the Design Principles & Practices Research Network brings an interdisciplinary, international perspective to discussions of new developments in the field, including research, practice, policy, and teaching.

Membership Benefits

As a Design Principles & Practices Research Network member you have access to a broad range of tools and resources to use in your own work:

- Digital subscription to the Design Principles & Practices Journal Collection for one year.
- Digital subscription to the book imprint for one year.
- One article publication per year (pending peer review).
- Participation as a reviewer in the peer review process, with the opportunity to be listed as an Associate Editor.
- Subscription to the research network e-newsletter, providing access to news and announcements for and from the research network.
- Option to add a video presentation to the research network YouTube channel.
- Free access to the **Scholar** social knowledge platform, including:
 - Personal profile and publication portfolio page
 - Ability to interact and form communities with peers away from the clutter and commercialism of other social media
 - Optional feeds to Facebook and Twitter
 - Complimentary use of **Scholar** in your classes—for class interactions in its Community space, multimodal student writing in its Creator space, and managing student peer review, assessment, and sharing of published work.

Engage in the Research Network

Present and Participate in the Conference

You have already begun your engagement in the research network by attending the conference, presenting your work, and interacting face-to-face with other members. We hope this experience provides a valuable source of feedback for your current work and the possible seeds for future individual and collaborative projects, as well as the start of a conversation with research network colleagues that will continue well into the future.

Publish Journal Articles or Books

We encourage you to submit an article for review and possible publication in the journal. In this way, you may share the finished outcome of your presentation with other participants and members of the research network. As a member of the research network, you will also be invited to review others' work and contribute to the development of the research network knowledge base as an Associate Editor. As part of your active membership in the research network, you also have online access to the complete works (current and previous volumes) of the journal and to the book imprint. We also invite you to consider submitting a proposal for the book imprint.

Engage through Social Media

There are several ways to connect and network with research network colleagues:

- Email Newsletters: Published quarterly, these contain information on the conference and publishing, along with news of interest to the research network. Contribute news or links with a subject line 'Email Newsletter Suggestion' to support@designprinciplesandpractices.com.
- **Scholar:** Common Ground's path-breaking platform that connects academic peers from around the world in a space that is modulated for serious discourse and the presentation of knowledge works.
- Facebook: Comment on current news, view photos from the conference, and take advantage of special benefits for research network members at: <https://www.facebook.com/DesignPrinciplesAndPractices>.
- Twitter: Follow the research network @designpap and talk about the conference with #DPP17.
- YouTube Channel: View online presentations or contribute your own at <http://cgnetworks.org/support/uploading-your-presentation-to-youtube>.

www.facebook.com/DesignPrinciplesAndPractices
@designpap
#DPP17

International Advisory Board

The principal role of the Advisory Board is to drive the overall intellectual direction of the Design Principles & Practices Research Network and to consult on our foundational themes as they evolve along with the currents of the field. Board members are invited to attend the annual conference and provide important insights on conference development, including suggestions for speakers, venues, and special themes.

We are grateful for the continued service and support of the following world-class scholars and practitioners.

- Genevieve Bell, Intel Corporation, Santa Clara, USA
- Michael Biggs, University of Hertfordshire, Hertfordshire, UK
- Jeanette Blomberg, IBM Almaden Research Center, San Jose, USA
- Patrick Dillon, Exeter University, Exeter, UK
- Michael Gibson, University of North Texas, Denton, USA
- Loredana Di Lucchio, Sapienza Università di Roma, Rome, Italy
- Jorge Frascara, Emily Carr University of Art and Design, Vancouver, Canada
- Judith Gregory, IIT Institute of Design, Chicago, USA; University of Oslo, Oslo, Norway
- Christian Guellerin, L'École de design Nantes Atlantique, Nantes, France
- Tracy S. Harris, The American Institute of Architects, Washington, D.C., USA
- Clive Holtham, City of London University, London, UK
- Lorenzo Imbesi, Sapienza University of Rome, Rome, Italy
- Hiroshi Ishii, MIT Media Lab, Cambridge, USA
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International Advisory Board

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Scholar

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Create Your Academic Profile and Connect to Peers

Developed by our brilliant Common Ground software team, **Scholar** connects academic peers from around the world in a space that is modulated for serious discourse and the presentation of knowledge works.

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- Joining a research network with a thematic or disciplinary focus.
- Establishing a new research network relevant to your field.
- Creating new academic work in our innovative publishing space.
- Building a peer review network around your work or courses.

Scholar Quick Start Guide

1. Navigate to <http://cgscholar.com>. Select [Sign Up] below "Create an Account".
2. Enter a "blip" (a very brief one-sentence description of yourself).
3. Click on the "Find and join communities" link located under the YOUR COMMUNITIES heading (On the left hand navigation bar).
4. Search for a research network to join or create your own.

Scholar

Scholar Next Steps – Build Your Academic Profile

- **About:** Include information about yourself, including a linked CV in the top, dark blue bar.
- **Interests:** Create searchable information so others with similar interests can locate you.
- **Peers:** Invite others to connect as a peer and keep up with their work.
- **Shares:** Make your page a comprehensive portfolio of your work by adding publications in the Shares area - be these full text copies of works in cases where you have permission, or a link to a bookstore, library or publisher listing. If you choose Common Ground's hybrid open access option, you may post the final version of your work here, available to anyone on the web if you select the 'make my site public' option.
- **Image:** Add a photograph of yourself to this page; hover over the avatar, and click the pencil/edit icon to select.
- **Publisher:** All Common Ground Research Network members have free access to our peer review space for their courses. Here they can arrange for students to write multimodal essays or reports in the Creator space (including image, video, audio, dataset or any other file), manage student peer review, co-ordinate assessments, and share students' works by publishing them to the Community space.

Scholar

A Digital Learning Platform

Use Scholar to Support Your Teaching

Scholar is a social knowledge platform that transforms the patterns of interaction in learning by putting students first, positioning them as knowledge producers instead of passive knowledge consumers. **Scholar** provides scaffolding to encourage making and sharing knowledge drawing from multiple sources rather than memorizing knowledge that has been presented to them.

Scholar also answers one of the most fundamental questions students and instructors have of their performance, “How am I doing?” Typical modes of assessment often answer this question either too late to matter or in a way that is not clear or comprehensive enough to meaningfully contribute to better performance.

A collaborative research and development project between Common Ground and the College of Education at the University of Illinois, **Scholar** contains a research network space, a multimedia web writing space, a formative assessment environment that facilitates peer review, and a dashboard with aggregated machine and human formative and summative writing assessment data.

The following **Scholar** features are only available to Common Ground Research Network members as part of their membership. Please email us at support@cgscholar.com if you would like the complimentary educator account that comes with participation in a Common Ground conference.

- Create projects for groups of students, involving draft, peer review, revision, and publication.
- Publish student works to each student’s personal portfolio space, accessible through the web for class discussion.
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Scholar is a generation beyond learning management systems. It is what we term a Digital Learning Platform— it transforms learning by engaging students in powerfully horizontal “social knowledge” relationships.

For more information, visit: <http://knowledge.cgscholar.com>.



Design Principles & Practices Journal Collection

Aiming to create an intellectual frame
of reference for interdisciplinary
conversations on the role of the
design in society

About the Journal Collection

About

The Design Principles & Practices Collection is a site of discussion exploring the meaning and purpose of 'design,' as well as speaking in grounded ways about the task of design and the use of designed artifacts. The resulting conversations weave between the theoretical and the empirical, research and application, market pragmatics and social idealism.

In professional and disciplinary terms, the journals in the Design Principles & Practices Collection traverse a broad sweep to construct a transdisciplinary dialogue which encompasses the perspectives and practices of: anthropology, architecture, art, artificial intelligence, business, cognitive science, communication studies, computer science, cultural studies, design studies, education, e-learning, engineering, ergonomics, fashion, graphic design, history, information systems, industrial design, industrial engineering, instructional design, interior design, interaction design, interface design, journalism, landscape architecture, law, linguistics and semiotics, management, media and entertainment, psychology, sociology, software engineering, technical communication, telecommunications, urban planning, and visual design.

Founded: 2006

Publication Frequency: Quarterly (March, June, September, December)

Collection Editors:



Lorenzo Imbesi,
Sapienza Università di Roma,
Italy



Loredana Di Lucchio,
Sapienza Università di Roma,
Italy

About the Journal Collection

Associate Editors:

Articles published in the Design Principles & Practices Journal Collection are peer reviewed by scholars who are active members of the Design Principles & Practices Research Network. Reviewers may be past or present conference delegates, fellow submitters to the collection, or scholars who have volunteered to review papers (and have been screened by Common Ground's editorial team). This engagement with the research network, as well as Common Ground's synergistic and criterion-based evaluation system, distinguishes the Design Principles & Practices Collection's peer review process from journals that have a more top-down approach to refereeing. Reviewers are assigned to papers based on their academic interests and scholarly expertise. In recognition of the valuable feedback and publication recommendations that they provide, reviewers are acknowledged as Associate Editors in the volume that includes the paper(s) they reviewed. Thus, in addition to the Design Principles & Practices Journal Collection's Editors and Advisory Board, the Associate Editors contribute significantly to the overall editorial quality and content of the collection.

Collection Titles



Design Principles and Practices: An International Journal – Annual Review

ISSN: 1833-1874

DOI: 10.18848/1833-1874/CGP

Indexing: Art Abstracts (EBSCO), Art Index (EBSCO), Art Full Text (EBSCO), Art Source (EBSCO), EBSCO Polytechnic Studies Collection: India, Genamics Journal Seek, Scopus, The Australian Research Council (ERA), Ulrich's Periodicals Directory

About: Design Principles and Practices: An International Journal - Annual Review consists only of articles considered to be of wide interest across the design field, selected by our editorial team. Candidates for inclusion in this survey journal include works by invited contributors, papers offered by plenary speakers at the conference, and top-ranked articles selected from thematic journal submissions for their wide applicability and interest across the field.



The International Journal of Architectonic, Spatial, and Environmental Design

ISSN: 2325-1662 (print) | 2325-1670 (online)

DOI: 10.18848/2325-1662/CGP

Indexing: Art Source (EBSCO), Genamics Journal Seek, Scopus, Ulrich's Periodicals Directory

About: The International Journal of Architectonic, Spatial, and Environmental Design primary interests are in building design, landscape design, and sustainable design practices. As well as papers of a traditional scholarly type, this journal invites presentations of practice—including experimental forms of documentation and exegeses that can be interrogated with equal validity through a process of academic peer review. For instance, this might take the form of a series of images and plans, with explanatory notes that articulate with other, significantly similar or different—and explicitly referenced—places, sites, or material objects.

Collection Titles



The International Journal of Design Education

ISSN: 2325-128X (print) | 2325-1298 (online)

DOI: 10.18848/2325-128X/CGP

Indexing: Art Source (EBSCO), Genamics Journal Seek, Scopus, Ulrich's Periodicals Directory

About: The International Journal of Design Education explores aspects of learning to become a designer and to develop modes of “design thinking”. It explores design strategies, methodologies, and tactics. It analyzes forms of professional stance. And it examines pedagogies of engagement with design purposes, designed objects, and design.



The International Journal of Design in Society

ISSN: 2325-1328 (print) | 2325-1360 (online)

DOI: 10.18848/2325-1328/CGP

Indexing: Art Source (EBSCO), Genamics Journal Seek, Scopus, Ulrich's Periodicals Directory

About: The International Journal of Design in Society interrogates the social sources and social effects of design. Focal points of interest include design policy, the human impacts of design, design values, and design business.

Collection Titles



The International Journal of Design Management and Professional Practice

ISSN: 2325-162X (print) | 2325-1638 (online)

DOI: 10.18848/2325-162X/CGP

Indexing: Art Source (EBSCO), Genamics Journal Seek, Scopus, Ulrich's Periodicals Directory

About: The International Journal of Design Management and Professional Practice explores the organization of design, design work, and design as a professional practice.



The International Journal of Designed Objects

ISSN: 2325-1379 (print) | 2325-1395 (online)

DOI: 10.18848/2325-1379/CGP

Indexing: Art Source (EBSCO), Genamics Journal Seek, Scopus, Ulrich's Periodicals Directory

About: The International Journal of Designed Objects examines the nature and forms of the objects of design, including the products of industrial design, fashion, interior design, and other design practices.



The International Journal of Visual Design

ISSN: 2325-1581(print) | 2325-159X (online)

DOI: 10.18848/2325-1581/CGP

Indexing: Art Source (EBSCO), Genamics Journal Seek, Scopus, Ulrich's Periodicals Directory

About: The International Journal of Visual Design explores processes and practices of representation and communication using the medium of the image. Areas of interest include communications design, visual arts, illustration, photography, film and video, graphic design, typography, interface design, internet design, animation, and computer simulations.

Article Submission Process and Timeline

Below, please find step-by-step instructions on the journal article submission process:

1. Submit a conference presentation proposal.
2. Once your conference presentation proposal has been accepted, you may submit your article by clicking the “Add a Paper” button on the right side of your proposal page.
3. Once your article is received, it is verified against template and submission requirements. If your article satisfies these requirements, your identity and contact details are then removed, and the article is matched to two appropriate referees and sent for review. You can view the status of your article at any time by logging into your CGPublisher account at www.CGPublisher.com.
4. When both referee reports are uploaded, and after the referees’ identities have been removed, you will be notified by email and provided with a link to view the reports.
5. If your article has been accepted, you will be asked to accept the Publishing Agreement and submit a final copy of your article. If your paper is accepted with revisions, you will be required to submit a change note with your final submission, explaining how you revised your article in light of the referees’ comments. If your article is rejected, you may resubmit it once, with a detailed change note, for review by new referees.
6. Once we have received the final submission of your article, which was accepted or accepted with revisions, our Publishing Department will give your article a final review. This final review will verify that you have complied with the Chicago Manual of Style (16th edition), and will check any edits you have made while considering the feedback of your referees. After this review has been satisfactorily completed, your paper will be typeset and a proof will be sent to you for approval before publication.
7. Individual articles may be published “Web First” with a full citation. Full issues follow at regular, quarterly intervals. All issues are published 4 times per volume (except the annual review, which is published once per volume).

Article Submission Process and Timeline

Submission Timeline

You may submit your article for publication to the journal at any time throughout the year.

The rolling submission deadlines are as follows:

- Submission Round 1 – 15 January
- Submission Round 2 – 15 April
- Submission Round 3 – 15 July
- Submission Round 4 (final) – 15 October

Note: If your article is submitted after the final deadline for the volume, it will be considered for the following year's volume. The sooner you submit, the sooner your article will begin the peer review process. Also, because we publish "Web First," early submission means that your article may be published with a full citation as soon as it is ready, even if that is before the full issue is published.

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Common Ground Open

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The Design Principles and Practices Journal Collection presents an annual International Award for Excellence for new research or thinking in the area of design. All articles submitted for publication in the Design Principles and Practices Collection are entered into consideration for this award. The review committee for the award is selected from the International Advisory Board for the Design Principles and Practices Conference. The committee selects the winning article from the ten highest-ranked articles emerging from the review process and according to the selection criteria outlined in the reviewer guidelines.

Award Winners, Volume No. 10

Catherine Normoyle and Cotter Christian

For the Article

A Catalyst for Change: Understanding Characteristics of Citizen-driven Placemaking Endeavors Across Diverse Communities

Abstract

Citizen-driven placemaking is a category of placemaking where residents of a community take ownership of an unused, inauthentic, or transient public space and repurpose it for their own benefit or need. This category implements a tactical, do-it-yourself approach that is often an unsanctioned hack of space, including a range of space interventions from temporary to semi-permanent installations, activities, and other ephemeral occupations. These placemaking endeavors provide an opportunity for citizens to be activists in their community, creating meaningful places driven by their needs rather than government agencies or developers. In this paper, we consider the concept of place and identify key characteristics of placemaking to define citizen-driven placemaking. Through analysis of four case studies, we reveal elements such as impetus, intention, execution, and results of citizen-driven placemaking endeavors to understand how these different examples create a unique sense of place. By considering some of the approaches of these endeavors, we recognize challenges associated with the topic such as issues of subjectivity, legality, capital, and continuity. In conclusion, we identify core commonalities that may enable successful endeavors, establishing it as an often positive catalyst for greater change in the development of place for diverse communities.

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Design Principles & Practices Book Imprint

Aiming to set new standards in
participatory knowledge creation
and scholarly publication

Call for Books

Common Ground is setting new standards of rigorous academic knowledge creation and scholarly publication. Unlike other publishers, we're not interested in the size of potential markets or competition from other books. We're only interested in the intellectual quality of the work. If your book is a brilliant contribution to a specialist area of knowledge that only serves a small intellectual research network, we still want to publish it. If it is expansive and has a broad appeal, we want to publish it too, but only if it is of the highest intellectual quality.

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- Author bio note(s)
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- Manuscript submission date

Proposals can be submitted by email to books@cgnetworks.org. Please note the book imprint to which you are submitting in the subject line.

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Common Ground recognizes the important role of reviewers by acknowledging book reviewers as members of the Editorial Review Board for a period of at least one year. The list of members of the Editorial Review Board will be posted on our website.

If you would like to review book manuscripts, please send an email to books@cgnetworks.org with:

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- A copy of your CV with current contact details

If we feel that you are qualified and we require refereeing for manuscripts within your purview, we will contact you.

Selection of Books



Information Design as Principled Action: Making Information Accessible, Relevant, Understandable, and Usable

Jorge Frascara (ed.)

Information design empowers people to attain their goals. It is centered on users, based on evidence, and oriented to results. It contributes to a vast range of activities that people engage with every day, from simple things such as understanding phone bills or operating a washing machine, to more complex ones such as managing emergency response web based systems, controlling a power plant, or flying an airliner. Good quality information design facilitates these tasks.

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In business, government, or education we live constantly challenged by the volume of information flow. This book demonstrates how leaders in the field make information attractive, accessible, understandable, and usable.

Editor Bio:

Jorge Frascara is professor emeritus, University of Alberta, honorary professor, Emily Carr University, advisor to the PhD program in the science of design, University IUAV of Italy, former president of Icograda, and former convener of an ISO Working Group on graphic symbols. He is fellow of the Society of Graphic Designers of Canada, and member of the editorial boards of Information Design Journal, Visible Language and Design Issues. He has published nine books, including Communication Design, Design and the Social Sciences, User Centred Graphic Design and Designing Effective Communications, as well as more than 50 articles. He now lives in Vancouver, Canada, working and researching on information design for the health sector.

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designprinciplesandpractices.com

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Notes



Conference Calendar 2017–2018



Second International Conference on Tourism & Leisure Studies

UBC Robson Square
Vancouver, Canada | **6–7 April 2017**
www.tourismandleisurestudies.com/2017-conference



Seventh International Conference on Religion & Spirituality in Society

Imperial College London
London, UK | **17–18 April 2017**
www.religioninsociety.com/2017-conference



Seventeenth International Conference on Knowledge, Culture, and Change in Organizations

Charles Darwin University
Darwin, Australia | **20–21 April 2017**
www.organization-studies.com/2017-conference



Ninth International Conference on Climate Change: Impacts & Responses

Anglia Ruskin University
Cambridge, UK | **21–22 April 2017**
www.on-climate.com/2017-conference



Seventh International Conference on The Constructed Environment

International Cultural Centre
Krakow, Poland | **25–26 May 2017**
www.constructedenvironment.com/2017-conference



Thirteenth International Conference on Technology, Knowledge & Society

University of Toronto
Toronto, Canada | **26–28 May 2017**
www.techandsoc.com/2017-conference



Tenth International Conference on e-Learning & Innovative Pedagogies

University of Toronto
Toronto, Canada | **27 May 2017**
www.ubi-learn.com/2017-conference



Tenth Global Studies Conference

National University of Singapore
Singapore | **8–9 June 2017**
www.onglobalization.com/2017-conference

Conference Calendar 2017–2018



Twelfth International Conference on The Arts in Society

Pantheon-Sorbonne University
Paris, France | **14–16 June 2017**
www.artsinsociety.com/2017-conference



Fifteenth International Conference on New Directions in the Humanities

Imperial College London
London, UK | **5–7 July 2017**
www.thehumanities.com/2017-conference



Fifteenth International Conference on Books, Publishing & Libraries

Imperial College London
London, UK | **7 July 2017**
www.booksandpublishing.com/2017-conference



Eighth International Conference on Sport & Society

Imperial College London
London, UK | **10–11 July 2017**
www.sportandsociety.com/2017-conference



Twenty-fourth International Conference on Learning

University of Hawaii at Manoa
Honolulu, USA | **19–21 July 2017**
www.thelearner.com/2017-conference



Twelfth International Conference on Interdisciplinary Social Sciences

International Conference Center
Hiroshima, Japan | **26–28 July 2017**
www.thesocialsciences.com/2017-conference



Seventeenth International Conference on Diversity in Organizations, Communities & Nations

University of Toronto – Chestnut Conference Centre
Toronto, Canada | **26–28 July 2017**
www.ondiversity.com/2017-conference



Tenth International Conference on the Inclusive Museum

University of Manchester
Manchester, UK | **15–17 September 2017**
www.onmuseums.com/2017-conference

Conference Calendar 2017–2018



Seventh International Conference on Health, Wellness & Society

University of Denver

Denver, USA | **5–6 October 2017**

www.healthandsociety.com/2017-conference



Seventh International Conference on Food Studies

Roma Tre University

Rome, Italy | **26–27 October 2017**

www.food-studies.com/2017-conference



Eighth International Conference on The Image

Venice International University

Venice, Italy | **31 Oct.–1 November 2017**

www.ontheimage.com/2017-conference



Aging & Society: Seventh Interdisciplinary Conference

University of California at Berkeley

Berkeley, USA | **3–4 November 2017**

www.agingandsociety.com/2017-conference



Second International Conference on Communication & Media Studies

UBC Robson Square

Vancouver, Canada | **16–17 November 2017**

www.oncommunicationmedia.com/2017-conference



Fourteenth International Conference on Environmental, Cultural, Economic & Social Sustainability

The Cairns Institute, James Cook University

Cairns, Australia | **17–19 January 2018**

www.onsustainability.com/2018-conference



Fourteenth International Conference on Technology, Knowledge & Society

St John's University, Manhattan Campus

New York, USA | **1–2 March 2018**

www.techandsoc.com/2018-conference



Eleventh International Conference on e-Learning & Innovative Pedagogies

St John's University, Manhattan Campus

New York, USA | **2–3 March 2018**

www.ubi-learn.com/2018-conference

Conference Calendar 2017–2018



Eighteenth International Conference on Knowledge, Culture, and Change in Organizations

University of Konstanz

Konstanz, Germany | **22–23 March 2018**

www.organization-studies.com/2018-conference



Eighth International Conference on Religion & Spirituality in Society

University of California at Berkeley

Berkeley, USA | **17–18 April 2018**

www.religioninsociety.com/2018-conference



Tenth International Conference on Climate Change: Impacts & Responses

University of California at Berkeley

Berkeley, USA | **20–21 April 2018**

www.on-climate.com/2018-conference



Eighth International Conference on The Constructed Environment

Wayne State University

Detroit, USA | **24–25 May 2018**

www.constructedenvironment.com/2018-conference



Thirteenth International Conference on Interdisciplinary Social Sciences

University of Granada

Granada, Spain | **25–27 July 2018**

www.thesocialsciences.com/2018-conference



Eleventh Global Studies Conference

University of Granada

Granada, Spain | **29–30 July 2018**

www.onglobalization.com/2018-conference



**5–7 March
2018**

**ELISAVA Barcelona
School of Design
and Engineering
Barcelona, Spain**

Twelfth International Conference on **Design Principles & Practices**

Founded in 2007, the International Conference on Design Principles & Practices offers an interdisciplinary forum to explore the meaning and purpose of design. In professional and disciplinary terms, the network traverses a broad sweep to construct a trans-disciplinary dialogue, which encompasses a wide array of design paradigms and practices.

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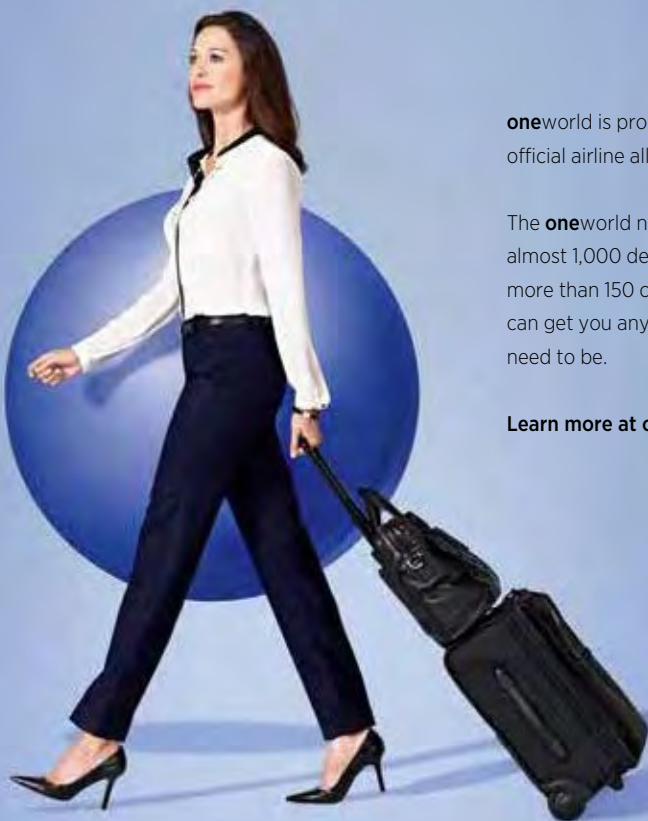
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