WEDNESDAY, 07 JULY

9:00 OPENING SESSION AND WELCOME ADDRESS Amphi 1
9:15 KEYNOTE 1 Amphi 1
   Improving Design Without Destroying It
   Erik Stolterman
10:00 COFFEE BREAK
10:30 PARALLEL SESSIONS

Collaboration 1 Amphi 1
124 L'utilisation du geste dans des réunions de conception architecturale
    Visser, Willemien
075 An Investigation into Features of Design Thinking in Fast Moving
    Consumer Goods Brand Development: Integration and Collaboration
    Lee, Younjoon
036 Ultra Low-carbon Vehicles: New Parameters for Automotive Design
    Conti, Matteo
044 Caractérisation des activités collectives réunissant designers et
    chercheurs
    Gault, Clément
Design Practice 1 Amphi 2
130 Insights Into Insight – How do In-vitro Studies of Creative Insight Match
    the Real-world Complexity of In-vivo Design Processes?
    Wiltschnig, Stefan; Onarheim, Balder
079 Perspectives on Critical Design: a Conversation with Ralph Ball
    and Maxine Naylor
    Malpass, Matthew
086 The Construction of Complexity in Design and Public Policy Contexts
    Meierling, Chris
030 The Success of Designer-producers in Québec
    Desrosiers, André

12:30 CATERED LUNCH

PARALLEL SESSIONS

Design Methods 1 Amphi 1
004 Emergences du design et complexité sémantique des sextoys
    Cardoso, Stéphanie
064 Knowledge Transfer from Designers to Home Crafts Makers: Negotiating
    Methods to Study Actions in Context
    Kaya, Cigdem
099 Understanding Team Design Communication through
    the Designer’s Eye: a Descriptive-Analytic Approach
    Rapanta, Chrysi
092 Transitions Heuristics in the Pursuit of Well-being: Situating Interactive
    Products and Services in Transitions
    Ozenc, Fatih Kursat
Design Practice 2 Amphi 2
140 Integral Design Method in the Context of Sustainable Building Design
    Zeiler, Wim
133 Pupil Participation in School Design
    Woodcock, Andrée
077 Consultancy Designer Involvement in New Product Development in
    Mature Product Categories: Who Leads, the Designer or the Marketer?
    Maciver, Fiona; O’Driscoll, Aidan
Design and Society 1 Room 4.1
010 Dis/Ability teaches Design!
    Bieling, Tom
134 Cultural Appropriation in Design and The ‘Cipher’
    Yagiz, Burcu
054 Design Education as a Practice of Affiliation: Facilitating Dialogue
    Between Developed and Developing Nations
    Harland, Robert; Loschiavo Dos Santos, Maria Cecilia
121 Is Systemic Design the Next Big Thing for the Design Profession?
    Valtonen, Anna
Project Grounded Research 1 Room 3.1
057 Far Beyond Dualisms in Methodology: An Integrative Design Research
    Medium “MAPS”
    Jonas, Wolfgang; Chow, Rosan
089 Set in Concrete? Crafting Innovation
    Morrow, Ruth
013 Barrier Analysis as a Design Tool in Complex Safety Critical Systems
    Blomkvist, Johan
072 Transformative Design: From Consultant to Clinician
    King, Ben; Logan, Heather
<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
<th>Location</th>
<th>Room</th>
<th>Title</th>
<th>Speakers</th>
</tr>
</thead>
<tbody>
<tr>
<td>15:30</td>
<td>COFFEE BREAK</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16:00</td>
<td>PARALLEL SESSION</td>
<td></td>
<td></td>
<td>Design Process 1 Amphi 1</td>
<td></td>
</tr>
<tr>
<td>011</td>
<td>Dynamique forme-lumière : Un processus de création et d’analyse de l’espace architectural par modèles maquettes/images</td>
<td></td>
<td></td>
<td>Biron, Karole</td>
<td></td>
</tr>
<tr>
<td>056</td>
<td>The Inclusive Incapability-Culture-Economy Cube: A design Framework for Complex Barriers</td>
<td></td>
<td></td>
<td>Israsena, Praima</td>
<td></td>
</tr>
<tr>
<td>053</td>
<td>Understanding Senior Design Students’ Product Conceptual Design Activities: A Comparison Between Industrial and Engineering Design Students</td>
<td></td>
<td></td>
<td>Jiang, Hao</td>
<td></td>
</tr>
<tr>
<td>007</td>
<td>Complexité architecturale et assistance informatique</td>
<td></td>
<td></td>
<td>Lecourtois, Caroline</td>
<td></td>
</tr>
<tr>
<td>18:00</td>
<td>WELCOME COCKTAIL</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Experience 1 Room 2.1
  - Shumack, Kaye

### Human Photographs on Trust in Bank Websites
- Kang, Sunghyun

### Sensemaking and Framing: A Theoretical Reflection on Perspective in Design Synthesis
- Kolko, Jon

### Experiential, Embedded, Electronic - Integrating Academic Skills Into The Art and Design Curriculum
- Groppel-Wegener, Aike

### Participatory Design 1 Room 4.2

| 114   | Understanding the Complexity of the Multicultural Design Work Team |          |      | Suteu, Irina                                                                                                                                     |                                                                                               |
|-------|-------------------------------------------------------------------|----------|------|------------------------------------------------------------------------------------------------------------------------------------------------|                                                                                               |
| 017   | Reframing Business - and Design? A Critical Look at Co-creation    |          |      | Leerberg, Malene; Bonde Sørensen, Kirsten                                                                                                        |                                                                                               |
| 034   | Understanding the Practical Challenges of Moving from Closed to Open Source Collaborative Design |          |      | Ebenreuter, Natalie                                                                                                                               |                                                                                               |
| 024   | Everyday People: Enabling User Expertise in Socially Responsible Design |          |      | Caruso, Christine; Frankel, Lois                                                                                                                  |                                                                                               |

### Sustainable Design 1 Room 3.2

| 065   | Ontological Design Ways of Sustainable Intervention: a Conceptual Framework |          |      | Kim, Hyewon                                                                                                                                       |                                                                                               |
|-------|---------------------------------------------------------------------------|----------|------|------------------------------------------------------------------------------------------------------------------------------------------------|                                                                                               |
| 033   | Developing a Framework for Mapping Sustainable Design Activities           |          |      | Dusch, Bernhard                                                                                                                                  |                                                                                               |
| 117   | The Design and Development of Microcab                                     |          |      | Tovey, Michael                                                                                                                                   |                                                                                               |
| 137   | Approaching Product Subjective Sustainability: Comparative Study on Evolution of Users’ Kansei During Lifetime of Their Mobile Phones Between Iran and Japan |          |      | Zafarmand, Seyed Javad                                                                                                                             |                                                                                               |

### Innovation Room 2.2

| 048   | Visual Means for Collaboration Across Disciplines                          |          |      | Graell-Colas, Mercè                                                                                                                               |                                                                                               |
|-------|-----------------------------------------------------------------------------|----------|------|------------------------------------------------------------------------------------------------------------------------------------------------|                                                                                               |
| 006   | A Competitive Game-based Method for Brainstorming and Evaluating Early Stage Design Ideas in Terms of their Likelihood of Success in the Marketplace |          |      | Barker, Tom                                                                                                                                      |                                                                                               |
| 063   | Catching Wasps and Baking Dinosaurs. Experiences from Co-designing with Children |          |      | Karlsson, MariAnne; Engelbrektsson, Pontus                                                                                                       |                                                                                               |
| 007   | The Impact of Modular Product Design on Innovation Compared with Design From First Principles |          |      | Barker, Tom                                                                                                                                      |                                                                                               |
Thursday, 08 July

9:00 KEYNOTE 2 Amphi 1
Can complexity be contained?
Anne-Marie Willis

10:00 COFFEE BREAK

10:30 PARALLEL SESSIONS

Collaboration 2 Amphi 1
085 Collaborative Design Pedagogy: An Examination of the Four Levels of Collaboration
McPeek, Thomas

046 Synergizing Positivistic and Aesthetic Approaches to Improve the Development of Interactive, Visual Systems Design
Gibson, Michael

001 The Role of Interaction Design in Information and Communication Technologies Embedded Product Development Activity
Akoglu, Canan

078 When Artists and Designers Inspire Collective Intelligence Practices: Two Case Studies of Collaboration, Interdisciplinarity and Innovation Projects
Zahedi, Mithra

Design & Pedagogy SIG Amphi 2
022 Joinedupdesign for Academies: Enhancing Design Learning Through Complexity
Schaber Friedemann; Butcher, John

038 Looking to the Future; a Response to the Challenges of Design Education in the 21st Century using C&IT
Evans, Elaine

118 Developing a Pedagogic Framework for Product and Automotive Design
Tovey, Michael; Osmond, Jane

021 Visual Creativity and the Threshold of Uncertainty in Product and Automotive Design
Tovey, Michael

13:00 CATERED LUNCH

13:30 PARALLEL SESSIONS

Design Methods 2 Amphi 1
104 Misfits, Balance, Requirements, and Systems: thoughts on Alexander’s Notes on the Synthesis of Form
Salustri, Filippo

043 The Complex Field of Research: for Design, through Design, and about Design
Frankel, Lois; Racine, Martin

111 Retail Design and Sensory Experience: Design Inquiry of Complex Reality
Song, Jihyun

Pfarr, Nikki

Cross, Trans, Inter, Multi, Disciplinarity 1 Amphi 2
136 Retail Design and the Visually Impaired: A Needs Assessment
Tullio-Pow, Sandra

112 On the Impact of Systemic Thinking in Sustainable Design
Sosa, Ricardo

040 Epistemological Positions Informing Theories of Design Research: Implications for the Design Discipline and Design Practice
Feast, Luke

562 Complexity in Museum Exhibition Design
Naparat, Napapong

Design and Society 2 Room 4.1
080 Design Research: Towards a History
Margolin, Victor

076 Resonance rather than Solo: Shaping a Regional Image with Soundscape
Lee, Yu-Chiao

131 Designing Contemporary China: National Design Identity at the Crossroads
Wong, Wendy Siuyi
025 From ontologies to Folksonomies. A Design-driven Approach from Complex Information to Bottom-up Knowledge
Ciastellardi, Matteo; Miranda de Almeida, Cristina

Project Grounded Research 2 Room 3.1
100 Seeing What they Are Saying: Diagrams for Socio-technical Controversies
Ricci, Donato
041 Innovation Methods in Story-Driven Games: Genre Variation
Fernandez Vara, Clara
125 Designing a Design Competition: The Client Perspective
Volker, Leentje
138 Dealing with the Human-centered Approach within HCI Projects
Zahedi, Mithra

Experience 2 Room 2.1
070 Identifying Familiarity in Older and Younger Adults
Lawry, Simon
083 Interactive Tools and Online Communities that Support Media Literacy
Rinnert, Gretchen
128 Thinking About Design Experience: A Semantic Network Approach
Wheatley, Donna
119 Craft as a Form of Mindful Inquiry
Valentine, Louise; Follett, Georgina

Participatory design 2 Room 4.2
093 Involvement in the Design Student Approach
Pacheco, Heliana
105 Co-design in Public Spaces: an Interdisciplinary Approach to Street Furniture Development
Gariela, Maria; Frankel, Lois
094 Discovery and Creation: Explaining Collaboration Between Designers and Scientists in Scientific Research
Peralta, Carlos; Driver, Alex
123 Approach for Designing Elderly Care Homes
Vihma, Susann

Sustainable design 2 Room 3.2
087 Sustainable Alternatives to Industrial Printing Practices: A Case Study Analysis of Esquire Magazine and Electronic Paper Display
Moore, Christopher
060 Conceptualizations of the Materiality of Digital Artifacts and their Implications for Sustainable Interaction Design
Stolterman, Erik
005 Sustainable Collaborative Services on the Digital Platform: Definition and Application

Baek, Joon Sang
019 Food Orbits: A Novel Design Tool for Complex Systems
Brogan, Stephen

Communication & Information Room 2.2
098 A New Atlas for Abstract Spaces: Visual Tools for the Exploration of Complex Contexts
Quaggiotto, Marco
059 Rethinking System Diagrams: from Arranging Components to Organizing Action, Thought, and Possibility
Jun, Soojin; Kim, Miso
126 Findability of Commodities by Consumers: Distinguishing Different Packaging Designs
Chou, Mu-Chien
120 A Didactical Framework to Experiment the Potential of Visual Languages in Engaging Social Complexity
Ciuccarelli, Paolo; Ricci, Donato

15:30 COFFEE BREAK
16:00 PLENARY SESSION
To be announced
replaces design process 2 following multiple cancellations

18:00 DEPARTURE FOR GALA DINNER
FRIDAY, 09 JULY

9:00 PARALLEL SESSIONS

Systemics Amphi 1
009 Modélisation sémiotique et systémique de l'objet design comme signe-action complexe
Belkhamsa, Sarah
029 The Challenges of Information Transfer Between the Client Organization and the Temporary Multi-Organization (TMO)
de Blois, Michel

Strategic Design Amphi 2
037 Value Innovation Modelling: Design Thinking as a Tool for Business Analysis and Strategy
Moor, Tim
062 Design Naturally, Dealing With Complexity of Forms in Nature & Applying It in Product Design
Kamehkhosh, Parsa

Design and Society Room 2.1
088 Designing Design Learning: A Case Study
Moore, Gale
102 Analyzing the Appearance and Wording of Assessments: Understanding their Impact on Students’ Perception and Understanding, and Instructors’ Processes
Rohrbach, Stacie

11:30 PARALLEL SESSIONS

Rhetoric Amphi 1
016 When Will Customers Claim Their Rights as Empowered and Creative Human Beings? - a Rhetorical Perspective on Co-creation
Bonde Sørensen, Kirsten
035 Taylorisme, Fordisme et Toyotisme: comment le design management a construit les principaux modèles productifs de la théorie des organisations
El Hilali, Nabil

Pedagogy 1 Amphi 2
023 Design History Education and the Use of the Design Brief as an Interpretative Framework for Sustainable Practice
Calvelli, John
069 A Proposal for the Web 2.0 Revolution in Online Design Education: Opportunities for Virtual Design Learning Using Social Networking Technologies
Kwan, Karen

Social and Cultural Studies Room 2.1
031 Design, Democracy and Agonistic Pluralism
DiSalvo, Carl
106 A Study on Design Careers and the Impact of Gender
Satterfield, Debra; Kang, Sunghyun

Creativity Room 2.2
129 Assessing Creativity in the Context of Architectural Design Education
Williams, Anthony
039 Influential Elements of Creativity in Art, Architecture, and Design Creative Processes: A Grounded Theory Analysis
Fakhra, Ahmad

12:30 CATERED LUNCH
PARALLEL SESSIONS
Interaction and CAD Amphi 1
090 Sketching in Hardware and Building Interaction Design: Tools, Toolkits and an Attitude for Interaction Designers
Moussette Camille
058 In Touch with Representation: Iconic, Indexical and Symbolic Signification in Tangible User Interfaces
Hemmert, Fabian
096 Designing for the Periphery of our Attention: a Study on Ambient Information Systems
Pinheiro Rodrigues, Mauro

Cross, Trans, Inter, Multi, Disciplinarity 2 Amphi 2
018 Expanding the Design Space: Design-In-Use Activities and Strategies
Kommonen, Kari-Hans
127 Interdisciplinary Design: The Need for Collaboration to Foster Technological Innovation to Create Competitive and Sustainable Products
Werhspann, Peter; Frankel, Lois
032 An Exploratory Study of Scientists’ Perceptions of Design and Designers
Driver Alex; Peralta, Carlos

Human / User-centred Design Room 4.1
028 SCENARIO: The User Profiles Methods Applied to Product Design
Dantas, Denise
003 Interaction Designers’ Conceptions of Design Quality for Interactive Artifacts
Arvola, Mattias
091 Designing for Cultural Diversity: Participatory Design, Immigrant Women and Shared Creativity
Mumtaz; Naureen

Action Research Room 3.1
103 Capturing and Retaining Knowledge to Improve Design Group Performance
Roworth-Stokes, Seymour
135 Yo soy yo y mi circunstancia: My Life as a Cleaner
Yoxall, Alaster
014 Complexities of Teaching and Learning Collaborations with International Partners: The Global Studio
Bohemia, Erik; Harman, Kerry
015 Intensive Studio Experience in a Non-studio Masters Program: Student Activities and Thinking Across Levels of Design
Boling, Elizabeth; Smith, Kennon

Experience 3 Room 2.1
097 Developing a Theoretical Framework for Understanding (Staged) Authentic Retail Concepts in Relation to the Current Experience

Design for health and wellbeing Room 2.2
084 The ASD Friendly Classroom - Design Complexity, Challenge & Characteristics
McAllister, Keith
012 Complexity in Home Medical Equipment Design
Bitterman, Noemi
068 Interaction and Mediation in Preadmission Clinics: Implications for the design of a telehealth stethoscope
Kraal, Ben
132 Creating an Electronic Patient Held Health Information Card
Woodcock, Andrée

COFFEE BREAK
15:30

16:00 CLOSING PANEL Amphi 1
KEYNOTE 3
Somaesthetics, Design, and the Complex Sense of Atmosphere
Richard Shusterman

DRS 2012 BANGKOK
Israsena, Praima; Tangsantikul, Juthamas
Chulalongkorn University, Thailand