



DESIRE'11 Conference Program

Tuesday 18th

Doctoral Consortium

Location: Zwarte Doos, 1.04. Chairs: Corina Sas, Linda Candy, Alvaro Barbosa.

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|---------------|--|
| 09:15 - 10:50 | Opening Tara Mullaney Nela Brown |
| 10:50 - 11:10 | break: coffee and tea |
| 11:10 - 12:30 | Eric Luchian Jill Fantauzzacoffin |
| 12.30 - 13.30 | Lunch |
| 13:30 - 15:30 | Mayur Karnik Layda Gongora Yi Ji |
| 15:30 - 16:00 | break: coffee and tea |
| 16:00 - 17:00 | Closing |

Symposium

Location: HG 2.30

Time: 13.30 - 17.00

Organisers: Stefan Wiltschnig, Balder Onarheim, Bo T. Christensen, Peter Dalsgaard, Henrik Korsgaard, Linden J. Ball, Joel Chan, Aaron Houssian, Anne-Marie Hebert.

Integrating Laboratory Paradigms and Ethnographic Field Studies For Advancing Analyses of Creative Processes

Wednesday 19th

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|---------------|---|--|---|--|---|
| 08:00 - 09:00 | Come together and registration (Location: Voorhof) | | | | |
| 09:00 - 17:00 | Workshops and Tutorials | | | | |
| | Room CZ11 | Room CZ12a | Room CZ12b | Room CZ13a | Room CZ13b |
| 0900 - 10:00 | Unconference: the Practise of Design Thinking for Organisations (Christa van Gessel, Robert Zwamborn, Tim Schuurman) | Creative Research Tools: Automated Collection of Rich Information for Designers (Peter van Waart, Roland Pastoor) | Analysis, Redesign and Evaluation with Teasing Apart, Piecing Together (Clare J. Hooper) | Multi-sensory Design (Rick Schifferstein) | Two Innovative Methods for the Creative Design Process: "See With Your Eyes Closed" and "Collective Association" (Nitsa Kapanciogullari, Yasemin Tekmen) |
| 10:00 - 10:30 | Coffee (Location: Voorhof) | | | | |
| 10:30 - 12:30 | Unconference: the Practise of Design Thinking for Organisations | Creative Research Tools | Analysis, Redesign and Evaluation with Teasing Apart, Piecing Together | Multi-sensory Design | Two Innovative Methods for the Creative Design Process |
| 12:30 - 13:30 | Lunch (Location: Senaatszaal) | | | | |
| 13:30 - 15:00 | Prototype Hackery (David Cranor, Philippa Mothersill) | Creative Research Tools | Sketching Interactive Systems with Sketchify (Željko Obrenović) | Multi-sensory Design | Collaborative design of interactive objects (Gabriela Carneiro, Li Zhu) |
| 15:00 - 15:30 | Coffee (Location: Voorhof) | | | | |
| 15:30 - 17:00 | Prototype Hackery | Creative Research Tools | Sketching Interactive Systems with Sketchify | Multi-sensory Design | Collaborative design of interactive objects |
| 16:00 - 17:00 | Registration open | | | | |
| 17:00 - 19:00 | Welcome reception at de Zwarte Doos | | | | |

Thurs 20th

| | | |
|---------------|---|---|
| 08:00 - 08:45 | Come together and registration (Location: Voorhof) | |
| 08:45 - 10:00 | Blauwe Zaal (level 1 - 2) Welcome Keynote 1 “What is Theory in Practice”, Linda Candy | |
| 10:00 - 10:30 | Coffee (Location: Voorhof) | |
| 10:30 - 12:00 | Blauwe Zaal (level 1 - 2) | CZ4 (level 0) |
| | Externalisations and Sketches (Chair: Jean-Bernard Martens) | Design exploration (Chair: Linden Ball) |
| 12:00 - 13:00 | Lunch (Location: Senaatszaal) | |
| 13:00 - 14:30 | Blauwe Zaal (level 1 - 2) | CZ4 (level 0) |
| | Design tools and methods (Chair: Marc Hassenzahl) | Understanding and supporting creativity (Chair: Linda Candy) |
| 14:30 - 16:00 | Coffee + Posters (Location: Voorhof) | |
| 16:00 - 17:00 | Blauwe Zaal Keynote 2 “Experience Before Things”, Marc Hassenzahl | |
| 18:00 sharp | Buses leave for Kasteel Heeze | |
| 18:30 - 22:30 | Walking dinner at Kasteel Heeze | |

Fri 21st

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|---------------|--|---|
| 08:00 - 09:15 | Come together and registration (Location: Voorhof) | |
| 09:15 - 10:30 | Blauwe Zaal (level 1 - 2) | CZ4 (level 0) |
| | Roles in design (Chair: Panos Markopoulos) | Tangible interaction I (Chair: Stefano Valtolina) |
| 10:30 - 11:00 | Coffee + Posters (Location: Voorhof) | |
| 11:00 - 12:15 | Blauwe Zaal (level 1 - 2) | CZ4 (level 0) |
| | Collaborative design (Chair: Alvaro Barbosa) | Design case studies (Chair: Bo Christensen) |
| 12:15 - 13:30 | Lunch (Location: Senaatszaal) | |
| 13:30 - 14:40 | Blauwe Zaal (level 1 - 2) | CZ4 (level 0) |
| | Approaches to design (Chair: João Mota) | Tangible interaction II (Chair: Alan Dix) |
| 14:45 - 15:15 | Coffee (Location: Voorhof) | |
| 15:15 - 16:00 | Closing session and best paper award | |

SESSIONS

Long papers are marked with an asterisk (), short papers with a dot (°).*

Papers nominated for best paper are shown with [←]

Long and short paper presentations will last 20 and 15 minutes (including questions), respectively.

EXTERNALISATIONS AND SKETCHES

* John Sadar and Gyungju Chyon. 3D Scanning and Printing as a New Medium for Creativity in Product Design

* Shahrman Zainal Abidin, Anders Warell and Andre Liem. The significance of form elements: A study of representational content of design sketches

* Alan Dix, Layda Gongora. Externalisation and Design ←

° Josje Wijnen and Elise Van Den Hoven. Connected Sketchbook: Linking Digital Files to Physical Pages

° Stanislaw Zabramski and Sarathkumar Neelakannan. Paper equals screen; A comparison of pen-based figural creativity test in computerized and paper form

DESIGN EXPLORATION

* Pei-Jung Cheng and Ellen Yi-Luen Do. What you see is what you design—exploring the influence of inspiration images in designers' ideation

* Dimitri Masson, Alexandre Demeure and Gaëlle Calvary. Example Galleries Generated by Interactive Genetic Algorithms

* Gareth Paterson. Capturing and analysing shape creation in design

° Willem Willemsen, Ruud Mestrom and Emilia Barakova. The Application of Learning Algorithms in the Development of Natural Interaction ←

° Christian Lambeck, Jan Wojdziak and Rainer Groh. Facet Lens – local exploration and discovery in globally faceted data set

DESIGN TOOLS AND METHODS

* Berke Atasoy and Jean-Bernard Martens. Crafting User Experiences by Incorporating Dramaturgical Techniques of Storytelling

* Jung-Joo Lee, Kirsikka Vaajakallio and Tuuli Mattelmäki. Tracing Situated Effects of Innovative Design Methods: Inexperienced Designers' Practices

* Derya Ozcelik, Javier Quevedo Fernandez, Jos Thalen and Jacques Terken. On the Development of Electronic Design Tools and Associated Guidelines for Supporting the Early Stages of the Design Process

° Katja Grufberg and Lars Erik Holmquist. Magical Bits: Designing Through Experiencing the Future End Product ←

° Tore Bleuzé, Jan Detand and Patrick Debaets. Reframing connections: An approach to stimulate creativity

UNDERSTANDING AND SUPPORTING CREATIVITY

* Katja Thoring and Roland M. Müller. Understanding the Creative Mechanisms of Design Thinking: An Evolutionary Approach

* Anthony Williams, Hedda Haugen-Askland and Michael Ostwald. Teaching Creative Design: A Challenging Field

* Erin Beatty and Linden Ball. Investigating Exceptional Poets to Inform an Understanding of the Relationship between Poetry and Design ←

° Hans D'Achard. Dissecting the creative leap; the inside of creation.

° Marc Steen. Cooperation, Curiosity and Creativity as Virtues in Participatory Design

ROLES IN DESIGN

* Jos Van Leeuwen, Mayur Karnik and Ken Keane. Discovering Madeira: A Case Study of Cultural Probes

* Marcus Nirbrant, Ebba Thora Hvannberg and Sinna Lindquist. A Theory of Skills of Software, Interaction and Graphics Designers: Contrasting Aspects Emerging from Empirical Studies

° Dominika Potuzakova, Nick Sturkenboom and Dirk Snelders. Endless Innovation: The Role of Industrial Design in Maintaining the Relationship between Business & Society

° Maiken Hillerup Fogtmann and Sofie Kinch. The Design Researcher in Quandary - The conflicting roles of being both a designer and a design researcher

TANGIBLE INTERACTION I

* Robb Mitchell, Alex Gillespie, Brian O'Neill. Cyranic contraptions : Using personality surrogates to explore ontologically and socially dynamic contexts

* Sumit Pandey and Swati Srivastava. Tiblo: A tangible learning aid for children with dyslexia

° Trine Heinemann, Stella Boess, Jeanette Landgrebe, Robb Mitchell and Maurice Nevile. Making sense of "things": developing new practices and methods for using tangible materials in collaborative processes

° Júlia Nacsá, Emilia Barakova and Joep Frens. Sharing meaning and physical activity through a tangible interactive light object

COLLABORATIVE DESIGN

* Susana La Luz-Houchin. Interest-Based Converge Process: Facilitating negotiation in collaborative design

* Claudia Iacob and Ernesto Damiani. On the Use of Design Patterns in Collaborative Design Processes

* Li Zhu. Cultivating Collaborative Design: Design for Evolution

° Pelin Arslan, Liselott Brunberg and Zoe Schladow. Locast H2flow: Creative Learning Tool for Participatory Urbanism

DESIGN CASE STUDIES

* Abigail Durrant, Michael Golembewski, David Kirk, Steve Benford, Duncan Rowland and Derek McAuley. Exploring a digital economy design space in theme parks

* Jill Fantauzzacoffin, Jay David Bolter and Juan Rogers. Negotiating Uncertainty: Process, Artifact, and Discourse in a Case Study of Technologies to Address SIDS

* Sophie Adams-Foster and Carinna Parraman. Traditional approaches using new technologies: Case studies of printed wallpaper using UV inkjet printing

APPROACHES TO DESIGN

* Lassi A Liikkanen, Miko Laako and Tua Björklund. Foundations for Studying Creative Design Practices

* Chris Snider, Elies Dekoninck and Steve Culley. Studying the appearance and effect of creativity within the latter stages of the product development process ←

° Kathy Pui Ying Lo. Relational Messages in Product Design ←

TANGIBLE INTERACTION II

* Dirk Van Erve, Gerrit-Willem Vos, Elise Van Den Hoven and David Frohlich. Cueing the Past: Designing Embodied Interaction for Everyday Remembering

° Sumit Pandey and Swati Srivastava. Keynect: Tangible Social Network

° Frank Delbressine, Mendel Broekhuijsen and L.M.G. Feijs. Quality and rules for mechanical aspects of tangible interaction design

POSTERS

Aaron Houssian. Routines, Artefacts, and Boundary Objects: Relating the Things We Make to Communicate to the Way We Make and Use Them

Matteo Carmassi, Franco Failli, Marco Bernardini. Experiencing the implementation of the Innovation Way® methodology in Small and Medium Enterprises

Carinna Parraman. Portfolio of printed wallpaper using UV inkjet printing: Traditional approaches using new technologies

Anne-Marie Hébert, Françoise Détiennne, Christian Licoppe. Design ideas evolution through collaborative creative design processes

Stanislaw Zabramski, Dimitrios Gkouskos, Mats Lind. A comparative evaluation of mouse, pen- and touch-input in computerized version of the Torrance tests of creative thinking

Gareth Loudon, Gina Deininger. The Relationship Between Play, Prototyping and Creativity

Pei-Jung Cheng, Li-Hao Chen. Characters of Designers' Searching-Retrieving Behavior in the Ideation

Li-Hao Chen, Pei-Jung Cheng. Affordances in Design Process

Yi Ji. Exploring a Creative Design Language for Meaningful Interaction Design

Agnese Caglio. The weight of assumptions and roles of design

Gil Barros, Gabriela Carneiro, Carlos Zibel. A tool to improve freehand sketches of rich interactions.

Stefan Wiltschnig, Henrik Korsgaard, Peter Dalsgaard. Mapping Insights in Creative Processes – Prototyping Integrative Research Designs for Design Research

JFM. (Hans) d'Achard van Enschut. Leveraging 'Product Roadmaps & Platforms' in product policy and innovation management

Joel Chan. How to Facilitate Creative Design with Analogies: The Impact of Example Distance and Commonness

DOCTORAL CONSORTIUM

Nela Brown, Tony Stockman. Supporting communication between parents and primary school children with the use of technology

Jill Fantauzzacoffin. Research Summary: Multiple-Case Study of Artists' and Engineers' Technology Development Practices

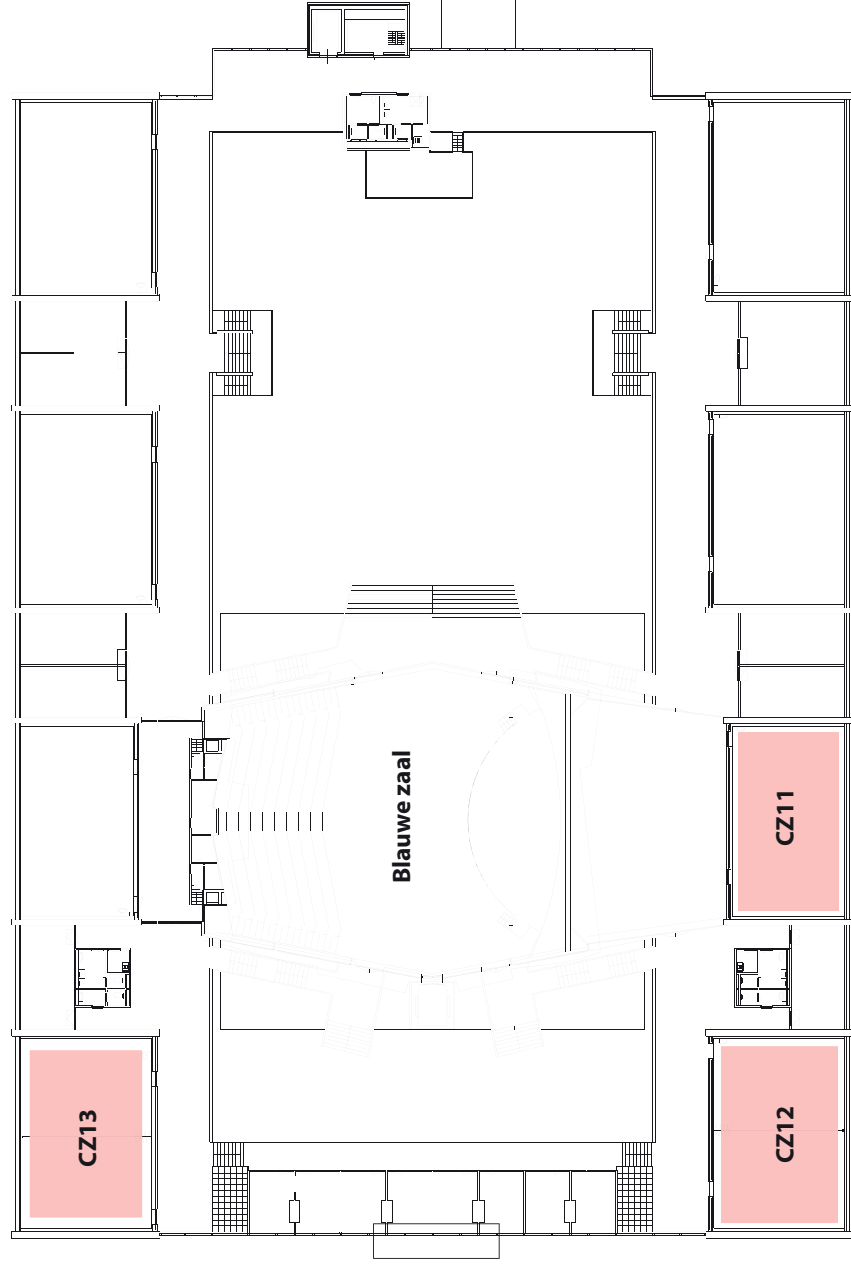
Layda Gongora. Exploring The Body and Mind Connection via Improvisation in the Design Process

Yi Ji. Exploring a Creative Design Language for Meaningful Interaction Design

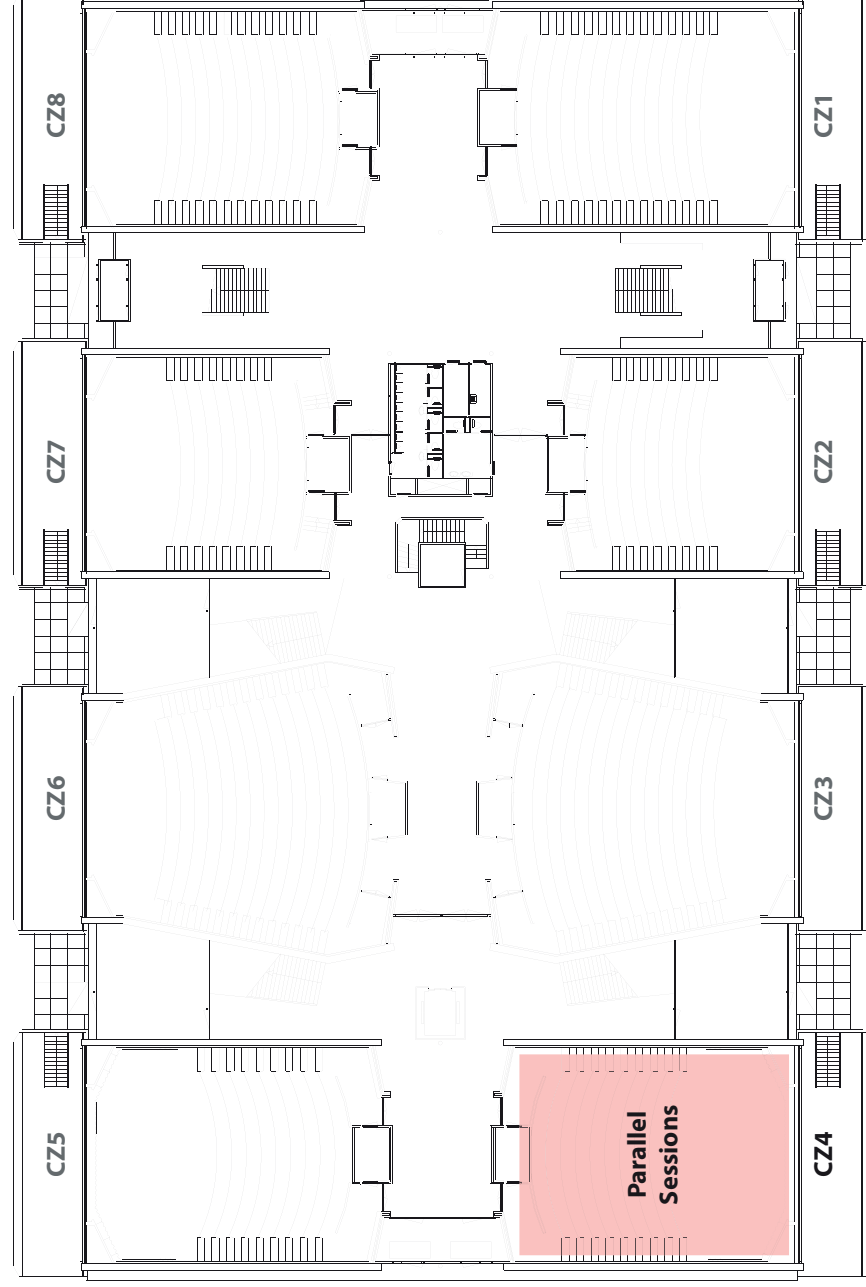
Mayur Karnik. Social Aspects of Music and Interactive Technologies in Facilitating Face-to-Face Interactions in Third Places

Eric Luchian. Develop and evaluate visual analogies to support insight and creative problem solving

Tara Mullaney. Emotional Wellbeing and Radiotherapy: A Design Research Approach to Improving the Patient Experience



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AUDITORIUM

Registration, Plenary & Parallel Sessions, Posters & Lunches

GROUND FLOOR

