

**MONDAY /
OCT 28**

14.00 - 18.00

DESIS Seminar

**TUESDAY /
OCT 29**

12:00 - 18:00

Cumulus Digital Working Group + IxDA + SDN

**WEDNESDAY /
OCT 30**

08.00 - 09.00

Conference Registration

09.00 - 09.30

Opening

09.30 - 10.30

Opening conference / **Brigitte Baptiste**

10.30 - 11.00

Break

11.00 - 12.30

Paper Presentations / Parallel Sessions

BIODIVERSITY-DRIVEN DESIGN:

_Transdisciplinary collaboration mediated by design: An initiative for rural adaptation to climate change.

_BioForm: Learning at the intersection of science and design.

_Batracharium – An in situ participatory conservation and education programme for amphibians in the western ghats of India.

_Building a biodesign curriculum. _Symbiogenic-based design: A novel methodological approach to design based on cooperation and integration.

SENSING THE CITY, SENSING THE RURAL:

_Social design for technology transfer: An experience in rural Colombia.

_Insights from a design-led inquiry about rural communities in Brazil.

_Rural community participation digital platform.

_Research video: audiovisual ethnography and beyond.

_Finding a new commons: Architecture's role in cultural sustainability for Japan's shrinking regions.

DESIGN AND COUNTERCULTURE:

_Hand-making as the interplay of the personal and collective in designing transitions.

_Aesthetics, performativity and intertextuality in the creation of a digital publication about gender and diversity for the early childhood.

_Sustainable design as anti fashion.

_Classroom as resistance: Micro-strategies for design education.

_Sex work is real work - Using human-centered design and behavioral economics to drive uptake and retention of oral PrEP among female sex workers.

FICTION AND DE-INNOVATION:

_Designing governance in the fourth industrial revolution.

_Re-Contextualising the Design Process.

_Patadesign: a pedagogical experiment on Design of Exception, Absurd Artifacts and Imaginary Interfaces.

_Re-thinking the design role: Experimenting new narrative & rhetoric design.

_A design driven method: A case study on how to articulate research learning by shifting from project design to design research.

SOMEWHERE, NOWHERE, ANYONE, EVERYONE:

Round table.

12.30 - 14.30

Lunch

**WEDNESDAY /
OCT 30**

14.30 - 16.00

Paper Presentations / Parallel Sessions

BIODIVERSITY-DRIVEN DESIGN:

Round table.

SENSING THE CITY, SENSING THE RURAL:

- _ Sensing iGoli: Applying typological activity system models in the design of innovative and appropriate urban technologies.
- _ Shanghai (1912 -1949): Value of consumer goods in the urban-rural interaction relationship.
- _ The enlightenment of traditional gardens in cities in the south of Yangzi River to chinese urban landscape design under the background of urbanization.
- _ Sense-making strategies in ICT adoption for rural population in the Dominican Republic.
- _ Designing rural experiences through service design methods and strategic scenarios: Two case studies in Jalisco, Mexico.

DESIGN AND COUNTERCULTURE:

- _ Walking backwards towards the future.
- _ Collaboration as a form of counter-culture.
- _ Design against war. How can design support the effort to prevent conflict, mitigate war damages and promote culture of peace environments?
- _ From self-care to we-care: Practical tools for fighting organizational burnout.

FICTION AND DE-INNOVATION:

- _ Automated control wars: Collaborative-fiction for transitions.
- _ Provocative Playground: Co-design of urban spaces in contexts of high degree of marginalization.
- _ Black panther's utopian project: Fiction and speculation by non-architects as a potential for innovative production.
- _ Design fiction: lateral thinking for social design.

_ Everyone designs: Identity and determinism in the digital age.

SOMEWHERE, NOWHERE, ANYONE, EVERYONE:

- _ Storytelling guided by controversies as a method for dealing with wicked problems: an exercise on the topics of women, workplace and entrepreneurship.
- _ Empowering local communities by design: A shift towards a more sustainable future.
- _ Research video: Audiovisual ethnography and beyond.
- _ Carpas sociales: a strategy for social innovation in Fenicia through aquaponics.
- _ Perceived value of design through the lens of Generation Z (Gen Z).

10.30 - 11.00

Break

16.30 - 17.30

Opening School Exhibition

18.00

Welcome Cocktail

**THURSDAY /
OCT 31**

08.00 - 09.00

Conference Registration

09.00 - 10.00

Keynote Speaker Sensing the City, Sensing the Rural / Martin Tironi

10.00 - 10.30

Break

**THURSDAY /
OCT 31**

10.30 - 11.30

Paper Presentations / Parallel Sessions

BIODIVERSITY-DRIVEN DESIGN:

_Exploring the benefits of naturally colored cotton for future design solutions.
_Biomining: an approach from biodesign in search for an ecological equilibrium.
_Prototype of a self-sufficient biofabrication protocol for remote territories.

SENSING THE CITY, SENSING THE RURAL:

_Hybrid landscapes: Exchanges between art, design and technology in the construction of contemporary culture in the urban interface.

_AgroLab: an interdisciplinary environment for education and research in agriculture 4.0.
_Building new identities with batik.

DESIGN AND COUNTERCULTURE:

Round Table

FICTION AND DE-INNOVATION:

_Dress action: an alternative for post-fashion.
_National memory and design opportunity: Deconstruction and reconstruction of chinese traditional festival clothing patterns.

_Designing fashion fictions: speculative scenarios for sustainable fashion worlds.

SOMEWHERE, NOWHERE, ANYONE, EVERYONE:

_Designing with PopRua; Pedagogical strategies for social impact design.
_A research and teaching project for the Martesana District.
_Citizenship education as transformative learning.

11.30 - 12.30

Keynote Speaker - Somewhere, Nowhere, Anyone, Everyone / **Dori Tunstall**

12.30 - 13.30

Lunch

13.30 - 18.00

Cultural program

**FRIDAY /
NOV 1**

08.00 - 09.00

Conference Registration

09.00 - 10.00

Keynote Speaker -Fiction and De-innovation / **Monika Bielskyte**

10.00 - 10.30

Break

10.30 - 11.30

Paper Presentations / Parallel Sessions

BIODIVERSITY-DRIVEN DESIGN:

Round table.

SENSING THE CITY, SENSING THE RURAL:

_Plant-driven design and phytotechnology for the improvement of built environment.
_AQUA_MATICES: Interactive aquaponics

for experience-based learning in STEAM.

_An Educational Interactive Dashboard for AgroLab's Aquaponic System

DESIGN AND COUNTERCULTURE:

_Shadowing colonies. Shapes of Portuguese Heritage and Visual Culture.

_Industrial Design strategies to enhance the value of the Paraguayan artisans' textiles.

_The Transformed Social Function Of Religious Architecture – Take "Zhuangfang" As An Example.

FICTION AND DE-INNOVATION:

Round table.

SOMEWHERE, NOWHERE, ANYONE, EVERYONE:

Round table.

**FRIDAY /
NOV 1**

11.30 - 12.30

Keynote Speaker -Biodiversity-Driven Design / **Daniel Grushkin**

12.30 - 14.30

Lunch

14.30 - 16.00

Paper Presentations / Parallel Sessions

BIODIVERSITY-DRIVEN DESIGN:

_Walking in the age of anthropocene: An interdisciplinary learning experiment for a sustainable future.
_Techno-aesthetic spaces of fiction.
_History may lead to future: How chinese five elements theory help to improve products' emotional durability.
_Transforming agriculture through urban production methodologies with the super potato.
_"Sensing Nature" - Co-designing learning experiences to explore where materials and emotions come from and where they can go.

SENSING THE CITY, SENSING THE RURAL:

Round table.

DESIGN AND COUNTERCULTURE:

_A contemporary urban humanism: The urban space as cultural framework for participative architecture, graffiti image and urban genres.

_Bogota dust and paper city: a critical design exercise that explores corruption in town.
_Socially engaged practices of design and art education for the reinvention of the territory: a history of co-creation in Lagoinha Complex.
_Photo-ethnography and political engagement: Studying performative subversions of public space.
_Bio-currencies: an alternative to Payments for Environmental Services (PES).

FICTION AND DE-INNOVATION:

_The metafictional narrative of things and spaces: The place of films in design fiction.
_POSTHUMANWEAR — Exploring posthuman identities and aesthetics through design fiction.
_Return to the body: introspection technologies.
_Neuroscience and futures.
_The extended praxis of design, towards a characterization of the Advanced Design cultures.

SOMEWHERE, NOWHERE, ANYONE, EVERYONE:

_Movement and place-making in a monsoon terrain.
_Strategies for designer engagement with artisans.
_Indigenous ancestral imaginaries and material transformation from an anthropologic design approach.
_Artisans & designers: seeking fairness within capitalism & the gig economy.
_Saber del monte: Design as a catalyst for socio-ecological reciprocity in Montes de Maria.

16.00 - 16.30

Conference Registration

16.30 - 17.30

Opening

16.30 - 17.30

Keynote Speaker -Design and Counterculture / **Eva de Klerk**

17.30 - 18.00

Closing

19.00

Gala