

**INTERNATIONAL ASSOCIATION OF  
SOCIETIES OF DESIGN RESEARCH**

MANCHESTER, UK 02-05 SEPTEMBER 2019



01 CHANGE



02 LEARNING



03 LIVING



04 MAKING



05 PEOPLE



06 TECHNOLOGY



07 THINKING



08 VALUE



09 VOICES



10 OPEN



**DESIGN  
REVOLUTIONS**

2-5/SEPTEMBER/19

**CONFERENCE SCHEDULE**

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THE RESEARCH PAPERS AND WORKSHOPS ARE ORGANISED AROUND THE TEN CONFERENCE TRACKS – CHANGE, LEARNING, LIVING, MAKING, PEOPLE, TECHNOLOGY, THINKING, VALUE, VOICES & OPEN – AND ADDRESS THE OVERARCHING CONFERENCE THEME OF DESIGN REVOLUTIONS. OUR KEYNOTES WILL PROVIDE EXCITING AND ENGAGING PERSPECTIVES ON HOW DESIGN DRIVES AND RESPONDS TO REVOLUTIONARY THINKING AND CHALLENGE CONTEMPORARY DEBATES IN DESIGN RESEARCH.

# SCHEDULE – CONFERENCE OVERVIEW

	08:30–09:30	09:30–10:30	10:30–11:00	11:00–12:40
<b>MONDAY 02/09</b> (GM, BZ)	Registration (GM)   Coffee & Tea	<b>Welcome and Keynote</b> <b>Sarah Weir OBE</b> CEO, Design Council (GM LT1)	Break (GM)   Coffee & Tea	<b>Parallel Sessions M.1</b> 7 Paper Tracks (GM) 2 Workshops (BZ)
<b>TUESDAY 03/09</b> (GM, BZ)		<b>Keynote</b> <b>Professor Peter Lloyd-Jones</b> Associate Dean of Design in Medicine at Thomas Jefferson University, Philadelphia, USA (GM LT1)		<b>Parallel Sessions T.1</b> 7 Paper Tracks (GM) 1 Workshop (BZ)
<b>WEDNESDAY 04/09</b> (GM, BZ)		<b>Special Collections Handling Session</b> (BZ 505) 09:00 -11:00		<b>Parallel Sessions W.1</b> 7 Paper Tracks (GM) 1 Workshop (BZ)

	09:00–10:00	10:00–11:00	11:00–11:30	11:30–12:30
<b>THURSDAY 05/09</b> (GM LT1)	Registration (GM)   Coffee & Tea	<b>Keynote</b> <b>Irini Papadimitriou</b> Creative Director, FutureEverything, UK	Break (GM)   Coffee & Tea	<b>Keynote</b> <b>Professor Cees de Bont</b> Dean of School of Design, Loughborough University, UK

GM: Geoffrey Manton | BZ: Benzie | BS: Business School

	12:40–14:00	14:00–15:40	15:40–16:00	16:00–17:40	18:00–
Lunch (BS)	Break (GM, BZ)   Coffee & Tea	<b>Parallel Sessions M.2</b> 5 Paper Tracks (GM) 3 Workshops (BZ)	Break (GM, BZ)   Coffee & Tea	<b>Parallel Sessions M.3</b> 6 Paper Tracks (GM) 3 Workshops (BZ)	<b>Welcome Drinks and Exhibition Talks</b> (BZ 403)
		<b>Parallel Sessions T.2</b> 5 Paper Tracks (GM) 2 Workshops (BZ) 1 Special Session (GM)		<b>Parallel Sessions T.3</b> 5 Paper Tracks (GM) 2 Workshops (BZ) 1 Special Session (GM)	<b>19:30 Conference Dinner</b> (Principal Hotel)
		<b>Parallel Sessions W.2</b> 6 Paper Tracks (GM) 3 Workshops (BZ)		<b>Parallel Sessions W.3</b> 6 Paper Tracks (GM) 3 Workshops (BZ)	

	12:30–14:00	14:00–14:45	14:45–15:45	15:45–16:00	16:00–16:15	
Lunch (BS)		<b>Conversation</b> <b>Professor Lady Rachel Cooper OBE</b> Distinguished Professor of Design Management and Policy, Lancaster University, UK	<b>Keynote</b> <b>Professor Kun Pyo Lee</b> Dean of School of Design, The Hong Kong Polytechnic University, Honk Kong	<b>Announcement of IASDR 2021</b>	<b>IASDR 2019 Closing Remarks</b>	Networking (GM)   Coffee & Tea

GM: Geoffrey Manton | BZ: Benzie | BS: Business School

**M.1 – Monday 2nd September: 11:00–12:40**

	11:00–11:25	11:25–11:50	11:50–12:15	12:15–12:40	12:40–14:00
<b>CHANGE (M.1.1) GM LT6</b>	The evolving landscape of design research in the UK (p.27)	Reviewing design movement towards the collective computing era: How will future design activities differ from those in current and past eras of modern computing? (p.26)	Banking outside-in: How design thinking is changing the banking industry? (p.16)	Cultivating foresight competencies in design education (p.18)	<b>LUNCH</b>
<b>LEARNING (M.1.2) GM 235</b>	Design thinking for Preschoolers: Encouraging empathy through play (p.34)	Using a mobile phone app as a teaching aid for aesthetics education: Case study of a photography course at a Taiwanese junior high school (p.44)	Redesigning children's learning experience based on persuasive game: A case based on "little explorer of Hunan embroidery" (p.41)	Being animal by design (p.33)	
<b>LIVING (M.1.3) GM 234</b>	Systemic home handbook: Towards a more healthy and sustainable living (p.59)	Food balance lunchbox: Enabling healthy eating by knowledge (p.54)	Designing laughter: Classification and analysis of generation factors of 'laughter' in the U.S-China sitcom programs (p.52)	Trigger design circles: A behavioral design strategy to practice desired behaviors (p.59)	
<b>PEOPLE (M.1.4) GM LT7</b>	Using the technology acceptance model to evaluate behavioural intention to use mobile games: A case of Pokémon Go (p.101)	The effect of visual complexity and task difficulty on human cognitive load of small screen devices (p.98)	Design interventions against trolling in social media: A classification of current strategies based on behaviour change theories (p.84)	Cultural blindness: Eye-tracking trial of visual attention towards Assistive Technology (AT) product, by students from the UK and Pakistan (p.81)	
<b>PEOPLE (M.1.5) GM 225</b>	Parents experience at children hospital: The desire and difficulty of caregiving (p.93)	Opportunities to design for the wellbeing of children undergoing cancer treatment at a Brazilian hospital (p.93)	Design considerations for play experience in children's hospital: From perspectives of child inpatients, parents, nurses and hospital service experts (p.82)	A cross-modal study on scent and music for hospital environment design (p.74)	
<b>THINKING (M.1.6) GM 223</b>	A study on comparing design behaviors of experts and novices in the design process (p.116)	Creativity and design method in idea generation: The comparison between intuitive approach vs structured approach (p.118)	Brain activities of idea generation types using sketch (p.117)	Making ideation visible: An early-design tool for designers (p.121)	
<b>VOICES (M.1.7) GM 222</b>	Two different ways of HfG Ulm: Design for industry and design for humans (p.141)	Ethics principles for design (p.137)	Co-designing for social inclusion of young people in mental healthcare: Reflections on challenges and alternative care models (p.136)	Curatorial groupware: Designing collaborative curation tools for public exhibition of community built archives (p.137)	
<b>WS</b>	<b>CHANGE (M.1.8) BZ 303</b>	Discourse: A workshop to debate the future of fashion as design (p.21)			
<b>WS</b>	<b>THINKING (M.1.9) BZ 103</b>	Drawing practice: A methodology to promote reflective practice and collaboration (p.119)			

**M.2 – Monday 2nd September: 14:00–15:40**

	14:00–14:25	14:25–14:50	14:50–15:15	15:15–15:40	15:40–16:00
<b>CHANGE (M.2.1) GM 235</b>	Local creative industries may be more global than we think (p.24)	Design capability building in city government (p.19)	Co-creating FabLab La Campana: Empowering a marginalised community in the North of Mexico (p.17)	Inherent issues in Japan's integrated fiber production areas and the role of the designer in cross-sectoral collaborative production (p.24)	<b>BREAK</b>
<b>MAKING (M.2.2) GM 225</b>	Sujni embroidery and community of practice in Bihar (p.69)	Take inspiration from traditional crafts: The transition of traditional blue calico patterns and its application in modern interior design (p.70)	The poetics of service: Making in the age of experience (p.70)	Learning tactility from Bauhaus: Educational pedagogy of László Moholy-Nagy (p.67)	
<b>PEOPLE (M.2.3) GM 222</b>	Design for civil society: The model project "Citizens connect neighborhoods - community development harnesses digital transformation" (p.82)	Ignite, share and reflect: Design tactics to foster social interactions between migrants and locals in Istanbul (p.89)	Design for human connectivity: A framework and research agenda (p.83)	Application of peak-end rule in research on product use (p.78)	
<b>VALUE (M.2.4) GM LT6</b>	A theoretical exploration to achieve Porter and Kramer's shared value creation in the perspectives of design (p.126)	The value of experiential retail environments: Insight on the existing context (p.132)	Review of theory, key technologies of value creation in product design (p.131)	The value of design in UK FMCG packaging development: An industry case study exploring practitioner design practice rationale & decision-making (p.131)	
<b>OPEN (M.2.5) GM LT7</b>	Para-design: Engaging the anomalous, a design research workshop to investigate paranormal phenomena through a series of location based studies (p.153)	A study of terracotta warrior proportions based on grid division (p.146)	A study on the visual presentation of humanized devils in illustration design (p.147)	Openness, graphic design and visual practices of science: Exploration to promote innovation (p.153)	
<b>WS LIVING (M.2.6) BZ 303</b>	T + P = B : Trigger design plus pleasure equals desired behaviour (p.59)				
<b>WS THINKING (M.2.7) BZ 103</b>	Design thinking 2.0: examining perceptions & current practices in design thinking towards the development of an innovation framework (p.118)				
<b>WS THINKING (M.2.8) BZ 308</b>	Creative research methods in design and design education (p.117)				

**M.3 – Monday 2nd September: 16:00–17:40**

	16:00–16:25	16:25–16:50	16:50–17:15	17:15–17:40
<b>CHANGE + LEARNING (M.3.1) GM 235</b>	Unblocking the circular economy (p.28)	Embracing change while retaining the existing: Sustainable behaviour design insights from astronaut food consumption transitions (p.22)	Design for a circular economy: A paradigm shift (p.20)	Is it interesting? Yes. But, is it important? - Mapping fundamental issues to create a good PhD proposal (p.37)
<b>LEARNING (M.3.2) GM LT6</b>	The role of the brief in supporting creative ideation in the design studio: Quantitative requirements and visual props (p.43)	Working where we live: Designing future employment for young people (p.44)	SBAC: A community-based distributed education model research (p.42)	MUGEN: Teaching code to design students through game-making (p.39)
<b>PEOPLE (M.3.3) GM 234</b>	A study of basic needs pictogram structure of nonverbal communication for aphasia patient (p.75)	Why designing may help treat psychosis (p.101)	Seeking emotions in mobility experience elicitation: A Singapore-France comparison (p.97)	
<b>PEOPLE (M.3.4) GM 225</b>	Stigma probe: A design toolkit for managing older adults' stigmatization perception on HMWVs (p.98)	Assessing user needs of senior women during yoga exercises to optimize the design criteria of sports bras (p.78)	Developing a questionnaire to explore people's attitudes towards emotional-driven prostheses: A pilot study (p.85)	Improving user's well-being through leveraging attachment to interactive products (p.90)
<b>VALUE (M.3.5) GM 222</b>	Investigating product competitiveness: The comparative study on consumers' evaluation of design award-winning products between Chinese brands and international leading brands (p.129)	Design subject setting and design competition practice (p.128)	Less for more, but how & why? Number of elements as key determinant of visual complexity (p.130)	Effects of strategic orientation on product design: Focusing on the relationship with the product life cycle (p.128)
<b>VOICES (M.3.6) GM LT7</b>	The digitization of cordillera weaving: Designing a new oral tradition (p.140)	South side speculations: Designing public histories & public futures on Chicago's South Side (p.139)	The taxonomy of Chinese traditional revival interior design (p.140)	Global artisanship models for the craft sector (p.138)
<b>WS LIVING (M.2.6) BZ 303</b>	T + P = B : Trigger design plus pleasure equals desired behaviour (p.59)			
<b>WS THINKING (M.2.7) BZ 103</b>	Design thinking 2.0: examining perceptions & current practices in design thinking towards the development of an innovation framework (p.118)			
<b>WS THINKING (M.2.8) BZ 308</b>	Creative research methods in design and design education (p.117)			

T.1 – Tuesday 3rd September: 11:00–12:40

	11:00–11:25	11:25–11:50	11:50–12:15	12:15–12:40	12:40–14:00
<b>CHANGE (T.1.1) GM LT6</b>	Adapting service design thinking to local festivals (p.16)	Crowdfunding for design entrepreneurship and co-creation (p.18)	Cultural integration: The coupling relationship between design revolution and "blue sea" strategy of innovation China (p.19)	Participatory design competition practice (p.25)	
<b>LEARNING (T.1.2) GM 235</b>	Novice facilitators as creative catalysts in innovation support (p.40)	Designing active learning approach: Students' satisfaction during a short-term international workshop (p.35)	Lenses of care (p.38)	Exploring the landscape of service design education: A preliminary review of current programmes in higher education (p.35)	
<b>LIVING (T.1.3) GM 234</b>	Exploring user recognition of motion pictograms designed for providing disaster-related information (p.53)	Framework for developing a disaster resilient society (p.54)	Designing for improving sleep hygiene through the reflection of smartphone awareness with ambient lighting (p.50)	Erglove: A wearable ergonomic solution for wrist injury prevention (p.52)	
<b>MAKING + LIVING + LEARNING (T.1.4) GM 225</b>	Light as tool for exploring three-dimensional form (p.68)	Preference for fabric types under various lighting colours (p.56)	Beyond 'consumer - user': living as stewards in a circular future (p.48)	Teaching futures: Tradeoffs between flipped classroom and design studio course pedagogies (p.43)	
<b>PEOPLE (T.1.5) GM 223</b>	The influence of facial photo processing on interpersonal impressions (p.100)	The furniture of science fiction: Studying audience cognitive mechanisms to understand how designed objects convey social ideas through the semantic differential method (p.99)	An image-making collaboration: Drawing in the design of stagewear (p.77)	Encoding from visual content analysis in cultural design research (p.87)	
<b>PEOPLE (T.1.6) GM LT7</b>	Establishing trust through storytelling: A model for co-design (p.87)	Methods for researching and building capacity in co-design among non-experts (p.92)	The relative impact of user and marketer-generated content on consumer purchase intentions: A case of the social media marketing platform, 0.8L (p.100)	A critical examination of the interaction between the co-branding strategies within fashion retailing and the associated consumer behaviour of millennials (p.74)	
<b>TECHNOLOGY (T.1.7) GM 222</b>	Design considerations for explanations made by a recommender chatbot (p.105)	Developing a design guide for consistent manifestation of conversational agent personalities (p.106)	From fore-thinker to facilitator: The role of design in the 4th industrial revolution (p.107)	Integrating cooperative design and innovative technology to create assistive products for older adults (p.109)	
<b>WS</b>	<b>VOICES (T.1.8) BZ 103</b> Applying design research beyond western context, in low-middle income countries: Challenges and mitigation strategies (p.136)				

LUNCH

**T.2 – Tuesday 3rd September: 14:00–15:40**

	14:00–14:25	14:25–14:50	14:50–15:15	15:15–15:40	15:40–16:00
<b>LIVING + LEARNING (T.2.1) GM 235</b>	Designing for wild life: Enabling city dwellers to cohabit with nature (p.51)	System autonomy, personal indoor farming and user preference (p.58)	Textiles & biodegradability: Challenges and opportunities of sustainable textile futures (p.60)	Learning and sharing creative skills with short videos: A case study of user behavior in Tiktok and Bilibili (p.37)	<b>BREAK</b>
<b>MAKING (T.2.2) GM LT6</b>	Unlocker vs. onlooker: How can an innovative application of perspective instigate new insights on perception? (p.71)	Designing parametric matter (p.65)	Demonstrating a new approach for personal and digital fabrication of moulded pulp objects (p.65)	Proposal for an interactive system based on sounds for leading a behaviour (p.69)	
<b>PEOPLE (T.2.3) GM 234</b>	Designing design for safety: How emergent methods indicate new safer future design practices (p.84)	The evaluation about a sense of speed, danger, and being disturbed for road marking on expressway (p.99)	Designing the user experience for new modes of electric vehicle charging: A shared vision, potential user issues and user attitudes (p.85)	Re-designing design: Design principles based on historical analyses of human emotions and values (p.95)	
<b>TECHNOLOGY (T.2.4) GM 225</b>	Enabling self-determination through transformative service design and digital technologies: Studying mobility experiences of people with disability (p.106)	Geometry vs realism: An exploration of visual immersion in a synthetic reality space (p.108)	Building City Mirrors: Structuring design-driven explorations of future web-based technologies for local development (p.104)	Portraying with letters: An interactive installation (p.111)	
<b>OPEN (T.2.5) GM 222</b>	A framework analysis of the "open paradigm": Four approaches to openness in the field of design (p.146)	Embodying design practice: Designers' experience and the Chakra model (p.150)	Halletmek: An inventory of everyday design and production (p.152)	Role of design and manufacturing services in the new product development process in Taiwan (p.154)	
<b>SS</b>	<b>OPEN (T.2.6) GM LT7</b>	Design 3.0 - Open, Deep, Big: A new design paradigm for the next generation of design research, practice, and education in public sector and social innovation (p.148)			
<b>WS</b>	<b>CHANGE (T.2.7) BZ 303</b>	We are the thought leaders: Building a collective doctoral design charter (p.28)			
<b>WS</b>	<b>MAKING (T.2.8) BZ 103</b>	TRICOTYPE: Knitted typography workshop (p.71)			

**T.3 – Tuesday 3rd September: 16:00–17:40**

	16:00–16:25	16:25–16:50	16:50–17:15	17:15–17:40
<b>LEARNING (T.3.1) GM 235</b>	Research on remote learning in multimodal interaction (p.41)	FlipMe: A tangible approach to communication in online learning (p.36)	Applying interactive technology with technology acceptance model into digital media basic modeling course (p.33)	A study on the effective e-learning content image composition and direction method for media generation (p.32)
<b>LIVING (T.3.2) GM LT6</b>	Happy happy healing house: Can the spaces and environments within a children's hospital be designed to create hope: a case study in Anqing City, Anhui Province, China (p.55)	Perceived wellbeing effects of designer fractal patterns: Visual complexity and interior spaces (p.55)	A lifestyle with celebration from life to death: Transformation of funeral parlour identity to go green and to act as a neighbourhood space (p.48)	Study on the model of the elderly's service needs of smart home: Construction and application (p.57)
<b>PEOPLE (T.3.3) GM 225</b>	An art program to maintain and improve swallowing function focusing on respiratory rehabilitation: Practice and evaluation of physical and mental functions of a program to encourage continuous efforts (p.77)	Pottery workshop design for medical settings "pressed into a pot": Investigation of mood and expression in pottery workshop in specific pottery tasks (p.94)	Audience matters: Participatory exploration of speculative design and Chinese wedding culture interaction (p.79)	Narrative dimensions for the design of contemporary visual identities (p.92)
<b>TECHNOLOGY (T.3.4) GM 223</b>	Living better with water: Identifying design considerations for products aimed at motivating regular water intake (p.110)	High heel insole design for delaying bunion development (p.108)	Research on Japanese typefaces and typeface customisation system designed for readers with developmental dyslexia (p.112)	Opportunities to improve the user experience of package delivery services in Northern Finland through AI (Siri) (p.110)
<b>OPEN + LIVING (T.3.5) GM 222</b>	Design challenges towards materials: Criticizing directions, stimulating debate, generating interdisciplinary circumstances (p.149)	A study of the research methods used to examine design patterns in modern Chinese architecture (p.147)	Intersection between architectural criticism and building performance analysis: Current debates and future directions (p.152)	Urban regeneration of the Central District of Taichung city - A culture creative approach based on service design (p.61)
<b>SS</b>	<b>OPEN (T.2.6) GM LT7</b>	Design 3.0 - Open, Deep, Big: A new design paradigm for the next generation of design research, practice, and education in public sector and social innovation (p.148)		
<b>WS</b>	<b>CHANGE (T.2.7) BZ 303</b>	We are the thought leaders: Building a collective doctoral design charter (p.28)		
<b>WS</b>	<b>MAKING (T.2.8) BZ 103</b>	TRICOTYPE: Knitted typography workshop (p.71)		

	11:00–11:25	11:25–11:50	11:50–12:15	12:15–12:40	12:40–14:00
<b>CHANGE (W.1.1) GM 235</b>	Change leadership thinking for design discipline: Coaching how to navigate between potential dynamic and power energy (p.17)	The career pathways and roles of in-house designers in the services sector in Singapore: A pilot interview study (p.26)	Impact methods for making a change (p.23)	Exploring the effect of product development time span on product paradigms through phones (p.22)	LUNCH
<b>LEARNING (W.1.2) GM 234</b>	Learning and teaching in the three environments of drawing in design: Evaluating a new model (p.38)	Fostering creativity through fast paced, quick, down-and-dirty ideation (p.36)	Possession tool: Design preferable future with humane assistant and diegetic prototype (p.40)	An interdisciplinary methodology for facilitating growth mindsets of creativity for college students: Gameplay, co-design and group dynamics (p.32)	
<b>PEOPLE (W.1.3) GM 225</b>	Rehabilitation design intervention for older adult women through community-based co-design activities (p.96)	Co-living for ageing in place: Mapping privacy and movement in a long-term care setting (p.80)	Invisible minorities: Exploring improvement strategies for social care services aimed at elderly immigrants in the UK using co-design methods (p.91)	Does roleplaying facilitate a holistic perception of the user? An exploratory study on simulating the elderly experience (p.86)	
<b>PEOPLE (W.1.4) GM 223</b>	Eight practice issues in design knowledge transfer: A case study (p.86)	Product user testing: The void between Laboratory testing and field testing (p.95)	Evaluating crowdsourced designs: How community shapes new product design (p.88)	Co-design framework for new product development: Case study on a smart-textronics product (p.79)	
<b>THINKING (W.1.5) GM LT6</b>	The use of design thinking in non-design contexts - A journey and experience (p.122)	Exploring the problem space with problem exploration strategies (p.120)	Editorial thinking for design research (p.119)	Little designer in theoryland: A designer-centric approach to understanding theory (p.120)	
<b>VALUE (W.1.6) GM LT7</b>	All innovation is social (p.127)	Bags of value: The value of design against crime interventions (p.127)	Mobilising publics: Governing biodesign technologies (p.130)	How to design for death (p.129)	
<b>OPEN (W.1.7) GM 222</b>	What kind of research is research through design? (p.155)	Global design researchers academic research mapping from the perspective of bibliometrics (p.151)	Scrum, a revolutionary approach for design research (p.155)	Exploring how boundary objects can support multidisciplinary design and science collaboration (p.150)	
<b>WS MAKING (W.1.8) BZ 308</b>	Human-centric lighting design for vehicles (p.67)				



**W.2 – Wednesday 4th September: 14:00–15:40**

	14:00-14:25	14:25-14:50	14:50-15:15	15:15-15:40	15:40-16:00
<b>CHANGE (W.2.1) GM 235</b>	The changes of tourism cultural and creative products in the future: A study on the consumer preference of intangible cultural heritage products—taking “Tujia Brocade” as an example (p.27)	Diagram of modern definitions of craft: The figurative behaviour of craft in the Japanese folk craft movement (p.21)	Developing a design process model for cultural creative product: A case study of table lamp (p.20)	Playing games with your mouth: Improving gaming experience with EMG supportive input device (p.25)	<b>BREAK</b>
<b>LIVING (W.2.2) GM 234</b>	Designing for the everyday through thussness and irregularity (p.51)	Styling of refrigerator lighting by altering its chromaticity and placement (p.58)	Semantic evaluation research on image of the packaging for dishwashing detergent of the B Corps (p.57)	Research on the influence of wheel type on the visual image of urban bicycle (p.56)	
<b>MAKING (W.2.3) GM LT6</b>	Manual labour and industry: A mutual stimulation proven in an intercultural research project (p.68)	Crafting sustainable value through ‘relational making’: A case study – the porcelain town of Jingdezhen (p.64)	Fostering creative citizens in China through co-design and public makerspaces (p.66)	Craft and sustainability: Reflections on design interventions in craft sector in China (p.64)	
<b>PEOPLE (W.2.4) GM 225</b>	In-progress reporting: Development of China’s creative economy through participatory design research in post-industrial regeneration (p.90)	Redevelopment or gentrification? Community-led perspectives in the co-designing of urban housing (p.96)	Could participatory design offer a revolution to architecture? Field notes From a situated action in Hasselt, Belgium (p.80)	From Copenhagen to Gorton: Wellbeing, democracy and the role of urban design (p.89)	
<b>TECHNOLOGY (W.2.5) GM LT7</b>	Imagining a digital future: How could we design for enchantment within the special education curriculum? (p.109)	Roles of 2.5D interactive scenario prototyping in digital experience design practice and education (p.113)	Design and implementation of wearable devices to enhance aquatic physical education (p.104)	Design research, eHealth and the convergence revolution (p.105)	
<b>THINKING + VALUE (W.2.6) GM 222</b>	A new approach for mapping stakeholders (p.116)	Proposed revision of airline corporate identity manual (p.121)	A study on task analysis for development of air traffic control system (p.126)		
<b>WS LEARNING (W.2.7) BZ 103</b>	Metaphoric-Collage: promoting our students to become agile learners (p.39)				
<b>WS MAKING (W.2.8) BZ 303</b>	Documenting the reflective making (p.66)				
<b>WS PEOPLE (W.2.9) BZ 308</b>	Smart brands: A design challenge (p.97)				

**W.3 – Wednesday 4th September: 16:00–17:40**

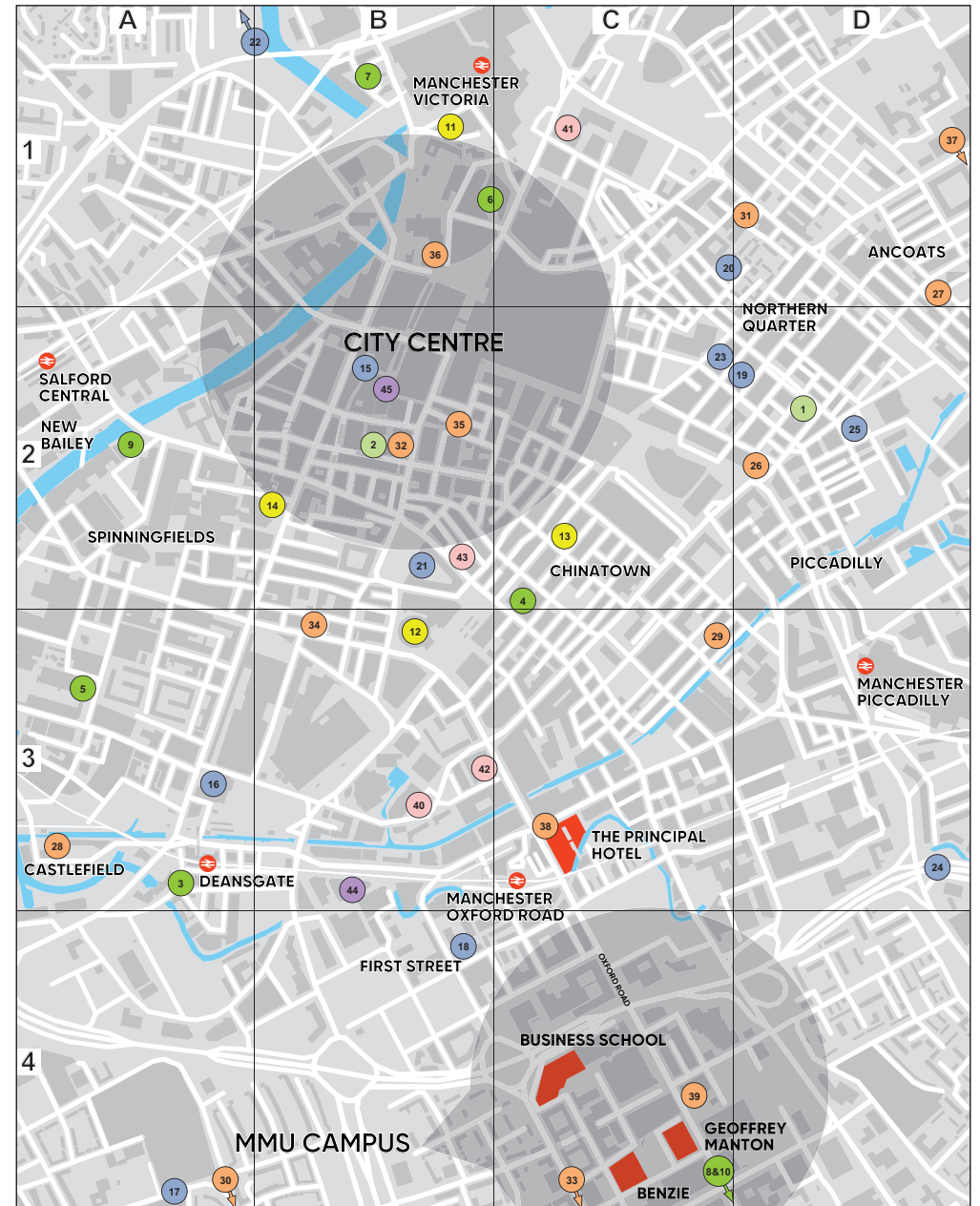
	16:00-16:25	16:25-16:50	16:50-17:15	17:15-17:40
<b>LIVING (W.3.1) GM LT6</b>	Defining urban graphic heritage for economic development in the UK and China (p.49)	Design innovation dimensions and bottom of the pyramid market principles: A study to bring these together for an approach to address quality of living (p.50)	Children deserve better public life: Human-centred design in play spaces (p.49)	Examination of new business ecosystem design for regional revitalization (p.53)
<b>PEOPLE (W.3.2) GM 235</b>	Exploring intensity factors and patterns of experience (p.88)	A framework to understanding factors that influence designing for older people (p.75)	Affordance, a concept for a measurable design: Fitness furniture, a case study (p.76)	Cross-cultural design teamwork: Researching at the edge between design and cross-cultural management (p.81)
<b>PEOPLE + LEARNING (W.3.3) GM 234</b>	Layout preference for movie posters of Koreans: Contextual background or character dominance (p.91)	Presence of motion lines in human pictograms: Analyses and evaluations (p.94)	A study on smart phone icons: Styles and recognition (p.76)	Responsible innovation: A model for holistic design pedagogy (p.42)
<b>TECHNOLOGY (W.3.4) GM 225</b>	RethinkAI: Designing the human and AI relationship in the future of work (p.112)	Ethics through design: Medical data systems, chronically ill data subject, and all the invisible things in between (p.107)	The future is metahistory: Using spine-based design fiction as a research lens for designing sustainable internet of things devices (p.113)	Prospective design: A future-led mixed-methodology to mitigate unintended consequences (p.111)
<b>VOICES (W.3.5) GM LT7</b>	Polyphonic praxis: Towards a collective turn in design pedagogy and practice (p.139)	Words of research: Reflections on linguistic practices in design research (p.142)	Mapping Activity Theory to a Design Thinking model (ATDT): A framework to propagate a culture of creative trust (p.138)	Towards relational practices in design (p.141)
<b>OPEN (W.3.6) GM 222</b>	Predicting brand experience performance using virtual reality: A pilot study with automobile showrooms featuring biophilic & experiential retail design (p.154)	Design innovation strategy for electric two-wheelers in China: A case study of NIU Technologies (p.149)	Authenticating typography in cultural festivals brand marks (p.148)	Graphic design for learning Chinese characters: Opinions about effectiveness and aesthetics from audience with and without Chinese culture backgrounds (p.151)
<b>WS LEARNING (W.2.7) BZ 103</b>	Metaphoric-Collage: promoting our students to become agile learners (p.39)			
<b>WS MAKING (W.2.8) BZ 303</b>	Documenting the reflective making (p.66)			
<b>WS PEOPLE (W.2.9) BZ 308</b>	Smart brands: A design challenge (p.97)			

## Manchester – Places of Interest Key

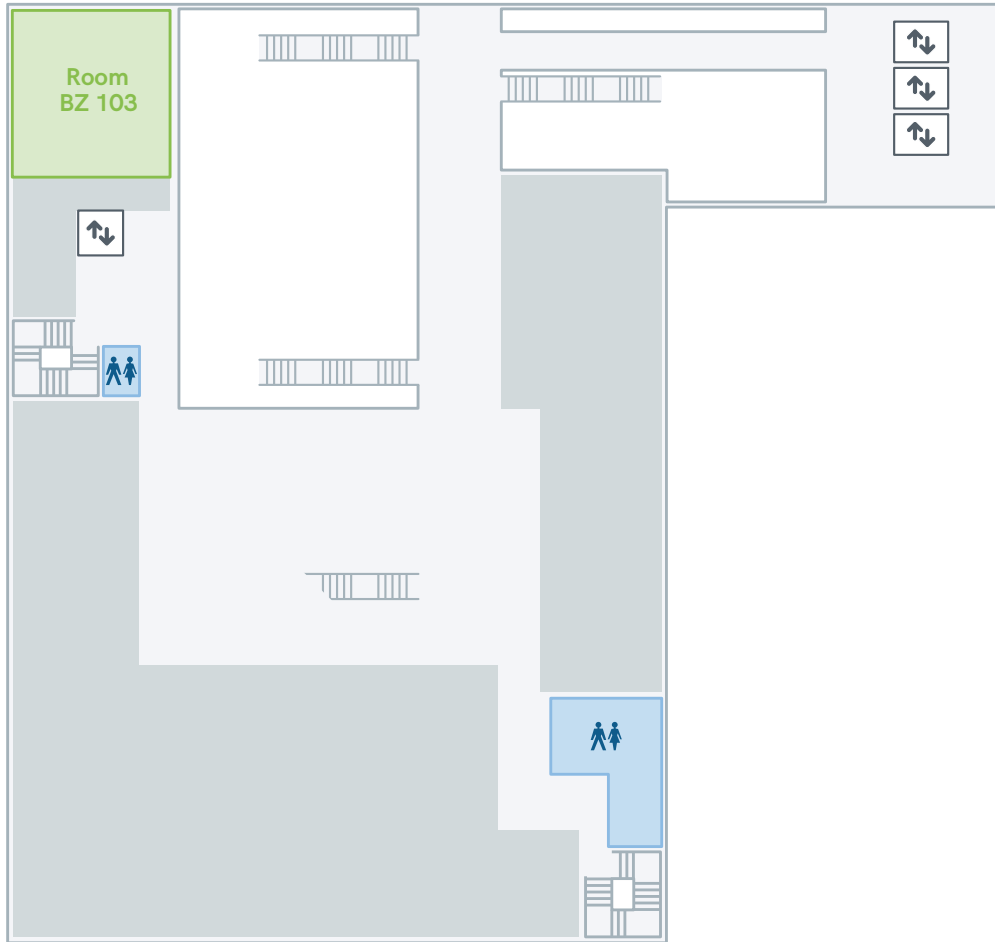
No.	Places of Interest	Postcode	Grid
<b>CAFE</b>			
1	Ezra and Gil	M1 1FR	D1
2	Rapha	M2 6AD	B2
<b>GALLERY &amp; MUSEUM</b>			
3	Castlefield Gallery	M15 4GB	A3
4	Manchester Art Gallery	M2 3JL	C2
5	Manchester Museum of Science & Industry	M3 4FP	A3
6	National Football Museum	M4 3BG	B1
7	Paper Gallery	M3 1PJ	B1
8	Manchester Museum	M13 9PL	C4
9	Peoples History Museum	M3 3ER	A2
10	Whitworth Art Gallery	M15 6ER	C4
<b>LIBRARY</b>			
11	Cheetham's Library	M3 1SB	B1
12	Manchester Central Library	M2 5PD	B3
13	Portico Library	M2 3HY	C2
14	The John Rylands Library	M3 3EH	B2
<b>PLACE OF INTEREST</b>			
15	Barton Arcade	M3 2BH	B2
16	Beetham Tower	M3 4LQ	A1
17	Hulme Park	M15 4ZY	A4
18	International Anthony Burgess Foundation	M1 5BY	B4
19	Magma Manchester	M1 1JN	D2
20	Manchester Craft & Design Centre	M4 5JD	C1

No.	Places of Interest	Postcode	Grid
<b>PLACE OF INTEREST</b>			
21	Manchester Town Hall	M60 2LA	B2
22	Paradise Works	M3 7LE	B1
23	Piccadilly Records	M1 1JR	C2
24	Projekts MCR	M1 2PG	D3
25	The Modernist	M1 2EQ	D2
<b>PLACE TO EAT &amp; DRINK</b>			
26	Bundobust - vegan	M1 2AG	D2
27	Canto	M4 5DH	D1
28	Dukes '92	M3 4LZ	A3
29	Jasmine	M21 8AE	C3
30	Kim by the Sea	M15 5RF	A4
31	Mackie Mayor Food	M4 5BU	D1
32	Mr Thomas's Chop House	M2 7AR	B2
33	Old Abbey Taphouse	M15 6SY	C4
34	Rudy's Pizza	M2 5QJ	B3
35	Sam's Chop House	M2 1HN	B2
36	Sinclair's Oyster Bar	M3 1SW	B1
37	Sugo Pasta kitchen	M4 6BA	D1
38	The Refuge	M60 7HA	C3
39	Unami	M1 7EE	C4
<b>PUB</b>			
40	Peveril of the Peak	M1 5JQ	B3
41	Pilcrow Pub	M60 0AB	C1
42	The Temple	M1 5JW	B3
43	The Vine Inn	M2 4BQ	B2
<b>THEATRE</b>			
44	HOME Manchester	M15 4FN	B3
45	Royal Exchange Theatre	M2 7DH	B2

## Manchester – Places of Interest Map



## WORKSHOPS – BENZIE 1ST FLOOR



Stairs Lift Toilets

## WORKSHOPS – BENZIE 3RD FLOOR



Stairs Lift Toilets

