



NORDES 2017

**7th Nordic Design Research Conference
15-17 June 2017
AHO · Oslo, Norway**

Book of Abstracts

FULL PAPERS

Narrative Identities In Participatory Art And Design Cases

Daria Akimenko, Essi Kuure

This paper explores identities that come about through the narratives different actors communicate in participatory art and design projects, as opposed to the roles assumed for and by them. This contributes to the discussion of equal engagement in participatory practices. The paper focuses on the notion of narrative identity in the context of two case studies, *Good Life in Villages*, a design competition held in rural Finnish Lapland with local communities, and *Have You Heard*, an art intervention working with migrant businesses in Edinburgh, UK. Both cases follow the methodology of design research through practice and artistic research and address current social issues, the former - population ageing and challenges of centralism, and the latter - migration and belonging, through design and art, respectively.

The aim of the paper is to propose a different point of view on facilitating participant engagement and adding local meaning to cases through understanding and utilizing narrative identities.

Challenges Of The ‘Urban Digital’: Addressing Interdisciplinarity And Power In The Planning And Design Of The Digital City

Jonny Aspen, Peter Hemmersam, Jørn G. S. Knutsen, Einar Sneve Martinussen

This paper identifies and discusses a set of challenges relating to the design of digital services in policies and strategies for more liveable and sustainable cities. These challenges emerge in the meeting between the knowledge and practice fields of digital design, which deal with service and interaction design, and urbanism, which is concerned with the study, planning and design of cities. The purpose of this paper is to lay the ground for a more inclusive and cross-disciplinary perspective on the conceptualisation, planning and realisation of the ‘urban digital’. This relates to how design and urban planning professionals learn to take seriously the societal responsibility implied in the development of digital services and products for everyday urban living.

Craft Dynamics: Empowering Felt Making Through Design

Bilge Merve Aktaş, Maarit Mäkelä

In this paper, we argue that design can empower a craftsperson and accordingly provides the ability to maintain her work and practice. In addition, it can provide new opportunities to the local community she is part of. The study presents case studies from the field of felting in Turkey, a rooted craft that has been transforming in the last two decades from design and product range views. With this study, we aim to understand the field of felting in Turkey and the role of design in the transitioning

of felting. First, we present the general situation based on the interviews that we conducted with eight craftspeople. After that, we group their practices into three main approaches, namely artistic, design, or conventional craft, according to their way of idea generation, by following Ihatsu’s (1998: 170) diagram for craft perspectives. Finally, we present in detail one craftsperson from each of the three approaches. Based on these findings, we argue that craftspeople who use design are more empowered: they can create their own craft identities, sustain their practice, and build productive relationships with the local community.

Reconstrained Design: Confronting Oblique Design Constraints

James Auger, Enrique Encinas

This paper presents the identification and analysis of a set of four ‘oblique constraints’—named as *progress dogma*, *future nudge*, *means and ends*, and *infrastraints*—which act as pervasive but often unacknowledged constraining influences that shape design practice and by extension limit future possibilities.

We ask: How and why is power exerted? How might this lead to impoverished or problematic futures? How can this dynamic be changed from a design perspective? Drawing from examples of recent work around renewable energy we show how design can be *reconstrained* to reveal new pathways and encourage more inclusive, holistic, and environmentally responsible futures.

Ecologizing, Decolonizing: An Artefactual Perspective

Martin Avila

In this paper I present a design project developed in Córdoba, Argentina, entitled ‘Spices-Species’.

Through this case study, I discuss the possibility of designing using two decolonial strategies — “objectivity (or truth) in parenthesis” and “being where one does and thinks”— that can lead to delinking, on a micropolitical scale, from colonial social patterns as well as reconnecting humans with natural processes and beings to which they are detached by means of devices. The paper suggests that these decolonial strategies, combined with the performance of designed artefacts may help to acknowledge not only human diversity, but also the multiple and diverse nonhuman beings that conform and participate in different localities.

Beyond Usefulness: Exploring The Implications Of Design In Policymaking

Jocelyn Bailey

This paper reflects on the convergence of design and power in the emerging trend of design being used within policymaking processes. The author’s personal experience of working as

a design consultant in this field in the UK is used to surface questions about the role design is playing in contemporary politics and governance, and how this might be understood. The paper reviews the growing body of literature around ‘design for policy’ and highlights the extent to which it is preoccupied with a purely instrumental account which neglects a broader political interpretation.

Three possible alternative analytical approaches are then discussed – a critical design history, Foucault’s governmentality lens, and Latour’s account of the different political stages in the trajectory of issues – all of which have the potential to deepen our understanding of the present.

Power Of Design Agency In Building And Sustaining Collaboration: Two Cases In São Paulo

Janaina T. Barbosa, Heather Wiltse, João A. Mota

Design research has considered the power of collaboration in terms of the politics of artefacts, services and practices to build or to support publics. Working within a framework of “commons” as continuing processes of negotiation in collaboration, this study asks: *How can design skills and agency build up collaborative capacities in urban communities for sustained processes of social innovation?* This qualitative research explores two case studies in Brazil, where designagency is identified in social practices carried out by both designers and non-designers. Three key processes involved in designing collaboration were identified: experimenting, disrupting and sustaining. This work concluded that design skills facilitate the distribution of power to build collaboration through co-production of common spaces. This investigation contributes to the ongoing discussion of design and “infrastructuring,” identifying the power of designagency in building and sustaining collaboration in a complex social landscape of an emerging city.

Decolonising Approaches To Designing With Children: FutureBNE Water Security Challenge

Bec Barnett, Tristan Schultz

This paper is a case study of the design and facilitation, undertaken by our practice, of Brisbane, Australia’s largest one-day educational event, the FutureBNE Water Security Challenge, held in both 2016 and 2017. 11- to 12-year-old students were asked to design ideas to secure Brisbane’s water supply with the understanding that this will be under threat over the coming century due to mounting future challenges.

Our objective was to give participating students the experience of and power to design ontologically, with design ideas that

comprehend the complexity of these future challenges. Key to the success of the event was the ability to give participating students the power to design thoughtful and relevant outcomes. This paper explores how, through design, power was inscribed in the project: empowering children to recognise their power as social change agents, the power inherent in the privilege of their geopolitical location and the power inherent in the geographical unsettlement of their region.

Experiments In The Co-Creation Of “Theatres” For Social Innovation. A Reading Through The Lens Of Hannah Arendt

Elisa Bertolotti, Virginia Tassinari

This paper explores how the authors are currently experimenting in bringing philosophical insights into dialogue with their design practices. Specifically, they are analyzing how concepts from Hannah Arendt’s *The Human Condition* - such as those of “theatres” and “heroes” - have inspired their research within a project called “*Welcome to Seraing*”. The idea of active citizenship powered by this project has been inspired by the idea of “hero” described by Arendt: i.e. to be an active player in society, discussing together and making decisions about the common sphere, and bringing these decisions into action. By doing so, the actors involved are given the possibility to experience deep satisfaction - “eu-daimonia” (ancient Greek for “happiness”) - which derives from taking one’s own responsibility within society and re-discovering the social character of human nature, according to Aristotle’s definition of man as “zoon politikon” (political animal). This occurs in Greek theatre, where the stories of the “heroes” are enacted and can become an example for the citizens.

In “*Welcome to Seraing*” these concepts have been used as a conceptual framework for the co-creation, together with the citizens of Seraing in Belgium - of spaces of representation (inspired by Arendt’s idea of Greek theatre) to experiment new forms of participation in the common sphere. The idea is that citizens can experience there what it means to be actively involved in their own neighbourhoods (which for Arendt is the main characteristic of being a “hero”). What is emerging from this project is that the situations we co-created with citizens are currently helping them to re-think their role within their own community. This paper discusses how Arendt’s ideas of “theatre”, “hero” and “eu-daimonia” can be relevant in order to fully value the political and social implications of the construction of new spaces for the enactment of possible future stories of local “heroes”, active citizens who discover their own happiness (“eu-daimonia”) by fully expressing their social nature.

Eventual Everyday: Infiltrating And Opening Systems Through Design

Isabella Von Mühlen Brandalise

This paper aims to explore how design can be less a singular solution to a problem and more an opening to possibilities, facing a scenario of apathy and crisis of imagination. Infiltration is proposed as a method of active appropriation and opening in the urban space, generating prefigurative events rather than actual propositions. The project is an attempt to embody this proposition, and consists of the narrative of the NYC Subcommittee of Temporary Operations and Public Dissent (STOPD), an agency that exists non-existently.

This paper navigates in the fields of urban and political theory, philosophy, activism, critical design and literary arts, to explore a social thesis (crisis of imagination), a design thesis (design as an opening process), a design proposition (infiltration-opening), and present a specific project with its supporting artifacts (narrative of STOPD). The project is evaluated through conversations with people involved in the context, as it intends to be a design stimulus to trigger imagination around government, dissent, and agency over the city.

Postcolonial Design Interventions: Mixed Reality Design For Revealing Histories Of Slavery And Their Legacies In Copenhagen

Maria Engberg, Susan Kozel, Temi Odumosu

This article reveals a multi layered design process that occurs at the intersection between postcolonial/decolonial theory and a version of digital sketching called Embodied Digital Sketching (EDS). The result of this particular intersection of theory and practice is called *Bitter & Sweet*, a Mixed Reality design prototype using cultural heritage material. Postcolonial and decolonial strategies informed both analytic and practical phases of the design process. A further contribution to the design field is the reminder that design interventions in the current political and economic climate are frequently bi-directional: designers may enact, but simultaneously external events intervene in design processes. *Bitter & Sweet* reveals intersecting layers of power and control when design processes deal with sensitive cultural topics.

Co-Crediting In An Age Of Participation

Sune Gudiksen, Thessa Jensen

Participation in creative productions increases in complexity with the accessibility of digital technologies and forums, and the acceleration of these into many types. Using Norbert Elias' theories on power figurations as a starting point and supply with

Fuchs' theories on power in participatory culture, we investigate the challenges and possibilities of *co-crediting* in participatory design. To do so, we examine three case examples to search for different perspectives in understanding the power structure seemingly inherent in these creative productions. Through a brief historical outline and the analysis of three creative production cases from different participatory fields, the authors provide an initial understanding of *co-crediting* and its challenges for co-design and participatory design from a participatory culture viewpoint.

Explicating Stakeholder Criteria: Opening Up The Power Field Through Design Games

Sune Gudiksen, Kirstine Christensen, Joakim Glerup Aalborg, Klaus Greve

Participatory design games involve both users and, later, stakeholders in the development process. Research has shown that such games have documented benefits, such as mutual learning, shared communication and joint propositions for sets of alternative scenarios and future practices.

However, as the complexity of participatory design projects increases (e.g. due to a widening circle of included stakeholders), it becomes harder to keep track of the various stakeholders' diverse criteria.

Recent design research has shown that criteria of importance to stakeholders—and, subsequently, their ownership—is a first step towards *infrastructuring* as a key factor in bringing about organizational change. For this reason, we ask:

What happens if we open up the 'power field' of stakeholder criteria through design games? In this paper, we investigate how three design games manage to engage a circle of stakeholders in identifying and explicating stakeholder design criteria in order to *prioritize* and *select* ideas, scenarios and concepts.

Futures: Speculations On Time, Design And Thinking

Michael Haldrup

Currently both design thinking and critical social science experience an increased interest in speculating in alternative future scenarios. This interest is not least related to the challenges issues of global sustainability present for politics, ethics and design. This paper explores the potentials of speculative thinking in relation to design and social and cultural studies, arguing that both offer valuable insights for creating a speculative space for new emergent criticalities challenging current assumptions of the relations between power and design. It does so by tracing out discussions of 'futurity' and 'futuraing' in design as well as

social and cultural studies. Firstly, by discussing futurist and speculative approaches in design thinking; secondly by engaging with ideas of scenario thinking and utopianism in current social and cultural studies; and thirdly by showing how the articulation of speculative fictions may produce alternative ‘realities’ to be explored and imaginably inhabited as alternatives to the present and as propositions for projections of potential futures.

Sustainable Lifestyles – How Values Affect Sustainable Practices

Sara Ilstedt, Mia Hesselgren, Elina Eriksson

This paper presents a project that explores how different values and lifestyle choices are related to sustainable practices. The goal has been to develop an understanding of both complexity in people’s everyday practices as well as patterns in this complexity to be used when designing interventions for sustainable lifestyles.

In the project, we have used a mixed methods approach in order to develop a more comprehensive picture of both the larger patterns of the complexities of everyday practices as well as the particulars of sustainability engagement in Sweden. In this paper we present the initial results from a Swedish study of people with different values and their relations to sustainability, based on Schwartz Theory of Basic Human Values. In particular, we present their overall perspective on sustainability, their existing sustainable practices, and their needs for transitions towards more sustainable lifestyles.

Shifting Roles In Public Issues: Exploring A Cross-Disciplinary Design Approach To Multistakeholder Participation

Philémonne Jaasma, Joep Frens, Caroline, Hummels, Evert Wolters

Local governance transformed from a municipality-centred to a collaborative process between multi-stakeholders, of which the municipality is one of many stakeholders who all have different interests, expertise and resources.

Such multi-stakeholder collaboration networks change stakeholders’ roles and responsibilities and require new forms of participation in governance processes.

In this work, we explore how a cross-disciplinary design approach can facilitate multi-stakeholders to ‘practise’ their shifting roles in local governance. We found that this context requires not only shifting roles of multi-stakeholders, but also a transformation of the roles of designers.

From Users To Outsiders: Shifting The Sphere Of Independent Innovation From Own Practice To External Fields

Tavs Jørgensen

This paper concerns doctoral research that investigates how new manufacturing concepts can be developed by individual designers facilitated by an increased diffusion of digital fabrication tools and knowledge resources. The paper reports on a practice-based research study aimed at exploring innovation with a technical focus on the underutilised Reconfigurable Pin Tooling (RPT) concept. The study feature two strands of enquiry; one concerning innovation with glass forming *within* the researcher’s own creative practice, while another strand investigate how the same tools and development approaches can deliver innovation in the furniture industry – a field *outside* the researcher’s practice. Both investigations seek to provide new insights into the innovation process delivered by independent designers, and how a shift can be made from undertaking innovation within their own personal practice to delivering innovation in external sectors or industries.

Inquiring Into Politics Of Patient Democracy Through Probing

Eva Knutz, Regner Birkelund, Thomas Markussen

In this paper, we shall focus on the gap between the idea of patient democracy and the practice of shared decision-making within cancer treatment at Danish hospitals. Through a design research project we are aiming at exploring how probes can be used to evoke moments of dissensus, which allow for a detailed inquiry into patient roles and identities and how shared decision-making works against patient empowerment. The argument we put forward here, is that the probing process have a value in understanding systems of power and the forming of identity belongings.

Empowering Non-Designers Through Animation-Based Sketching

Danwei Tran Luciani, Peter Vistisen

This paper asks whether it is feasible and valuable to facilitate early stakeholder involvement in the design process by applying animation as a common temporal sketching language. We build on the notion of sketching as an efficient activity for designers to think with and communicate ideas through. Not much research has sought to involve non-designers in the sketching process and assess which sketching media might be suitable for this purpose. We present the findings and learnings from a one-day workshop of using animation-based sketching techniques with non-designers as a way to empower them in the early concept

exploration phase. We then discuss whether animation could be a suitable mediator of the sketching mind-set in stakeholders with varying preconditions for participating in the early exploratory phase of design.

Beauty Or Brains, Cautious Or Courageous? Gender And Power In Online Visual Designs

Nina Lysbakken

Gendered visual communication is a major part of contemporary, mediated discourse, yet these expressions are seldom reflected upon from a designers' perspective. Whose voices are empowered in tabloid newspapers and gendered magazines? In what ways can we express gender? In this visual essay, I provide an auto-ethnographic perspective, and use personal reflections and visualisations to show a process of deconstructing, shaping and encoding gendered expressions on mobile platforms from my point of view, as a designer and a woman. The essay contributes to research writing methodologies, by questioning conventional ways in which scholarly research is presented. I draw on concepts of feministic speculative designs and gender-flips to demonstrate how the designer can change the meaning of digital spaces. I show this with two examples; an online newspaper design and a student project of an online women's magazine. I found that an awareness of such gendered expressions can challenge existing norms, enable creativity, innovative designs and shape new meanings in popular cultural expressions.

Social Design And Participatory Research: Transforming The Curriculum In Higher Education

Sónia Matos, Emma Gieben-Gamal

In this contribution, we reflect on the pedagogical and theoretical underpinnings of an undergraduate course that we developed in the School of Design, Edinburgh College of Art. The course was designed to extend the learning opportunities for tackling societal challenges through the design curriculum as well as to overcome the still common divide between theoretical and studio courses in design education. Employing an integrative and reflexive approach to learning and teaching, our intention was to blend critical understanding and practice through a participatory approach to research.

Therefore, we argue for the role of active engagement with communities as a means to transform and empower students' understanding of complex social challenges. Moreover, we explore the potential of active engagement to meet the challenge of delivering a curriculum that introduces students to a range of social issues in a theoretically informed way while also equipping them with the critical facilities to apply multidisciplinary approaches within design contexts.

Evolutions Of Service Actor Roles Towards Future Service

Tim Overkamp, Stefan Holmlid

Realising new ways of value co-creation involves changes in the roles of actors in a service system.

Role Theory and its concepts have been used in service research to articulate dynamics in service actor roles in existing value co-creation situations, but they are not applied to evaluate roles in future situations of service. Several methods exist in (service) design that can be used to describe existing roles in service systems and to suggest possible futures based on these descriptions, but describing roles in these futures in a structured way is not a part of these methods.

Structured ways to describe service actor roles in envisioned services are thus lacking, which makes it difficult to assess the feasibility of the evolution from contemporary service actor roles towards realising services. In this paper, we suggest how Role Theory and theatre-inspired methods in design can complement one-another to fill this gap.

We use interview data from the evaluation of an envisioned service scenario to show how Role Theory can be used as an analytical perspective to describe roles in this envisioned service. Finally, we suggest possible directions for future research.

Exploring Power With Object Theatre

Merja Ryöppy, Salu Ylirisku, Eva Knutz

This paper explores Object Theatre as an approach to address power in design. We understand power as a relational activity that emerges and is upheld through particular ways of relating (Elias 1991; Stacey 2007). The spontaneity in participant actions through Object Theatre exercises renders processes of relating tangible and negotiable. In this study Object Theatre was applied in exploration of a new walking aid for elderly people. We argue that the shift in perspective that Object Theatre allows designers to achieve can be effectively harnessed to explore issues arising from power relating amongst people – and between people and objects.

Who Wore It Best? Understanding Mediated Fashion As Design

Synne Skjulstad

How interdisciplinary design practices intersect as a powerful communicational core in fashion is given little attention in design studies. Even as fashion design is a design domain in its own right, this paper argues that our conceptions of power in fashion need to more fully include fashion as a matter of communication design. This paper argues that power is enacted via combinations

of material and immaterial articulations of design practices in fashion. Design practices are essential in shaping the tastes, styles, and desires at the heart of fashion, thus rendering fashion design as an expanded field that reaches far beyond material garments. This discussion paper proposes an expanded conception of fashion design, one that includes a mesh of networked media and design practices central to fashion. Via analysis of the fashion collective Vetements, these intersections are regarded as a locus of both economic and aesthetic power.

Futures Oriented Design Pedagogy: Performing A Space Of Powerful Possibility

Bruce Snaddon, Aletia Chisin

Where is the futuring power in performative design pedagogy? How do we, as educators and researchers, engage with pedagogical approaches in design learning that are flexible and responsive to changing times? These are questions we ask relating to an experimental teaching project that took students into a space for learning possibilities within the context of a creative desert festival. Our pedagogical impulse had been to firstly relocate design students and educators into a space where the environmental extremes would be experientially immersive, so as to bring their social ecology in step with the environmental ecology.

Secondly, it had been to situate the design learning activity within a sociocultural microcosm over a week, where embodied, performative engagement with all participants would provide feedback and give momentum to the groups praxis – through lived reflection in, and on their actions. We refer to performance in design pedagogy as imaginative meaning-making performatively produced. Our findings suggest that pedagogy that is enabling of performative event spaces in radically different settings, can expose and empower ontological relations between design students and their cocreated world and hopefully prepare them to become powerful actors in design futuring.

Disarticulating ‘Fatness’: Design Activism And The Counter-Hegemonic Practices Of Co-Designing Clothing With Plus-Size Women

Chad Story, Sam Abel, Ben Barry, Kirsten Schaefer, Sandra Tullio-Pow

This paper provides analysis from a participatory design project wherein an intersectional group of women co-designed clothing intended to meet the aesthetic, functional, emotional, and symbolic needs of plus-size bodies (20+). The work of the collective is as much an exercise in fashion co-design as it is a defiant act of activism intended to dissolve, displace, and contest normative categories used to articulate some bodies as beautiful, desirable, and accepted, and others as failed, ugly, and/or sick.

We build upon the concept of articulation to consider how co-design, in the spirit of activism, might be taken up as a counter-hegemonic practice used to disarticulate the boundaries that demarcate categories of Other-ness, giving way to space(s) where individuals can try on alternative subjectivities.

Whole In One: Designing For Empathy In Complex Systems

Helena Sustar, Tuuli Mattelmäki

This paper investigates the role of empathy and the use of service design tools in the context of (governmental) systems and organisational services. The discourse focuses on three areas: *intercultural empathy*, the *empathising process* and *empathic design tools*. The paper first reviews what empathy is and how it has been discussed in design. Secondly, a practical example of a complex design context is presented, an interactive platform for governmental immigration services. To best acknowledge the perspective of one, i.e. an individual in the whole, this example proposes that a combination of different design tools can systematically be applied, to foster perspective changes and to facilitate in zooming in and out from the individual to systemic levels.

Indiscipline: A Manifesto For Opening Graphic Design Futures

Inês Veiga

“Indiscipline” is a manifesto to pry open the everyday and imaginary of graphic designers. An invitation to free explorations and performative transformations of visual designs and acts of designing beyond the visual.

Through the happenings of four case study experiments, this paper reflects on the issues raised by a crucial manifesto in the history of graphic design. The “First Things First” manifesto published in 1964 and later revisited in 2000, serve as medium and material for an open-ended discussion on practices of communication and activism by design in the changing landscape of design research and industry relations, production and culture.

Return Of The Vision Video: Can Corporate Vision Videos Serve As Setting For Participation?

Peter Vistisen, Søren Bolvig Poulsen

This paper examines the role of corporate vision videos as a possible setting for participation when exploring the future potentials (and pitfalls) of new technological concepts. We propose that through the recent decade’s rise web 2.0 platforms, and the viral effects of user sharing, the corporate vision video of today might take on a significantly different role than before, and act as a participatory design approach. This address the changing

landscaping for participatory and user-involved design processes, in the wake of new digital forms of participation, communication and collaboration, which have radically changed the possible power dynamics of the production life cycle of new product developments. Through a case study, we pose the question of whether the online engagements around corporate vision videos can be viewed as a form of participation in a design process, and thus revitalize the relevance of vision videos as a design resource?

Fashion, Fiction, Function: Mediating Wearable Design Through Fashion Film

Jinyi Wang, Oskar Juhlin

Fashion technology is an expanding field, yet the question of how technology can be considered fashionable remains unexplored. According to fashion theories, mediation plays a fundamental role in transforming clothing items into fashionable garments. In this study, we explored how fashion films, as one of the most important fashion media in the industry today, could make wearable design concepts fashionable by merging aesthetics, experience and fiction. By synthesizing research in fashion studies and Human-Computer Interaction (HCI), we sketch out a framework for producing fashion film for wearables. We then describe our own process of making a fashion film for a fictional concept, and reflect on our process of using the framework. The contribution of the study includes: 1) proposing fashion films as means of mediating wearable design concepts; 2) advocating a balance between fashion, fiction and function in fashion technology mediation; and 3) foregrounding the discussion of design mediation as part of the design process broadly.

SHORT PAPERS

Designing Research Infrastructure For Open-Access Publishing

Cheryl E. Ball

This short paper introduces how design research can change the power dynamics at play in commercial publishing so that they are shifted from the publishers to the people - that is, the researchers and scholars who want to publish design research in traditional and non-traditional modalities. Making our research as publicly accessible as possible through open-access publishing (as well, in this case, through inclusive language) can only serve to disrupt the uneven power balance in academic publishing.

The paper briefly introduces the basic concepts of open-access scholarship as they relate to digital publishing, provides a short case on multimedia publishing relevant to practice-based design research, and discusses the importance of designing technical infrastructures that can help design fields publish this kind of OA scholarship. The case is an in-progress design project in which a team from the USA and Norway are collaboratively designing a new academic publishing platform called Vega that will be radically innovative for designers, scholars, and publishers.

Perform – Digital Movement In The Making

Lise Amy Hansen, Wendy Keay-Bright

Commercial sensor-based technologies offer efficient mechanisms for capturing detailed movement data today. These pre-determined calibrations and representations are used to design solutions that indicate how people *should* move in order to achieve certain goals. This presents an ethical power *imposition* that resides in the computational prowess within processing to activate prompts and smooth out errors by ignoring or discarding movement outside of what is deemed useful. Our discussions on movement come out of two research projects *Somantics* and *Sync* in which we developed digital tools to observe changes in user agency when movement becomes the focus of a chain of responsive actions and reactions - affect and effect - made possible through digitization.

The projects were undertaken with people with atypical movement experience, from expert dancers to children on the autistic spectrum. We discuss the need for reframing an ethical and critical discourse on digital movement to understand the sensate and social means with which we all use our bodies to regulate and rehearse, communicate and connect.

Dealing With Uncertainties In Socially Responsible Design

Anders Haug, Jacob Busch

In recent decades, a plethora of books and papers on socially responsible design has emerged. This literature, however, is far from having solved the environmental and social problems faced by the world today. This paper focuses on a major problem of socially responsible design initiatives, namely that, although they may have the best intentions, they often have minimal, if any, positive impact. A central reason for this is the uncertainties associated with the effects of such designs, which is also often used as an argument against initiating more ambitious projects.

More specifically, sometimes we are unsure about what effects a socially responsible design will produce, and sometimes we are unsure or disagree about whether its effects are ethically sound, in particular, when they involve someone having to make sacrifices. To be able to choose a more ambitious path, we need to better understand the uncertainties associated with socially responsible designs and to reconsider the ethical assumptions guiding our choices. This issue is addressed by defining a framework for understanding uncertainties associated with such projects and by arguing for a consequentialist ethics to govern socially responsible design.

Why Does "Participatory" Make Me Shiver? Proposing A Decolonial Practice For Participatory Work

Marika Hedemyr

Colonial practices often come unnoticed with participatory projects that involve people, places and economics. There are complex power structures involved, and nuances of ethics at play.

But how to address this complexity in a constructive manner? By explicitly drawing on a convergence between the challenges addressed by participatory art and participatory design, I propose a postcolonial perspective as a valuable critical practice for understanding the dynamic power structures in participatory projects. In order to decolonise a participatory project I suggest a set of concrete questions that can be asked regularly. To be the killjoy that points to the less flattering aspects of a project is never an easy position to take. But it may be necessary if the field of art and design is to raise its awareness and contribute to an ethical change.

Design For Dementia Care: Making A Difference

Anke Jakob, Cathy Treadaway, Helen Manchester

The paper discusses the growing role of design in dementia care and its power to enhance the wellbeing of people living with dementia, their carers and caregivers. It refers to three examples of recent design research focusing on creating environments, objects and technologies to support appropriate person-centred stimulation and activities in dementia care.

The projects use interdisciplinary co-design approaches and ethnographic methods to establish new knowledge and develop user-centred design solutions to improve care. The authors debate that engaging end-users in the design process not only empowers the designer; the collaborative approach enables in particular the carer / caregiver to reflect on their important task and to mobilise their creativity.

Collaborative Design For Fashionable Wearables: A Fashion System Perspective

Gül Kaner, Aykut Coşkun

Wearable technologies are used by only a small part of the consumer market, and their abandonment rates are still high. Aesthetic value and style are essential for making these devices fashionable, thus facilitating their widespread use. Designing fashionable wearables requires a collaboration between professionals working in technology and fashion fields. Although many studies in the literature indicate a need for collaboration, none explored the attitudes of professionals from these fields towards collaborating with each other.

Addressing this gap, we conducted in-depth interviews with 4 fashion designers, 1 fashion editor, 3 product developers and 1 public relations manager working in fashion industry. Based on the insights derived from these fashion professionals, we presented stakeholders that should be actively involved in the collaboration, the characteristics of collaboration environment, barriers for a successful collaboration, and two product development process models driven by either fashion and technology.

Technologies Of Division: Everyday Bordering

Silvia Mata-Marin, Dan Lockton

This paper explores how *border thinking* allows us to situate sociotechnical systems in everyday social processes as designed ‘bordering’ systems, regulating access and exerting control by embodying politics of difference in the context of everyday life for migrants in the United States. Through a discussion of everyday designed artifacts—credit cards and drivers’

licenses—the paper examines the tensions created in a process of acculturation, and calls for designers to attend to the ways in which designed artifacts embody larger political structures, becoming actors in the politics of inclusion/exclusion.

Engaging With Ghosts, Idiots & _____ – Otherness In Participatory Design

Laura Popplow, Melisa Duque-H.

This paper is an experiment to engage with ghosts, idiots, with the unspoken _____ and with the notion of ‘Otherness’ (Law 2004). By understanding writing as an enactment, a practice in-the-making, we invite you to join us in this experiment.

We describe experiences of Otherness from our design-research and show how the roles of ghosts, idiots and Others can unsettle participatory design events, while helping to address existing hegemonic structures, including the ones we create as design-researchers. On a second level, this contribution is a reflection of the ghosts we create through re-presented experience in writing about co-design events, and on how to possibly invite Otherness also in the re-presentation of research.

This is a risky and troublesome process, but we invite you to ‘stay with the trouble’ (Haraway 2016).

Speculative Graphic Design: Visual Identity Branding As A Catalyst For Change

Margaret Rynning

This paper explores the powerful combination of graphic design and visual identity branding together with speculative design. Via discussion of three student projects the paper demonstrates how this combination can be used to comment on problems and current practices in western world societies. I argue that speculative scenarios often are influenced by the time and the society in which they are created. The student projects in this paper recognize the first-world issues of self-absorbency.

Credibility of the speculative scenarios crafted through design is an important aspect, but without presenting the scenario as being the real thing.

However, interesting execution of the graphic design branding may create liking and make the speculative scenario shared through social media and thus have an impact on society.

Letters South Of (Nordic) Design

Pablo Calderón Salazar, Alfredo Gutiérrez Borrero

The following text is an e-mail exchange between colleagues, countrymen and friends – one located in Brussels (Belgium) and the other in Bogotá (Colombia) – and it is presented as an

epistolary article. Different to traditional academic articles, there is no initial hypothesis proven throughout the text, but a narrative emerging from the conversation among peers. We started from the topic (*design + power*) and questions proposed for the 2017 edition of NORDES; we could say that, paradoxically, we head north in a southbound conversation that involves decoloniality, deschooling, practices of *designs with other names* and even the film *Ratatouille*.

Citizens, Technologies & Power – A Unique Participatory Design Challenge

Jennifer Schubert, Bianca Herlo

This paper discusses power relations (Arendt 1970) between citizens and technologies induced by new communication structures for self-organization within a participatory design project: the “Mit-Mach-Stadt Brandis” (“Participatory City”). It questions how citizens use and adapt new digital means that have the potential to strengthen local and social structures. Referring to Latour’s actor network theory (ANT) and the equation of power between human and non-human actors, the current inquiry addresses the impact of digital technologies on citizens.

According to Latour, citizens, categorized as human actors, lose power in a digitized and connected urban environment. To counter this tendency, we develop socio-material infrastructures (Star, Ruhleder 1996; Ehn 2008) with and for citizens. Thereby, an empowered position for dealing with increasing digitization should come within the citizens’ reach. We analyze the relation between citizens and technologies *before, during, and after the project duration* (cf. Ehn 2009: 55). This paper is aimed at supporting design researchers in tackling the challenges of increased digitization and the possibilities of civic empowerment in participatory design work.

Inside/ Inside/Outside: Working Our Way Out Of The Damaged Now (Design As Dialectics)

Joshua Singer, Virginia Tassinari

Inside/Outside: (Design as dialectics) is a discourse manifested as an exhibition of experimental design work which was held at the San Francisco State University Design Gallery in the Spring of 2017. The project is a collection of artefacts, statements, and conversations whose intention is to blur various boundaries. It is an experiment intended to bring together theory and practice, discourse and artefact. It is a philosophical exegesis of design and its potentialities.

The project defined a philosophical position for design, namely that while design can be seen as a way to instrumentalize reality and thus reaffirm existing categories, it also has the capability to

operate within the inner, and often unseen, “dialectics” (Adorno 2005) – a process of spontaneous criticism that unfolds from within reality. Design also has the ability to question existing categories, reveal meanings and values that commonly remain invisible due to their oversimplification.

The project’s intent was to explore topics of critical and speculative design and design futures within critical and speculative forms and forums, showing how in practice design can be considered as a form of “dialectics”. By considering that an artefact can embed a philosophical reflection, the project becomes not simply a collection of objects and statements, but also a complex dynamic of exchange and an experimental investigation of design as a philosophical dialogue by means of artefacts.

“It’s Not That It Will Kill Me”: Living With Electromagnetic Hypersensitivity

Marie Louise Juul Søndergaard, Lone Koefoed Hansen

While the future visions of Internet of Things are slowly being implemented, the wireless and networked infrastructures that enable these connections already intervene and matter in people’s everyday lives in powerful ways. In this paper, we present a case study of a woman living with electromagnetic hypersensitivity; the heightened sensitivity of electromagnetic fields.

We describe how her daily activities and everyday habits are both enabled and constrained by digital technologies. Through this narrative, we reflect on how this case has impact for design research regarding how the objects we design matter in people’s everyday life in unpredictable and uncomfortable ways - also those that are not wirelessly connected.

CASES

Materializing “Ruling Relations”: A Case Of Gender, Power And Elder Care In Sweden

Camilla Andersson, Anna Isaksson, Karin Ehrnberger, Ramia Mazé, Emma Börjesson

This paper reflects upon our critical (feminist) design research approach developed in response to the Swedish Governmental Agency for Innovation Systems (Vinnova)’s innovation program on equality. As a pilot of the program, the subject of our research is equality within elder care work, a female-dominated employment sector with particular gender and power dynamics. We have responded to this program and sector by rethinking our research methodologies and critical design research method.

Inspired by institutional ethnography and the concept of ‘ruling relations’, our research approach involves critical design to materialize structural inequalities manifested within the everyday micro-practices of care work. Stories and sketches (as ‘material theses’) were generated through qualitative fieldwork involving ‘research through design’ processes to observe, document, explore, interpret, discuss and communicate gendered practices of elder care. Three themes emerged along the way, which articulate ruling relations revealed within elder care work. This research case is reported here along with reflections about the potentials of critical design as a (feminist) research approach capable of more critically interrogating power and positionality within design and innovation. From our perspective, equality as a policy and subject of research – including design research – calls for critical (and feminist) theoretical and methodological development.

When Does Clothing Become Textile Architecture? Creating Dynamic Qualities In Architecture Through The Power Of Embodied Ideation Techniques

Marina Castán, Oscar Tomico

Textile architecture bridges two distinct design practices that operate at different scales. The challenge of designing a soft and dynamic architecture has been widely addressed by architects and researchers. However, few of these projects adopt a textile design perspective. By proposing an embodied approach to textile architecture, this paper aims to contribute to new ways of designing textile architecture by means of transdisciplinary collaboration. Through a case study, we explore how the dynamic qualities of textiles in relation to body movement can inform new textile architectural design processes. The results show that the transformative nature of textiles, as a material that is adaptive, soft and dynamic, fosters a new understanding of textile architecture when coupled with the body. An embodied approach such as this addresses a perspective of power relations that is distributed across

a relational network of agents and their capacity to perform as *enablers* and *disablers*, allowing architects and textile designers to work at the same level regardless of scale.

Architect/Designer As ‘Urban Agent’: A Case Of Mediating Temporary Use In Cities

Hella Hernberg, Ramia Mazé

In recent years, urban transformations have required new work approaches and roles for architects and designers. These expand beyond the design of physical objects, buildings or urban plans, to include the mediation of more complex and controversial processes and collaborations.

Negotiation among various kinds of actors has become central, and this challenges traditional expert roles and power relations in architecture and design. This paper draws upon two cases of professional experience and ‘research through design’ to elaborate the role and work of architects / designers in mediating the temporary use of space.

Temporary use is becoming a central and strategic component of urban development today, and it involves direct engagement of citizens and various local actors. In recent research, the importance of ‘mediators’ or ‘agents’ for temporary use has been identified but not explored in greater detail. We draw on participatory design and architecture discourses to conceptualize the architect/designer’s role in mediating temporary use, taking the concept of ‘urban agent’ as a point of departure.

Becoming Woke: Design Research And Embodied Practice

Kate McEntee

In early 2016, a design research project explored designing engagements to address issues of structural racism and white privilege. The research took place by enacting engagements with patrons in bars throughout New York City. The design “outcome” of this research was a distributable guidebook to encourage and empower discussion and awareness. However, the real designed outcome were the conversations generated by the embodied practice of the research itself—the actual interaction, skillful facilitation and iterative strategy that activated thoughtful exchange between two people. This case study reflects on how as design offers problem-solving services in complex social spaces, the intangible products of design practice become valuable outputs. The designer’s embodiment of their practice must align with the values and intended outcome of the project, thus also making the practice process the designed outcome itself.

The Ability To Make A Difference In Participatory Design Projects

Aditya Pawar

The case study presented here is an intensive nine-day community participation project in a Swiss town, aimed at fostering community food production. The approach to participatory design presented here seeks to emphasize the in-situ improvisatory ‘doing’ of collaborative activities.

Using notions such as diffusing, reifying and catalyzing the study describes the iterative movement of the project that is bound up in material arrangements and social relations.

Through a reflection in action approach, the author unpacks how the designer’s agency is understood through social interactions and acts of summarizing, materialization and translation.

The paper concludes by discussing power and agency, both as an outcome and central to the design process. This reflective exploration through the lens of agency seeks to encourage the reflexivity of designers in collaborative practice.

Designing With Bias And Privilege?

Marie Louise Juul Søndergaard, Lone Koefoed Hansen

Focusing on the relation between design and power requires us to understand the designer’s role and position. Based on an understanding of design as ideological and political, we focus on the designer’s position from an intersectional feminist perspective. We present two design objects that aim to critically intervene into agency and power structures, and we analyse how the designer’s position impacts this intervention. With this case, we demonstrate how a simple argument – that what you design is always influenced by your (lack of) privilege – becomes complex when understood in the concrete design practice. The paper contributes with a critical reflection on how a designer is always part of a construction of power and privilege.

EXHIBITIONS

Inviting Conversations On Collaborative Design Practice And Encounters Through Writing: From The Book, Coconuts: Fresh Views On Co-Design

Naya Choi, Andrea Østmo Da Costa

Co-conuts: fresh views on co-design is a contribution to the category of 'Exhibition' at the *Nordes Design Conference 2017*, written, designed, and produced by the first year students, 2016/17, of MA Co-design at The Royal Danish Academy of Fine Arts (KADK). The contributions to the book are both visual and written expressions of the students' experiences of their first semester as co-designers. The images within were created by each contributor to accompany and complement their texts. They serve as a bridge from the visual to the written, both representative of the co-design process itself and of the co-designers' introspective journey into their own practice. The book is an invitation to other students, academics and interested practitioners of any field, with collaboration and encounters at the core, to converse both about co-design and the process of learning to develop a co-design practice. Through an interactive exhibition display of the book the authors hope to engage visitors of the Nordes Conference and deepen discussions and broaden reflections the theme of 'design and power'.

Drawing Together. Collaborative Design Practices In Experimental Physics

Judith Dobler

This submission investigates hand sketching as imaging practice in working environments, depicting collaborative drawing as a distinct form of knowledge. The research is based on a case study of experimental physicists' collaborative sketching practices. The core question of the exhibition submission is: How can the process of collaborative sketching be made visible between spaces, practices, and knowledge? The hypothesis is that collaborative sketching forms an integral part of the science discourse. These practices are often overlooked yet constitute powerful instruments in the formation of science, society, and politics.

Design Unlikely Futures In The 'Jungle'

Liam Healy, Jimmy Loizeau, Clare Thompson

Between 2015 and 2016 working under the collective name Design Unlikely Futures we have been working in Calais in northern France, in the camp referred to as 'The Jungle'. Through a number of interventions we have developed and deployed experimental, empirical design methods working with the camps residents. Here, we will present a set of work in progress films that have been produced through this process.

Built by its residents and various volunteer groups 'The Jungle' became an autonomous space home to up to 10,000 people. Despite this, the camp was not recognised by British or French governments and its inhabitants were offered minimal aid from official channels.

DUF developed and deployed a bespoke tandem bicycle with built in cameras in November 2016 shortly before the camps residents were evicted and its structures destroyed. The bicycle had several aims: to generate new opportunities to understand lived experiences of the camp, to 'map' the space (in various ways) and to create a place for resident's voices while altering the dynamics of researcher and researched by inviting residents to 'pilot' the bicycle.

Zygo: Design Led Reframing Of Secondhand Marketplaces

Swati Srivastava

Situated within a larger design research project studying the phenomenon of "premature disposal of durable products and increased resource consumption", my ongoing PhD research investigates ways to explore and develop new perspectives and framings of the practices of secondhand use of durable products amongst teens and young adults (16-27 years) for the mainstream uptake of secondhand marketplaces through interaction and service design proposals. For Nordes'17, I will present an experiential exhibit showcasing a new service proposal, 'Zygo' that repositions the secondhand marketplace as a scaffolding to support and connect the youth in the transient, varied and yet complementary phases of their lives and helps them in managing their respective aspirations and needs.

POSTERS

Drawing Together. Collaborative Design Practices In Experimental Physics

Judith Dobler

This study investigates hand sketching as imaging practice in working environments, depicting collaborative drawing as a distinct form of knowledge. The research is based on a case study of experimental physicists' collaborative sketching practices. These questions lead the research: What specific functions do the collaborative sketching activities, and the resulting sketches have? How do different agencies get involved in collaborative imaging practices? Can the scientists' actions be described as design practices? The hypothesis is that collaborative sketching forms an integral part of science discourse. Besides being a tool for thinking and communicating together, I argue that the collaborative sketching activity functions as an epistemic design practice. These practices are often overlooked yet constitute powerful instruments in the formation of science, society, and politics.

Participation & Co-Design In Public Services

Fanny Giordano

This poster is part of an early investigation of a PhD-study in Service Design that started in February 2017. The poster identifies challenges and opportunities emerging from a gap between citizen's needs and public offering to address such needs. Citizens often organize themselves when public administrations are unable to provide valid answers to emerging everyday problems. These opportunities and challenges are related to the role designers could take to help generating new kinds of public services. Services that are sustainable, that take into account the technological innovations but most importantly that are informed by the real needs of their users (citizens). How design may contribute to build capacity and bridge relations between citizens and public service providers?

PICTORIALS

Hearsay: Speculative Exploration Of Intelligent Voice Based Interfaces

Sumit Pandey, Alma Leora Culén

In this paper, we present a reflective visual account of the process and outcome from a speculative research through design project – Hearsay. Through this account we unpack and present the conceptual, technical and material explorations that guided our design process. Further, using this mode of reflective visual articulation, we contribute to interaction design research by highlighting potential possibilities and problematics for design within the emergent space of intelligent voice based interfaces.

Care And The Design Of A Psychiatric Hospital Environment

Laurene Vaughan, Shanti Sumartojo, Sarah Pink

This pictorial submission presents some initial reflective observations from a project that is exploring transition and transformation that results from the design and build of a new hospital building and the psychiatric facilities in particular.

Care is the fundamental guiding principle of this research, of the hospital development and the day to day practices of patients, hospital staff and associated care givers. This is realized as care for the unwell through processes, treatment and environments.

WORKSHOPS

What Is Your Critical Approach? Design, Power And Proximity

Shana Agid, Sissel Olander

This workshop explores strategies and tactics for “doing” critique in and through design research,

The workshop invites design researchers from both descriptive-analytical fields and practice based and experimental fields to discuss the possibilities of critique and critical approaches in design research.

The workshop invokes notions of critical distance and proximity through discussions of empirical examples provided by the organisers and participants in tandem.

Participants will introduce themselves through a short, informal presentation of their work and its critical questions. Together, these case examples and questions will provide a frame for thinking about the critical capacities of descriptive-analytical and constructive design research in relation to systemic infrastructures, institutions and power. The aim of the workshop is to investigate how design researchers position themselves as critical and / or post-critical agents in research projects with collaborators situated in a range of ways. The intended outcome is a selection of critical guiding questions and strategic considerations generated by participants together as a resource for design researchers and practitioners working at the critical edge(s) of networks, systems, technologies and institutions.

The Cyberiad - Telling Stories Of Power Relationships In Future Words

Nik Baerten, Susan Yelavich, Elisa Bertolotti, Virginia Tassinari

“Attention is the natural prayer of the soul”

Malebranche

In this workshop, we mean to explore how ideas of power might be explored through different ideas of “future”.

This workshop asks its participants to open up a more multivalent temporality, looking at multiple possible futures and the ideas of societies (and therefore, also the power-relationship) they might convey. It aims to nurture questioning how this might help to understand better how we, as design-ers, can help to envision new kind of actions to be undertaken in the present public realm, and which alternative meanings - such as those of citizenship, politics and power - can be conveyed by our design actions.

Privileged Participation: Design, Allyship And Decoloniality

Dimeji Onafuwa, Joshua D Bloom

This intensive three-hour workshop will engage participants in exploring the role of the design community in platforming allyship at the intersections of coloniality, race, and culture in contemporary society, and in light of our current sociopolitical climate.

How Can We Critically & Creatively Engage With Power Relations In Collaborative Design Research?

Åsa Ståhl, Mathilda Tham, Sara Hyltén-Cavallius

This workshop explores power relations in collaborative design research. As co-creation is becoming more established and even something of a holy grail, it is important to revisit and further understandings of, for example, the limits to democracy in collaborative research and conflicting agendas. The workshop draws on ongoing research that explores housing needs and solutions at the intersection of an ageing population, students and migrants, and that engages multiple stakeholder groups in collaborative processes. The proposed workshop will stage an enactment of the research design, from invitation to analysis, with the workshop participants playing the different roles in the process. This will enable us, collaboratively, to critically and creatively engage with some concrete interfaces to power negotiations as well as the meta level of power dynamics in collaborative research.

We will enrich our understandings of power relations by engaging with indigenous thinking, expressed as decolonizing methodologies.