

THE DESIGN AFTER

PROGRAMME BOOK

WELCOME TO
CUMULUS
BOGOTA 2019

THE DESIGN AFTER

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DO YOU NEED WI-FI?

Network name:
UniandesPública

Access via Facebook
or self registration

CUMULUS ASSOCIATION

CUMULUS HAS 299 MEMBERS FROM 57 DIFFERENT COUNTRIES

Cumulus, founded in 1990 is an organization that serves art, design, education and research with participating institutions at the highest level in the world. An environment which enables the transfer of knowledge and best practices, allowing its members to create networks and contacts in flexible and dynamic forums, promoting cooperation and innovation.

Cumulus has 299 members from 57 different countries. The School of Architecture and Design at Universidad de los Andes has been part of Cumulus since 2013. Los Andes will host Cumulus 2019 opening a space in Latin America to unfold the role of design in these diverse, changing territories and in the process of transformation. Cumulus 2019 will be the space where specific views on complex situations will be debated and where novel and disruptive perspectives will be proposed.



UNIANDES

Universidad de los Andes, founded in 1948 is ranked as the best university in Colombia and the fifth in Latin America (according to the QS range). It has transformed the country, promoting social impact research.

The School is composed by two departments: Architecture and Design, founded in 1948 and 1994 respectively. An academic professional and administrative team of the highest level together will welcome visitors of Cumulus 2019.

The School's academic program has evolved to adapt its content to the constantly-changing disciplines, technologies and social realities of both the region and the world. Cumulus 2019 will be a window showcasing design interests and trends that supports the new academic cooperation, creation and research alliances.

**UNIVERSIDAD
DE LOS ANDES HAS
APPROXIMATELY
15,000 STUDENTS,
MORE THAN 1,000
ARE INTERNATIONAL**



THE DESIGN AFTER

CUMULUS
BOGOTA 2019

THE
DESIGN
AFTER
FOR A BETTER AFTER

In the dawn of the new millennium, the design is experiencing a moment of expansion, recognition, mutation and integration, other disciplines would envy.

It retains its aura and transcends the realm of the tangible becoming a form of thought, dialogue and ontology. The turn of the millennium has staged disruptions and catastrophes: from wars against terror to exacerbated fundamentalism; from the financial crises to the flood of inequities and migrations.

In the absence of better words, the "post" prefix has characterized the last half-century: postmodern, postfeminist, post capitalist, post humanist, post truth.

Before creating post design, would it be worth thinking about an after design? Can design capture another vision of the human being, cultures and ecosystems that surround humans? Have designers thought about what will happen next?

We are a species that mutates and subsists revealing great adaptive capacities. We manage to debate emerging issues, without fear of experimental vocabularies while being critical, collaborative and speculative. Design today is transdisciplinary and plural.

Hosting Cumulus in Colombia is the result of this transition, placing humans in a border crossing, in an eclectic habitat a place as contradictory and vital as the change of the millennium. When design is about thinking in action and transition, it questions its original logic and gives birth to diversity. In Bogota, Colombia, different perspectives will be found transcending the discipline, questioning what will become of design: the design, after.

SPOTLIGHT ON SUSTAINABILITY *

In Cumulus: The Design After we are keen to show that a successful and inviting event of this scale can be achieved by ecologically and ethically sustainable means. This approach is driven by the need to respond to climate change and a responsibility to our local community.

Welcome Kit:

- The program and event badge are printed with ecological ink and over recycled paper.
- In the kit we included a reusable bottle that can be refilled in water stations all over campus, additional ones will be placed around event activities. This way we avoided the use of 2.700 single-use plastic bottles.
- The tote bag itself is made with repurposed fabrics.

Making use of the circular economy:

- All venue decorations and wayfinding signs are part of an upcycling project that transformed 110 discarded Nacional Police (Policía Nacional de Colombia) uniforms into all of the events flags, avoiding 112.5 Kg. of single-use plastic banners.
- All snacks, meals and beverages are made with local ingredients.

Offsetting emissions from air-land travel:

- We made an effort to keep event activities in the same area to avoid additional transportation of attendees during the event. We will be working with an NGO to help plant trees to offset greenhouse gas emissions from: the flights we provided for our keynotes, transporting all attendees to the Cumulus gala and the carbon footprint the event generates throughout the 3 days. All local transportation for keynotes are made with 13 BMW electric car to avoid more greenhouse emissions.

* This project was inspired by and based upon Finland's Presidency of the Council of the European Union meetings protocol.

MESSAGE FROM THE DEAN

My profound gratitude to all authors for sharing their insights and views on design and education; to the scientific committee, peer reviewers, our fabulous keynotes and our internal editorial design and production teams. I would also like to express my appreciation to all Cumulus Team, with special regards to Mariana Amatullo (president) for her trust and encouragement, Eija Salmi (secretary general) and Justyna Molik (coordinator), for their generous support and wisdom through preparation of this Cumulus edition at our campus.

Finally, my sincere gratitude to all conference attendants, to Universidad de los Andes, our donors and everyone who actively participated in the process of making this a meaningful event and a significant contribution to our design community.



Hernando Barragán
Dean
School of Architecture and Design
Universidad de los Andes - Colombia

TRACKS

DESIGN AND COUNTERCULTURE

What is the role design could play in creating new production models or economic systems?

SENSING THE CITY, SENSING THE RURAL

How can we reinforce connections between rural and urban spaces?

SOMEWHERE, NOWHERE, ANYONE, EVERYONE

Is it possible for designers to learn and design along with small communities?

FICTION AND DE-INNOVATION

Can the relationship between design, fiction, architecture and games redefine the role of each specific field?

BIODIVERSITY-DRIVEN DESIGN

Is it possible for science and design to question how their knowledge can be better integrated to solve real world problems?

KEYNOTES

BRIGITTE BAPTISTE

OPENING CONFERENCE

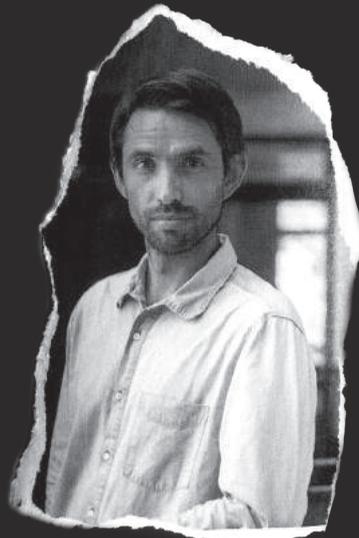
How can we attain environmental sustainability? What needs to be done so that our governments understand biodiversity conservation as a priority in the policy agenda? Brigitte Baptiste, Colombia's most important environmental voice and leader, will share her experience as an academic and activist in pursuit to change the policy debate, and our societal values.



DORI TUNSTALL

SOMEWHERE, NOWHERE, ANYONE, EVERYONE

What is design anthropology? How can design advocate for communities? Can we decolonize design? What is Respectful Design? Dori Tunstall has spent her life teaching the answers to these questions and breaking glass ceilings along the way. She is the first black female Dean of a Design school and was named one of the 100 most influential black women in Canada.



MARTÍN TIRONI

SENSING THE CITY, SENSING THE RURAL

What is understood today by Smart City? Which are the politics of a Smart City? Which are the cosmopolitics of a Smart City? Martín Tironi is currently Visiting Fellow at the Center of Invention and Social Process at Goldsmiths. His research areas are design anthropology, digital technologies and mobility, and urban infrastructures. He recently published 'Unpacking a Citizen Self-tracking Device' (with M. Valderrama) in Environment and Planning D: Society and Space.

*Virtual conference

MONIKA BIELSKYTE

FICTION AND DE-INNOVATION

What is the value of design when exploring futures? What is protopia? How is it possible to prototype --culturally diverse, socially and environmentally-- engaged future worlds? Monika Bielskyte defines herself as a futurist with an artist's eye and an inventor's mind. She prototypes culturally diverse, socially and environmentally engaged future world designs for the entertainment industry, technology companies, and cities/countries. Monika is also an expert in future of content and immersive media technology space (XR/AI/UX).



DANIEL GRUSHKIN

BIODIVERSITY-DRIVEN DESIGN

What is Citizen Science? How can scientists and designers, working together, change the future of biotechnology? Daniel Grushkin is founder and director of the Biodesign Challenge and co-founder of Genspace. Daniel has been a Fellow at Data & Society, a Fellow at the Woodrow Wilson International Center for Scholars, and an Emerging Leader in Biosecurity at the UPMC Center of Health Security. As a journalist, he has reported on the intersection of biotechnology, culture, and business for publications including Bloomberg Businessweek, Fast Company, Scientific American and Popular Science.

EVA DE KLERK

DESIGN AND COUNTERCULTURE

How can communities contribute in urban planning? Can a bottom-up approach solve difficult urban cases? What are the benefits of self-development and joined ownership by communities? Eva de Klerk is a Dutch artist and independent professional in participatory city development. Her work includes the regeneration of deprived industrial and residential areas in close co-operation with the local community and creative scene. Her first project, the NDSM wharf was called one of the coolest places in the world by the New York Times. Eva published her book Make Your City covering 20 years of experience in self-organization according to the The City as a Shell philosophy.



PROGRAMME

MONDAY / OCT. 28

SOME OF OUR STUDENTS' WORK ON

portfolios.uniandes.edu.co

FOLLOW US

[@arqdisuniandes](https://www.instagram.com/arqdisuniandes)

[@ArqDisUA](https://www.twitter.com/ArqDisUA)

CONTACT US

infoarqdis@uniandes.edu.co

8:00-8:30

8:30-9:00

9:00-9:30

9:30-10:00

10:00-10:30

10:00 - 13:00

WG

Rediseñando futuros para ciudades rotas

(This activity will be in Spanish)

Location: Block C / 409

11:00-11:30

11:30-12:00

12:00-12:30

12:30-13:00

13:00-13:30

13:30-14:00

14:00-14:30

14:00 - 18:00

WG

DxCC Bogotá 2019

Design for Collaborative Cities:

Collaborative people in challenging places

Location: Block C / 409

15:00-15:30

15:30-16:00

16:00-16:30

16:30-17:00

17:00-17:30

17:30-18:00

18:00-18:30

18:00 - Tuesday 18:00 (24 hours)

Botanical: Illustration Challenge

(This activity will be in Spanish)

Location: Block C / 203

18:30-19:00

19:00-19:30

20:00-20:30

19:30-20:00

20:00-20:30

20:30-21:00

KS / Keynote Speaker
PP / Paper presentation
WG / Working Group
RT / Round Table

TUESDAY / OCT. 29

8:00-8:30	
8:30-9:00	
9:00-9:30	
9:30-10:00	
10:00-10:30	
10:30-11:00	
11:00-11:30	
11:30-12:00	
12:00-12:30	12:00 - 17:00 WG
12:30-13:00	Design Education and Research Days (DERdays) Location: Block C / 701
13:00-13:30	
13:30-14:00	
14:00-14:30	
14:30-15:00	
15:00-15:30	
15:30-16:00	
16:00-16:30	
16:30-17:00	
17:00-17:30	
17:30-18:00	
18:00-18:30	18:00 - 24:00 WG
18:30-19:00	Trasnocho con la Madre Tierra. Cosmovisión Kogui para descolonizar el pensamiento
19:00-19:30	(This activity will be in Spanish) Location: Block C
20:00-20:30	
19:30-20:00	
20:00-20:30	
20:30-21:00	

WEDNESDAY / OCT. 30

Conference Registration Location: ML Building / South side entry, until 11:00 Lleras Building / From 11:00 to 16:00				
9:00 - 10:00 Opening Location: ML Building / Auditorium				
10:00 - 11:00 KS Brigitte Baptiste / Opening Conference Location: ML Building / Auditorium				
BREAK Location: ML Building				
11:30 - 13:00 PP Location: Block C	11:30 - 13:00 RT Location: Block C	11:30 - 13:00 WG Location: Block C		
LUNCH Location: Block C / Rooftop, 7th floor				
15:00 - 16:30 PP Location: Block C			15:00 - 16:30 RT Location: Block C	15:00 - 16:30 WG Location: Block C
BREAK				
17:00 - 17:30 School Exhibition Opening Location: Block C / Exhibition hall, 1st floor				
18:00 - 21:00 Welcome Cocktail Location: Artesanías de Colombia (Walking distance)				

THURSDAY / OCT. 31

Conference Registration Location: ML Building / South side entry, until 12:30		
9:00 - 10:00 KS Martin Tironi Sensing the City, Sensing the Rural Location: ML Building / Auditorium		
BREAK Location: ML Building		
10:30 - 11:30 PP Location: Block C	10:30 - 11:30 RT Location: Block C	10:30 - 11:30 WG Location: Block C
11:30 - 12:30 KS Dori Tunstall Somewhere, Nowhere, Anyone, Everyone Location: ML Building / Auditorium		
LUNCH Location: Block C / Rooftop, 7th floor		
13:30 - 18:00 Cultural programme		

FRIDAY / NOV. 01

Conference Registration Location: ML Building / South side entry, until 12:30	
9:00 - 10:00 KS Monika Bielskyte (virtual conference) Fiction and De-innovation Location: ML Building / Auditorium	
BREAK Location: ML Building	
10:30 - 11:30 PP Location: Block C	10:30 - 11:30 RT Location: Block C
11:30 - 12:30 KS Daniel Grushkin Biodiversity-Driven Design Location: ML Building / Auditorium	
LUNCH Location: Block C / Rooftop, 7th floor	
14:30 - 16:00 PP Location: Block C	14:30 - 16:00 RT Location: Block C
BREAK Location: ML Building	
16:30 - 17:30 KS Eva de Klerk Design and Counterculture Location: ML Building / Auditorium	
17:30 - 18:30 Closing Location: ML Building / Auditorium	
19:00 Gala Location: Andrés D.C. (Buses depart from the north side of the ML Building)	

KS / Keynote Speaker
PP / Paper presentation
WG / Working Group
RT / Round Table

During keynotes you can find a permanent coffee station outside of the auditorium.
During parallel sessions you can find a permanent coffee station in the hallway of the 4th floor at Block C.

WG

Tenkua. Rediseñando futuros para ciudades rotas

10:00 - 13:00

Block C / 409

Las ciudades son sistemas artificiales complejos, cuyo crecimiento exponencial (y sus efectos) requiere la participación de todos en el diseño de soluciones. Aprender nuevas formas de actuar para enfrentar los retos sociales y ambientales (latentes o manifiestos) se presenta como la única alternativa para convertir los problemas en oportunidades. Este taller se basa en una metodología desarrollada por el Hub de Diseño Social y la Coordinación de Estudios de Futuros de Centro (México) que conjuga el derecho a la ciudad, el pensamiento anticipatorio, la economía circular y la innovación social, para la reflexión de ideación de futuros distintos desde nuestras comunidades.

Dirigido por: Karla Paniagua. Centro, México.

Registro: No require registro previo (This activity will be in Spanish).

WG

DxCC Bogota 2019: Design for Collaborative Cities: Collaborative people in challenging places

14:00 - 18:00

Block C / 409

The seminar motivates participants to discuss if and how collaboration emerges in different challenging contexts. It also aims to discover if and how the practice of design could facilitate collaboration while people struggle day by day for survival. Participants will interact around three areas of work: Collaborative living and poverty challenges, Collaborative work and conflict reconciliation challenges, Collaborative care for the commons, and environmental crisis challenges.

Chair: Desis Network Association

Registration: <https://bit.ly/33y1JTG>

Botanical: Illustration Challenge (24 horas)

Block C / 203

El reto es experimentar y aprender a desarrollar una ilustración botánica y lograr representar una planta a partir del análisis de su forma y sus detalles. El proceso comprenderá una serie de instrucciones de exploración, observación y estudio formal de las especies; cuyo trabajo se materializará con la construcción de composiciones referenciales y el desarrollo de ilustraciones digitales, que reflejen resultados de la expresión en el campo de lo estético, lo temático y lo estructural. Adicionalmente, los resultados harán parte de una publicación en desarrollo con el Jardín Botánico de Bogotá.

Dirigido por: Carolina Rojas. Universidad de los Andes, Colombia.

Registro: Diligencia el siguiente formulario (This activity will be in Spanish).

<https://form.jotformz.com/92896437233669>

Monday 18:00
Tuesday 18:00

WG

Design Education and Research Days (DERdays)

12:00 - 17:00

Block C / 701

The Cumulus+IxDA partnership with institutions and organizations from different parts of the world will create diversified and constructed spaces for conversations building on the synergy of education and research expertise.

The Bogota Edition will be the first in LATAM where the focus will be on:

- Mapping topics important for the designers
- Revisit the matrix skills set by IxDA+Cumulus
- Connecting education agendas between different institutions
- Expressing practitioners and educators' zones of knowledge amplification

Chairs: CUMULUS, IxDA

Registration: Send an email to Justyna Molik Justyna (justyna.molik@aalto.fi).

WG

Trasnocho con la Madre Tierra. Cosmovisión Kogui para descolonizar el pensamiento

18:00 - 23:59

Block C

Un trasnocho para los Koguis es una escuela para desaprender. Es un encuentro en el que a través de la meditación nos preguntaremos sobre las maneras en las que vemos el mundo. En este espacio entraremos en sintonía con la madre tierra y nos entenderemos como parte de ella. Antes de pensar en el futuro los invitamos a que desaprendamos para poder crearlo y producir nuevas posibilidades que nos permitan vivirlo.

Dirigido por: Roberto Nakoguí —Mamo Kogui— y Susana Nakogui.

Con el apoyo: Eliana Sánchez-Aldana, Jaime Patarroyo y Roxana Martínez.

Registro: Diligencia el siguiente formulario y trae tu yoga mat o una cobija para una sesión confortable (This activity will be in Spanish).

<https://form.jotformz.com/92886617569680>

KS Keynote Speaker
PP Paper Presentation
WG Working Group
RT Round Table

WEDNESDAY 30

CONFERENCE REGISTRATION

8:00 - 11:00 **ML Building / South side entry**

11:00 - 16:00 **Lleras Building**

OPENING

9:00 - 10:00 **ML Building / Auditorium**

KS

BRIGITTE BAPTISTE

Opening Conference

10:00 - 11:00 **ML Building / Auditorium**

BREAK

11:00 - 11:30 **ML Building**

PP

BIODIVERSITY-DRIVEN DESIGN

11:30 - 13:00 **Block C / 409 A**

Transdisciplinary Collaboration Mediated by Design: An initiative for rural adaptation to climate change

Luis Beltrán-Forero, Fabio Andrés Téllez

Tropical ecosystems and their associated human communities are considered the most vulnerable to current and future increases in temperature associated with climate change (IPCC, 2018). In the tropics, it is expected that warming causes losses in diversity, rises in sea levels, increases in the incidence of vector-borne diseases, and a considerable reduction in the supply of potable water. During the last 40 years, a transdisciplinary approach to address complex environmental-societal problems has been developed and applied by academic and non-academic communities. (...)

BioForm: Learning at the intersection of science and design

Damian Palin, Sam Russell, Ferdinand F.E. Kohle, Enda O'Dowd, S. Yesim Tunali Flynn

Our future designers have much to learn from the complex and highly functional systems found in nature. Creating design products that are not only human-centred but also in tune with the natural world requires our designers to be exposed to natural phenomena and scientific principles. To offer design students a starting point, we have created BioForm a bio-inspired design module run as part of the Product Design curricula at the National College of Art and Design (NCAD), Dublin, Ireland. (...)

Batracharium – An In Situ Participatory Conservation and Education Programme for Amphibians in the Western Ghats of India

Gururaja Kotambylu Vasudeva

Human induced environmental change and encroachment on habitats are the major threat to global biodiversity. The has led to unprecedented rates of species extinction. Amphibians with an estimated 41% of species (8000 known species) being threatened with extinction are the most severely affected group within vertebrates.

India harbours 434 species of amphibians, which is about 5% of the global amphibian diversity. Interestingly, over 190 new species are recorded at a rate of 10 species per year from India since the year 2000. (...)

Building a BioDesign Curriculum

Jenifer L. Wightman, Jane Pirone

This paper explores the pedagogical approaches and collaborative team outcomes of courses developed at Parsons supporting participation in the Biodesign Challenge (<http://biodesignchallenge.org/>). Bio-informed/based technologies and approaches are spreading rapidly into every part of our daily lives. Today's designer must become fluent and engaged with this critical new domain that includes a range of transdisciplinary practices, from bioengineering/technology, to biomimicry, biofabrication, synthetic biology, bio-art and biodesign. (...)

Symbiogenic-Based Design: A novel methodological approach to design based on cooperation and integration

Alejandro Durán, Lorena O'Ryan

The "cladistic", "phylogenetic" or "evolutionary" concept of biological species, understood as groups of organisms, considered to be all descended from the same ancestors or clade allows us to classify and characterize them, but it interferes and contaminates the understanding of how species arise.

For many, the study of the changes in life through time has traditionally been consolidated as the way in which species originate; For authors like Lynn Margulis, long-term symbiotic cooperation between complementary organisms is what led to the origin of new species through symbiogenesis. (...)

PP

SENSING THE CITY, SENSING THE RURAL

11:30 - 13:00

Block C / 409 B

Insights from a Design-led Inquiry About Rural Communities in Brazil

Caio Werneck, Javier Guillot, Bruno Paschoal

This paper describes the trajectory of an inquiry about rural communities in Brazil that was simultaneously an inquiry about the "research-practice gap". The journey begins in 2014, when the authors carried out an experimental qualitative research project about sustainability in rural communities. Within the field of public policy research, an interdisciplinary team visited six ecovillages and six settlements created by Brazilian agrarian reform (assentamentos), gathered multimedia data through interviews, pictures, observations and documents, and analyzed them by using a constructivist approach. (...)

AQUA_MATICES: Interactive aquaponics for experience-based learning in STEAM

Yeferzon Alexander Ardila Adame, Veronica Akle Alvarez, María de los Ángeles González, Freddy Zapata Vanegas, Johann Faccelo Osma, Martha J. Vives Florez

AQUA-MATICES is an experiential teaching initiative for learning Math, Arts, Technology, Engineering, Science, Education and Health using aquaponics. Here, we design and implement a portable aquaponic units as a tool for learning through experience. Aquaponics refers to systems of fish and plant growth (food) using the waste of fish as a source of nutrients.

In part 1, ten identical aquaponic units were built for standardization of the biological conditions necessary for the sustainability of the systems. They consisted of 3 L tanks, zebrafish at different densities (1, 2 and 3 fish/L) and basil and mint plants (4 or 8 plants per tank) on volcanic rock substrates. (...)

Research Video: Audiovisual ethnography and beyond

Léa Klaue

“Research Video” is an interdisciplinary state funded research project (2017 - 2020, Switzerland) in the fields of design, artistic research and visual anthropology with the aim to explore the possibilities of video for science communication. The project aims at developing a new standard for scientific publication – comparable to scientific journal publications – through video annotation.

In the history of scientific publication, text is the main form to present research results. In our project we ask the question “Can research results be presented exclusively or mainly through video? If so, what would a standardized, internationally accepted format look like?” (...)

Finding a New Commons: Architecture’s role in cultural sustainability for Japan’s shrinking regions

Julia Nakanishi, Lola Sheppard (Thesis Supervisor), Jane Hutton (Thesis Committee)

Media representations of Japan’s dynamic cities belie a growing national phenomenon. Urban migration, a declining birthrate and an aging population have transformed Japan’s countryside over the past 30 years. These demographic changes have resulted in socio-economic decline, abandoned buildings and loss of regional culture. My Masters thesis explores architecture’s role in facilitating cultural sustainability, education, and community connections to landscape.

Despite the negative impacts of depopulation, some rural communities are embracing shrinkage and attempting to preserve their regional cultures. This poses a challenge for architecture, a profession dependent on urban and economic growth. (...)

PP

11:30 - 13:00

DESIGN AND COUNTERCULTURE

Block C / 408

Hand-Making as the Interplay of the Personal and Collective in Designing Transitions

Marysol Ortega Pallanez

From the last two centuries design’s legacy has been one of promoting individualism via consumption. In contrast, in the last decades design has taken systemic approaches with a focus on social wellbeing. This dichotomy between social and individual ways of designing perpetuates the disconnect between the personal and the collective. Designing for transitions to preferable futures needs to address the interplay between personal introspection and building collective power to achieve resiliency. (...)

The Creation of a Digital Publication about Gender and Diversity for Early Childhood

Débora Falleiros Gonzáles

This article explores, through an interactive publication in digital media, the uses of the concepts intertextuality and performativity as tools to redesign and reshape gender stereotypes transmitted during early childhood. In early childhood, the construction of gender is assumed as a gradual process that, through education and other cultural mechanisms, is the result of social construction. This process is questioned through the work of philosophers such as Butler and Stockett and from examples taken from pre-Hispanic cultures—specifically Mesoamerican cultures that raised, at the time, the understanding of nonbinary gender. (...)

Sustainable Design as Anti Fashion

Daniela Monasterios-Tan

This paper will begin by tracing the role of repurposing and the appropriation of the ‘aesthetic of use’ (Monasterios-Tan, 2015)—a term to refer to the look of worn-in garments—in fashion by different counter cultural groups throughout history. At the end of the 20th century, avant-garde fashion designers such as Martin Margiela introduced the aesthetic of use through repurposing of second hand garments as a type of anti-fashion. Since fashion relies on newness and change, the use of old garments or repurposing is inherently anti-fashion. (...)

Classroom as Resistance: Micro-strategies for design education

Gaia Scagnetti, Nida Abdullah

In the design classroom, students should be invited to represent the culture they aspire to encounter in the workplace and by extension in society. The classroom is a participatory space that each student contributes to defining. We believe that within the institution, the classroom can become an act of resistance if we implement strategies that counterbalance the forces that build systems of dominance. Which strategies can render the classroom as a place to reclaim social agency for those who have been excluded by lack of privileges, access, or estrangement toward apparatuses of power? How can we, as teachers, encourage a culture of agency? And inspire a culture of critical reflection and responsibility? (...)

Applying Human-Centered Design and Behavioral Economics to Drive Uptake of PrEP Among Sex Workers

Juanita Rodríguez Barón, Dean Johnson

In 2016, the government of Kenya introduced oral Pre-Exposure Prophylaxis (Oral PrEP), a method which uses antiretroviral drugs to protect HIV-negative people from getting infected. The key goals of the project—the first of its kind to deliver PrEP widely across a health system while promoting a sustainable service delivery model 1—was to understand and develop new communication strategies targeting Female Sex Workers (FSWs) across five regions in Kenya, to increase the uptake of oral PrEP to prevent HIV. Past prevention strategies such as the widespread promotion of condom use, abstinence, or remaining 'faithful' to one's sexual partner have failed to make the progress needed. (...)

PP

FICTION AND DE-INNOVATION

11:30 - 13:00

Block C / 407

Designing Governance in the Fourth Industrial Revolution

Paula Riveros Tovar

In the next industrial revolution, the tipping point of avant-garde technologies (1) will signal the beginning of a new era of relationships between governments and citizens (2). In the near future, procedures, services, and improved quality of life could be moved forward based on the actions of stakeholders of the public ecosystem and the building of citizenship. However, in the social and economic context of Colombia, the problems of governance remain linked to the most precarious life conditions and because of that the solutions in the fourth industrial revolution seem distant and detached. (...)

Re-Contextualizing the Design Process

Shalini Gupta, Varun Goel

Identity presentation has become paramount to self-preservation in a culture obsessed with the image, and this is ordinarily achieved through overt material consumption, a pre-eminent threat to a sustainable future. This has meant a continuous effusion of unwanted fibre, cloth, colour, and patterns, making the global fashion industry one of the most polluting industries in the world. Edelkoort, in 'Anti-Fashion, a manifesto for the next decade', throws light not only on practices in garment making but also calls on design schools to change the way they teach their students. (...)

Patadesign: A pedagogical experiment on design of exception, absurd artifacts and imaginary interfaces

Isabella Brandalise, Henrique Eira

Combining 'Pataphysics with speculative critical design approaches, our goal is to present 'Patadesign, a pedagogical framework and thought experiment that can expand possibilities for design practices. Invented at the turn of the 20th century by French author Alfred Jarry, 'Pataphysics can be defined as the science of imaginary solutions and laws governing exceptions. The collection of ideas explored by pataphysicians worked as a critique of traditional science and its

concepts of rationality and progress. What does then a 'Patadesign practice look like? Can it challenge and redefine designerly ways of thinking and doing? (...)

Re-Thinking the Design Role: Experimenting new narrative & rhetoric design methods

Valeria María Iannilli, Antonella Valeria Penati, Alessandra Spagnoli

In thinking objects and spaces design produces symbols, cultural and aesthetic codes as a "cultural system", which spreads innovation, embodied in new knowledge, products, values and lifestyles. It creates new meanings and, at the same time, it absorbs and modifies its rites and traditions; it renews the sense of things, it produces new mentalities. New visions of the world. Design is placed at the centre of a network of complex relations where the dominant features are "narrative" and "rhetoric", which legitimize its products and modify design methods. (...)

RT

SOMEWHERE, NOWHERE, ANYONE, EVERYONE

11:30 - 13:00

Block C / 701

Topic: Beyond the Walls

The challenge of providing homes before dwellings, of asking who and how are the contemporary residents and the construction techniques used to shape these lives, let us question our performance as designers, architects, and artists, to improve habitat conditions from multiple perspectives. Along the post-conflict process that Colombia is experiencing, the compromise to attend vulnerable population demands for creative strategies to adapt to these complex coexistence scenarios while involving social, cultural, and economic elements beyond four walls.

Chairs: Carolina Blanco. Universidad de los Andes, Colombia.

Santiago de Francisco. Universidad de los Andes, Colombia.

Participants: Sheila Burkhardt. Corpovisionario, Colombia.

Gloria Serna. La Caja Arquitectos, Colombia.

Carlos Andrés Rodríguez. Compensar, Colombia.

DESIGN AND COUNTERCULTURE

11:30 - 13:00

Block C / 307

Tema: Prácticas y perspectivas de innovación social, economía circular y diseño de futuros desde la educación en Latinoamérica

Los proyectos de innovación social, diseño de futuros y economía circular son cada vez más frecuentes en el contexto de la educación superior Latinoamericana. Ya sean prácticas institucionales o proyectos académicos (investigación, laboratorios y talleres) que suelen permanecer aislados e invisibles. La mesa busca generar un diálogo en español para intercambiar experiencias, acortar curvas de aprendizaje, formentar la vinculación y dar un primer paso en la creación de un ecosistema que de visibilidad, fortalezca la reflexión y las colaboraciones a nivel regional.

Moderadora: Paulina Cornejo. Centro, México.

Participantes: José Allard. Universidad Católica de Chile, Chile.

Roberto Iñiguez. Tecnológico de Monterrey, México.

Ana María Fries. Artesanías de Colombia. Colombia.

Registro: Diligencie el siguiente formulario: <https://forms.gle/b1AhFjP9hbsrdi6g8>
(This activity will be in Spanish).

WG

Service Design Working Group

Block C / 401

11:30 - 13:00

We are pleased to ask you to join 3 hours session that is focusing on service design education. We are asking you to share case studies on your service design teaching. These can be short presentations of 10 minutes on master's or bachelor level courses, educational programs, or specialization descriptions. The idea is to share experiences and have space for discussion.

Chairs: Satu Miettinen. University of Lapland, Finland.
Essi Kuure. University of Lapland, Finland.

Registration: Send an email to Satu Miettinen (satu.miettinen@ulapland.fi) before the 24th of October, 2019, with the title and three keywords of the presentation.

Women in Design

Block C / 402

11:30 - 13:00

"Women in Design" will be a platform for exchange, inspiration and mentorship. Sharing experiences and strategies and methods for coping will contribute to building a global network of women to support and promote each other.

Accessing and sharing knowledge on the challenges many women face can contribute to building assertiveness and empowering women in design, across cultures, to have the courage to take on visible, important positions within their society.

Chair: Rachel Troye. The Oslo School of Architecture and Design, Norway.
Registration: No previous registration required.

LUNCH

Block C / Rooftop, 7th floor

13:00 - 15:00

PP

SENSING THE CITY, SENSING THE RURAL

Block C / 212

15:00 - 16:30

Sensing iGoli: Applying typological activity system models in the design of innovative and appropriate urban technologies

Terence Fenn, Angus Donald Campbell

While much of the development of 'smart' technologies occurs in the Global North, the logical expectation is that in the near future 'smart' technologies will be implemented across the world. Technology is never value neutral and always carries particular cultural and political assumptions. Ensuring technology is meaningful to people implies that it should acknowledge and support their conceptions and desires. If the particular needs and contexts of local, urban African communities are not recognised, 'smart' technologies, when implemented in urban contexts such as Johannesburg, South Africa (also known as iGoli in isiZulu – the City of Gold), may be undertaken in an uncritical and perhaps even detrimental manner.

Shanghai (1912 -1949): Value of consumer goods in the urban-rural interaction relationship

Yanguan Long, Qiang Wang, Chen Fan

By integrating different means of history deduction, qualitative research, and logic argumentation, this paper studies consumer goods in the Republican Shanghai (1912-1949), to reveal that consumer goods have multiple values in balancing the development of urban and rural areas. On the material stage, the production of consumer goods provided equal chance for resident from either urban or rural areas to enjoy the achievements of modernization. On the cultural stage, the cultural infiltration brought by consumer goods shrank the gap of views between the residents in cities and countries in an implicit and mild way. (...)

Inspirations from Jiangnan Classic Garden to City Landscape Design Requirements

Shu Xu, Weimin Guo

Today, people's yearning for the natural environment and rural life is becoming increasingly intense with the spread of urban areas. And the urban landscape is often difficult to meet this demand, while the classical gardens in the south of the Yangtze River, which we usually called Jiangnan Classical Gardens, provide a reference for solving this problem. The purpose of this study is to explore the building purpose of Jiangnan classical gardens and extract the design elements of it, in order to help us solve the problem that the landscape needs of citizens are difficult to meet. (...)

Sense-making Strategies in ICT Adoption for Rural Population in the Dominican Republic

Azalya Latorre

In this paper, we present the use of sensemaking as a strategy to increase population adoption of IC technologies in a rural intervention project. We introduce the use of placemaking and value co-creation as methods that give

sense to technology in the rural context. As technological development has been linked to city landscapes and industrial environments, we tend to relate technology for rural development exclusively to an increase in productivity. (...)

Designing Rural Experiences through Service Design Methods and Strategic Scenarios: Two case studies in Jalisco, Mexico

Ruth Maribel León Morán, David Sánchez Ruano, Roberto Iñiguez Flores

The development of towns which depend on weekend tourism due to its proximity to large cities nowadays is very common. The visitors seek ephemeral experiences and the inhabitants of the locality seek to provide a transcendent service. Through new technologies and design-led innovation initiatives that seek to expand the concept of smart cities to rural areas, it might be possible to improve the quality of life. Experience design projects linked to training partners and the School of Architecture, Art and Design of the Tecnológico de Monterrey at Guadalajara campus were implemented to solve problems that arose in the population of the town of Tequila and the town of Mezcala in the state of Jalisco in western Mexico. (...)

PP

DESIGN AND COUNTERCULTURE

Block C / 106

15:00 - 16:30

Walking Backwards into the Future: Using indigenous wisdom within design

Nan O'Sullivan

Everyday life is a negotiated territory of space, time and resources. Encouraged by the recent renaissance of Buckminster Fuller's Spaceship Earth and Victor Papanek's critiques, renewed rhetoric of design's capacity and capability to contribute to the development of more positive futures has emerged. This paper references the responsibilities imbued in Fuller and Papanek's views and presents the emergent provocation Transition Design. Utilising the tangible and intangible interconnectedness of social, economic, political and natural systems, Transition Design seeks pathways to more positive futures for humankind's health, well-being, territories and resources. Transition Design proposes that the tenor of relationships cultivated within Indigenous Wisdom has much to offer the design of sustaining and sustainable futures. (...)

Collaboration as a Form of Counter-Culture

Dickson Adu-Agyei, Finzi Edward Saidi, Jabu Absalom Makhubu

Every institution has a set of pedagogical approaches which influence the way design is taught and the results expected from students. The collaboration between the University of Johannesburg and Ardhi University looks at open public spaces in three selected sites in the city of Dar es salaam, Tanzania. The paper investigates the recent collaboration between the two schools and uses it as a lens to question pedagogies in African education. The paper explores how the clash of cultures, social and economic beliefs begins to form a new understanding of public open space in developing cities and suggests alternative perspectives of knowledge construction, organization and delivery in architecture and planning studios. (...)

From Self-Care to We-Care: Practical tools for fighting organizational burnout

Jenny Liu, Hannah Roodman

In social sector organizations, internal care practices are often neglected or taken for granted, leading to a growing epidemic of overworked and burnt out employees around the world. As designers, we have a unique opportunity to address this crisis in the workplace by making care something that is concrete, measurable, and urgently desired within an organization's cultural ecosystem.

Bio-currencies: An alternative to Payments for Environmental Services (PES)

Santiago De Francisco, Miguel Navarro-Sanint, María Belén Castellanos Ramírez, Leidy Lorena Rodríguez Pinto, Catalina Ramírez Díaz

In Colombia's amazon piedmont sheer territories, cattle industry is one of the strongest productive activities (IGAC, 2016) due to high demand and therefore the sturdy infrastructure built upon it that satisfies peasants' economic stability will. However, in piedmont ecosystems, which shelter a great number of species and water springs, this industry has induced massive and irreversible environmental losses for the sake of communities' well-being. Given this, how can communities' productive practices be adapted to reduce the environmental impact within their territories? (...)

PP

FICTION AND DE-INNOVATION

Block C / 204

15:00 - 16:30

Black Panther's Utopian Project: Fiction and speculation by non-architects as a potential for innovative production

Fiona Kenney, Vaissnavi Shukl

From games to film to literature, images of utopia in media have been successful in generating fictional worlds with high aspirational value. The process of creation for these utopias is not unidirectional; unlike typical design methods, designing for fiction requires a cyclical approach wherein creators draw inspiration from the real world and use them in turn as the basis for their own process of innovation. The final product—'fictional' and 'utopian' in nature—then influences the field from which it drew inspiration. (...)

Everyone Designs: Identity and determinism in the digital age

Miguel Lopez Melendez

Design has rapidly permeated our lives since the last century. Its ability to project a desirable scenario at any scale—its fiction: how the world "should" be—seduced us during a 20th century whose character was technological. This paper explores some challenges that the pervasiveness of design in the digital age entails. It argues that the increasing importance of the logic of design demands a theoretical reflection to counter the merely practical or decorative. It considers that concepts, such as innovation, identity, choice, and aesthetics, need constant redefinition, at the deepest cultural level, in the highly globalized world of the 21st century. (...)

Controversial-oriented Storytelling as a Method for Dealing with Wicked Problems

Nicole Simonato, Guilherme Meyer

In search of solutions to face the challenges of the contemporary ecosystem crisis, as well as to promote collective well-being, design is increasingly directed towards projects that deal with wicked problems and vary according to the beliefs and values of the social actors involved in these processes. However, most methods and tools are observed to be unable to deal or constructively consider the possible conflicts and divergences, which arise during these design processes. In this paper, we introduce the process of creation and experimentation of the COS (Controversial-Oriented Storytelling), which is a method that emphasizes the plurality and diversity of opinions, and associates the technique of storytelling and the bias of controversies in the understanding of STS (Science and Technology Studies) in order to deal with wicked problems. (...)

Participatory Design Through Jewellery Prototypes: Scandinavian designers and Zimbabwean village artisans

Margaret Rynning

This paper explores participatory design through the use of prototypes as boundary objects. Empowering underprivileged Zimbabwean village women through design, based on the woman's own local craftsmanship and finding tools for the women to help themselves is the main goal of the project. Jewellery design prototypes created in Scandinavia has been brought to Zimbabwe and presented to the artisan women who respond designing prototypes with the materials they have available. This way, communication is proceeded without words, via the designed objects.

The jewellery products will be used in Scandinavia and by the many international visitors in the area around the Niagara Falls. Potential user's preferences are explored during the process. (...)

Carpas Sociales: A strategy for social innovation in Fenicia through aquaponics

Laura Amaya, Freddy Zapata, Catalina Ramirez

Around the Universidad de los Andes in Bogota, is located the community of Fenicia composed of 240 families from Las Aguas neighborhood (Florez, 2011), here its population has been impacted by the development of the university. Therefore, Progresia Fenicia program is created by the university to design the partial urban renewal plan, which allows to giving a better urban quality to their population. (...)

Perceived Value of Design through the Lens of Generation Z (Gen Z)

Aija Freimane

This research addresses the perceived design value of Generation Z (Gen Z) and indicate design transformation from a result to the key method of

defining problems and challenges. The design-conception process should be articulated for the best solution, with analytically informed design-led practice moving the design paradigm and design thinking process towards design mindfulness. Deeply rooted in defining a real need or problem, this approach involves continuous mindful action in the development and reformulation of the questions why, how, and who, particularly asked by Gen Z's. We all are continuously bombarded with new products and services, which causes us to doubt the ongoing process towards sustainability. (...)

Topic: Biodesign Disrupter for Dystopia

Biodesign is an emerging field, but not a new form of design. The living world has always been present in design from inspiration to materiality. Communities of designers, biologists, tinkerers, bio-hackers and bio-makers around the world are combining science and design in order to solve the worlds most wicked problems. Design is at a turning point where its practice must change and further involve the natural world not as its dispensary but as its co-creator. The challenge is to disrupt the system with it and not against it, therefore Biodesign hacks the natural world and finally suspends limits creating new language forms of sustainable discourse.

Chair: Carolina Obregón. Universidad de los Andes, Colombia.

Participants: Daniel Grushkin. Keynote.

Christiaan Nieman. Universidad de los Andes, Colombia.

Karen Aune. Universidad de los Andes, Colombia.

Within the Cumulus network there are a lot of expertise in art and design pedagogy. We are interested in sharing and accumulating this expertise. You are warmly welcome to join the meeting with short case study presentations and discussion by participants.

More information about the AADTE see our blog: <https://bit.ly/35nfhC3>

Chair: Martti Raevaara. Aalto University, Finland.

Registration: Send an email to Martti Raevaara (martti.raevaara@aalto.fi) before the 22nd of October, 2019, with the title and three keywords of the presentation.

CONFERENCE REGISTRATION

8:00 - 12:30 **ML Building / South side entry**

KS

MARTIN TIRONI

Sensing the City, Sensing the Rural

9:00 - 10:00 **ML Building / Auditorium**

BREAK

10:00 - 10:30 **ML Building**

PP

BIODIVERSITY-DRIVEN DESIGN

10:30 - 11:30 **Block C / 108**

Exploring the Benefits of Naturally Colored Cotton for Future Design Solutions

Sharda Nautiyal, Sakshi Babbar Paul

In the present scenario, there is a growing need for eco-friendly and protective clothing. Considering rapid exploitation of natural resources has led to global warming. Any Fabric made from eco-fibers is the need of the hour. This has provoked many cotton workers to develop eco-friendly and organically cultivated cotton and this has led to the revival of naturally colored cotton in the recent years. Naturally colored cotton has the potential to be a viable alternative to the environmentally hazardous synthetic color dyes therefore lead lesser steps of chemical wet processes. (...)

Biomining: An approach from biodesign in search for an ecological equilibrium

Lina Gisell Aranzalez Rodriguez, Brillyt Carolina Quimbayo Gutierrez, Carolina Páez Vélez

Currently, alternative approaches to gold extraction are being developed, such as programs that promote sustainable practices for gold mining in regions like Chocó and Huila, Colombia. The contribution of this study to those programs combines science and design in order to improve the processes of concentration and recovery of gold.

This proposed solution involves the communities that are immersed in this sustainable mining program due to their explicit interest on the implementation of environmental systems of biomining in their regions. (...)

Prototype of a Self-sufficient Biofabrication Protocol for Remote Territories

Anibal Fuentes Palacios, Carolina Pacheco Glen, Adriana Cabrera Galindez, Alejandro Weiss Munchmeyer, María José Besoain Narvaez

The exploration of materiality is of fundamental importance for the processes of architecture and design. Due to the rapid development of digital manufacturing, prototyping processes today allow the manufacture of customized systems accessible to all audiences. However, not all parts of the planet have access to these technologies and standardized materials to which today's industrial machinery and standards require them. Therefore, creating bio-manufacturing practices, where locally self-sufficiency using local materials is essential to create circular models. (...)

PP

SENSING THE CITY, SENSING THE RURAL

10:30 - 11:30 **Block C / 213**

Hybrid Landscapes: Exchanges between art, design and technology in the construction of contemporary culture in the urban interface

Facundo Colantonio

In the complexity of the contemporary scene, there are as many possibilities as there are intersections where art and design, mixed with technology, recall its innate characteristics. These relationships shape hybrid disciplines where designers and artists, as cultural agents, are deeply related during the different stages of any cultural production: the creative process, the methodology, the development, the implementation, the analysis. This research takes an extensive journey through the different interpretations of the urban space: as an "interface", following Scolari's definition (2018), as "territory" (Deleuze, 1997) and, at the same time, as a "non-place" (Augé, 1996). (...)

AgroLab: An interdisciplinary environment for education and research in agriculture 4.0

Freddy Zapata Vanegas, Giacomo Barbieri, Yeferzon Alexander Ardila, Veronica Akle Alvarez, Johann Faccelo Osma

An environment for the multidisciplinary interaction is proposed at the Universidad de los Andes in Bogota for research and education in urban agriculture, and for the wellbeing of the participating people and communities. The illustrated AgroLab implements the Living Lab innovation process in order to maximize the opportunities of collaboration and co-creation with the objective of integrating the traditional knowledge with human and scientific disciplines. Different food production technologies and strategies are compared and investigated within a context of experimentation, exploration and discovery seeking both a local and regional impact. (...)

Building New Identities with Batik

Martin John Bonney

As our global language of fashion becomes ever more blurred, where cultural identities are fragmented and no longer separated by land masses but rather the speed of the Wi-Fi, we start to acknowledge the multiple layers

PP**10:30 - 11:30**

of contradictions. Our cultural and social values continue to clash, being misinterpreted, poorly translated or diluted for commerce. Batik from Southeast Asia offers a wealth of cultural importance that has in recent years become reduced to kitsch novel products, the treasures collected by the many adventurous traveller seeking real experiences in a tourist town. (...)

FICTION AND DE-INNOVATION

Block C / 307

Dress Action: An alternative for post-fashion

Corneliu Dinu Tudor Bodiciu

This research aims to propose an alternative method of dressing a body while challenging current fashion practices. Through this process, the role of the fashion designer and maker is questioned while cultivating a more creative attitude and engagement on the side of the wearer.

This innovative method shifts the approach of the body from the perspective of a subject always addressed through benchmarked and rigorous processes to a subject that becomes open for exploration and experimentation at any point in time. It becomes an active subject in a continuous state of change, a body responsive to shifts in society and culture. (...)

National Memory and Design Opportunities: Pattern design of traditional chinese festival costumes

Kunyuan Li, Hui'e Liang

Traditional Chinese festival costumes, as the specific representation of national memory and emotion to traditional festivals, have a long history of thousands of years. However, under the major trend of globalization, the development of national culture has been greatly restricted, let alone traditional Chinese festival costumes.

Therefore, this paper aims to discuss the national memory and explore the design opportunities of traditional Chinese festival costume culture. (...)

Designing Fashion Fictions: Speculative scenarios for sustainable fashion worlds

Amy Twigger Holroyd

The globalised fashion and textile industry is deeply implicated in the devastation of Earth's life-supporting systems. Industry-led sustainability initiatives have been incremental and inadequate; fundamental change is required to develop an approach to fashion that works within the means of the planet. Potential for transformation is limited by a collective inability to contemplate alternatives to the status quo. A newly established research project, Fashion Fictions, responds to this challenge. It will imagine, prototype and analyse enticing alternative fashion worlds through a playful and collaborative design process in order to research people's attitudes to the future. (...)

PP**10:30 - 11:30**

SOMEWHERE, NOWHERE, ANYONE, EVERYONE

Block C / 308

Pedagogical Strategies for Social Impact Design, Designing with the PopRua

Susan Melsop, Juliana Bertolini

Reflecting on the conference theme, "the after design" raises questions of design education. Students are our future; what they learn and how they learn to practice design will affect our policies, systems, and societies. "Improving peoples' lives ... is one of the goals of social impact design education. The question is, are we giving students enough depth ... in this field to make them viable when they hit the street?" (Palleroni 2012). In response, the authors present a case study showcasing an innovative teaching framework based on theory U that facilitates social justice by extending design activities to an underserved population. (...)

A Research and Teaching Project for the Martesana District

Laura Galluzzo, Claudia Mastrantoni, Ambra Borin, Margherita Rasio, Jixiang Jiang

Re-occupation and re-designing of public spaces are becoming increasingly frequent, particularly in peripheral and semi-peripheral neighborhoods. This essay will try to explore a research teaching project that involves different realities, including small local communities of the City of Milan, a Milanese private company called Cargo, and a group of students from second-year studio on the Master's Degree course in the School of Design of Politecnico di Milano. (...)

Citizenship Education as Transformative Learning

Massimo Santanicchia

This paper reflects on the concept of citizenship in design education with a specific case study of the design course Together 2019: A Platform for Citizenship Education held at the Iceland University of the Arts in Reykjavik. The concept of citizenship in design education is explored in the Icelandic context as a way of establishing more caring and engaging relationships between design professionals and their communities. If design wants to be more environmentally and socially responsible, it has to focus less on individuality and more on cooperation among its stakeholders. (...)

RT**10:30 - 11:30**

DESIGN AND COUNTERCULTURE

Block C / 701

Topic: The Role of Design in Top-down and Bottom-up Social Transformation Processes

Does the role of design and of the designer change from a top-down approach (where the business or government clients manage the projects) to a bottom-up approach (where communities self-organize) of socially focused projects? Is design a tool to connect/mediate between both approaches?. How does the act of designing change in these instances?

Chair: Daniel H. Nadal, Christiaan Job Niemann, Universidad de los Andes, Colombia.**Participants:** Eva de Klerk. Keynotes.

Alejandro Haiek Coll. Universidad de Umeå. Sweden.

Enrique Espinosa. EBESTUDIO, Spain.

WG**Systems Thinking and Sustainable Design****10:30 - 11:30****Block C / 409A**

Carolina Obregon, who teaches Sustainable Fashion and co-teaches the Biodesign Challenge at Universidad de Los Andes, will present and provide the opportunity for participants to test the systems thinking and mapping approach that she employs when teaching students how direct the design solutions in sustainable ways.

For Carolina, systems thinking forms the backbone of every sustainable endeavor, as this approach helps students realize how connected, and interconnected our design practice is, while also providing opportunities to highlight the importance of and evaluate all of the actors in the design challenge.

Chairs: Robin Turner. Greenside Design Center, South Africa.

Carolina Obregón. Universidad de los Andes, Colombia.

Registration: No previous registration required.

WG**ReVeDa Research Vectors in Design and Arts****10:30 - 11:30****Block C / 409B**

The Working Group aims to draw a global map on research in design and the arts of Cumulus community and provide a showcase to the local University and researchers to introduce the results of their works. Furthermore, the WG will present the survey results about research practices within Cumulus Community, which will be part of a final publication.

Chairs: Loredana Di Lucchio. Sapienza University of Rome, Italy.

Lorenzo Imbesi Co-Chairing, Sapienza University of Rome, Italy.

Registration: No previous registration required.

WG**Leadership and Strategy****10:30 - 11:30****Block C / 408**

The CWG Leadership and Strategy meeting in Bogota will be a state of transition, looking at the achieved in the last years, the current situation (with a focus on Columbia / Latin America) and shaping the future of the CWG in terms of new expectations, new needs, new perspectives, new formats and new balances in global collaborations. This involves discussing common leadership challenges in times where design, design institutions, and education formats are changing, and lightweight opportunities for collaboration aiming at an efficient and sustainable impact on the institutions & stakeholders in society are emerging.

Chair: Philipp Heidkamp. KISD, Germany.

Registration: No previous registration required. We hope that all attendees will participate and share their experiences. Please bring 5-10 questions or key issues about Institutional Internationalization Strategies.

If you have any questions or want to present visual material, please contact Philipp Heidkamp (heidkamp@kisd.de).

KS**DORI TUNSTALL****Somewhere, Nowhere, Anyone, Everyone****11:30 - 12:30****ML Building / Auditorium****LUNCH****12:30 - 13:30****Block C / Rooftop, 7th floor****CULTURAL PROGRAM****13:30 - 18:00****Pg. 45**

CONFERENCE REGISTRATION

8:00 - 12:30 **ML Building / South side entry**

KS

MONIKA BIELSKYTE *Virtual Conference Fiction and De-innovation

9:00 - 10:00 **ML Building / Auditorium**

BREAK

10:00 - 10:30 **ML Building**

PP

SENSING THE CITY, SENSING THE RURAL

10:30 - 11:30 **Block C / 307**

Plant-driven Design and Phytotechnology for the Improvement of Built Environment

Laura Dominici, Elena Comino, Pier Paolo Peruccio

In post-industrial cities the quality of built environment is partially affected by the high concentration of chemical pollutants in outdoor and indoor spaces. An increasing number of people spend about 90% of their daily time in indoor environment that often has a higher concentration of pollutants than outdoors. The presence of many chemical compounds and the absence of natural elements contributes to reduce the healthiness of indoor spaces and to trigger the Syndrome of Sick Building in occupants. Many researches support that natural ecosystems have a positive effect on human health and other studies show the benefits provided by the application of phytotechnology. (...)

Rural Community Participation Digital Platform

Carlos Cobreros, María Elena Melón, Eduardo Rosado, Nohemí Lugo, Mariana Maya

In Mexico, rural territory occupies 98% of the country's surface and contains 22% of the population. This territory is where the greatest intensity of poverty occurs. Most communities in the rural territory are sparsely distributed and have low and intermittent connection to the internet. Both aspects complicate communication and participation in decision making processes that affect them. A Biosphere Reserve (BR) is normally located in natural or rural territorial transects. The participation of the community and the stakeholders is necessary for the success of the BR. This community participation requires a broad spectrum of skills and the use of appropriate methods and technology. (...)

An Educational Interactive Dashboard for AgroLab's Aquaponic System

Pablo Figueroa, Leonardo Parra, Freddy Zapata

We envision a future where urban people will be more aware and responsible of the food chains they prefer and choose. Ideally, they will also grow their own produce and protein sources, such as fish. An aquaponic system enhanced through interactive technologies provides an opportunity for learning about growing food. In our research, we explore the intersection of food growth, learning, and data visualization. To do this, we developed a user experience structure and applied it to an interactive dashboard, that provides real-time data visualization about an aquaponic system.

Social Design for Technology Transfer: An experience in rural Colombia

Juan Manuel España, Fabio Andrés Téllez

In Colombia, more than 70.000 families in rural areas depend economically on the cultivation, transformation, distribution, and production of fique (*Furcraea spp*) and fique-based products (Peinado et al., 2006). Historically, this crop has been cultivated in regions affected by Colombia's conflict, including extensive areas in the departments of Nariño and Cauca, where fique producers have suffered from violence, displacement, and economic lag. Additionally, the process to extract the fibers from the fique leaves—which are used for most of the fique-based products—is extremely inefficient and dangerous for workers (upper-limb amputations are common among this population). (...)

PP

DESIGN AND COUNTERCULTURE

10:30 - 11:30 **Block C / 308**

Abracemos lo nuestro: Encouraging new ideation with traditional paraguayan textiles

Andrea Gonzalez Esteche, Melissa Dawson

Traditional artisan work is deeply rooted in Paraguayan cultural identity. Specifically, the traditional textiles of ñanduti, a'ó po'í, encaje jú, and po'yv'i promote a significant sense of pride and self in the Paraguayan people. However, in recent years textile artisans have been exhibiting an increasing lack of innovation and newness in their design ideation, resulting in analogous products flooding the market and diminishing public appreciation for conventional Paraguayan textiles.

In partnership with Paraguayan Institute of Artisans (IPA), this research embraces and builds upon Milton's design objectives that encourage communication, adaptability, expansion, and connectivity to improve interaction and cooperation between the artisans and with those that appreciate their craft. (...)

The Transformed Social Function of Religious Architecture – Take "Zhuangfang" as an Example

Jiaye Chen, Qiang Wang, Stephen R. Drown, Lu Ding, Anran Feng

In many areas inhabited by ethnic minorities, religious infrastructure still plays an important role in religious activities and community recreation. However,

with the infiltration of modern lifestyle, the social function of these origin are changing, often resulting in confusion of cultural identity for ethnic groups and their risk of being marginalized. This paper uses “Zhuangfang” as a case study. Zhuangfang is a Theravada Buddhism building located in Husa Achang village, China, and is primarily used for the performance of sacred temple ordinances, worship or prayer, and the Buddhist monks’ accommodation. However, its role has evolved over time. (...)

RT

FICTION AND DE-INNOVATION

10:30 - 11:30

Block C / 108

Topic: Fictions for the Real World

This panel discusses the applications and implications of speculative design, critical design and design fictions in projects -outside academia- which have a powerful effect on the industry or government.

Chair: Juan Manuel Medina Del Rio. Universidad de los Andes, Colombia.

Participants: Javier Guillot Entrepreneur, Colombia.

Veneta Stefanova Andonova Zuleta. Universidad de los Andes, Colombia.

Rafael Vesga. Universidad de los Andes, Colombia.

Ricardo Mejía. rrebrand strategic design, Colombia

Alejandro Gómez. Picnic, Spain.

RT

SOMEWHERE, NOWHERE, ANYONE, EVERYONE

10:30 - 11:30

Block C / 701

Topic: Appropriations

Human beings are appropriators by nature. When we understand the appropriations as interventions that allow us to establish dialogues, to discuss, to empower, as well as re-think, re-imagine, and re-shape the present, we are modifying the future.

During this Roundtable, space appropriation issues will be addressed as the citizens’ actions, technological appropriation in response to systematic imposition, and cultural appropriation as a manifestation of identity.

Chair: Daniel Nadal. Universidad de los Andes, Colombia.

Participants: Dori Tunstall. Keynote.

Antonio Yemail, Yemail Arquitectura, Colombia.

Juan Pablo Calderón, Colombia.

KS

DANIEL GRUSHKIN

Biodiversity-Driven Design

11:30 - 12:30

ML Building / Auditorium

LUNCH

12:30 - 14:30

Block C / Rooftop, 7th floor

PP

14:30 - 16:00

BIODIVERSITY-DRIVEN DESIGN

Block C / 701

Walking in the Age of Anthropocene: An interdisciplinary learning experiment for a sustainable future

Fan Feng

The future of a bio-diversified ecosystem is in the hands of the generation that is sitting in our classrooms. This paper introduces an educational framework to shake us loose from the inertia caused by the tension between our concern for the environment and the increasing demands on natural resources in the Anthropocene. Art and design today are facing a “social turn” through creative activities often labeled as relational aesthetics or post-studio, socially engaged or community/participatory/contextual practices. In extending such practices, education plays an important role in democracy by cultivating an informed, engaged, and empowered citizenry. (...)

Techno-aesthetic Spaces of Fiction

Karen Aune

Techno-aesthetic spaces of fiction is a creative practice-based research, which aims at the conception of an artwork that generates a poetic reflection on the relationship between the human being, technology and nature. This is shown through the process of conception and development of Lapsus Trópicus, an installation whose origin lies in the fictitious hypothesis of what would happen if a glitch -a computer error - began to transform a specific ecosystem. The research considered the conceptual, formal and technical aspects of a creative process that dialogues with references such as art, design, architecture, science fiction cinema and key historical moments in the development of science. (...)

History May Lead to Future: How Chinese Five Elements Theory Help to Improve Products’ Emotional Durability

Ruimin Hao, Jiapei Zou

This paper uses the Chinese traditional concept of Five Elements as a means of reviewing the present design in the inquiry that how the design help to keep the harmony and biodiversity of the future. China has a very long period of agrarian society in which Chinese people had developed a unique way of getting along with nature harmoniously. This oriental way of seeing the world is quite different from western scientific way, it infers that the balance of the five elements will lead to inner harmony for individuals and outer harmony between people and the nature. (...)

Transforming Agriculture through Urban Production Methodologies with the Super Potato

Elizabeth Dellheim, Laura Cabrera, Pablo Llinás, Stephen Bruque

It is estimated that by 2050 two-thirds of the world’s population will be urbanized, changing the framework in which food is produced and consumed by the majority of people. The scarcity and high cost of fossil fuels will reduce the feasibility of transporting crops from rural zones to cities, and rapidly increasing climate changes will force dramatic transformations in agriculture. The potato is the third most important crop globally after wheat and rice, currently represented in the diet of over 1.3 billion people. (...)

Sensing Nature: Experience design for learning the interplay between materials and emotions

Sara Lucia Rueda Mejía

While the importance to human and planetary well-being of meaningful contact with nature has been well documented, less attention has been paid to creating educational activities that correlate emotional well-being with nature. This study is transdisciplinary research-in-practice, focusing on three main matters: human-nature connection, materials (from nature), and emotions (from humans). This project i) co-designs digital-physical learning experiences – from enquiry into sources to construction of 3D prototypes – to explore relationships between emotions and materials, ii) explores tangible and intangible tools such as meditation and natural inks, iii) investigates the effects of sensorial experiences with nature on children's behaviour from a social and environmentally-sustainable perspective. (...)

PP

14:30 - 16:00

DESIGN AND COUNTERCULTURE

Block C / 105

A Contemporary Urban Humanism: The urban space as cultural framework for participative architecture, graffiti image and urban genres

Omar Campos Rivera

This paper analyses the relation between urban cultures and formal knowledge, reflected in three different scenarios: participative architecture, graffiti image and urban genres. Despite their differences, they have similar approaches to key factors as the urban space, citizenship construction and production methods. In architecture it is represented in the practices of the thus called 'participative architecture' that are produced mainly by collectives and try not to relate to the traditional ways of architectural production, rather focusing on participative processes, scarcity and mindfulness of the informal urban condition. (...)

Bogota Dust and Paper City: A critical design exercise that explores corruption in town

Viviana Alejandra Moya Arenas

One of the facts that condition the urban development of cities like Bogota is corruption; this phenomenon has limited growth, not only in physical terms but also in terms of the sustainability of this territory. This is why today, more than ever, various manifestations that question the mentality of people linked to this city in different scenarios are becoming necessary, inviting them to ask themselves and know more about this matter, the veracity of the information they receive and the role played by citizens as active participants in society. (...)

Socially Engaged Design and Art Education Practices for Reinventing Territories

Andréia Menezes De Bernardi, Edson José Carpintero Rezende, Juliana Rocha Franco

The Lagoinha Complex is one of the most emblematic regions of Belo Horizonte, capital of the state of Minas Gerais, Brazil. However, nowadays, the place coexists with serious social issues and the absence of public regeneration policies contributes to the devaluation of its history and culture, generating a vicious circle of degradation and abandonment.

Dialoguing with theoretical references from the human and social sciences, we will present the experience of the project "Lagoinha_Heritage Design Development", linked to the Integrated Center of Social Design / CIDS – Design School of the State University of Minas Gerais and implemented during the year 2018 with a group of elderly women living in Lagoinha Complex who participated in all stages of the project: from research to evaluation, through design and production. (...)

Photo-ethnography and Political Engagement: Studying performative subversions of public space

Pablo Hermansen, Roberto Fernández

As a result of the development of digital technologies, the production, editing and publication of photographs is fully incorporated into our daily lives. We routinely use images as language to describe, comment on, interpret, laugh with, captivate or ironize others. However, scant attention has been paid to the incorporation of these technologies into research methods. The word continues to be the hegemonic source of the codes and categories used to analyze and engage in discussions in the academic community. During our research on performative practices at the Santiago Gay Pride Parade, we discovered a visual phenomenon that is impossible to describe using words alone. (...)

PP

14:30 - 16:00

FICTION AND DE-INNOVATION

Block C / 106

The Metafictional Narrative of Things and Spaces: The place of films in design fiction

Mónica Paola Peña Zambrano

Fiction Design should broaden its study to other fictional genres, beyond the sci-fi and its futuristic commonplace, using narratives and Production Design for design study. The term Design Fiction is commonly addressed as the speculative work of designers in visualizing, prototyping and developing "what if" scenarios from sci-fi and technology. By revealing the qualities and effects of objects and places and by positioning them as characters, narratives have the capacity to provoke recognition of the activity and the results of the design and thus can shape a social and political questioning (Yelavich, 2015). Design cannot talk about the future without starting from an annoyance/opportunity seen in the present. (...)

POSTHUMANWEAR — Exploring Posthuman Identities and Aesthetics Through Design Fiction

Juan Carlos Guevara Verjel

The integration between human beings and computers has become the backbone of contemporary daily life. The concept of posthuman becomes increasingly pertinent in the face of this growing convergence, as it allows for the proposition of all kinds of imaginaries regarding the course of civilization. There is, however a wide range of interpretations of the meaning and sense of being posthuman and conciliating them constitutes a point of interest, which is approached as the conceptual preamble of a creative exercise based in design fiction. (...)

Technologies for Introspection: Speculations about the relationship between subject, perception and technology

Laura Catalina Junco Gómez

Nowadays we have access to large amounts of information at our fingertips. Technologies and means of communication are capable of extending our bodies and senses in infinite levels and, since these extensions modify the way we experience the world, they change the way we think of ourselves.

In this context of overconsumption of information our sensory body almost always refers to a different place: outside of ourselves. Therefore, we find ourselves in a state of sensory numbness and limited use of our bodies that do not allow a proper self-recognition. (...)

Provocative Playground: Co-design of urban spaces in contexts of high degree of marginalization

mariana Maya, Carlos Cobreros, Gustavo Peñaloza

The school of Architecture, Art and Design of Tecnológico de Monterrey has worked for 3 years in a project called PlayLab. It works in real contexts to generate proposals in the area of social innovation, focused on discovering truth stories through ethnographic techniques, participatory methods along with territorial diagnoses.

In 2018, Play Lab worked in Menchaca, a community with a high level of vulnerability and marked by poverty and marginalization. The approach was focusing on children, who develop their design skills while finding their possibilities of community intervention, through modification of their own public spaces, applying a children-based method of intervention through games and play. (...)

The Extended Praxis of Design, Towards a Characterization of the Advanced Design Cultures

Roberto Iñiguez Flores, Ruth Maribel León Morán, Flaviano Celaschi, Elena María Formia

The praxis of design is becoming broader: it has been extending to both new practice territories and topics of interest, and moving from the development of new products to practices that approach new landscapes, such as the organizational, the social, and the territorial. These diverse practices can be understood under the paradigm of Advanced Design (Celi, 2010), and require us to rethink the way we understand the discipline of design.

This paper goes from the literature review analyzing the roots and sources of Advanced Design and its relation with future studies, towards the factors that these broader territories of design are stressing on its practices, with the objective of characterizing them. (...)

PP

14:30 - 16:00

SOMEWHERE, NOWHERE, ANYONE, EVERYONE

Block C / 209

Movement and Place-making in a Monsoon Terrain

Deepta Sateesh

The territorialization of the Western Ghats, India, is an act of colonial power that either settled or marginalized particular peoples, practices and ecologies, privileging a wet-dry binary and spatializing a monsoon landscape. The environment of the Western Ghats, in particular, has been politicized and polarized. Today, indigenous peoples and other 'forest dwellers' have been compromised through the inherited colonial framework, with conservation action excluding them, and their knowledge that is based on dynamic everyday relationships with place. Efforts to be inclusive are fraught with inadequacies of colonial imaging and language that continue to objectify and spatialize nature and culture, propagating the wet-dry divide. (...)

Indigenous Ancestral Imaginaries and Material Transformation from an Anthropologic Design Approach

Ricardo Labra Mocarquer, Christian Basáez Villagrán

The Mapuche people, the most numerous indigenous group within Chile, maintained their territorial and cultural sovereignty until, in the latter half of the 19th century, their Wallmapu ("Mapuche Country") was invaded and annexed by the Chilean State. Since then, the relations between the Mapuche and Chileans have been permeated by an increasing and violent tension that renders future scenarios of coexistence between both cultures difficult to imagine. This difficulty is fueled by historical conditions imposed on Mapuche material imaginaries, which designate and characterize Mapuche objects as such inasmuch they refer to the conditions prior to the Chilean annexation of Wallmapu, inhibiting the emergence of new ways of imagining Mapuche contemporary materialization. (...)

Artisans & Designers: Seeking fairness within capitalism & the gig economy

Raphaële Chappe, Cynthia Lawson Jaramillo

The artisan sector is the second largest employer in the developing world and an estimated 34-to-526 billion dollar industry (Nest, 2018). Why then are the majority of the world's artisans living in poverty? And what role have designers played in extracting money and value from these marginalized communities? Co-authored by an economist and a design educator, this paper posits that a critical and productive way to get to the bottom of these questions is to analyze the artisan sector as a member of the gig / on-demand economy, and, most importantly, to propose a fairer economic and design architecture for this sector that achieves a better alignment of compensation and value creation, particularly for those with the least economic resources (the artisans). (...)

Saber del monte: Design as a catalyst for socio-ecological reciprocity in Montes de Maria

Lina López-López, Miguel Navarro-Sanint, Natalia Cárdenas-Cárdenas

As researchers and implementers, conservationists today face new challenges that emerge from the need to better understand local interactions to be able to build successful and situated environmental conservation projects. This paper reflects on the introduction of a design approach in the strategic conception of an environmental conservation project and the final design process of Saber del Monte, a socio-ecological reciprocity system that intends to promote value exchange dynamics between human populations and ecosystems. The project emerges from collectively envisioning a change of paradigm from environmental and social crises campesinos in Los Montes de Maria live today, due to the implementation of national rural development programs which tend to emphasize the role of economic growth in generating wellbeing. (...)

RT

SENSING THE CITY, SENSING THE RURAL

14:30 - 16:00

Block C / 308

Topic: Sensing the City, Sensing the Rural, from Bogota

The proponents of the track and the keynote invite to an open dialogue about the city, the countryside and the new information and communication technologies in which professors from the School of Architecture and Design who work on these issues will present their current projects and their conceptual frameworks, in particular, it will delve into fundamental questions on these issues that are relevant to the urban and landscape condition of the city of Bogota.

Chairs: Isabel Cristina Arteaga. Universidad de los Andes, Colombia.

Andrés Burbano. Universidad de los Andes, Colombia.

Participants: Martín Tironi, Keynote.

Leonardo Parra. Universidad de los Andes, Colombia.

Manuela Guzmán. Universidad de los Andes, Colombia.

Pedro Aparicio. Altiplano, Colombia.

Diego Bermudez. Bermúdez Arquitectos, Colombia.

Rafael Méndez. Universidad de los Andes, Colombia.

BREAK

16:00 - 16:30

Block C

KS

EVA DE KLERK

Design and Counterculture

16:30 - 17:30

ML Building / Auditorium

CLOSING

17:30 - 18:30

ML Building / Auditorium

GALA

19:00 -

Andrés DC. (Buses depart from the north side of the ML Building)

CULTURAL PROGRAMME

GET TO KNOW BOGOTA

TOUR DATE
OCTOBER 31, 2019

VISIT TO MONSERRATE

Monserrate has become an iconic Bogota symbol. You can enjoy a panoramic view of the city and visit the Sanctuary of "Señor caído de Monserrate".

GRAFFITOUR

You can walk the streets to discover the work of a group of young artists from local neighborhoods.

CITY TOUR

Sightseeing tour through historic landmarks in the downtown area of Bogota. Visit the Gold Museum and the traditional "Plaza de Bolívar" that houses the presidential palace and other iconic buildings.

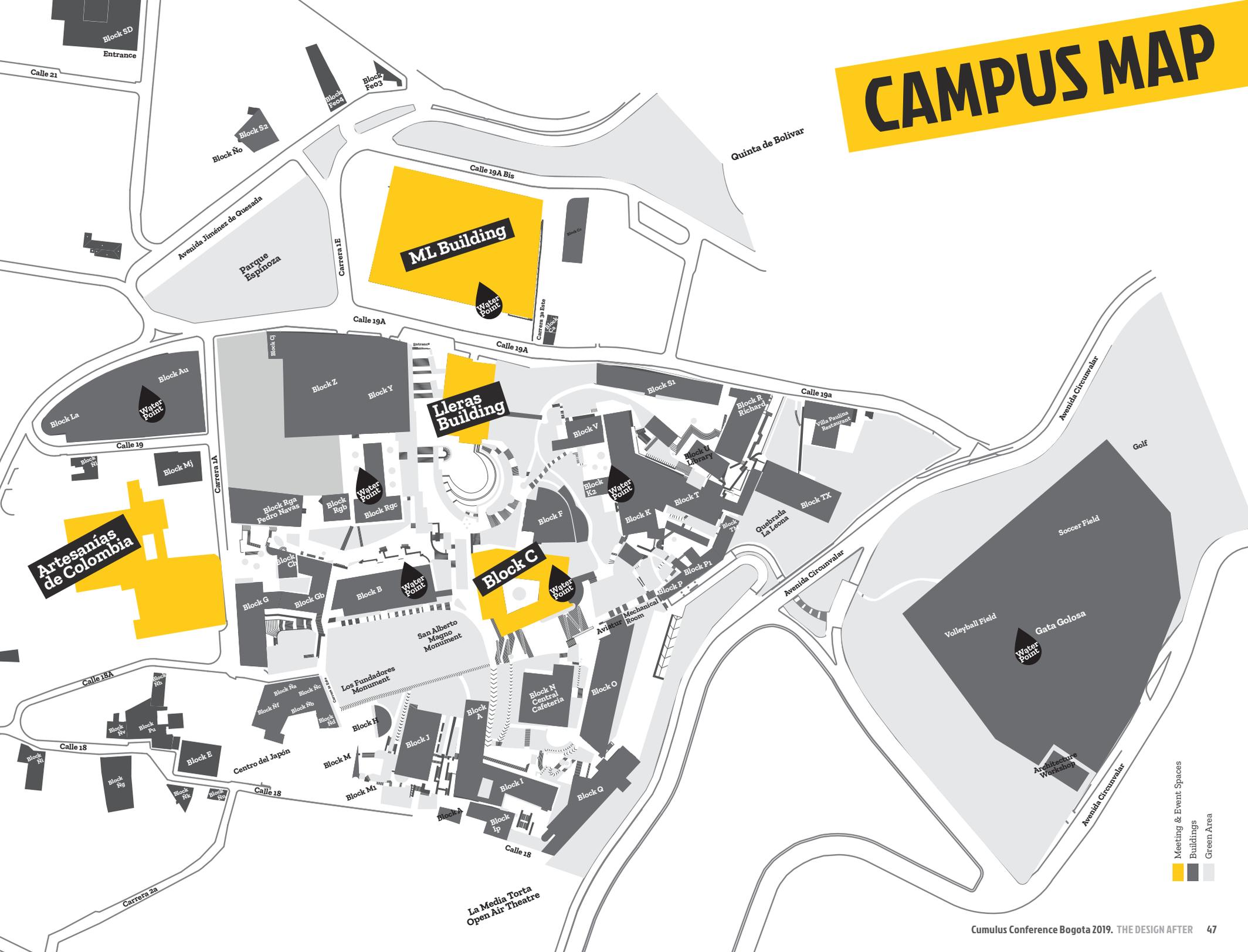
GASTRONOMIC TOUR

Visit one of the most important farmers markets of the city called "Paloquemao". There you will find a variety of Colombian fruits and their exotic flavors.

Opered by:

Colombia
MY TRIP

CAMPUS MAP



- Meeting & Event Spaces
- Buildings
- Green Area

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JUAN MANUEL MEDINA
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-- GRAPHIC CONCEPTUALIZATION--

CONSTANZA DÍAZ DEL CASTILLO

-- COMMUNICATION TEAM --

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