

Monday, 12 October 2009

Pre-conference Workshop
"Non-Cartesian Design Research:
Reforming the University"

Send email to ilpo.koskinen@taik.fi before Sept. 14th for participation

Tuesday, 13 October 2009

8:00
Registration

9:00
Official Opening
Bruno Bachimont, UTC Research Director
Danielle Quarante, UTC Design Research Founder
and welcome

9:30
9h30
Keynote I
Bernard Stiegler
Centre Georges-Pompidou - France

10:15
10:15
Tea/coffee break

10:45
Session Narrative Design
Co-chairs: Ilpo Koskinen and Tuuli Matelmaki,
University of Art and Design Helsinki, Finland

ID196
Dialogues: A framework for bridging the gap between people research and design, Carolien Postma, Kristina Lauche, Pieter Jan Stappers, TU/Delft, The Netherlands
ID194
Refl-ex: Towards Designing An Interactive and Intelligent Tool for Social Skill Development of Individuals with HFASD or AS Jan Gillesen, Hwajung Hong, Rosa I. Arriaga, TU/ Eindhoven, The Netherlands
ID193
Meaning and Narration in Product Design
Dagmar Steffen, Lucerne University of Applied Sciences and Art, Switzerland

12:00
12:00
Lunch

13:30
Lunch

13:30
Session Aesthetics for intelligent product and system design
Co-chairs: Philip Ross and Joep Frens, TU/Eindhoven, The Netherlands

ID230
Exploring Ethics and Aesthetics in Interactive Product Design: A Workshop Philip R. Ross, Kees (C.J.) Overbeeke, Caroline Hummels, Stephan Wensveen, TU/Eindhoven, The Netherlands

ID243
Design articulations for Aesthetics of Interaction
Peter Gall Krogh, Marianne Graves Petersen, University of Aarhus, Denmark

ID168
Design to Scaffold User Innovation Willem Horst, Mette Mark Larsen, Mads Clausen Institute, Denmark

14:30
14:30
15:00
15:00
Break

ID161, To use or not to use? Good is not always the opposite of bad, Anna E. Pohlmeier, Lucienne Blessing, Berlin University of Technology, Germany

ID27, How Perception Gets Emotional Value Through the Use of an Object, Eva Deckers, Jurgen Westerhoff, Milou Pikaart, Gilles van Wanrooij, Kees Overbeeke, TU/Eindhoven, The Netherlands

ID245, Perceptive View
Richard Appleby, Kees Overbeeke, TU/Eindhoven, The Netherlands

15:45
15:45
16:15
16:15
Break

Session Enaction design for Human World Interaction (HWI)
Co-chairs: Charles Lenay, Anne Guenand, UTC, France

ID173, Act Local: Designing for the Volunteer Experience, Imran Sobh, Jodi Forlizzi, Motorola, Chicago, United States of America

ID211, Let's take this conversation outside: supporting embodied embedded memory, Jelle van Dijk, Remko van der Lugt, Kees Overbeeke, TU/Eindhoven, The Netherlands

ID223, Encountering potential users in various design spaces for generating design solutions, Hyewon Kim, Erik Stolterman, Indiana University Bloomington, United States of America

17:30

15:42 ID218, Design for happiness, Marise Schot, Pieter Desmet,
15:49 Matthijs van Dijk, Marian Schoone, TU/Delft, The Netherlands
15:49 ID204, Designing for the Cultural Other: Materiality and Technology in Indian Homes, Shaowen Bardzell, Regesee Rege, Chung-Ching Huang, Beenish Chaudry, Indiana University School of Informatics, Bloomington, USA
15:56 ID244, Towards building relevant contexts to experience design: a case study of sound input, François Clos, Carole Bouchard, Arts & Métiers Paris Tech, France
16:03 ID256, Towards remote assessment of user experiences of visual product representations, Per Kristav, Anders Warell, Lund University LTH, Sweden
16:10 ID110, BaBeL Channel: a Prototyp, Robert Müller, Thomas
16:17 Schärer, Bettina Minder, University of Lucern, Switzerland
16:17 ID253, An Educational Participatory Community, Gretchen Caldwell Rinnert, Kent State University, USA

16:24
16:30
Posters and Demos*

19:00
20:00
Welcome Cocktail offered at Compiègne CityHall

Wednesday, 14 October 2009

8:00
Keynote II
Johan Redstöm
Interactive Institute - Sweden

9:00
Session Mastering emotional values in the early phase of the design process
Chair: Jettie Hoonhout, The Netherlands

ID208
Designing Luxurious Interactions Lesley Fleishman, Jodi Forlizzi, Carnegie Mellon University, United States of America
9:25
9:25 ID201
Product Symbolism in Designing for User Experience, Sari Kujala, Pii Nurkka, Tampere University of Technology, Finland
9:50
9:50 ID197
Brain imaging measurements of emotional experience of product appearance, Damien Motte, Lund University, Sweden

10:15
10:15
Tea/coffee break

10:45
10:45
Tea/coffee break

ID119
Evaluating User Experience of Early Product Concepts, Virpi Roto, Heli Rantavuori, Kaisa Väänänen-Vainio-Mattila, Nokia Research Center, Finland

ID156
Understanding "Wow" Reactions, James M. Hudson, Kameshwari (Kay) Viswanadha, PayPal, San Jose, United States of America

ID153
Feel the art; creating museum involvement by tapping universal concerns, Pieter Desmet, Paul Hekkert,
12:00 Jeroen van Erp, TU/Delft, The Netherlands

12:00
12:00
Lunch

13:30
Lunch

13:30
Session Products and services co-designed by Customers
Co-chairs: Francesca Rizzo, Francesco Zurlo, Politecnico di Milano, Italy

ID147
Dialogue-labs: creating dialogue in co-design sessions, Andrés Lucero, Kirsikka Vaajakallio, Nokia Research Center, Tampere, Finland

ID236
Speed sketching with designers: user inspired brainstorming, Jonatan Wentzel, Stefan Holmlid, Linköpings universitet, Sweden

ID207
Design for [every]one, Lieven De Couvreur, Jan Detand, Bart Grimonprez, Bart Mistiaen, University College of West-Flanders (HOWEST), Belgium
ID102
Designing Persuasive Expression to Motivate Desirable Lifestyle, Tatsu Nakajima, Waseda University, Japan

14:45
14:45
15:00
15:00
Break

Elevator-Pitch session I
7' presentations of Posters
Chairs: Indira Thouvenin, UTC, France

ID164, Assessing emotion in interaction: some problems and a new approach, Gaël Laurans, Pieter Desmet, Paul Hekkert, TU/Delft, The Netherlands

15:07
15:07 ID210, Product appraisal questionnaire: development of a tool to assess causes of emotions experienced in human-product interactions, Erdem Demir, Pieter M. A. Desmet, TU/Delft, The Netherlands

15:14
15:14 ID241, From Usability to Memorability: thoughts on things that bring back good memories, Vera Damazio, Pontifical Catholic University of Rio de Janeiro, Brazil

15:21
15:21 ID160, Behavioural images and emotional feedback in the design of persuasive products, Edgar Raymundo Rodriguez Ramirez, Victoria University of Wellington, New Zealand

15:28
15:28 ID139, Understanding Playful User Experience through Digital Games, Hannu Korhonen, Markus Montola, Juha Arrasvuori, Nokia Research, Tampere, Finland

15:35
15:35 ID248, Leading an innovation workshop for pleasurable concepts, Agnès Gimeno, Virginia Cruz, Nicolas Gaudron France Telecom, Meylan, France

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16:30
Posters and Demos*

18:30

Thursday, 15 October 2009

8:00
Keynote III
John Gero
Krasnow Institute for Advanced Studies - USA

9:00
9:00
Session Interaction design and tools for virtual prototyping
Co-chairs: Benoît Eynard, UTC, Samuel Gomes, UTBM, Lionel Roucoules, Arts et Métiers-ParisTech, France

ID184
Product knowledge based reverse engineering: towards an integrated expert approach Durupt Alexandre, Remy Sébastien, Troussier Nadège, Bricogne-Cuignières Matthieu,
9:25 UTT, UTC, France
9:25
9:25 ID233
Developing an interactive architectural meta-system for contemporary corporate environments, Nimish Biloria, TU/Delft, The Netherlands
9:50
9:50 ID175
Virtual Reality Environment as a Design Assistant, Wenjin Yao, Hervé Christofol, Arts et Métiers ParisTech, Laval, France

10:15
10:15
Tea/coffee break

10:45
10:45
Tea/coffee break

Elevator-Pitch session II
7' presentations of Posters & Demos
Chair: Anne Guenand, UTC, France

ID224 A conceptual model of critical interaction design for sustainability, Hyewon Kim, Brandon Stephens, Indiana University Bloomington, USA
ID220 Collaborative design support system for multi-cultural application, Claude Moulin, Kenji Sugawara, Shigeru Fujita, Laurent Wouters, Yusuke Manabe, UTC, France
ID181 Lessons learned from older homes, Hsueh-Pei Wang, Ray Holland, Peter Evans, Brunel University, United Kingdom
ID138 Experience of togetherness and posthuman ontology, Salil Sayed, Neha Sayed, Turka Keinonen, University of Art and Design Helsinki, Finland
ID105 Experiences with tangible light interaction: project newflash, Guus Baggermans, Philip Ross, TU/Eindhoven, The Netherlands
ID203 Designing an organizational memory as innovation process support, Marie-helene Abel, UTC, France

12:00
12:00
Lunch

13:30
Lunch

14:00
Half-day workshops

1. Workshop Design and Interactive Technologies, Yann Le Genneç, Ecole de Design de Nantes, France (20 people max)

-----2. Workshop Design Chocolate, Denis Laville, Christophe Gaubert, Perle Loan Dang, ENSCI, France (15 people max)

-----3. Workshop Design for Emotion, (Elicit Emotion in designing products), Peter Desmet, Marieke Sonneveld, TU/ Delft, The Netherlands (20 people max)

-----4. Workshop Experiential Evaluation Methods (Emotional Evaluation Method), Virpi Roto, Nokia, Finland, Jettie Hoonhout, Philips Research, The Netherlands (20 people max)

-----5. Workshop Tactus Cup, Olivier Cornet, ESAD, France (20 people max)

18:00
20:00
Congress Diner
Abbaye de Royallieu, Coco Chanel 's House

Friday, 16 October 2009

8:00
Keynote IV
Gilles Rougon
EDF - France

9:00
Session Innovation Centers
Chair: Thierry Gidel, UTC, France

ID247
Dedicated collaborative space open to all opportunities but focused on innovative target, Thierry Gidel, François Romon, UTC, France
9:20
9:20 ID252
Industrial Design Center integrated in education and research structure using "INNOWIZ" methodology, Frederik D'hulster, Cies Vanneste, Ronald Bastiaens, Jan Detand, HOWEST Belgium
9:40
9:40 ID182
From cooperative innovation by usage to the creation of innovation platforms: the example of three impl platforms - "cre@ction", "inocite" and "i-cre@", Benoit Roussel, Nadine Stoeltzlen, Patrick Truchot, Nancy, France
10:00
10:00 ID216 Sparking Innovation at Digital Media Companies, Pedro Campos, University of Madeira, Portugal

10:20
10:20
Tea/coffee break

10:45
10:45
Keynote V
Nicolas Bouché
Décathlon - France

Session Sensory and innovative products
Co-chairs: Jean-François Bassereau, Régine Charvet Pellot, Louise Bonnamy, RCP Design, Jean-François Petiot, Ecole Centrale Nantes, France

ID215
Exploring a pleasurable chinese text input experience, Qifeng Yan, NOKIA Research Center, Espoo, Finland

ID222
Flanker shooting game - Model based design of biofeedback games, A.F. Rovers, L.M.G. Feijs, G.J.M. van Bortel, P.J.M. Cluitemans, Eindhoven University of Technology, The Netherlands

ID225
Colourful rain - experiencing synaesthesia, Pierre Levy, Dahyun Kim, Tung Jen Tsai, SeungHee Lee, Toshimasa Yamanaka, Chiba

ID115
Basic Sonic Interaction Design in the Kitchen, Davide Rocchesso, Pietro Polotti, Stefano Delle Monache, IUAV University of Venice, Italy

12:45
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Conference closure and 5th DPPI conference announcement

13:15

14:00
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*** Demos**
. Zoom user interface for the web site of video conference, Paul Orlov, St. Petersburg State Polytechnical University, Russian Federation
. Functionality-pleasure relationship in designing web-sites: what is the missing link between these two dimensions? Silvia Gilotta, Tiziana C. Callari, Alessandra Re, University of Turin, Italy
. Design and Technology, the new way of well being, Frédéric Jengen, Géraldine Gandveau, Philippe Villeroy, Raison Pure, France
. Objects in progress, objets to be completed - workshop of Digital Design - Thinking on an "Alter-network", Grégory Marion ENS Cachan, Alice Mareschal, ENSCI, François Guern ENST, France
. Collaborative product design and decision-making : Interactive Mind Mapping, Toni Da Luz, L'Ecole De Design Nantes Atlantique, France
. Interactive Table Tatin", David Burgeaud, Céline Mougnot, Thierry Gidel, Bruno Ramond, UTC, France
. Interfering, Victoria Viglione, Thomas Cauet, Anne Guenand, UTC, France
. Touch, Serge Bouchardon, Kevin Carpentier, Stéphanie Spéné, UTC, France
. Atome, Vincent Rieuf, Atman Kendira, UTC, France
. Global Consolating System, Fabrice Métails, Charles Lenay, Olivier Gapenne, Anne Guénand, UTC, France
. Case study: designing a perfume perception, Anna Kholina, St. Petersburg State Polytechnical University, Russian Federation
. Virtual Reality Environment as a Design Assistant, Wenjin YAO, Hervé Christofol, Arts et Métiers ParisTech, Angers, France
. Living tomorrow. Digital home and tangible devices, David Bihanic, University of Auvergne, France
. How to inject ancient know-how for future design: using advanced industriel archaeology during pedagogical projects, Florent Laroche, Alain Bernard, Ecole Centrale de Nantes, France