

FINAL PROGRAMME

1st day - Wednesday, 27th November 2019

Room Portugal		Room Algarve
Registration	09:00	Registration
Opening Ceremony	09:15	
RACHEL COOPER <i>The Power of Design</i> Lancaster University, UK	10:00	
Coffee-break	11:00	Coffee-break
DESIGN FOR EDUCATION I Chairs: Naz A G Z Börekçi, Middle East Technical University, Turkey and Nico Souleles, Cyprus University of Technology, Cyprus	11:30	DESIGN FOR EMPATHY, ENGAGEMENT AND FUN Chair: Thomas Behrens, IADE - Universidade Europeia, Portugal
1- The teaching of Information Design for a multidimensional exploration of natural and cultural heritage: magnification of local heritage aspects for a global existence and preservation of its memory , by Cristina Pires dos Santos, Instituto Politécnico de Beja and Universidade de Lisboa, Portugal		52- Designing for affective and ludic experiences with empathy , by Ana Caçador, Sara Gancho and Patrícia Gouveia, Universidade de Lisboa and IADE - Universidade Europeia, Portugal
2- PoliTO sustainable campus: an interdisciplinary design education experience , by Barbara Stabellini and Paolo Tamborini, Politecnico di Torino, Italy	11:45	53- Design of service robots as security guards: a survey on the influence of morphology and appearance , by André Diogo, Emília Duarte and Hande Ayanoglu, IADE - Universidade Europeia, Portugal
3- Portuguese Basic Design in LOs: a 2D micro-version , by Ana Neves, Emília Duarte, Diana Dias and Joana Ramalho, IADE - Universidade Europeia, Portugal	12:00	54- Play to Design: A Case Study for a Playful Game Design Methodology , by Fabrício Fava, Pedro Cardoso, Ricardo Melo, Carlos Rosemberg, José Raimundo and Camila Manguiera, Universidade do Porto and Symcor, Portugal
4- Teaching and Learning soft Skills in Design Education, Opportunities and Challenges: A Literature Review , by Ana Paula Nazaré de Freitas and Rita Almendra, Universidade de Lisboa, Portugal	12:15	55- The Unnoticed Importance of Post-Processing in Videogame Development , by Sandro Gonçalves and Flávio Almeida, Universidade da Beira Interior and IADE - Universidade Europeia, Portugal
5- Who's Missing From the Design Classroom? We Need more Diversity of Learning Enablers at the New Design Learning Spaces , by Fernando Mendes, Carlos Duarte, IADE - Universidade Europeia and Katja Tschimmel, Mindshake, Portugal	12:30	56- Emotional Dimension of Typographic Composition on Poster Design , by Irene Peixoto and Pedro Amado, Universidade do Porto, Portugal

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<p>6- Can the pedagogy of Sheila Levrant de Bretteville be considered a relevant model for adapting design education to global and local contexts? by Paul Hardman and Nuno Coelho, Universidade de Coimbra, Portugal</p>	<p>DESIGN FOR PRODUCT USE AND EXPERIENCE I Chair: Claudia Mont'Alvão, PUC, Rio de Janeiro, Brazil</p> <p>57- A Semiotic and Usability Analysis of Diegetic UI: Metro – Last Light, by Guilherme Doval, Flávio Almeida and Luan Nesi, IADE - Universidade Europeia and UNISINOS, Portugal and Brazil</p>
<p>7- The Trans-Disciplinary Dilemma: Models for Mitigating Complex Problems in Higher Education, by Lilian Crum and Peter Lusch, Lawrence Technological University and Lehigh University, USA</p>	<p>58- Age Ratings for Tabletop Games' Usage in Brazil: analysis and suggestion of new criteria, by João Léste and Claudia Mont'Alvão, Pontifícia Universidade Católica do Rio de Janeiro, Brazil</p>
<p>8- Employing Fictionation Tool for Ideation Phase of an Interactive Prototyping Course Intended for Industrial Designers, by Umit Bayirli, Ismail Yavuz Paksoy and Naz A. G. Z. Borekci, Pamukkale University and Middle East Technical University, Turkey</p>	<p>59- Evaluating the impact of Plain Language on the comprehensibility of e-government texts, by Heloisa Fischer, Claudia Mont'Alvão and Erica dos Santos Rodrigues, Pontifícia Universidade Católica do Rio de Janeiro, Brazil</p>
<p>Lunch</p> <p>DESIGN FOR COMMUNICATION AND BRANDING I Chairs: Daniel Raposo, Instituto Politécnico de Castelo Branco and Fernando Oliveira, IADE - Universidade Europeia, Portugal</p>	<p>Lunch</p> <p>DESIGN FOR NEW MATERIALS AND NEW MANUFACTURING TECHNOLOGY Chair: Pedro Oliveira, IADE - Universidade Europeia, Portugal</p> <p>60- Materials as storytellers. Hybrid ways between the local heritage and the global prospective, by Chiara Del Gesso, Carmen Rotondi and Lorena Trebbi, La Sapienza di Roma, Italy</p>
<p>9- Narrative dimensions supporting the visual communication of contemporary brands, by Catarina Lélis, University of West London, UK and Elizete Kreutz, UNIVATES, Brazil</p>	<p>61- Biomimetic application potential of Agave sisalana mechanical properties, lightness and resistance strategies, and life cycle for digital fabrication, by Rodrigo Araújo, Amilton Arruda, Theska Laila Soares, Tarciana Andrade and Fernando Jorge Lino Alves, Universidade Federal de Pernambuco, Brazil, Universidade de Lisboa and Universidade do Porto, Portugal</p>
<p>10- Semiotic thinking: a creative process as an intersemiotic trajectory, by Rodrigo Morais and Roberto Chiachiri, IADE - Universidade Europeia, Portugal</p>	<p>62- The potential of flexible wooden structures in a project of furniture design, by Ana Costa, António Bastos and Fátima Pombo, Universidade de Aveiro, Portugal</p>
<p>11- Reactivation of graphic memory and technical knowledge of the past as factors of industrial competitiveness – The case study of the development of the product "Cento & Vinte" at Confiança's letterpress workshop, by Nuno Coelho, Universidade de Coimbra, Portugal</p>	<p>63- From agricultural waste to microbial production and (g)local resilience, by Nitzan Cohen, Emma Sicher and Seçil Uğur Yavuz, Free University of Bolzano/Bozen, Italy</p>
<p>12- How to measure the "inspiration" of an insight – an exploratory approach, by João Estima and Alexandre Duarte, IADE - Universidade Europeia, Portugal</p>	<p>64- Identity, food and culture: "Taste without waste", by Sabrina Lucibello, Chiara Del Gesso, Carmen Rotondi and Lorena Trebbi, Sapienza Università di Roma, Italy</p>
<p>13- The influence of feminism on the development and branding strategies of fashion brands, by Camila Barbosa, Universidade Nova de Lisboa and Lililana Ribeiro, IADE - Universidade Europeia, Portugal</p>	<p>65- Case Study on the Development of the BUGA Fiber Pavilion 2019: Analyzes on Biomimetic Materials and Digital Fabrication Aspects, by Theska Soares, Amilton Arruda, Rodrigo Araújo and Tarciana Andrade, Universidade Federal de Pernambuco, Brazil and Universidade de Lisboa, Portugal</p>
<p>14- Urban Art in Chapecó: a contemporary semiotic study about the city image and imaginary, by Henrique Telles Neto, UNOCHAPECÓ, Brazil</p>	<p>DESIGN FOR SELF-REFLECTION, IMAGINATION AND DISRUPTION Chairs: Ricardo Loução, IADE - Universidade Europeia and Cristina Caramelo Gomes, Universidade Lusíada, Portugal</p>
	<p>66- Data portraits as tools of self-reflection and awareness, by Catarina Sampaio, Luísa Ribas and Pedro Ângelo, Universidade de Lisboa, Portugal</p>

Room Portugal		Room Algarve	
15- Eco-friendliness perception in packaging design: The importance of color, material and environmental claim , by Luisa Martinez, Universidade Europeia, Jessica Batista and Luis Martinez, Universidade Nova de Lisboa, Portugal	16:15	67- Alternate "living" virtual realities: What are the implications for design? by Ricardo Loução and Lara Reis, IADE - Universidade Europeia, Portugal	
16- Unexpected Design , by André Clemente, Flávio Almeida and António Mendes, IADE - Universidade Europeia, Portugal	16:30	68- Disruptive Design and social smart urban environment: a process to improve user experience , by Cristina Caramelo Gomes, Universidade Lusíada, Portugal	
Transfer to IADE	16:45	Transfer to IADE	
Workshops (IADE) - parallel sessions held in different rooms	17:15	Workshops (IADE)	
(1) Speculative Improv: A workshop in group embodied speculative design , by Justin Lund, University of Washington, USA <i>Room 59</i>			
(2) Rapid Idea Generation Using 6-3-5 , by Naz A.G.Z. Börekçi, Middle East Technical University, Turkey - <i>Room 57</i>			
(3) Thinking Gender Equality through Design Journey , by Raquel Lima and Sara Gancho, IADE - Universidade Europeia, Portugal <i>Room 53</i>			
(4) Maritime Litter Workshop #NotEverythingThatComesToTheNetIsFish, by Isabel Farinha, Carlos Duarte and Rui Miguel, IADE - Universidade Europeia and Universidade da Beira Interior, Portugal - <i>Room 58</i>			
(5) Keep those pebbles out of your boots. Smooth your PhD course with a carefully designed methodological approach , by Violeta Clemente, Katja Tschimmel and Fátima Pombo, Universidade de Aveiro and Mindshake, Portugal - <i>Room 52</i>	19:00		

2nd day - Thursday, 28th November 2019

Room Portugal		Room Algarve	
Registration	09:00	Registration	
DESIGN FOR INNOVATION, MANAGEMENT AND SERVICES Chairs: Sara Gancho, IADE, Universidade Europeia and Paulo Maldonado, Universidade de Évora, Portugal	09:15	DESIGN FOR EDUCATION II Chairs: Naz A G Z Börekçi, Middle East Technical University, Turkey and Violeta Clemente, Universidade de Aveiro, Portugal	
17- Becoming the catalyst for an Open Innovation Ecosystem by Design. Design Thinking as cultural enabler for digital transformation at 'Energias de Portugal (edp) , by Daniela Marzavan, Bauhaus University Weimar, Germany		69- Virtual Reality and Interior Design History. Learning about three interior spaces by Frank Lloyd Wright , by Liliãna Neves, Pedro Beça and Fátima Pombo, Universidade de Aveiro, Portugal	
18- Addressing glocalization challenges through design innovation management approaches , by Rui Patrício and Antonio Moreira, IADE - Universidade Europeia and Universidade de Aveiro, Portugal	09:30	70 - Coworking in fashion design, through collaborative, online learning , by Graça Guedes, Andreana Buest, Universidade do Minho, Portugal and Nuno Sá Leal, London School of Design and Marketing, UK	
19- A Framework of Service Design Knowledge , by Qian Sun, Royal College of Arts, UK	09:45	71- The attraction of education: national stereotypes and study destination choice , by Alexandre Duarte, IADE - Universidade Europeia, Portugal	

Room Portugal

20- **Infrastructures for Digital Commons**, by Jennifer Schubert and Seçil Uğur Yavuz, Free University of Bozen-Bolzano, Italy

10:00

Room Algarve

72- **The haptic experience of Jewellery education based on sensory and material design**, by Mengnan Zi, Beijing City University, China and Yuan Liu, Politecnico di Milano, Italy

10:15

73- **Design methodologies in the context of internship in industrial companies**, by Nuno Sá Leal, Graça Guedes and Theresa Lobo, London School of Design and Marketing, UK, Universidade do Minho and IADE - Universidade Europeia, Portugal

Coffee-break

10:30

Coffee-break

DESIGN FOR DIVERSITY AND INCLUSION

Chairs: Nuno Sá Leal, London School of Design and Marketing, UK and Paula Trigueiros, Universidade do Minho, Portugal

11:00

DESIGN FOR TECH AND DIGITAL INTERACTIONS I

Chair: Rodrigo Ramirez, IADE, Universidade Europeia, Portugal

21- **Designing for People**, by Paula Trigueiros and Manuela de Oliveira, Universidade do Minho, Portugal

74- **The Role of Designer at Low-Code Product development process**, by Laura Saldanha and Emília Duarte, IADE - Universidade Europeia, Portugal

22- **Design for Equality: a subject for universities in creative industry**, by Raquel Lima and Sara Gancho, IADE - Universidade Europeia, Portugal

11:15

75- **User Experience of Real and Virtual Products A Comparison of Perceived Product Qualities**, by Danny Franzreb, Alexander Warth and Kai Futterknecht, Neu-Ulm University of Applied Sciences, Germany

23- **Museum accessibility – Mobility and environment interaction for visually impaired visitors**, by Eveline Almeida and Claudia Mont'Alvão, Pontifícia Universidade Católica do Rio de Janeiro, Brazil

11:30

76- **Selection of a Graph for Studies on Information Visualization and Colour Vision Deficiency**, by Cristina Relvas, Lara Reis and Carlos Rosa, IADE - Universidade Europeia, Portugal

24- **How to design for taboos? A design intervention to overcome the taboo of menstruation in India**, by Petra Salarić and Jan-Carel Diehl, Delft University of Technology, The Netherlands

11:45

77- **The relationship between the interfaces and gamers' flow on Open World RPG games**, by Talita Talarico and Claudia Mont'Alvão, Pontifícia Universidade Católica do Rio de Janeiro, Brazil

25- **Inclusive Design as promoter of social transformations: understanding Androgyny in contemporary society**, by Ana Catarina Carvalho Ferreira, João Carlos Monteiro Martins and Maria Antonieta Vaz de Moraes, Instituto Politécnico de Viana do Castelo, Portugal

12:00

78- **From a product designer to a (digital) product designer**, by Laura Saldanha, PwC, Portugal

12:15

79- **Remote user research in longitudinal studies – Sharing past experiences and a case study with a nutrition-related system**, by Jorge Ribeiro, Ana Correia de Barros and Max Kuhn, Associação Fraunhofer Portugal Research, Portugal

BRUCE BROWN Experience Design

The Royal College of Art and Goldsmith University of London, UK

12:30

Lunch

13:30

Lunch

LUÍS ROCHA Healthcare: Global challenges to Local solutions design

Novartis

14:45

Room Portugal		Room Algarve	
DESIGN FOR SOCIAL INNOVATION, CIRCULAR ECONOMY AND SUSTAINABILITY I Chairs: Isabel Farinha, IADE – Universidade Europeia, Portugal		15:45	
26- Lérias Lace: sustainability products , by Alexandra Cruchinho, Madalena Pereira, Ana Sofia Marcelo and Paul Peres, Instituto Politécnico de Castelo Branco and Universidade da beira Interior, Portugal			
27- Castelo Branco Embroidery: Tradition and Innovation , by Alexandra Cruchinho, Ana Sofia Marcelo, Paula Peres and Fernando Raposo, Instituto Politécnico de Castelo Branco, Portugal		16:00	
28- Playponics in India - Local Hydroponics Playground Gardens utilising kinaesthetic learning to promote global sustainable practices , by Avika Sood, Heath Reed and Andrew Stanton, Sheffield Hallam University, UK		16:15	
29- Emotional components in consumer decision making process. An application in sustainable fashion product , by Gabriel Navarro, Escola d'Art i Superior Disseny València, Spain		16:30	
30- Using Focus Groups to Design for Sustainable Behaviour: User- Oriented Challenges of Smart Mobility , by Gaye Ayanoglu, Emilia Duarte and Maria Madalena Rocha Pereira, IADE - Universidade Europeia and Universidade da Beira Interior, Portugal		16:45	
		17:00	
Coffee-break		17:15	Coffee-break
DESIGN FOR CULTURE I Chairs: Maria Helena Barbosa, Universidade de Aveiro and Maria Helena Souto, IADE, Universidade Europeia, Portugal		17:45	
31- Port wine visual communication: traces of posters from the past in the current urban environment , by Mariana Almeida and Helena Barbosa, Universidade de Aveiro, Portugal			
32- Representation Between Waves of Change: A Visual Analysis of the Advertising of Female Surfers , by Antonia Sophia Hinz, Flávio Almeida and Anabela Couto, IADE - Universidade Europeia, Portugal		18:00	
33- Experience of the printed object: (dis)connections between “Borda d’Água” and “Egoísta” , by Sara Dantas and Helena Barbosa, Universidade de Aveiro, Portugal		18:15	
34- Portuguese cultural identity in the urban cultural context of Fashion Designers , by Catarina Rito, Madalena Pereira, Rui Miguel and Alexandra Curuchinho, IADE - Universidade Europeia, Universidade da Beira Interior and Instituto Politécnico de Castelo Branco, Portugal		18:30	
Conference dinner		20:00	Conference dinner

3rd day - Friday, 29th November 2019

Room Portugal

Registration

09:00

DESIGN FOR PRODUCT USE AND EXPERIENCE II

Chairs: Hande Ayanoglu, IADE, Universidade Europeia, Francisco Rebelo, Universidade de Lisboa, Portugal and Claudia Mont'Alvão, PUC, Rio de Janeiro, Brazil

09:15

35- **Design Delight: A Six Experiential Quality Framework**, by Omar Sosa-Tzec, University of Michigan, USA

36- **Air travel: towards a new global experience**, by Luís Caria, LXC, Portugal

37- **Research implications for assisting the design process in interactive spatio-temporal information visualization**, by Sara Rodrigues, Universidade de Lisboa, Portugal

09:30

09:45

10:00

10:15

Coffee-break

DESIGN FOR TECH AND DIGITAL INTERACTIONS II

Chairs: Rodrigo Ramirez, IADE, Universidade Europeia and Teresa Chambel, Universidade de Lisboa, Portugal

38- **Beyond your human concept of gender": discussing gender and AI**, by Pedro Costa and Luísa Ribas, Universidade de Lisboa, Portugal

39- **MASAL: Bridging between two cultures through storytelling with an interactive soft toy**, by Seçil Uğur Yavuz, Free University of Bolzen-Bolzano, Italy

40- **Playing with Radon: Interaction for Education**, by Alessandra Scarcelli, Politecnico di Bari, Italy

41- **The contribution of Design in the design of digital interfaces of products aimed at the senior population**, by Nuno Martins and Sónia Ralha, Instituto Politécnico do Cávado e do Ave, Portugal

10:30

11:00

11:15

11:30

11:45

Room Algarve

Registration

DESIGN FOR CULTURE II

Chairs: Maria Helena Barbosa, Universidade de Aveiro and Maria Helena Souto, IADE, Universidade Europeia, Portugal

80- **Letters to eternity: Typefaces of the Prazeres Cemetery**, by Gonçalo Falcão, Universidade de Lisboa, Portugal

81- **Fashion Design as a Contemporary Cultural Object**, by Graça Guedes and Aline Guimarães, Universidade do Minho, Portugal and Universidade Federal Rural do Rio de Janeiro, Brazil

82- **Art in Video Games**, by David Alves and Flávio Almeida, Universidade da Beira Interior and IADE - Universidade Europeia, Portugal

83- **From literary research to collaborative practice: what is creativity in the Book of Disquiet Archive?** by Cecília Magalhães, Universidade de Coimbra, Portugal

84- **Anti-Amnesia: Developing a collaborative e-learning and digital archive platform towards contributing to the preservation and revitalization of Handicrafts Industries**, by Nuno Martins, Instituto Politécnico do Cávado e do Ave, Heitor Alvelos, Universidade do Porto, Abhishek Chatterjee, Universidade do Porto, Mariana Quintela, Instituto Politécnico do Cávado e do Ave, Eliana Penedos-Santiago, Universidade do Porto and Susana Barreto, Universidade do Porto, Portugal

Coffee-break

DESIGN FOR SOCIAL INNOVATION, CIRCULAR ECONOMY AND SUSTAINABILITY II

Chairs: Isabel Farinha, IADE - Universidade Europeia and Teresa Franqueira, Universidade de Aveiro, Portugal

85- **Avoiding single use of plastic packaging - design strategies for circular business- models: design for refill, reuse and recycling**, by Ana Espada, Isabel Farinha and Carlos Duarte, IADE - Universidade Europeia, Portugal

86- **Changing the Game: Social Engagement and Cultural Adaptation of Young Refugees through Playful Design**, by Vanessa Improta and Ana Margarida Ferreira, IADE - Universidade Europeia, Portugal

87- **Responses in urban and periurban horticulture: Social design interventions to promote sustainable consumption and production**, by David Sanchez Ruano, Ruth Maribel León Morán and Roberto Iñiguez Flores, Tecnológico de Monterrey, Mexico

88- **Ride-sharing as an Alternative Transportation Mode for Commuting among University Campus and District of a City**, by Ismail Yavuz Paksoy and Mehmet Erdi Ozgurluk, Middle East Technical University, Turkey

Room Portugal	Room Algarve	
<p>PAUL HEKKERT</p> <p><i>Design for Impact: Considering the various ways in which design can have impact on well-being and society at large</i></p> <p>Delft University of Technology, The Netherlands</p>	12:30	
Lunch	13:30	Lunch
<p>DESIGN FOR HEALTH AND WELLBEING</p> <p>Chairs: Paul Chamberlain, Sheffield Hallam University, UK; Teresa Cotrim, Universidade de Lisboa, Portugal and Louise Kiernan, University of Limerick, Ireland</p>	14:45	<p>DESIGN FOR COMMUNICATION AND BRANDING II</p> <p>Chair: Cristina Pinheiro, IADE - Universidade Europeia, Portugal</p>
<p>42- Response-able Design Research: Inviting, Visualizing and Sharing Responses in an Immigrant Youth Club and in a Social Café for Elderly, by Lene Hald and Stine Behrendtzen, Copenhagen School of Design and Technology, KEA, Denmark</p>		<p>89- Information Design and Financial Literacy: A relation to enhancing decision-making, by Claudia Mont'Alvão, Pedro Bevilaqua and Raquel Cappelletto, Pontifícia Universidade Católica do Rio de Janeiro, Brazil</p>
<p>43- Towards the development of a patient centric transition from paediatrics to adult healthcare through a user centered design approach, by Grace Gilmore, Louise Kiernan and Eoin White, University of Limerick, Ireland</p>	15:00	<p>90- Fashion, Advertising and the Social and Cultural Context - Advertising as a reflection of the key moments of social and cultural change that shaped fashion, by Matilde Duarte de Almeida, Cristina Pinheiro and Theresa Lobo, IADE - Universidade Europeia, Portugal</p>
<p>44- SUPPORT4ALL - New to me, new to world; different contexts of new knowledge creation associated with design research and the development of new mass customizable devices for the treatment of cancer, by Heath Reed and Andrew Stanton, Sheffield Hallam University, UK</p>	15:15	<p>91- Graphic Design as a Means of Creating New Meanings in Digital Environment: Common Language of Everyday Life; emoji, by Ebru S. Baranseli, Anadolu University, Turkey</p>
<p>45- Pain[off]: using Design Probes to configure sensory conditions to reduce pain in hospitals, by Davide Gambera, Emília Duarte and Dina Riccò, IADE - Universidade Europeia and Politecnico di Milano, Portugal and Italy</p>	15:30	<p>92- Multisensory and emotion: From communication to experience, by Joana Lessa, Universidade do Algarve, Portugal</p>
<p>46- Artificial senses and computer wearable design for health and wellness, by Annalisa Di Roma, Politecnico di Bari, Italy</p>	15:45	<p>93- The articulation between the memetic discourse, on social networks, and their materialization in the street of Chapecó city: first exploratory phase to approach the research field, by Valéria Casaroto Feijó, Universidade Comunitária da região de Chapecó, Brazil</p>
<p>47- Neurosurgery Training Tool. Design as facilitator between disciplines for the improvement of medical devices, by Angela Giambattista, La Spienza di Roma, Italy</p>	16:00	<p>94- Will Digital Designers Replace Humans? by Rodney Shunck, Carlos Rosa and Bruno Silva, IADE - Universidade Europeia, Portugal</p>
<p>48- Co-designing resources for knowledge based self-reflection for people living with Parkinson's disease to better enable independent living, by Ursula Ankeny, Rebecca Partridge, Joe Langley, Gemma Wheeler and Camille Carroll, Sheffield Hallam University and University of Plymouth, UK</p>	16:15	<p>95- Moving-pictograms, by Maria Diaz, Carlos Rosa and Liiana Faria, IADE - Universidade Europeia, Portugal</p>

Room Portugal

49- **CoMFORT ventilation mask project - Lessons learned from the field**, by Heath Reed and Matt Willox, Sheffield Hallam University, UK

16:30

50- **Diagnostic Model to Improve Workers Performance**, by Beatriz Ferreira, Gabriel Pestana and Carlos Rosa, IADE - Universidade Europeia, Portugal

16:45

51- **Naturalistic observations of elderly in an outdoor environment**, by Felipe Satte, Bruno Silva and Hande Ayanoğlu, IADE - Universidade Europeia, Portugal

17:00

Closing remarks

17:45

Room Algarve

DESIGN FOR EDUCATION III

Chairs: Naz A G Z Börekeçi, Middle East Technical University, Turkey and Violeta Clemente, Universidade de Aveiro, Portugal

96- **Wisdom Transfer: The infographic study on the individual legacies from retired academics in art and design higher education and research**, by Nuno Martins, Instituto Politécnico do Cávado e do Ave, Susana Barreto, Universidade do Porto, Eliana Penedos-Santiago, Universidade do Porto, Inês Calado Instituto Politécnico do Cávado e do Ave and Cláudia Lima, Universidade Lusófona do Porto, Portugal

97- **Introducing additive manufacturing learning in design courses: an empirical study**, by Silvína Félix, Violeta Clemente and Nuno Dias, universidade de Aveiro, Portugal

98 - **Sprint to Pacing: to the 50K Finish Line Intentionality in Contextual Learning**, by Niberca Polo, The New School Parsons, USA

99- **The value of design education for other fields: Using design tools to teach psychology**, by Mafalda Casais, Universidade de Lisboa, Portugal

