CHI 2007 Workshop (W18) Program

Converging on a "Science of Design" through the Synthesis of Design Methodologies
9:00 am – 5:30 pm, April 29, 2007
Guadalupe Room, Marriott San Jose Hotel, 301 S Market St, San Jose, CA 95113

Time Table

8:30 – 9:00	*Pre-workshop informal gathering with Coffee*
9:00 – 10:30	Session 1 (Introduction & position presentations: **8** minutes for each position paper)
10:30 – 11:00	Coffee Break
11:00 – 12:30	Session 2 (Position presentations)
12:30 – 2:00	Lunch
2:00 – 3:30	Session 3 (Discussions)
3:30 – 4:00	Coffee Break
4:00 – 5:30	Session 4 (Discussions)

Session 1 (9:00 am – 10:30 am)

Introduction (30 minutes, by organizers)

Gerhard Fischer: General Introduction
Elisa Giaccardi: Creative Practices
Yunwen Ye: Collaborative Design
Kumiyo Nakakoji: Design Theory and Practice
Chris DiGiano: Participatory design and Learner-centered design
Gerhard Fischer: Meta Design

Participatory design and Learner-centered design (8 minutes each)

1. **OSS Design Communities: An Emergent Form of Distributed Participatory Design**
   Flore Barcellini, Françoise Détienne, Jean-Marie Burkhardt
2. **Designing for Design Learning**
   Melissa Koch, William Penuel
3. **Design of Visual Interactive Systems: a Multi-Facet Methodology**
   Daniela Fogli, Andrea Marcante, Piero Mussio, Loredana Parasiliti Provenza
4. **Using Theoretical Ideas to Stimulate Creativity and Participation in Design**
   Anders I. Mørch

Collaborative Design (8 minutes each)

1. **Design Informatics – Information Needs in Design**
   David G. Hendry
2. **Collaborative Design and the Science of Design**
   Charlotte P. Lee
3. **Combining research strategies in interaction design of communication systems for the home**
   Gueddana Sofiane

Session 2 (11:00 am – 12:30 pm)

Meta-Design (8 minutes each)
1. **Design Methods to Engage Individuals with Cognitive Disabilities and their Families**
   Melissa Dawe
2. **What Cognitive Science Has to Offer for Research on Appropriation and End-User Development**
   Antti Salovaara

Design in the creative practices (8 minutes each)
1. **Complicating HCI/Arts Collaboration**
   Piotr D. Adamczyk
2. **From the Inside Out: Design Methodologies of the Self**
   Thecla Schiphorst
3. **A Participatory Design Understanding of Interaction Design**
   Ron Wakkary

Design Theory and Practice (8 minutes each)
1. **Process and Language for Design**
   Kouichi Kishida
2. **User Experience Building Blocks - Reducing Design to Content Filling**
   Joerg Beringer
3. **The Utility of Simple Prototype Tasks in Understanding and Augmenting Real-World Design Behavior**
   John C. Thomas
4. **Learning from an Extended Context of Patterns in Science of Design**
   Karl Flieder
5. **Design Methodology is not Design Science**
   Christoph Bartneck

Session 3 (2:00 pm – 3:00 pm)

Discussion Sessions are briefly introduced by one of the organizers. The organizer has 5 minutes to summarize themes derived from participants' statements in the morning, and then leads the discussion by all participants.

Discussion Themes
- **Participatory design and Learner-centered design (Chris DiGiano)**
- **Collaborative Design (Yunwen Ye)**
- **Meta-Design (Gerhard Fischer)**

Session 4 (4:00 pm – 5:30 pm)

Discussion Themes
- **Design in the creative practices (Elisa Giaccardi)**
- **Design Theory and Practice (Kumiyo Nakakoji)**
- **30 Minutes: Final Discussion (e.g.: North American vs. non-North American perspectives, did a perspective on a "Science of Design" emerge during the workshop, …)**