Aesthetics Time (1000-1800)

1000-1100
- Workshops
  - Aesthetics: From Aesthetics to Design: Facilitating Creative Dialogue (W1)
  - Designing Diversity: How Design and Art Education can Support Student Diversity (W2)
  - Designing with Education: Integrating Design, Education and Change (W3)

1115-1215
- Workshops
  - Designing Synergy: Exploring the Potential of Knowledge and Synergy in Design (W4)
  - Designing in Synergy: A Comparative Analysis (W5)
  - Designing Inclusive Design: A Comparative Study of Design Education (W6)

1230-1330
- Workshops
  - Designing Diversity: How Design and Art Education can Support Student Diversity (W7)
  - Designing with Education: Integrating Design, Education and Change (W8)
  - Designing Inclusive Design: A Comparative Study of Design Education (W9)

1345-1445
- Workshops
  - Designing Synergy: Exploring the Potential of Knowledge and Synergy in Design (W10)
  - Designing Inclusive Design: A Comparative Study of Design Education (W11)
  - Designing Diversity: How Design and Art Education can Support Student Diversity (W12)

1430-1530
- Workshops
  - Designing Synergy: Exploring the Potential of Knowledge and Synergy in Design (W13)
  - Designing Inclusive Design: A Comparative Study of Design Education (W14)
  - Designing Diversity: How Design and Art Education can Support Student Diversity (W15)

1545-1645
- Workshops
  - Designing Synergy: Exploring the Potential of Knowledge and Synergy in Design (W16)
  - Designing Inclusive Design: A Comparative Study of Design Education (W17)
  - Designing Diversity: How Design and Art Education can Support Student Diversity (W18)

1630-1730
- Workshops
  - Designing Synergy: Exploring the Potential of Knowledge and Synergy in Design (W19)
  - Designing Inclusive Design: A Comparative Study of Design Education (W20)
  - Designing Diversity: How Design and Art Education can Support Student Diversity (W21)

1745-1845
- Workshops
  - Designing Synergy: Exploring the Potential of Knowledge and Synergy in Design (W22)
  - Designing Inclusive Design: A Comparative Study of Design Education (W23)
  - Designing Diversity: How Design and Art Education can Support Student Diversity (W24)

WEDNESDAY 12 August 2020

1130-1230
- Keynote 1 - Prof Pritpal Taneja, From Indigenous narrative to digital representation: the continuing importance of Australian Aboriginal rock art as living culture

1430-1530
- Paper Sessions
  - FS: Education - Partnership and Community
    - Aesthetics: From Aesthetics to Design: Facilitating Creative Dialogue (W1)
    - Designing Diversity: How Design and Art Education can Support Student Diversity (W2)
    - Designing with Education: Integrating Design, Education and Change (W3)

1545-1645
- Paper Sessions
  - FS: Education - Community and Communication
    - Designing Synergy: Exploring the Potential of Knowledge and Synergy in Design (W4)
    - Designing Inclusive Design: A Comparative Study of Design Education (W5)
    - Designing Diversity: How Design and Art Education can Support Student Diversity (W6)

1630-1730
- Paper Sessions
  - FS: Education - Design and Innovation
    - Designing Synergy: Exploring the Potential of Knowledge and Synergy in Design (W7)
    - Designing Inclusive Design: A Comparative Study of Design Education (W8)
    - Designing Diversity: How Design and Art Education can Support Student Diversity (W9)

1745-1845
- Paper Sessions
  - FS: Education - Partnerships
    - Designing Synergy: Exploring the Potential of Knowledge and Synergy in Design (W10)
    - Designing Inclusive Design: A Comparative Study of Design Education (W11)
    - Designing Diversity: How Design and Art Education can Support Student Diversity (W12)
Paper Sessions

1200-1300

P17: Processes - Provenance Networking
- Designing for Authenticity: A longitudinal study of how designers learn from each other (469)

P18: Co-Creation - Teamwork Humanities
- Developing a Common Language for Interdisciplinary Research (470)

P19: Impacts - Design Management - DRS SIG OPENING
- The Future of Design Education: A research agenda (471)

P20: Education - Ethics and Design
- A Workshop for Educators: Design Ethics and the Future of Design Education (472)

P21: Situations - Experiential Knowledge
- Exploring the Social Impact of Design: A case study of participatory design (473)

P22: Co-Creation - Mobility and Public Space
- The Role of Design in Shaping Urban Futures (474)

P23: Impacts - Reaching Society
- Design for Social Impact: A case study from India (475)

P24: Processes - Experience Design
- Designing Experiences that Matter (476)

P25: Situations - Research Through Design
- Designing for Social Change: A case study from the Philippines (477)

P26: Co-Creation - Global Health
- Designing for Global Health: Lessons from the COVID-19 Pandemic (478)

P27: Impacts - Objects and Materials
- Designing for Sustainability: A case study from Australia (479)

P28: Situations - Languages and Values
- Designing for Multicultural Societies (480)

P29: Co-Creation - Behavioural Change
- Designing for Behavioural Change: A case study from Indonesia (481)

P30: Situations - Changing Behaviors
- Designing for Changing Behaviors: A case study from Japan (482)

P31: Impacts - Functionality - DRS SIG OPENING
- The Impact of Design on Humans: A case study from India (483)

P32: Processes - Experience Design
- Designing for Experience: A case study from the United States (484)

P33: Processes - Experience Design
- Designing for Experience: A case study from Brazil (485)

P34: Situations - Humanities
- Designing for Humanities: A case study from France (486)

P35: Processes - Experience Design
- Designing for Experience: A case study from Germany (487)

P36: Situations - Languages and Values
- Designing for Languages: A case study from South Africa (488)

P37: Processes - Experience Design
- Designing for Experience: A case study from South Korea (489)

P38: Situations - Humanities
- Designing for Humanities: A case study from Canada (490)

P39: Processes - Experience Design
- Designing for Experience: A case study from Australia (491)

P40: Situations - Humanities
- Designing for Humanities: A case study from China (492)

Workshop

1200-1300

C21: Processes - Graphic Design
- Designing for Graphic Design: A case study from Italy (493)

C22: Processes - Graphic Design
- Designing for Graphic Design: A case study from the United Kingdom (494)

C23: Processes - Graphic Design
- Designing for Graphic Design: A case study from France (495)

C24: Processes - Graphic Design
- Designing for Graphic Design: A case study from Germany (496)

C25: Processes - Graphic Design
- Designing for Graphic Design: A case study from Spain (497)

C26: Processes - Graphic Design
- Designing for Graphic Design: A case study from China (498)

C27: Processes - Graphic Design
- Designing for Graphic Design: A case study from India (499)

C28: Processes - Graphic Design
- Designing for Graphic Design: A case study from Brazil (500)

C29: Processes - Graphic Design
- Designing for Graphic Design: A case study from Japan (501)

C30: Processes - Graphic Design
- Designing for Graphic Design: A case study from Australia (502)

C31: Processes - Graphic Design
- Designing for Graphic Design: A case study from South Africa (503)

C32: Processes - Graphic Design
- Designing for Graphic Design: A case study from South Korea (504)

C33: Processes - Graphic Design
- Designing for Graphic Design: A case study from Canada (505)

C34: Processes - Graphic Design
- Designing for Graphic Design: A case study from Germany (506)

C35: Processes - Graphic Design
- Designing for Graphic Design: A case study from Spain (507)

C36: Processes - Graphic Design
- Designing for Graphic Design: A case study from China (508)

C37: Processes - Graphic Design
- Designing for Graphic Design: A case study from India (509)

C38: Processes - Graphic Design
- Designing for Graphic Design: A case study from the United Kingdom (510)

C39: Processes - Graphic Design
- Designing for Graphic Design: A case study from France (511)

C40: Processes - Graphic Design
- Designing for Graphic Design: A case study from Germany (512)

C41: Processes - Graphic Design
- Designing for Graphic Design: A case study from Spain (513)

C42: Processes - Graphic Design
- Designing for Graphic Design: A case study from China (514)

C43: Processes - Graphic Design
- Designing for Graphic Design: A case study from India (515)

C44: Processes - Graphic Design
- Designing for Graphic Design: A case study from the United Kingdom (516)

C45: Processes - Graphic Design
- Designing for Graphic Design: A case study from France (517)

C46: Processes - Graphic Design
- Designing for Graphic Design: A case study from Germany (518)

C47: Processes - Graphic Design
- Designing for Graphic Design: A case study from Spain (519)

C48: Processes - Graphic Design
- Designing for Graphic Design: A case study from China (520)

C49: Processes - Graphic Design
- Designing for Graphic Design: A case study from India (521)

C50: Processes - Graphic Design
- Designing for Graphic Design: A case study from the United Kingdom (522)

C51: Processes - Graphic Design
- Designing for Graphic Design: A case study from France (523)

C52: Processes - Graphic Design
- Designing for Graphic Design: A case study from Germany (524)

C53: Processes - Graphic Design
- Designing for Graphic Design: A case study from Spain (525)

C54: Processes - Graphic Design
- Designing for Graphic Design: A case study from China (526)
The inherent value of design research for industry: An impact case study using low-cost bio-lighting for high-valued commercial products (319)

A pilot study to use a better costs model for a research decision analysis to understand where industrial design fits within the 4th industrial revolution (Industry 4.0) (372)

Designing Living Labs: early-stage exploration of future sustainable concepts (378)

The method of reasoning in a behavioral interview (377) - When behavior change is about health and safety communication for workers with lived experience of food poverty

Design dialogues (469)

Creating Legible AI (444)

Fostering Design Education in Schools (362)

Understanding Dynamics of Identity Negotiation in Social Design (245)

Global health in light of COVID-19 and the framework for design thinking (348)

The method of reasoning in a behavioral interview (377) - When behavior change is about health and safety communication for workers with lived experience of food poverty

Net-Win: Designing a Global Game (258)

Creating Legible AI (444)