

Proceedings

CHANGING THE CHANGE CONFERENCE

Design Visions, Proposals and Tools

Conference and proceedings structure

The Conference field of interest has been divided into 6 themes and, each of them, in 4 sub-themes, generating the 24 modules in which the selected papers are presented. The 6 themes are generated splitting in two the original three ones, that were: *visions*, *proposals* and *tools*.

Visions. This part presents research results that lead us to imagine possible worlds, or parts of possible worlds. They include the results of activities in the field of scenario design and more general visions produced by research into specific products, communications and services. They also includes a comparative analysis of visions emerging from design history and from a comparison of different cultures.

- *Theme 1 Visions /Ways of living.* Sub-themes: Scenarios/1, Scenarios/2, Ideas/1, Ideas/2
- *Theme 2 Visions / Ways of producing.* Sub-themes: Models of development/1, Models of development/2, Production systems/1, Production systems/2

Proposals. This part presents results of design research that give rise to concrete solutions containing elements of systemic innovation. They are also legible as concrete steps towards a new generation of sustainable products, services and systems. So, products, services and product and service systems are proposed along with the communicative artefacts that link several actors and artefacts together. It also proposes places for a new everyday life, the activities that take place within them and the new production and consumption networks that emerge from them.

- *Theme 3. Proposals / Daily life solutions.* Sub-themes: Services and places/1, Services and Places/2, Products and technologies/1, Products and technologies/2
- *Theme 4. Proposals / Enabling Systems.* Sub-themes: Tourism and mapping, Energy and packaging, Networking/1, Networking/2)

Tools. This part presents the results of research that aims to redefine and develop conceptual and operational tools which enable designers to operate within change and influence its direction. Such tools enable them to participate constructively in new design networks, and deal with emerging problems. Tools may be proposed for conceptualisation and representation, for calculation and appraisal of results or for stimulation and prototype making.

- *Theme 5. Tools / Design Theories.* Sub-themes: Design education/1, Design Education/2, Design culture/1, Design culture/2.
- *Theme 6. Tools / Design Methods.* Sub-themes: Design thinking/1, Design thinking/2, Design process/1, Design process/2.

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