

Thursday's workshops

Choose between pack A and B. The sequence of workshops will be sorted on the day

Between You and Me: Using "Us" as an Exploration Tool

Aylin Alpay, Trieuwy Luu, Helle Taanquist

In our workshop we would like to invite people to go beyond the traditional ideation methods, and explore how we can use our bodies to come up with new ways of communication. In teams of three, we will assign you to a location, in which we would like you to use your curiosity, not thinking of the outcome, to capture the experience of the moment and environment surrounding you. We will provide material that can help you explore from new perspectives and we ask you to use your own phone.

Absence ethnography – what are you missing?

Dr Jo-Anne Bichard, Paulina Yurman

This workshop will ask participants to think about their families and what they miss when they are travelling for work. Using our emotional mapping interaction developed for the project Family Rituals 2.0 we will explore the range of emotions and activities that are experienced in absence from the family, and how these might contribute to novel digital designs that explore the separation from family life by work.

The Memory Cloud Apparatus

Daniel Anthony Rossi, Bettina Schwalm

An exploration into the future of memory and the meaning of 'self' in the virtual. The Memory Cloud Apparatus gives access to another person's memories in an immersive experience, exploring the essence of that which makes us human, and what it means when made accessible to others. The workshop is a journey exploring the ideas of future memories, future pasts, and your role in defining such potentials. Field Notes and samples will be taken for reference and study in an exploration that looks at dissecting and mapping future memories.

Encounters with Diasporic Futures

Noémi Zajzon

With the current tensions around immigration, the diaspora is a highly contested space that raises various future challenges. Could the design anthropology community respond to this space of the possible and if yes, what interventions could direct us to some sort of solution? Setting the stage with case studies from the media, participants are invited to Imagine, Demand and Enact a scenario that responds to the challenges migrants face today. An ambitious provocation to analyse, discuss and envision prospects that could ameliorate tensions, our collaborative scenarios becoming a visual manifesto from the Design Anthropology community to the world.

Liveliness of Things: Speculative exploration of the possibilities for a postcolonial museum

Ika Peraić

The design anthropological experience that I am proposing pertains to sensitizing towards the aesthetics of expressing liveliness of things understood through the relationship between tangible and intangible heritage. This will be an attempt to demonstrate how an object could unfold as a situation that pushes representation toward the primary mode of experience and puts emphasis on engaging with the creative processes that bring things into being.

The Hall of Future

Lauren Wong

The Hall of Futures explores how we prepare for decisions about the future. Some of the hardest decisions we face are about our careers - what we want to do and how we plan to achieve it. This exhibit creates a physical space for people to learn and practice decision-making. It fuses methods from anthropology, design, and futures studies to generate new conversations around how we prepare ourselves for our life choices.

GROUP A

GROUP B

Friday's workshops

Choose between pack C and D. The sequence of workshops will be sorted on the day

Democratic Design experiments in Rio de Janeiro

Zoy Anastassakis, Clara Juliano, Marina Sirta, Barbara Szaniecki

This project was developed during 15 weeks involving design students at ESDI/UERJ. We worked at three different public libraries in order to analyze how codesign process can contribute to open up debates about possible futures for the social life in democratic contexts. At the exhibition, we bring attention to the process of each group and in the workshop, through a playful activity, we intend to bring up discussions about the impasses that we faced in each stage the process.

The Future is Today. Scripting public debate on participatory spatial planning processes

Liesbeth Huybrechts, Sarah Martens, Oswald Devisch

This exhibit discusses the implications of 'scripting' documentation on design anthropological encounters, instead of only 'describing'. We discuss your experiences with this, starting from our case material. In Godsheide (BE) we invited citizens, public and private actors in a participatory design (PD) process in spatial planning and tried to create public debate via a newspaper. The newspaper describes the PD process and 'scripts' by using newspaper language and mixing between past events, encounters in 2014 and spatial scenarios for 2024 presented as if they take place today.

Tangible encounters with Field and Theory

Wafa SaidMosleh, Louise Logstrup, Jacob Buur

This interactive exhibition shows three examples of Tangible Research Tools that embody theoretical and empirical field knowledge. We employ these tools to engage colleagues, informants and collaborators in making sense of field data, developing new understandings, and reframing policies. We invite conference participants to join us in a hands-on exploration of the potentials and limitations of transforming the multifaceted social world into tangible means for reflection, analysis and discussion.

GROUP D

Concepts guiding our path

Catharina Thiel Sandholdt

Design anthropological processes are often a constellation of people with different backgrounds, expertise and visions. How can we facilitate encounters that are open to diversity and adaptable to new ideas, yet at the same time are within a design+research frame which ensures a clear path? Here we will explore how sensitivity to the concepts we work with and from, can help us to frame inclusive development practices. We'll use an exhibition on health as case-material.

School's Co-Design Lab

Dana Prives

Education is the anthropological action of designing the future. It is an anthropological inquiry; you cannot teach children if you don't know them. Children are not product of the education system, they are agents of their own learning and co-designing education with their perspective is the way to explore shared values. The School's Co-design lab is a platform for that exploration. It is a vision in the making. I wish to learn more about it through your insights

Hidden Habits

Caroline Arvidsson

Hidden Habits explores what it means to use compulsory rituals to avoid obsessive thinking - Obsessive Compulsive Disorder, OCD. The project visually maps these rituals to create a bridge between people with OCD and their loved ones to enable conversation and mutual understanding.