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30Sep — 30Oct

QUT | DESIGNWEEK

# PRE- SYMPOSIUM WORKSHOPS

Tuesday 1 October, 2019  
[qut.to/design-week-2019](http://qut.to/design-week-2019)

Change  
by Design



QUT  
Design  
Lab

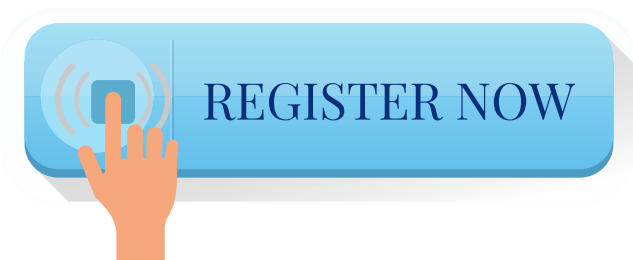
# WORKSHOP PROGRAM

Enrol in workshops to actively experience creative research methods, including the co-design process, photovoice, narrative approaches, as well as practical tips for working successfully with industry partners and planning your research career.

There will be five workshop streams running concurrently across **Tuesday 1st October**.  
*Program subject to change.*

Find out more information and register for QUT Design Week 2019 on our Event Registration page.

	HANDS ON WITH DESIGN METHODS	PARTICIPATORY VISUAL METHODS	CREATIVE METHODS	CAREER	DESIGN TECHNOLOGY & SUSTAINABILITY
SESSION 1 10am – 12pm	Human Centric Lighting	Visual Design Strategies for Ideation and Capturing Impact	Stories with Impact and Creative Consultation: Working with communities for social inclusion	How to convince them you're brilliant!	Hack the city!
SESSION 2 1pm – 2:30pm	Life Café	Ethnographic Films	Community Engagement for Australian Cultural Venues	Co-Designing with Partners	Smart Cities of More-Than-Human Futures
SESSION 3 3pm – 4:30pm	Optimising Collaborative Workspace Environmental Design Using Logic Models	PHOTOVOICE	Creative Practice as Research Methodology	Creative Health in Queensland: the future	Roboblox



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# WORKSHOPS

## HANDS ON WITH DESIGN METHODS

**SESSION 1: 10:00AM - 12:00PM**

### HUMAN CENTRIC LIGHTING- POST OCCUPANCY EVALUATION

**DR VERONICA GARCIA HANSEN**

Dr. Garcia-Hansen is an active researcher in the area of Lighting Design in Buildings, specializing in the design of daylighting devices, façade design, energy efficiency, evaluation of the luminous environment, lighting modeling, and lighting effects on health and wellbeing.

This workshop delivers pertinent Post-occupancy evaluation (POEs) techniques and methods to evaluate the luminous environment (integrative lighting systems) in commercial buildings. The activity-based workshop presents new tools to capture occupant perceptions, lighting data and simulation techniques to predict glare and lighting performance. This workshop is directed towards industry professionals architects, designers and graduates.

**SESSION 2: 1:00PM - 2:30PM**

### LIFE CAFÉ

**HELEN FISHER- SHEFFIELD HALLAM UNIVERSITY**

With a background in people-centred research and inclusive design for health and wellbeing, Helen has worked on a variety of product, graphic and service design projects within health and social care and is currently working as a Design researcher at Sheffield Hallam University's Lab4Living research group within Lab4Living at SHU on projects around dementia, bereavement and end of life.

Taking the method of 'exhibition in a box', a form of object elicitation as the starting point, the 'Life Café' curated a series of creative activities to scaffold thinking and to prompt conversation in the context of palliative care. In this workshop, Helen Fisher from the UK design team at Sheffield Hallam University's Lab4Living will walk through the co-design development process and how these tools have and can be used.

**SESSION 3: 3:00PM - 4:30PM**

### OPTIMISING COLLABORATIVE WORKSPACE ENVIRONMENTAL DESIGN USING LOGIC MODELS

**A/PROFESSOR LUCIO NACCARELLA**

Dr Lucio Naccarella, PhD is an A/Professor at the Centre for Health Policy at The University of Melbourne. He is a leading health systems researcher and evaluator, with interests in systems change, environmental design evaluation, health system literacy, care coordination, teamwork, and health workforce reforms, from a policy, research and practice perspective.

The increased recognition of the complexity, dynamic and multi-purpose nature of workspaces, calls for a deeper and more critical understanding of workspace environmental design evaluation approaches. This workshop will describe how logic models (a visual representation of theories of action) have contributed to the development of evaluation approaches; describe different types of logic models; and discuss the strengths and weaknesses of using logic models as a tool to plan, design, conduct and utilise workspace environmental design evaluations. The workshop will draw upon developmental work by the workshop presenter for a new graduate level subject on Workspace Environmental Design Evaluation. The workshop uses the topic: Optimising Collaborative Workspace Environmental Designs to reflect upon, discuss and draft logic models.

# PARTICIPATORY VISUAL METHODS

**SESSION 1: 10:00AM - 12:00PM**

## **VISUAL DESIGN STRATEGIES FOR IDEATION & CAPTURING IMPACT**

**DR JEREMY KERR**

A design practitioner with over 20 years' industry experience, Jeremy's research focus lies in the exploration and development of design and design frameworks to advance community capacity building and self-advocacy. His current research includes design-led initiatives in the areas of intercultural design, mental health and well-being, and in the disability sector.

This workshop offers participants a hands-on opportunity to explore new ways to develop and document projects through emerging visual-led approaches. The workshop draws upon the design methods developed by the researcher and teams in projects with CARE International, the Autism CRC, Education Queensland and across mental health initiatives. Areas explored will be new applications in persona design, capturing experiences and systems visually, and evolving the use of infographics. The suite of resources presented through a series of experiential activities offer new ways to see 'wicked' problems and generate innovative solutions

**SESSION 2: 1:00PM - 2:30PM**

## **ETHNOGRAPHIC FILMS**

**DR JANICE RIEGER**

Dr Rieger has fifteen years of international post secondary teaching experience, over five years in museum and gallery studies and fifteen years of experience in design. Her research in history, theory and criticism looks at the relationship between disability, design and material culture from a spatial perspective.

In this workshop, participants will view three short documentary / ethnographic films, and reflect on how the visceral and accessible medium of film is used to enact change. As well as discussing practical considerations of different audiences, filming logistics, and costs, content, methods and participants. Dr Reiger will highlight the importance of inclusion in films. The three featured films cover disability, ageing and MJD disease.

**SESSION 3: 3:00PM - 4:30PM**

## **PHOTOVOICE**

**PROFESSOR EVONNE MILLER**

An experienced creative arts-based researcher in ageing, Evonne Miller is a Professor and Director of the QUT Design Lab in the School of Design at QUT. Originally trained in experimental social psychology, Evonne's expertise is in design psychology and environmental gerontology.

This skill-workshop provides an opportunity for hands-on experience with photovoice, a participatory action methodology that joins 'photography with voice'. You will get hands-on experience with using Photovoice, and the tools, knowledge and confidence to develop and conduct your own project. We will walk through the nine flexible steps of a Photovoice project, discussing the advantages, challenges and opportunities of using photovoice, the ethical considerations of visual methods, as well as issues of recruitment, logistics, data analysis, and exhibiting participants' photographs.

# CREATIVE METHODS

## SESSION 1: 10:00AM - 12:00PM

### STORIES WITH IMPACT AND CREATIVE CONSULTATION: WORKING WITH COMMUNITIES FOR SOCIAL INCLUSION

#### DR DONNA HANCOX

Donna is the Associate Director of the Creative Lab and is a leading researcher in the field of storytelling and social change. She has led large scale co-creative research projects with remote communities and refugees communities, and has delivered toolkits to government and industry. In 2018 she was a Smithsonian Research Fellow and is currently a Chief Investigator on an ARC Linkage Project.

This workshop will take participants through two creative consultation processes that aims to provide underserved and underrepresented communities with a voice in designing arts and cultural programs in their community. You will get to work with the prompts and tools in the same way other participants would and have the opportunity to workshop how these processes could be re-imagined for your own projects. We will also discuss and debate considerations of co-creation, impact and legacy and how to work with funding bodies. This workshop is ideal for creative practitioners working with communities.

## SESSION 2: 1:00PM - 2:30PM

### COMMUNITY ENGAGEMENT FOR AUSTRALIAN CULTURAL VENUES

#### DR KATH KELLY

Dr Kelly is a dramaturg and a Lecturer at QUT in Drama in the Faculty of Creative Industries. She is currently company dramaturg with award-winning, all-female theatre company, Belloo Creative, who are the Company in Residence at Queensland Theatre. Her dramaturgy practice is in text-based theatre, contemporary performance and socially engaged practice. Her research areas include transcultural theatre practice, community engagement and feminist theatre.

This workshop offers participants the opportunity to explore current approaches to community engagement for festivals, large-scale venues and community venues. The workshop will use case studies, contextual literature and different cultural knowledge frameworks to explore how these venues can provide cultural safety, engagement and cultural encounter for audiences.

## SESSION 3: 3:00PM - 4:30PM

### CREATIVE PRACTICE AS RESEARCH METHODOLOGY

#### DR SEAN MAHER

Sean Maher is the Higher Degree Research Training Coordinator for the School of Creative Practice. He conducts and supervises traditional and creative practice based research. He is a former Visiting Scholar at the UCLA Film and Television Archives and Senior Lecturer in the Film, Screen and Animation discipline in the Creative Industries Faculty at QUT.

The workshop will outline how creative practice-based research has developed alongside innovations in research methodologies enabling industry professionals and creative practitioners of all persuasions to marshal their artistic endeavours and expertise into university research. Relevant creative practice-based case studies will include filmmaking and design-based research contextualised within the latest critical thinking about research artefacts and practice-based knowledge.

# CAREER

## SESSION 1: 10:00AM - 12:00PM

### HOW TO CONVINCE THEM YOU'RE BRILLIANT!

#### PROFESSOR JILLIAN HAMILTON

Jillian leads the advancement of Higher Education research and strategic innovation in learning and teaching at QUT. She has led professional academic development for early career academics, sessional and professional staff who support student learning and is formerly the Discipline Leader of Art and Design (Interactive and Visual Design, Visual Arts, Animation and Creative Advertising) at QUT. Jillian is a Principal Fellow of the UK Higher Education Academy and has been recognised by several national awards, as well as institutional awards. Her current research focuses on Academic Leadership and capabilities.

In this interactive workshop you will work on developing your authentic brand and vision and aligning it with 'their' strategic priorities. You will develop career advancement strategies, including your priorities and a concise plan. You will learn successful ways to present yourself to convince them you are brilliant (and become more brilliant in the process). This workshop will enable you to more successfully apply for promotion, new roles, project pitches, and grants.

## SESSION 2: 1:00PM - 2:30PM

### CO-DESIGNING WITH PARTNERS

#### DR OKSANA ZELENKO

Dr Oksana Zelenko is the Director, Research Engagement and Impact, with QUT's Creative Industries Faculty. Dr Zelenko is a design academic and researcher specializing in applications of participatory design for eHealth.

Human experience is key to designing technologies, services, experiences and environments. Rapid changes in technology innovation are increasingly placing more emphasis on the importance of lived experience with a fundamental shift away from 'designing for' to 'designing with'. The workshop will present selected co-design principles, practices and methods that can be practically applied to engage your collaborators - whether researchers, professionals, communities, individuals - meaningfully in your projects and in research. Participants can expect an overview of the foundations, elements of practical hands-on application, and case studies from multiple fields (e.g. health, education) illustrating key issues and contexts of application.

## SESSION 3: 3:00PM - 4:30PM

### CREATIVE HEALTH IN QUEENSLAND: THE FUTURE

#### LYNNE SEAR, QLD CHILDREN'S HOSPITAL

Lynne is the Manager for the Arts In Health Program at Queensland Children's Hospital. This is a special interest group workshop on the Qld ArtsHealth Network Vision and Action plan, and the activity at the national level from the Creative Health Australian Leadership Collective.

# DESIGN TECHNOLOGY AND SUSTAINABILITY

**SESSION 1: 10:00AM - 12:00PM**

**HACK THE CITY!**

**A/PROF MARKUS RITTENBRUCH & DR LEVI SWANN**

Markus is an Associate Professor of Interaction Design at QUT. His research focusses on the design of technologies that increase participation and engagement. Levi is a Lecturer in Industrial Design at Queensland University of Technology. Levi's research explores the complex interactions that take place among humans, technology and their broader environments.

This workshop focusses on the notion of citizens' agency in the context of increasingly complex and technologically augmented cities. We will map the design space between utopian and dystopian visions for the city and the role that new technologies such as IoT, social robotics, autonomous transport and AI will play in our everyday lives. In his workshop we will explore approaches to hack the social and technological fabric of the city allowing for greater, transparency, participation and agency.

**SESSION 2: 1:00PM - 2:30PM**

**SMART CITIES OF MORE-THAN-HUMAN FUTURES**

**PROFESSOR MARCUS FOTH & DR GLENDA CALDWELL**

Marcus is a Professor of Urban Informatics at QUT. Professor Foth's research brings together people, place, and technology. His transdisciplinary work is at the international forefront of human-computer interaction research and development. Glenda is a senior lecturer in Architecture at QUT. Her research focuses on the effect technology has on the experience of the city, exploring how opportunities for social interaction can occur within the digital and physical layers of the urban environment.

This workshop focuses on an expanded more-than-human perspective for cities, informed by studies in the environmental humanities, STS, geography, planning, and design. We will interrogate how more-than-human perspectives and their resultant ethical, legal, and methodological concerns can shape participatory design practices and services towards cohabitation, and push forward a cultural change in the agenda of sustainable smart cities, urban informatics, IoT, and design.

**SESSION 3: 3:00PM - 4:30PM**

**ROBOBLOX**

**DR JARED DONOVAN & DR MUGE BELEK FIALHO TEIXEIRA**

Jared has an educational background in Illustration and Information Technology. His main research interests are in the areas of gestural and embodied interaction, participatory design, design robotics and performance robotics. Muge is a Lecturer in Interior Architecture at QUT. Muge's main research interests are in the areas of Transdisciplinary Design Research, Phenomenology of Perception, Multimodal Spaces and Pancomputational Design Strategies.

Departing from a premise that robots in architecture are more commonly used in design education and fabrication, researchers need to find novel ways to engage non-expert users in robotic processes. With this proposition, RoboBlox will run with non-expert users to introduce a novel interdisciplinary computational workflow that consist of a web-based interactive design platform, a code that translates 2D designs into 3D forms, and the robotic fabrication of the forms. As a result of this democratization of the workflow, the non-expert users will be empowered by the creative use of industrial robotic arms with highly complex programming tasks for the first time creating bespoke robotic fabrications in architecture.