

Designing innovative research pathways for the advancement of design research: IASDR 2023 Doctoral and Postgraduate Consortium

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The paper explores relevant themes for design research that arose from research works proposed for IASDR2023 and developed by doctoral candidates and recent master's degree graduates. Particular attention has been paid to research investigations that reflect on the theme of Life-Changing Design, specifically examining how design is responding to the transformations occurring in the contemporary period. Reflections on the soft impact of technologies, in particular digital technologies, on daily life are accompanied by an analysis of innovations and challenges faced by healthcare systems, products, and services. This is followed by an examination of social innovation themes and practices, and the development of new principles of inclusivity. A concluding contribution highlights the requirement to identify innovative approaches to design education extending beyond recognized methodologies to implement personal and technical skills of new generations of designers.

Keywords: doctoral research; design education; research methodologies; design practices

1 Introduction

Doctoral education is a cornerstone in the continued advancement of Design Research. And hosting Doctoral Consortia at conferences provides a welcome platform for discussing early research work in a trusted and appreciative atmosphere, carried by the intentions of fostering the best possible foundations for design research for the participants and those who follow. The accepted DC submissions at this year IASDR conference shows a community that is growing both in quality and global representation. It renders growing diversity and an attention to what societies in all their forms might benefit from design.

Whereas Christopher Fraylings popular framing of the field (research into, through and for design) from 1993 still runs in the veins of much design research, more nuanced articulations have and are emerging. This is among other things driven by an increasing array of collaborating parties in design



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research. So, while there is sustained respect in accounting for how design researchers progress, there is also a growing attention to how we might measure what we get from design. Along this line of thought it is evident that design research emerges from a practice-based field where the output, outcomes, and impact of acts of designing is of key interest to the researcher.

This is rendered in the themes that we have identified for this year's conference:

1. Designing the soft impact of (digital) technologies.
2. Designing effective health solutions: innovations and challenges.
3. Design and social innovation between participatory practices and activism ambitions.
4. Design for new principles of inclusivity.
5. Reflecting on practices, skills and tools for designers.

While themes 1-3 focus on what design delivers, how it interacts with other disciplines and impacts everyday life theme 4 articulates how design in all its doing has a political dimension and affects more-than-human agents; this year the increased awareness of inclusive ways of designing is prominent. The fifth theme relates to how acts of designing as a general practice can be improved.

2 Themes of research works

2.1 Designing the soft impact of (digital) technologies

An indissoluble bond has existed between technology and design since the origin of industrial design. On one side, technological possibilities drive the feasibility of any design solution. On the other hand, design has always shaped our artificial world and how we behave in it. Unlike philosophers and sociologists, designers are interested in more than just understanding and describing how humans respond to technological changes: they want to design new mediation possibilities and practices. Today, in parallel with the proliferation of digital technologies, we are witnessing a growing dissemination of social and ethical concerns, moving designers' social responsibility to the foreground. The potential for fostering more sustainable user behaviours is therefore a growing field of interest for design, together with a need for a careful evaluation of the ethical issues related to designing AI-embedded artifacts capable of making autonomous decisions.

All the research works in this cluster focus on the soft impact of technology, i.e., on the cultural changes caused by the advent of new technologies. Such soft impact is increasingly prominent in affluent societies where technologies, in particular the digital ones, come ever nearer to our bodies and minds and have become extremely influential in mediating our contact with objects and fellow human beings (Swierstra, 2015). Therefore, all the authors take a design perspective on how digital technologies can shape the user's life, questioning the status quo of a given technology and proposing a design intervention intended to:

- grasping a deeper (systemic) understanding of its impact on society;
- making the most out of it to improve the users' life;
- rectifying a side-effect of it;
- defining updated design approaches;

The research works by Katakura, and Gomez-Baldarrain et al. highlight the interplay between technology, design, and culture. Taking Japanese paper candies' packaging as a case study, Katakura explores the impact of printing technology on the cultural transformation of consuming food on the go. Katakura highlights how printing technology influenced cultural practices and vice versa, emphasizing the interconnectedness of these factors. Her research has implications for understanding lifestyle changes in contemporary digital societies. Gomez-Beldarrain et al. describe a Ph.D research intended to foster the adoption of autonomous technologies in the multistakeholder context of an international airport. The overall aim is to contribute to understanding the role of automation in organizations, providing multiple (i.e., technological-, organizational-, and human-) perspectives on the issue and a systemic vision of the challenge of transforming organizational cultures.

The research works by Kunzova and Chen and Ham investigate the potential of digital technologies for improving the users' personal sphere. Indeed, Kunzova master's degree thesis explored the potential of VR as a tool for promoting the reading of textual narratives. In particular, the aim was to combine the qualities of traditional reading and the prospect of VR as an immersive medium. To this end, Kunzova investigated how to create immersive experiences for reading novels and short stories in VR, concluding that many technological and conceptual obstacles still must be solved to experience a balanced reading of fiction in VR. Chen and Ham are instead interested in providing insights into the design of chatbots for a better user experience. To this end, they decided to assess how chatbots with anthropomorphic design cues affect users' cognitive mechanisms. For such an assessment, both subjective and objective measures are considered. This contribution reminds us that technologies not only exist between and around us but can also become like us, taking over our tasks and sometimes resembling how we look and behave (Swierstra, 2015).

Ding discusses ways to rectify the side effects of technological developments. Indeed, throughout history, technologies have fundamentally changed the world, solving problems while often creating new ones. As Swierstra (2015) points out, "Technologies not only make our lives more productive, comfortable, and longer, but can also cause great harm to users and non-users alike." Ding focuses on transforming metals recovered from electronic waste into wearable jewelry using hydrometallurgy techniques. In her Ph.D. research, Ding explores the technical aspect of electroforming and the human aspect of emotionally durable design to create new objects from recycled materials. Her goal is to contribute to more sustainable development by addressing issues related to the jewelry industry's use of recycled metals, the emotional transformation of materials, and environmental friendliness.

Finally, Ma brings us to consider how much the digital revolution has changed our allocation of time and space, focusing on our shopping behaviors. Consequently, interior design can no longer be the same because the fluidity of time asks for a reshaping of the space. Based on these premises, in her Ph.D. research, Ma investigates the interplay between digitalization, social activities, and user experience in the design of retail spaces, proposing a time-based approach that can support the design of future retail spaces in the digital era. Beyond doubt, as this last research reminds us, technological innovation has always impacted design significantly, forcing it to reshape its approaches, tools, and methods. However, the guiding question in this cluster of research works is how can design impact technology-driven systems? Indeed, when design enters a strict relationship with a new technology, it tends to modify it, introducing culture, aesthetics, and the point of view of human beings (Antonelli, 2018).

2.2 Designing effective health solutions: innovations and challenges

In an era marked by unprecedented advancements and progresses, the landscape of healthcare systems, products, and services is undergoing a profound transformation. Rapid technological innovations are reshaping the way healthcare is designed and experienced. However, several factors still demand careful investigation: ethics, individual concerns, empathy, and the need for a more human-centered perspective. Ensuring equitable access to these solutions for all members of society, irrespective of socioeconomic status, technological literacy, or disabilities remains a critical aspect of responsible design.

Evidence suggests that innovation and experimentation stand as indispensable competencies within the realm of healthcare. They play a crucial role in bolstering productivity and tackling the inefficiencies of healthcare systems. Designing healthcare solutions that integrate technological apparatuses while prioritizing well-being has become an urgent pursuit of meeting the ever-evolving demands of patients, healthcare providers, caregivers, and society. In this context, the convergence of healthcare and Design is producing a vibrant and transformative field that not only aims to improve medical outcomes but also to reimagine the entire patient experience and lived experience of health (Jones 2013). The process of designing health solutions involves a multidisciplinary approach, combining insights from medicine, technology, psychology, sociology, and design. At its core, it is a collaborative endeavor that bridges scientific rigor with creative thinking, aiming to generate clinically efficacious solutions that resonate with the unique needs of diverse individuals. Facing this context, a cluster of research works presented at IASDR 2023 explores the usage of design approaches and tools for providing effective healthcare solutions in the post-pandemic era. All the authors agree on the actual need of pivoting the conventional healthcare model, which primarily revolves around the medical needs of the "patient," to a more holistic approach that recognizes each individual as a "person." This paradigm shift underscores the importance of considering not just the physical ailments but also the emotional, psychological, and social dimensions of an individual's well-being. It highlights the need to design solutions that align with the specific circumstances of each person, fostering a more patient-centered and inclusive approach, increasingly involving new technologies.

According to the doctoral research of Amber De Coen, a Person-Centered Care approach (PCC) combined with participatory design methods would be a helpful solution for integrating the personhood of non-verbal individuals residing in care facilities into their daily routines. As most solutions for implementing PCC rely on verbal and cognitive interactions, the research goal is to create a toolkit to equip caregivers with the essential instruments to facilitate this incorporation process. Furthermore, Xiaolin Shen expresses the need to shift the focus of dementia care from a purely medical model to a systemic and collective perspective that considers the well-being of both individuals with dementia and their caregivers in dynamics that daily involve multiple actors. The work identifies research gaps and sets the stage for a deeper exploration of how service design can contribute to improving dementia care involving healthcare professionals, designers, and other stakeholders from nursing, psychology, health science, and transformative service research.

While focusing as well on designing holistic healthcare tools and solutions, the research works by Wang, Cardamone, Bohre, Page and Joshi and Olthof highlight the impact of new technologies. In particular, for Wang, digital health offers benefits but also risks, i.e., privacy concerns and cyberattacks (Perakslis et al., 2023). For the researcher is thus essential, before every project, to understand the

digital patient experience (PEx) as “the sum of all interactions affected by a patient’s behavioral determinants, framed by digital technologies, and shaped by organizational culture, that influence patient perceptions across the continuum of care channeling digital health” (Wang, Giunti, Melles, & Goossens, 2022).

By acknowledging the importance of technology in healthcare, Cardamone highlights that older people often have difficulty adopting and using digital devices, perceiving them as useless. For this reason, her research aims to understand the experiences of aging population and design devices that meet their needs and fears. Using a mixed methods approach, at the border between medical anthropology and design research, proposes a collection of “narratives of usefulness” to generate empathic-useful digital device interventions for elderly people that, especially during the pandemic, had to get used rapidly to new devices and technologies.

Bohre, Page and Joshi describe a practice-based project to develop custom-made assistive devices for people with Amyotrophic Lateral Sclerosis, a progressive neurodegenerative disorder. Many assistive devices on the market do not meet the rapidly changing needs of the patients, forcing families to make frequent purchases that can become a financial burden. Through interviews and contextual research, the authors identified individual needs to develop more sophisticated, timely, accessible, and affordable assistive devices.

Finally, Olthof’s research work focuses on developing a design methodology for enhancing the quality of life for individuals with progressive and permanent disabilities through the integration of cyber-physical systems with the human body. The study approaches bodily integrated systems from two angles: (1) examining the physical aspects or “matter” of embodiment, including anatomy, physiology, skill, and experience, and (2) exploring the concept of “mattering” by delving into the complex and indeterminate psycho-physiological aspects of human interaction with technology.

While the world of healthcare seems advanced and up-to-date, the insights that emerged from the contributions make us notice how significant shortcomings and needs persist in this field, especially from an inclusive and human-centred perspective. In fact, current solutions seem to privilege a ‘conventional’ world, and the proposed solutions instead aim to improve the daily lives of people with disabilities and degenerative diseases by including caregivers in the design process, reflecting, all the authors, in a more systemic and person-centred way. Digital devices are just one aspect of healthcare reform, and we need to develop new service models, tools, and patient engagement to ensure innovative alternatives to the care model (Jones 2013). As we continue to investigate the complexities of healthcare, as these research works are effectively doing, it becomes increasingly evident that embracing innovation and prioritizing empathy-driven design solutions are essential components for realizing enhancements in the healthcare experience for everyone.

2.3 Design and social innovation between participatory practices and activism ambitions

The notion of ‘social innovation’ has been developing since the mid of last century together with the growth of social sciences and a new focus on innovation studies (McGowan et alii 2017; Beker 2018). Consequently, the unique relevance of technological change in innovation processes has started to be questioned during the shift between the II and III Industrial Revolutions, when intangible assets and knowledge were identified as key components for market leadership and business success. During this period the ‘social dimension’ of innovation was put under a spotlight and several scholars were able

to depict innovation as a 'social construction' within a new systemic vision where scientific and technological development is intrinsically interwoven with the social, cultural and political milieu in which it is conceived (Rosemberg 1982; Pintch 1987). As a consequence of the growing relevance of social sciences in research and the new conception of innovation, 'social innovation' is initially theorized as a process of enabling social change through specific interventions. During the '60s and '70s it finds a fertile ground where it is both conceptualized and experimented through specific approaches such as action research and participative research, also finding a link with the political activism of the time (Purnima, and McNally 2015). Sourcing from these seminal experiences also design theories and practices develop their own perspectives and approaches to social innovation. At an early stage, yet during the '70s and '80s, it is especially in urban planning and architecture that we see a flourishing of scientific productions as well as design experiments within this context. This happens thanks to an increasing spillover of social science methodologies within the planning context and leads to new participative design practices, aimed at improving the quality of urban life and housing by engaging users' communities (Luke 2018). A more formal link between social innovation and a larger domain of design is conceptualized during the '90 along with the acknowledgement of the changing focus of the discipline, expanding its application from the traditional context of industrial production towards new territories such as systems, services, strategies and experiences (Bertola and Manzini, 2004). Since then, design and social innovation sees a new growth both in terms of theories and applications (Meroni 2007; Manzini 2014), as well as dedicated educational and research programs. Design for social innovation is today a well-grounded context of research and practice developed in different disciplinary contexts and moments along its evolution and that can be summarized through four key elements (AA.VV. 2013).

- Participative process, as a way of design in acting as facilitator, enabling new systems of relationships among stakeholders and materializing potential innovation scenarios to drive towards shared solutions.
- Situated nature, as being conceived in relation with specific issues and needs, situated into localized contexts and involving specific communities which are often already mobilized to act through bottom-up approaches.
- Focus on 'product-service-systems' (PSS), where design embraces a systemic approach with the aim of facilitating the answer to specific problems/needs /instances through complex systems of products and services.
- Enabled by digital technologies, as key assets to create participative infrastructure to support the creation on new system of relationships, knowledge exchange and accessibility to PSS.

The maturity of this context of design research is well represented by its extensive presence in ongoing doctoral investigations. Within this perspective, the research works by Sheng and Facoetti align with the key elements typically present in design for social innovation, demonstrating its relevance and potential impacts into several different situated contexts. More in detail Sheng focuses on using participatory design to empower rural craftspeople, enhancing the value of their crafts while addressing pricing and sustainability challenges. By also comparing creative communities in Scotland and China, the study aims to support UN Sustainable Development Goals (SDGs), dispel 'Made in China' stereotypes, and develop effective rural craft strategies. Along the same trajectory submissions

Facoetti focuses on tourism industry, that has evolved significantly, showing a promising shift from mass tourism to more diversified, sustainable practices. The research aims to develop a Service Design for Social Innovation approach to improve tourism, empower local communities, and foster sustainable development, with tourism as a mutually beneficial link between territory, community, business, and tourists.

While focusing as well on design for social innovation, Esam Elsayed et al., Newell and Delgado Ramos show a different perspective. By acknowledging the urgency of contemporary issues, such as the climate crisis and the emergence of inequality within new geopolitical balances, they investigate social innovation by also exploring the political dimension of design and its potential. From these research works do emerge that activist approach to behavioural social change belonging to the early tradition of social innovation practices. More in detail, Esam Elsayed et al. focus on changing people's behaviour toward littering in the Egyptian community. They discuss the rising environmental pollution caused by changes in lifestyle, urbanization, and consumer behaviour, identifying littering as a significant problem affecting sustainable development, but mainly faced in developed countries. Their aim is to use design for social innovation to raise awareness about littering in the Egyptian community, exploring its causes, and designing interventions using an action research framework. Newell investigates strategies for delivering change through the practice of co-design with communities in the Northern Ireland context. Given Northern Ireland's complex history, the research work seeks to envision alternative futures through collective imagination, exploring how co-design can lead to social transformation, address power imbalances, and engage communities in addressing urgent issues. Finally, Delgado Ramos deals with the impact of technology on social trust, particularly in Colombia, a country with low interpersonal trust due to armed conflict and inequality. The study draws from technological mediation theory to examine how technology affects people's perception of the world and their trust behaviour, proposing a methodological framework for research and design to create alternative technological mediations for social development.

While design for social innovation is emerging as a mature context of research, particularly relevant to address contemporary issues affecting communities' quality of life, still struggles with limitations about its real potential impacts (Pol and Ville 2009). Several critical voices have underlined these weaknesses which can be clustered into two main lines of debate. On the one hand, the difficulty in scaling up and generalize design for social innovation interventions, which in most cases remain niche and small scale, anchored to their situatedness and unable to find practical and political path to create large scale and systemic impacts (Westley and Antadze 2010). On the other hand, design approach to social innovation has been identified by some scholars as expression of a 'solutionist' and simplistic reading of social phenomena, unable to draw on the complexity of contemporary society and social issues, often ending up replicating in a new shape traditional paternalistic and top-down approaches (Cinnamon and Lauren 2014).

Ongoing research investigations should carefully consider these critical voices trying to evolve design for social innovation theories and practices to a new stage of reflection and application.

2.4 Designing for new principles of inclusivity

Recognizing, exploring, and understanding what is 'different' are preconditions to design for different worlds. Drawing from anthropology and sociology, Design is more and more getting concerned with looking at social categories and forms, their processes of differentiation and outcomes in several spheres, the social organizations and interactions that may result, to question taken-for-granted categories, ways of thinking and methodologies. We may ascribe this to the so-called 'ontological turn' in Design: the reflective and research shift that questions Design's fundamental concepts, categories and definitions rooted in the anthropocentric ways of producing, consuming, living and thinking, which are accounted for the present environmental and societal emergency.

Considering the human interests separated from the ones of the planet, and the European/Western-centric cultural values, assumptions, and ways of defining reality as universal are both mindsets profoundly and increasingly questioned in today Design discourse. Conversely, an ever-higher degree of attention is paid to approaches that focus on more-than-human agents (Clarke et al 2018, Tassinari and Manzini 2023), explore the complexity of superdiversity (Vertovec 2023) and intersectionality (Phoenix and Pattynama 2006), bring about cultural decolonization, contrast functionalistic and rationalistic traditions towards the relational dimension of life (Escobar 2018).

In line with this course of thinking, a cluster of research works proposed for IASDR2023 opens the debate on these subjects and on the different ways and fields they can get manifested in Design research. Roughly, we can trace this back to a concept of 'Design for inclusivity', in which the very idea of inclusivity is reframed in the light of this ontological turn and Design is intended a way to draw from the full range of terrestrial diversity, learn from different perspectives, and finally enable different ways of living.

The research work of Westbrook on 'Queering future with Data Driven Speculation' suggests the verb 'to queer' as way to contrast traditions, norms, and binaries in Design. Accordingly, the researcher argues for the creation of a 'Queering Futures Framework (QFF)', a mixed methods research framework that could orient and guide to imagine the future, taking in consideration underrepresented Queer impressions and attitudes, contrasting hierarchies, oppressions and binary or categorical thinking. Similarly, Iebolo aims to challenge the concept of 'social norm' through a design approach that aims to overcome stereotypes and prejudices based on accepted social patterns rooted in the past. Therefore, she builds on a tool derived from neuroscience and called SNAP - Salience, Norms, Affects, Primes (by Paul Dolan) that help understand how people make decisions and applies it to gender studies and design discipline.

The notions of 'intersectionality', formulated in 1989 by Crenshaw, (Phoenix and Pattynama 2006) and of 'superdiversity' formulated in 2007 by Vertovec (Vertovec 2023), which developed the former with more specific reference to the new patterns of migration, are gaining high degree of attention from the community of Design research. They both refer to a more complex ontology than approaches that attempt to reduce people to one category at a time. In a nutshell, individuals belong to multiple social categories: they may share an in-group category on one dimension and belong to different categories in other dimensions. Yet, this may not be reflected in their representation (and self-representation), which is often reduced to a singular category. Paczka Giorgi is researching about mental health of migrant women in Canada, adopting a participatory approach to gather key insights and claiming the benefits of nature interaction for mental and physical health. Her work is producing an 'Equitable

Mental Health Ecosystem' model to align the intervention of the different actors in this field. In a similar vein, the research work of Neretti on 'Designing Healing from Eating Disorders' aims to design guidelines to provide imaginary and socially embedded alternatives to current practices. Based on a systemic approach, they consider the recovery a social responsibility rather than an individual responsibility and endeavor. The researcher's ambition is to use design as a change provoking practice to ingrained ways of doing and knowing, by adopting a pluriverse, speculative and ethnopsychiatry perspective.

Focusing, also, on spatial design, the research work of Ferreri investigates who a certain space is designed for and why, considering the needs, desires and conditions of LGBTQ+ individuals. She focusses on public spaces and their safety for the Queer community and raises issues of inclusion and identity, with reference to visibility, recognition and social expectations. All these factors contribute to the development of social identity complexity, which in turn influences one's self-concept and the dynamics of interpersonal relationships: the more people "have greater awareness of their own complexity, the greater is the likelihood of developing positive attitudes towards others" (Vertovec 2023, p.187).

Finally, this cluster of research works touching upon the general issue of inclusivity and diversity entails two distinctive contributions that delve into the realm of intimacy with nuanced approaches. Lefevre investigates sexual expression in long-term care older adults, especially LGBTQ+ ones, with the aim to reshape perceptions and attitudes designing for future aging. Bärenholdt instead focusses on the feeling of loneliness of young adults, which connects to many different personal stories that the researcher aims to collect through a dedicated toolkit.

2.5 Reflecting on practices, skills, and tools for designers

Design as a discipline is constantly reflecting on ways of thinking and design practices, as well as innovative approaches to design education that go beyond established methodologies to implement personal and technical skills and explore complex frameworks. The aim is to identify approaches capable of updating design solutions to complex societal problems, to dialogue with increasingly articulated systems and ongoing transformations in each sector, and to imagine future scenarios that are concretely sustainable and inclusive for all. Design educators, in particular, are called upon to codify pedagogical tools and pedagogical practices that implement the learning experience and activate knowledge transfer. At the same time, all designers need to enhance their creativity, foster diversity of approaches and explore tools and languages to be able to dialogue with the emerging contexts. The debate on new skills and tools drives the evolving boundaries of design research and allows to understand the discipline's increasing role in different fields of interest.

According to the need to explore new practices or develop new tools, a cluster of research works proposed for IASDR2023 offers new keys to interpret this theme. The research conducted by Iberbuden examines the topic of educational practices that cater to the needs of design students. Specifically, Iberbuden's objective is to explore the possibility of using mindfulness as a means to enhance educational practices in design and effectively tackle the demands of a complex and interrelated future. Considering mindfulness is a multifaceted phenomenon, subject to varying definitions depending on the discipline, it is noteworthy that the aspects of interest for design are those pertaining to mechanisms that promote reflective practices and facilitate learning. Through a theoretical approach and the incorporation of theory and practice via the "research through design"

strategy, the project seeks to equip design educators with novel pedagogical tools and tactics to integrate mindfulness into design studio classrooms.

The research work of Wei, Gu and Yu examines the efficacy of a patent data tool in enhancing design creativity and reducing fixation during the ideation process. The researchers carried out a within-subject user study that comprised of two design tasks and scenarios, one with and one without the patent tool. The objective was to investigate how designers interact with the patent data tool, and to determine whether it contributes towards creativity and reduces fixation during the ideation process. The tool prompted participants to generate ideas using abstract textual concepts from existing patents. By utilizing self-reporting on creativity and fixation status, third-party observations, and fixation rate calculations, this research has been able to demonstrate that design participants preferred using patent data as a source of divergent inspiration and acknowledged its efficacy in mitigating different types of fixations.

The research work of Jung provides a critical evaluation of the literature regarding the suitability of service designers in addressing sustainability within their practice, as well as their potential contribution to designing for climate action. By exploring the key competencies of service design, it is possible to identify the aspects which have the potential to support the implementation of sustainable design systems. Among these, the authors emphasize: systems-thinking; anticipation and futures-thinking; values, norms, and ethics; strategy thinking for intentional change; agency, awareness, and facilitation; and implementation in context.

3 Conclusion

In line with the conference theme – Life-changing Design - this year's Doctoral consortium at IASDR witness that design research is rich, diverse and is often carried by the ambition to contribute to society. Secondly, it also tells of a research field that has matured to respect both design practice and research and that the two as interconnected. Research has helped articulate what is to be considered basic foundations in design (what is shared by all designers), disciplinary characteristics (e.g. how service design is different and overlapping with interaction and product design) and domain oriented design (e.g. healthcare design). Design remains to be a difficult field do research in, topics are contested and there are overlaps in most research work. This is also witnessed in the categories and the curation of submissions e.g. 796 and 803 that most prominently relate to the theme Designing For New Principles Of Inclusivity but the submissions concerns emerge from healthcare issues, and thus they are also related to the second theme: Designing Effective Health Solutions: Innovations And Challenges. Other submissions will render similar challenges of overlap between two or more themes. The fact that submissions are overlapping in several ways has invited for a Doctoral Consortium (DC) format that equally balance presentations and discussions. Generous long breaks that allow ample time for learning from each other on issues and topics that sits outside the actual curation of the DC. The submissions to the DC are promising, and they may inform the theme of IASDR 2025.

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