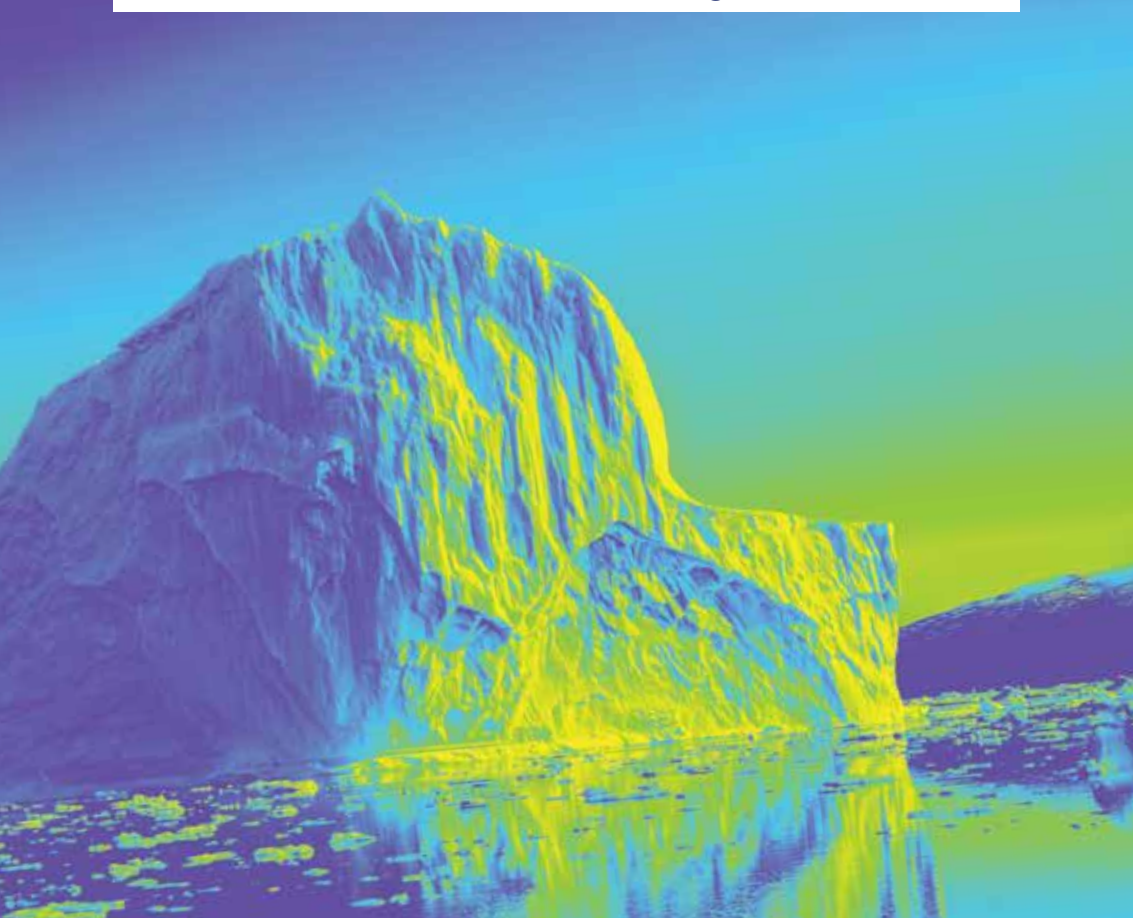


# DESIGN FOR ADAPTATION

Cumulus Conference Proceedings Detroit 2022



Cumulus Conference  
Proceedings Series  
10/2023 Detroit

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CUMULUS DETROIT

Cumulus Conference  
Proceedings Series

Cumulus: The Global Association  
of Art and Design Education and Research

Detroit 2022

# CONTENTS

8	Conference Chair Welcome
10	Cumulus President's Message
11	College for Creative Studies Association of Independent Colleges of Art and Design
12	CCS Student Exhibition "Conscious Adaption"
13	Keynote Speakers
15	Track Chairs
16	International Reviewer Board
18	Foreword of the Cumulus Detroit 2022 Proceedings

## CLIMATE APARTHEID

21	Are Trees the Key to Promoting the Adaptation of Environmentally Sustainable Attitudes and Behavior?
42	Design, Storytelling and Our Environment: Critical Insights from an Empirical Study with Storytellers
54	Digital Learning Experiences for Creating Solutions for Adaptation
67	Elderly Users' Satisfaction from Shanghai Unified E-Governance on Mobile Terminals: The Effect of the Design Interface
79	Guidelines for ICT to Promote Inclusion, Equity and Social Justice in the Brazilian Healthcare Ecosystem
93	Sustainable Smart Product Design Decision-Making and Evaluation System

106	Training a New Generation of Biodesigners for a Better Society
120	Using STEAM to Power Equality and Democracy in Vaccination Decision Making in the Face of Climate Apartheid

## CLIMATE CITIZEN

138	A Cookbook for Planetary Health: Situated and Distributed Learning to Address Non-Trivial Issues Through Design for Collective Action
151	A Novel Approach to Estimate Dietary Carbon Footprint Using Appearance-Based Analysis of Meals
165	A Shift to Life-Centered Systems Thinking: Teaching Modules to Design Regenerative Futures
185	Adaptive Design Education Strategies for Equitable Access

196	<b>Adaptive Resumes in Disrupted Futures</b>	372	<b>Do Democracies Afford? Design as Experiential Change</b>
214	<b>Climatic Adaptability in the Form of Pile Dwellings in the Palaces of the Western Han Dynasty</b>	385	<b>“Down to Earth”: From Anthropocentric to De-Anthropocentric Design Paradigm</b>
227	<b>Co-Creating Visual Dialogs for Crises and Emergencies: Climate Scenarios as Opportunities</b>	400	<b>If It’s Broken, Don’t Just Fix It: Exploring Repair as Design Through a Two-Week Design Charrette</b>
242	<b>Collaborating to Build Resilient Communities: Creating a Model for Sustainable Community Spatial Renewal</b>	412	<b>Improving Community-Based Adaptation to Climate Change Through Participatory Gamification Design</b>
252	<b>Collective Interest Matrix: Can Design Be Sustainable Within Capitalism?</b>	438	<b>In a New Context, We Are All Apprentices: How Dialogue Between the Three States of Craft Education Is a Catalyst for Adaptation</b>
264	<b>Defining Ecological Citizenship: Case-Studies, Projects &amp; Perspectives Analysed Through a Design-Led Lens, Positioning “Preferable Future(s)”</b>	450	<b>Life-Centered Design and Intersectionality: Citizen Science and Data Visualization as Entry Points</b>
289	<b>Design Activism: Are We Doing Enough?</b>	468	<b>Material Kin: Fashioning a Cellulose-Based Foam Floatation Device in Climate Breakdown</b>
298	<b>Design Fiction and the Eco-Social Imaginary</b>	482	<b>Preparing to Repair: Using Co-Design and Speculative Design Methods to Explore the Future of IoT Right-to-Repair with Citizens and Communities</b>
315	<b>Designing Accountable: Comprehensible and Explanatory Digital Systems</b>	502	<b>Proposal for a Worldbuilding Curriculum</b>
332	<b>Designing for a Livable Climate: Adaptation and the Window of Opportunity</b>	521	<b>Radical Interdependence on a Neighborhood Scale: Raising Awareness Among Children About Human and More-than-Human Entanglements</b>
352	<b>Designing from the Core: Facilitating Core Thinking for Sustainable Development in Design Education</b>		

538	Redefinition of Fashion: Interpretation and Sustainable Reconstruction of Fashion Design in the Metaverse	677	<i>(Poster)</i> Alley Activation, Urban Acupuncture and Climate Resilience in Detroit
554	Shifting Perspectives: A Speculative Ontographic Approach	680	<i>(Poster)</i> Design's Colonial Myths: Re-Envisioning the Designer's Role in Adaptation
565	Symmetric Futures: Posthuman Design and Its Shortcomings	682	<i>(Poster)</i> Rising
576	Teaching for More-Than-Human Perspectives in Technology Design – Towards a Pedagogical Framework	<b>CLIMATE ECOSYSTEM</b>	
590	The <i>Prometheus Terminal</i> : Worlding Games for the Adoption of Sustainable Datafication and Cybersecurity practices	685	A Comparative Study of Sustainable Design Education Modes in the Chinese Context
607	Tools for Adaptation in Design Education: Research Actions in the Convergences Between Responsible Innovation and Knowledge Design Processes	700	Relational Design for Sustainability in U.S. Suburbs
622	Towards Sustainable Internet of Things: Object Design Strategies for End-of-Life	715	Barriers and Capabilities for Embedding a Strategic Design for Sustainability Approach in Organisation
640	Two Institutions, Three Trees, Twelve Makers: Curriculum Co-Design for Sustainability, Climate Justice and African American Material Culture	734	Design for Circular Business Models: A Conceptual Framework
657	βoihiṣṣa-ata: A Material Proposal for the Technological Democratization of Microbial Fuel Cells in the Colombian Context	749	Design for Conservation (D4C): A Toolkit that Enables Sustainable, Collaborative and Distributed Innovation
675	<i>(Poster)</i> A Neighborhood-Centered Design Methodology	765	Design for Symbiocene. Hybrid Materials and Symbiotic Objects – In-Between the Grown and Made
		779	Designing Systemic Change for Urban Ecosystems: A Framework for Assessing Social Innovation
		796	Exploring a New Model of Green Retailing: Commercial Brands Partner with Multi-Stakeholders to Build a Sustainable Retail Ecosystem

- 805 Mapping Knowledge, Skills and Capabilities of Stakeholders in Open Design-Led Distributed Production Settings
- 821 Modeling Global Action for Sustainable Development with Educational Participation
- 836 Rising Waters: Designstorming Adaptive Designs for Coastal Communities in 2030, 2050 and 2100
- 850 Ruderal Material Project
- 860 *(Poster)* Encouraging Adaptation of Reusable Packaging for FMCG Products through E-Commerce Delivery
- 862 *(Poster)* Fostering Circular Materials within the Design Practice: Materials and Product Library System

# FOSTERING CIRCULAR MATERIALS WITHIN THE DESIGN PRACTICE: MATERIALS AND PRODUCT LIBRARY SYSTEM

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## Abstract

New models of production and consumption should be investigated in the short and mid-term since the current resources' exploitation is overcoming the possibilities of our planet. Sustainable development and circular economy are assuming a crucial role, and several strategies for their implementation have been emerging in the last years. The individual contribution of new design strategies, circular materials, and digital technologies for exploiting circular economy practices is well-established. However, some issues still prevent the real implementation of those strategies. Designers are not fully aware of how to exploit them for real applications, although materials scientists and professionals are increasingly focused on the characterization of recycled and bio-based materials. This work aims to spread the use of circular materials amongst design practitioners by fostering the tacit knowledge of these materials through new experiential tools. This first design experimentation has been part of FiberEUse, a research project on exploiting new circular materials from recycled glass and carbon fibers. Starting from the concept of a "materials library," a new experiential tool has been designed to stimulate the exploitation of circular materials and reach a wider network thanks to a physical and virtual learning experience. A first demo of the "materials and product library system" was exhibited at Milan Design Week 2021, and the virtual part is visible at <https://fibereuselibrary.com/>.



This adaptive system is not only meant to collect materials samples since it also includes new products/applications and non-textual contents. Moreover, it can be used during the whole design process, facilitating the tacit knowledge transfer by direct experiencing physical and virtual contents, i.e., flat samples, product parts, pictures, and technical data. Materials and product library systems represent a potential way for design practitioners to discover new circular materials and speculate on possible applications for their exploitation within real contexts.

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