

The 6th International Conference on Design Creativity (ICDC 2020) Programme

26-28 August 2020, University of Oulu, Finland

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(GMT+1) (GMT+1)

26 August (Wed)		
11:00	11:25	Opening
11:25	11:55	Keynote 1: Dr Jonathan Hey
11:55	12:40	Podium 1: Measuring Design Creativity and Its Impact
		Sosa, Ricardo Retrospective and Prospective of the Study of Design Creativity: 80 Years into the Past and the Future
		Beghelli, Alejandra; Jones, Sara On the novelty of software products
		Prasch, Lorenz; Maruhn, Philipp; Brünn, Marcel; Bengler, Klaus Creativity Assessment via Novelty and Usefulness (CANU) – Approach to an Easy to Use Objective Test Tool
12:40	12:50	<i>Break</i>
12:50	13:50	Podium 2: Applied Design Creativity
		Lam, Busayawan; Choi, Youngok; Chen, Xi; de Sousa, Sophia Co-Design Visions of Public Makerspaces in China
		Furue, Nanami Businesspersons' idea generation confidence shifts through a minimum design thinking training
		Alhonsuo, Mira; Hookway, Samantha; Sarantou, Melanie; Miettinen, Satu; Motus, Maarja Participation of healthcare representatives in health-related design sprints
		Sun, Qianang; Kim, Eunyoung Fixation in the creative practices and Perceptions of Independent Ceramic Designers
13:50	13:55	<i>Break</i>
13:55	14:55	Podium 3: Diverse Perspectives on Design Cognition
		Neroni, Maria Adriana; Crilly, Nathan Enhancing creativity by demonstrating individual vulnerability to fixation
		Vieira, Sonia Liliana da Silva; Gero, John S.; Delmoral, Jessica; Li, Shumin; Cascini, Gaetano; Fernandes, António A. Brain Activity in Constrained and Open Design Spaces: An EEG study
		Masclat, Cédric; Baldacchino, Laetitia; Boujut, Jean-François An analysis of socio-cognitive activities during co-creative design supported by spatialized augmented reality
		Shealy, Tripp; Gero, John S.; Milovanovic, Julie; Hu, Mo Sustaining creativity with neuro-cognitive feedback: a preliminary study
14:55	15:30	Short 1: Creative Design Processes and Methods
		Shen, Tao; Nagai, Yukari An Interaction-Based Design Thinking Approach for Architecture as a Complex Adaptive System
		Selau, Luiza Grazziotin; van der Linden, Julio; Duarte, Carlos; Leinonen, Teemu The problematization for creativity in design
		Li, Yu-Tong; Wang, Yu-Xin A Bottom up Functional Domain Synthesis Approach for Creative Conceptual Design
		Gong, Zhengya; Georgiev, Georgi V. Literature review: Existing methods using VR to enhance creativity

27 August (Thu)

		Opening
11:00	11:05	
11:05	12:05	Podium 4: Responsible Design
		Maccioni, Lorenzo; Borgianni, Yuri Success-oriented eco-ideation sessions: lessons learnt from the use of ten eco-design guidelines
		Gwilt, Ian Revealing the hidden: using co-design to explore campus sustainability through data physicalisation
		Ahmad Sayuti, Nurul Ayn; Ahmed-Kristensen, Saeema Understanding emotional responses and perception within new creative practices of biological materials
		Pääkkönen, Tarja; Miettinen, Satu Sensemaking in the design space: in-betweenness and identity construction of design managers
12:05	12:15	<i>Break</i>
12:15	12:55	Short 2: Creativity in Collaborative and Participatory Design
		Gilmour, Alice Sophie Melissa Participatory Design Research of Vegetable-based Snack Products with Adolescent Participants
		Mort; Gill, Steve; Loudon, Gareth
		Suoheimo, Mari; Lusikka, Toni Process of Mess Mapping™ the Challenges of Cross-Border Mobility in the Barents Region
		Cortés Orduña, Marta; Sanchez Milara, Ivan; Kinnula, Marianne; Molin-Juustila, Tonja; Oikarinen, Anne-Marie; Riekkö, Jukka Let's hear children voice. An implementation of a design process model to understand kid's view on tangible interaction.
		Conrad, Franziska; Devall, Lucy Drowning-Prevention by Design: The Semiotics of Prototyping in Low-Resource Environments – Case Study Zanzibar
		Soto Hormazábal, Mariluz; Beaulé, Caoimhe; Miettinen, Satu; Alhonsuo, Mira Emotions: The invisible aspect of co-creation workshops
12:55	13:55	Podium 5: ICT and Creative Tools for Innovation
		Götz, Lea; Vinkas, Ida; Hashemi Farzaneh, Helena Effect of bio-inspired design methods on the creativity of solution ideas
		Ni, Xin; Samet, Ahmed; Cavallucci, Denis Similarity Computation Supporting the Inventive Solutions
		Hu, Xinhui; Georgiev, Georgi V. Opportunities with Uncertainties: An Outlook of Virtual Reality in Early Stage of Design
		Svihla, Vanessa; Kachelmeier, Luke The Wrong Theory Protocol: A design thinking tool to enhance creative ideation
13:55	14:05	<i>Break</i>
14:05	14:40	Short 3: Teaching Design Creativity
		Albers, Albert; Hahn, Carsten; Niever, Manuel; Heimicke, Jonas; Marthaler, Florian; Spadinger, Markus Forcing Creativity in Agile Innovation Processes through ASD-Innovation Coaching
		Lugnet, Johan; Ericson, Åsa; Lundgren, Martin; Wenngren, Johan On the design of playful training material for information security awareness
		Campbell, Duncan; Balis, Gerasimos; Aryana, Bijan Bridging Design Thinking and EntreComp for Entrepreneurship Workshops: A Learning Experience
		Shnai, Iuliia; Chakir, Anastasia; Chechurin, Leonid Teaching creative design and systematic creativity: overview and case study
14:40	15:10	Keynote 2: Prof Jill Perry-Smith

28 August (Fri)

28 August (Fri)		
11:00	11:05	Opening
11:05	11:35	Keynote 3: Dr Andrea Cooper
11:35	12:35	Podium 6: User-centred Design Creativity
		Winschiers-Theophilus, Heike; Virmasalo, Veera; Samuel, Marly; Stichel, Brit; Afrikaner, Helena
		Facilitating design for the unknown: An inclusive innovation design journey with a San community in the Kalahari Desert
		Iivari, Netta
		Value conflict, convergence and evolution – values shaping cross-disciplinary design
		den Haan, M.C.; Brankaert, R.G.A.; Lu, Y.
		Design for One: Personalisation and Experiences of Design Researchers and Participants
		Barhoush, Yazan A.M.; Georgiev, Georgi V.; Loudon, Brian
		Empathy and Idea Generation: Exploring the Design of a Virtual Reality Controller for Rehabilitation Purposes
12:35	12:45	<i>Break</i>
12:45	13:20	Short 4: Applied Design Creativity
		Chau, Nguyen PB
		The effects of customers' cultural values on their perceptions of lodging service quality: A comparative analysis of customers at traditional Japanese inns
		Sopher, Hadas
		Analysing Divergent-Convergent Activities in the Architectural Studio, with the aid of the 'Knowledge Construction Activities' model
		Mao, Rui; Washida, Yuichi; Furue, Nanami
		Relationship between design thinking and personality traits
		Wu, Hao; Corney, Jonathan; Gan, Jing
		A Statistical Analysis for the Car Key Fob Crowdsourced Design Evaluation Results based on the cDesign Framework
13:20	14:20	Podium 7: Design Creativity in Education
		Sørensen, Kirsten Bonde
		A Renewed Understanding of Creativity is Paramount prior to Introducing Students to a Life Design Attitude
		Becattini, Niccolò; Montecchi, Tiziano; Nikulin, Christopher; Cascini, Gaetano
		Self-assessment of creative performance with a learning-by-doing approach: getting familiar with Novelty, Quality, Quantity and Variety
		Georgiev, Georgi V.; Casakin, Hernan
		Semantic measures in design conversations as predictors of creative outcomes in design education
		Beghelli, Alejandra; Prieto, Pablo
		Too many attributes!: Diminishing the cognitive load of metaphor generation for product design
14:20	14:30	<i>Break</i>
14:30	14:55	Short 5: Case Studies of Design Creativity
		Fei, Fei; Nagai, Yukari; Yu, Yang
		A Topological Variation-Oriented Approach for Enhancing Creativity in Product Design Education
		Soomro, Sohail Ahmed; Georgiev, Georgi V.
		A Framework to Analyse Digital Fabrication Projects: The Role of Design Creativity
		Yu, Xiang; Gao, Jiawei; Washida, Yuichi
		Necessity of key stakeholder-based role-plays for NPD projects -- A case study for a project team of Non-Industrial Robotics in Japan
14:55	15:10	Closing
15:10	15:25	Announcement