

EASST_010 Track 9: Speculation, Design, Public and Participatory Technoscience: Possibilities and Critical Perspectives

Thursday September 2	
Session 1: 13.30-15.30	Networks of Engagement & Pedagogy (5)
Designing Public Engagement with Science: Citizens, Idiots, Parasites	Mike Michael
Speculative design and the issue of public participation	Emily Dawson
Circulating speculative design – public engagement and practitioner promotion	Tobie Kerridge
Chasing the Carrot or The Not-Implications of STS for Design	Katharina Bredies
Experimental Processes – A Study of Design for ‘Future Digital Manners’	Ann-Christina Lange
Session 2: 16.00-18.00	Construction of Users & Publics (5)
Enacting Users, Mediating Publics	Alex Wilkie & Andy Boucher
Democratising technology and innovation: the role of the “participant” in Living Labs	Wouter Mensink, Benoît Dutilleul, Frans A.J. Birrer
Combining engineering design and STS: designing technology and society	Hanneke Miedema
Performing future waste practices in a shopping center	Joachim Halse
The Agency of Design in the Innovation Process	Diego Compagna
Friday September 3	
Session 3: 9.00-11.00	Events and Materiality (5)
Attending to the Media and Materiality of the Objects of Speculative Design	Carl DiSalvo
Communication-Mediated Computation: The 'Hmmm' Environment as an engine for Participatory Speculative Design	Nathaniel Savery
Speculative design by practice: A robot case study	James Auger, Laurel Swan, Alex S. Taylor
Ambivalent Animal	Geoffrey Thomas
Artifacts from the future of domestic living: Engaging innovation by means of speculative design – a preliminary investigation	Tau Ulv Lenskjold