

## Monday 6th

### **City sound & emotion**

Iván Chaparro, Ricardo Dueñas, Natalia Marín.

*Full day*

This workshop is the result of a practice-based research, which explored several interrelated elements: first the theory of Psychogeography, applied to the creative representation of urban environments from a multilayered approach and from an emotional and psychological perspective; second, the exploration of sound and acoustic theory, as research tools and artistic possibilities, directed towards the analysis of public space, its documentation and understanding in relation to processes of identity, intangible patrimony and storytelling. And finally, an experimentation and technical research related to audio postproduction, real-time data processing and interactivity. This exploration lead altogether to the design of a persuasive experience that sought to communicate the research outcomes to a broader audience by means of an experimental performance and sound installation presented initially in several cities in the north of Europe. The main aim of the workshop is to illustrate the way in which the city, understood as a multifaceted system, can be abstracted and represented in relation to human emotions and therefore as an psychological-auditory scenario. Different brain states mean different acoustic results and consequently different ways of thinking of urban spaces.

### **Language of conflicts: an introduction to using concern conflicts as a design opportunity**

Deger Ozkaramanli, Elif Ozcan and Pieter Desmet

*Full day*

This workshop is based on the proposition that concern conflicts can be powerful starting points for user-centered design processes. Concern conflicts arise when the user wants to simultaneously fulfill two concerns that require mutually exclusive choice alternatives. Imagine your alarm clock ringing in the morning. You need to attend an early morning meeting that is important for your work (concern for competence), but you also want to stay in bed to relax for as long as you can since you could not get enough sleep (concern for relaxation). What do you do? This is a typical example of an experience that involves a concern conflict, i.e. a dilemma. The way designers formulate and address users' dilemmas can lead to creation of different product identities ranging from user-friendly products to products that promote social responsibility. In this workshop, participants will have the opportunity to explore different types of dilemmas and to create design concepts using new design tools and techniques. The research questions we aim to address can be formulated as (1) what are possible criteria to select and formulate inspiring concern conflicts? (2) What are possible criteria that designers use when forming a design vision to address a selected concern conflict?

**Tuesday 7th**

**Playful city jam**

**Valentina Vezzani, Tang Tang and Fabrizio Pierandrei**

*Full day*

Playful City Jam focuses on Medellin urban community and the theme of sustainable lifestyle; in particular, the attendees will be asked to work together on aspects. To test and evaluate the effectiveness of using Design Jams to engage urban communities, local (administrative) organizations and designers to co-produce solutions to urban sustainability and community development.-To test the level of public interest and engagement in a Design Jam and assess participant feedback, knowledge and skills they acquire to act on the issues related to sustainability after the jam.-To contribute to the development of a portable model that would enable local administrative bodies to engage local citizens, organizations and design practitioners in the dialogue for a sustainable community development. This means to produce innovative ideas and solutions starting from needs, expectations and knowledge of citizens involved themselves in the urban community, towards the co-creation of social innovations of real value for individuals and communities.