CHI 2007 Workshop (W18) Program
Converging on a "Science of Design" through the Synthesis of Design Methodologies
9:00 am – 5:30 pm, April 29, 2007
Guadalupe Room, Marriott San Jose Hotel, 301 S Market St, San Jose, CA 95113

Time Table
8:30 – 9:00 Pre-workshop informal gathering with Coffee
9:00 – 10:30 Session 1 (Introduction & position presentations: 8 minutes for each position paper)
10:30 – 11:00 Coffee Break
11:00 – 12:30 Session 2 (Position presentations)
12:30 – 2:00 Lunch
2:00 – 3:30 Session 3 (Discussions)
3:30 – 4:00 Coffee Break
4:00 – 5:30 Session 4 (Discussions)

Session 1 (9:00 am – 10:30 am)

Introduction (30 minutes, by organizers)
Gerhard Fischer: General Introduction
Elisa Giaccardi: Creative Practices
Yunwen Ye: Collaborative Design
Kumiyo Nakakoji: Design Theory and Practice
Chris DiGiano: Participatory design and Learner-centered design
Gerhard Fischer: Meta Design

Participatory design and Learner-centered design (8 minutes each)
1. OSS Design Communities: An Emergent Form of Distributed Participatory Design
   Flore Barcellini, Françoise Détienne, Jean-Marie Burkhardt
2. Designing for Design Learning
   Melissa Koch, William Penuel
3. Design of Visual Interactive Systems: a Multi-Facet Methodology
   Daniele Fogli, Andrea Marcante, Piero Mussio, Loredana Parasiliti Provenza
4. Using Theoretical Ideas to Stimulate Creativity and Participation in Design
   Anders I. Mørch

Collaborative Design (8 minutes each)
1. Design Informatics – Information Needs in Design
   David G. Hendry
2. Collaborative Design and the Science of Design
   Charlotte P. Lee
3. Combining research strategies in interaction design of communication systems for the home
   Gueddana Sofiane
Session 2 (11:00 am – 12:30 pm)

**Meta-Design (8 minutes each)**
1. Design Methods to Engage Individuals with Cognitive Disabilities and their Families
   Melissa Dawe
2. What Cognitive Science Has to Offer for Research on Appropriation and End-User Development
   Antti Salovaara

**Design in the creative practices (8 minutes each)**
1. Complicating HCI/Arts Collaboration
   Piotr D. Adamczyk
2. From the Inside Out: Design Methodologies of the Self
   Thecla Schiphorst
3. A Participatory Design Understanding of Interaction Design
   Ron Wakkary

**Design Theory and Practice (8 minutes each)**
1. Process and Language for Design
   Kouichi Kishida
2. User Experience Building Blocks - Reducing Design to Content Filling
   Joerg Beringer
3. The Utility of Simple Prototype Tasks in Understanding and Augmenting Real-World Design Behavior
   John C. Thomas
4. Learning from an Extended Context of Patterns in Science of Design
   Karl Flieder
5. Design Methodology is not Design Science
   Christoph Bartneck

Session 3 (2:00 pm – 3:00 pm)
Discussion Sessions are briefly introduced by one of the organizers. The organizer has 5 minutes to summarize themes derived from participants’ statements in the morning, and then leads the discussion by all participants.

**Discussion Themes**
- Participatory design and Learner-centered design (Chris DiGiano)
- Collaborative Design (Yunwen Ye)
- Meta-Design (Gerhard Fischer)

Session 4 (4:00 pm – 5:30 pm)

**Discussion Themes**
- Design in the creative practices (Elisa Giaccardi)
- Design Theory and Practice (Kumiyo Nakakoji)
- 30 Minutes: Final Discussion (e.g.: North American vs. non-North American perspectives, did a perspective on a “Science of Design” emerge during the workshop, …)