



VISUAL MEMO

SDU Design Open Space Meeting

Kolding, 25th March 2013

Participants	Institute
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Anders V. Munch	IDK
Anne Gerdes	IDK
Iis Tussyadiah	IDK
Janne J. Liburd	IDK
Jens Jørgen Hansen	IDK
Lars Johnsen	IDK
Margrethe Hansen Møller	IDK
Maria Egbert	IDK
Marianne Ankjær	IDK
Max Roald Eckardt	IDK
Niels Peter Skou	IDK
Rocio Chongtay	IDK
Susanne Jensen	IDK
Trine Brun Petersen	IDK
Anders Haug	IER
Anne-Mette Sonne	IER
Bo Schønning Mortensen	IER
Charlotte Maria Patterson	IER
Elin Brandi Sørensen	IER
Kiki Dreyer Mikkelsen	IER
Pia Geisby Erichsen	IER
Pia Storvang	IER
Suna Løwe Nielsen	IER
Torben Damgaard	IER
Winie Evers	IER
Dennis Day	ISK
Chris Heape	MCI
Henrik Sproedt	MCI
Henry Larsen	MCI
Jacob Buur	MCI
Laurens Boer	MCI
Robb Mitchell	MCI
Vicki Sørensen	MCI
Preben Friis	København
Mette Kjærsgaard	Aarhus Universitet
Mette Agger Eriksen	Malmø Universitet

This Visual Memo reports the main themes discussed at the Open Space Seminar on the development of SDU Design in Kolding, on March the 25th, 2013..

Open Space is a meeting format where participants themselves create the agenda for what to talk about offering people a chance to bring up any theme that they find important.



Jacob Buur - Agnese Caglio

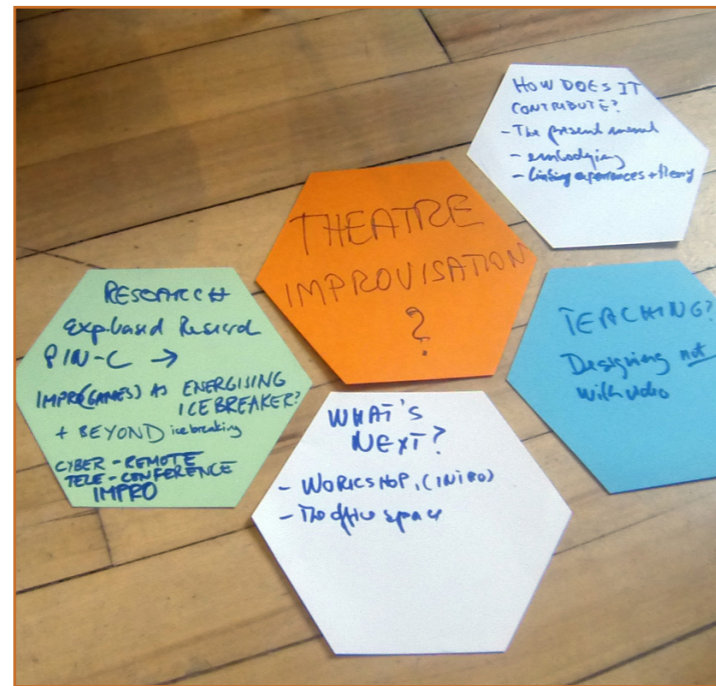
WAYS OF ORGANIZING RESEARCH

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Emerging themes



COLLABORATIVE ANALYSIS (Dennis)

Organization of collaborative analysis sessions bringing together representatives of different disciplines and projects, with different material for analysis: observations, field data, material objects. Aimed at the exploration of new ways of analysing and communicating results, so that knowledge can “stick” or be “physically” exposed (i.e. in form of permanent objects).



THEATRE IMPROVISATION (Preben)

Exploration of how techniques and practices deriving from theatre, such as improvisation and embodiment, can support design practices and communication. Interest in understanding how improvisation techniques can help communication in the “here and now”, but also how these can be extended in case of remote communication through video conferencing.



LEARNING IN PRACTICE + INTEGRATING OUTSIDERS (Chris, Torben)

Interested in exploring learning and teaching focusing on experience, perception and practice, as a way to integrate theory. Find ways to encourage students to learn and reflect on their experiences through practice and through collaboration with external companies.



LEARNING SPACES (Pia)

ISSUES TO DISCUSS

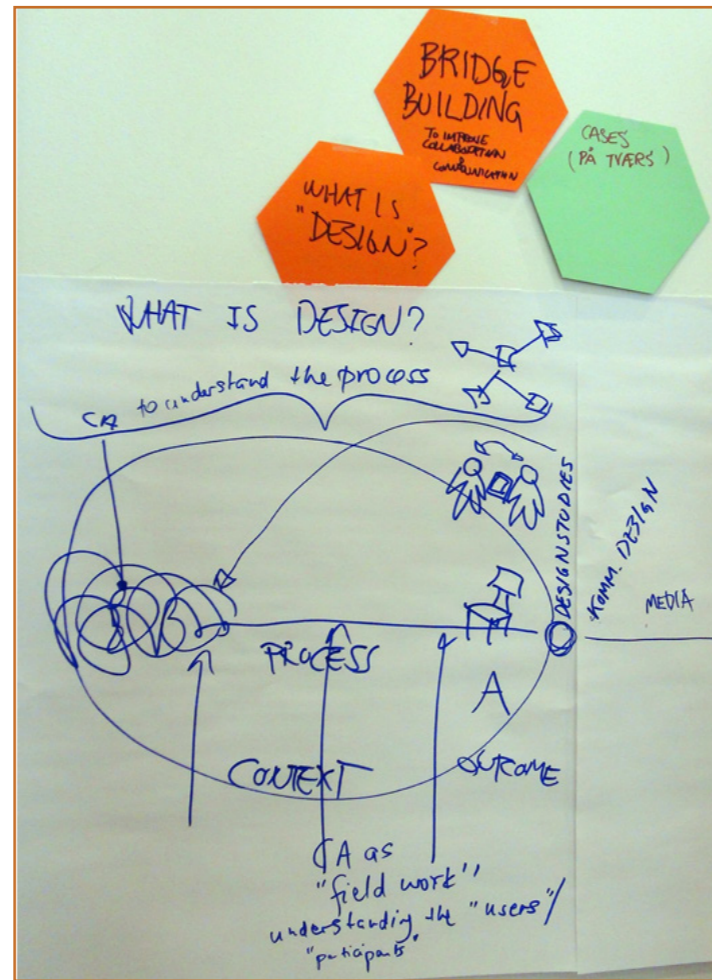
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Emerging themes



DESIGN THAT MAKES A DIFFERENCE

(Mette)

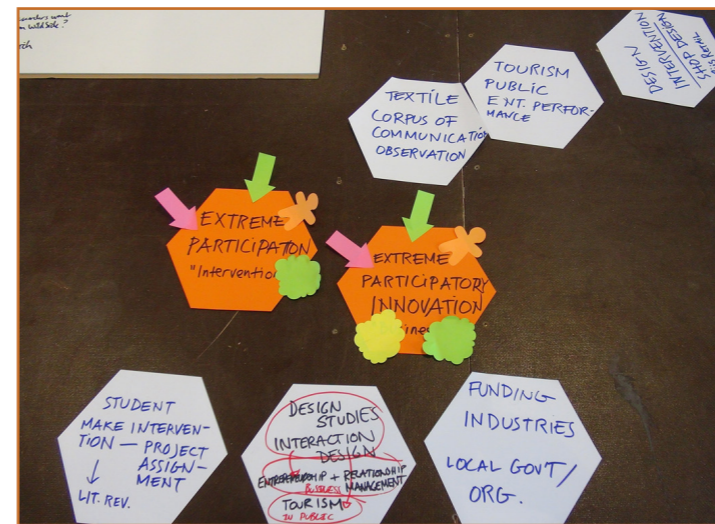
Project aimed at understanding if, for whom and how design can make a difference through processes or products. Proposes study of design projects and cases to analyse practically and theoretically, together with analysis of different design curricula and their assumptions.



WHAT IS DESIGN? + BRIDGE BUILDING

(Elin, Pia G.E.)

Finding a common ground and understanding of all the different positions in design, and find ways to integrate the different conceptions of the design process.



EXTREME PARTICIPATION (INTERVENTIONS)

(Iis, Robb)

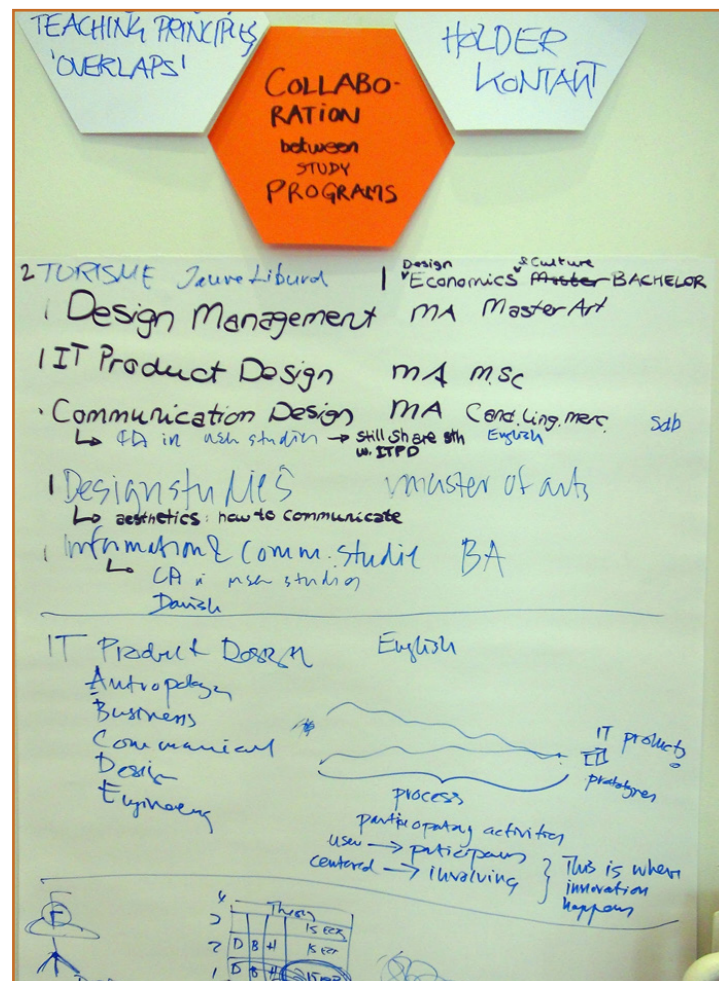
Exploring what unusual interactive practices in the creative arts might offer developers of participatory experiences, in domains such as tourism, service design and business relations.

EXTREME PARTICIPATION (INNOVATION)

Exploring unconventional ways to attract tourists or companies, in form of design interventions. In the textile case, explore how people communicate, and how cases of extreme participation foster innovation.

TEACHING & LEARNING DESIGN

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Emerging themes



COLLABORATION BETWEEN MASTER PROGRAMMES

(Vicki, Elin)

Collaboration towards integration of the different Master Programmes: combining and confronting different expertises, design conceptions and teaching principles.

NEW TECHS & NEW APPROACHES

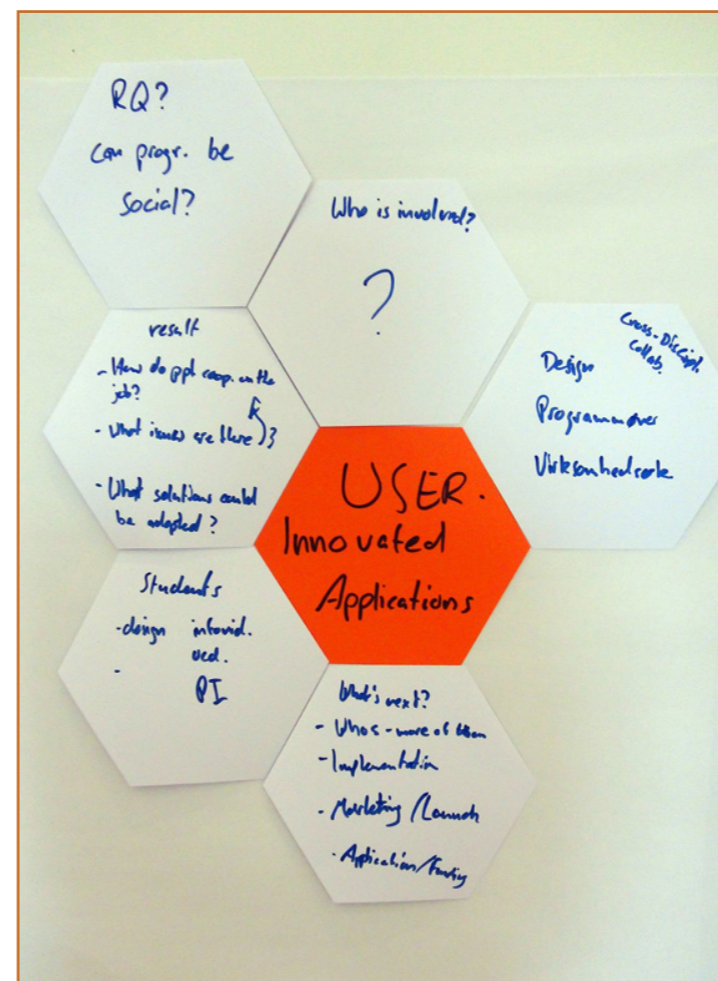
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INNOVATION LEARNING

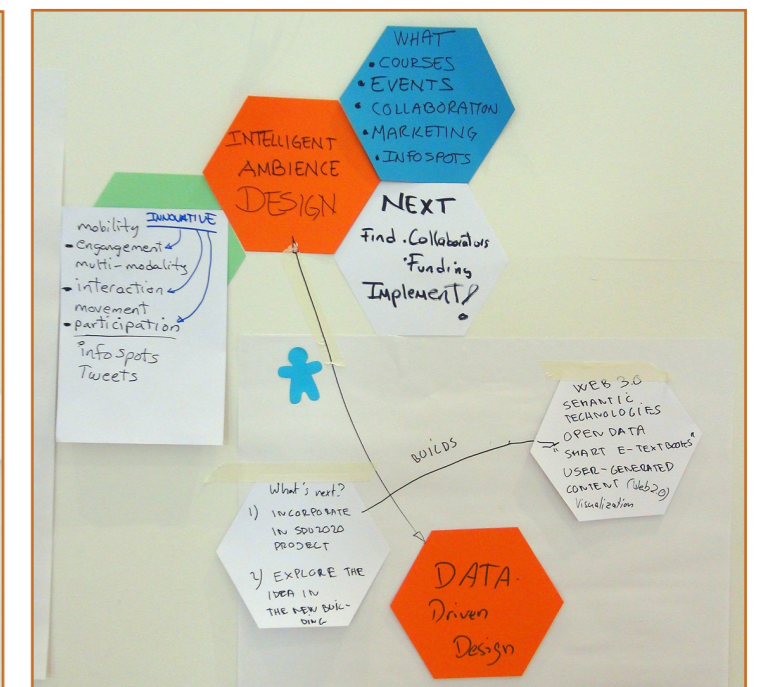
(Henrik, Janne)

Exploring the emergence and influence of uncertainty in innovation and entrepreneurship, and how to integrate this theme in teaching and learning, both for students and companies.



USER INNOVATED APPLICATION

(Max)



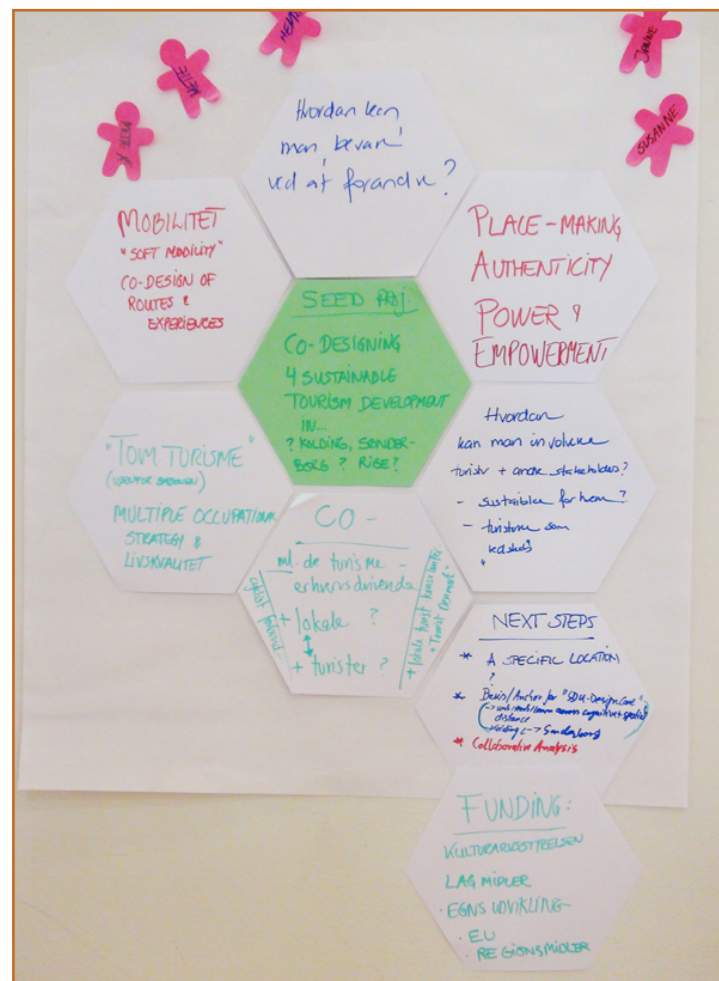
DATA DRIVEN + AMBIENT INTELLIGENCE DESIGN

(Lars, Rocio)

Integrating and exploring potential of new technologies and web 3.0 through the use of interactive e-books for education. E-books could be able to communicate with the context and gather more data from the environment and from the students themselves.

SEED PROJECTS CONTEXTS

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CO-DESIGNING FOR SUSTAINABLE TOURISM DEVELOPMENT

(Janne)

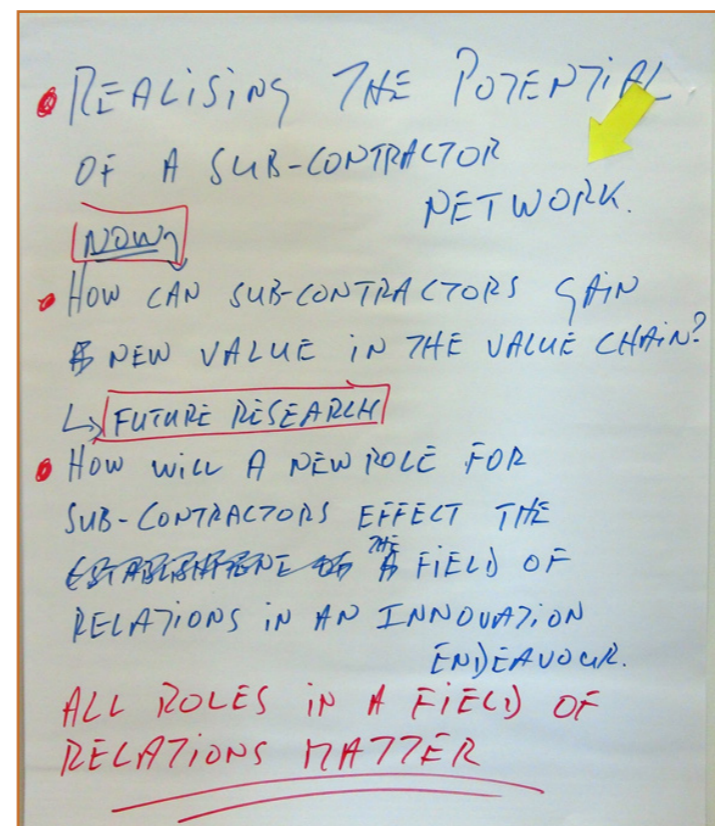
Creating new sustainable relationships between tourism stakeholders, and developing a platform for communication between companies, local areas and tourists. Interested in the phenomenon of empty tourism, its characteristics and influence on local life quality.



KOLDING TEXTILE INDUSTRY

(Anders)

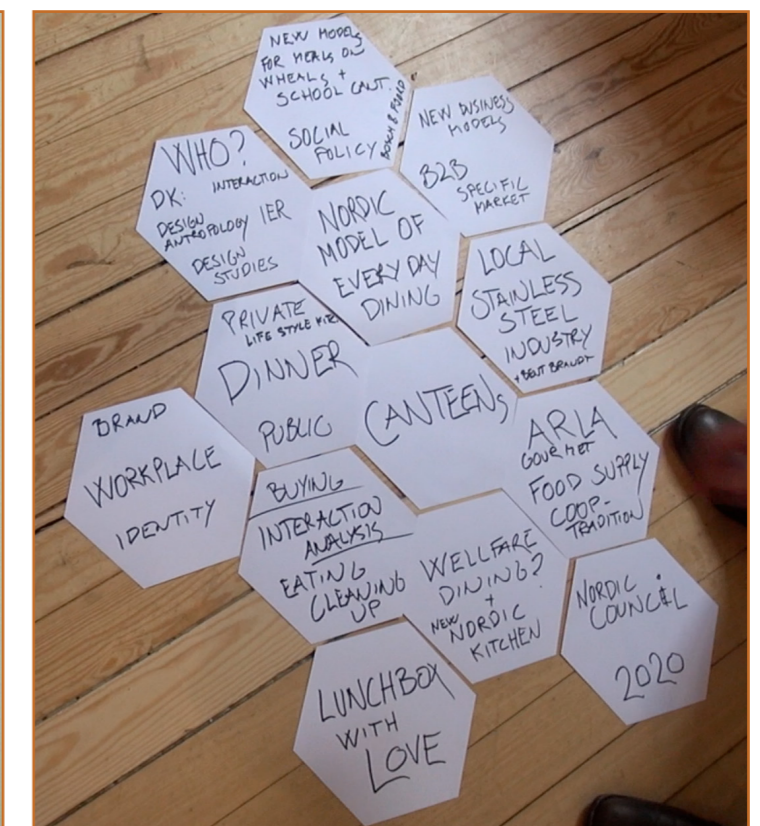
Interested in looking at current cluster of industries in the textile field: how they form networks and connections and how they communicate their products. Also, focused on how designers and freelance designers communicate with companies themselves. Possibilities to explore improvement of sustainability.



SUB-CONTRACTORS INNOVATION

(Charlotte)

Interested in the potential of innovation in sub-contractors relationships: how they can renew themselves to create value in the value chain, and how this affects the whole network.



CANTEENS

(Anders)

Interdisciplinary analysis of industrial kitchens and canteens and their context in its complexity (buying, cleaning, cultural and social values). Consideration also of the political and cultural issues related to welfare, gastronomic culture and healthy eating possibly leading to the idea of "nordic eating".