

ARCINTEX NETWORK CONFERENCE AND WORKSHOP

Chalmers Gothenburg, Sweden. March 10 - 14, 2014

THEME: Scaling up!

It is time to scale up, both in the physical scale and also in finding research funding. The theme is chosen from input during previous network meetings, to make an effort to strengthen the fields of architecture and interaction design in ArclnTex, while intertwining with textiles. This meeting is organized by the departments of Interaction Design and Architecture at Chalmers University of Technology, and the new network member Interactive Institute Swedish ICT. Welcome!

PROGRAM:

MONDAY, MARCH 10, 13-17:

Informal Doctorial consortium: The Doctorial Consortium will provide an opportunity for PhD-students to explore and develop their research interests and ideas in an interdisciplinary workshop with senior researchers from architecture, textiles and interaction design. All students who feel that they could benefit from feedback on their research, methodology and results, and are interested in discussing these matters with others are welcome to attend. In order to prepare for the consortium, each student is asked to prepare a short informal presentation, and a one page written / visual description of their research topic and research approach.

TUESDAY, MARCH 11, 10-17:

Workshop: *Crafting with Electronic Materials, by Interactive Institute Swedish ICT.*

The workshop is a practical exercise in the idea that we can craft with an "IT material", similar to traditional craft with wood, textiles, clay, etc - and doing that requires a basic understanding of the material's properties and limitations. The workshop will focus on crafting with electronic materials, and give basic understanding and practice in different types of materials for prototyping in Interaction design. The workshop will cover crafting with electronics and microcontrollers, sensor and actuators, dynamic textiles, conductive paint etc, as well as methods for producing and interfacing analog electrical components made of physical materials, intertwined with whatever other materials that could be of interest to the participants.

Workshop: *Designing flowcharts using Flowcards, by Jussi Mikkonen, Aalto University.*

This workshop is about a tool for interaction design, understood by both designers and engineers. The participants are taught the use of Flowcards to create flow charts. The cards have been developed to improve the communication and to augment joint design capabilities between industrial designers and engineers. The resulting flowchart can in most instances be converted to code, to be usable e.g. with Arduino.

WEDNESDAY, MARCH 12, 10-16:

Workshop: *The Obstruction Game, by Josef Wideström Interaction Design Chalmers.*

What happens in a design process when new rules, possibilities and materials are introduced along the way? How can these obstructions be turned into the driving force of the creative process? This workshop starts with watching the film "The 5 Obstructions" by Lars von Trier. Using this film as a conceptual format, we then take on a practical design task in the architectural scale.

Workshop: *Crafting with Electronic Materials II. By Interactive Institute Swedish ICT.*

Provides an opportunity to continue work in a more independent fashion on crafting with electronic materials. Supervision will be available

Workshop: *Designing flowcharts using Flowcards. By Jussi Mikkonen, Aalto University.*

Same workshop as Tuesday, see above.

THURSDAY, MARCH 13

9.30 Coffee

10.00-10.15 Welcome by Olof and Eva

10.15-10.30 Agneta: ArclnTex updates

10.30-11.00 Peter Ljungstrand: Interactive Institute Swedish ICT (new member presentation)

11.00-11.30 Coffee

11.30-12.00 Delia Demitrescu: Talk on Textiles in Architecture scale. Borås University College, Swedish School of Textiles.

12.00-12.30 Birgitta Cappelen: Talk "Designing Module Based Smart Textiles", AHO, Norway, RHYME.no

12.30-14.00 Lunch

14.00-15.30 Panel: Future Directions for ArclnTex with panel members from Architecture, Interaction Design and Textiles.

15.30-16.00 Coffee

16.00-16.30 Sarah Kettley: Talk "Experiential Collaborations from garment to Costume: Play, and the Things as Design Outcome" Nottingham Trent University, UK

16.30-17.00 Jasmine Idun Lyman: Talk "Transdisciplinary synapses", **Story architect/Collaboratory**

17.00-18.30 Bar opens / Steering committee meeting / Phd round table talks / Group work / Presentations from workshops

18.30 - Drink and dinner

FRIDAY, MARCH 14, 10-14.00

9.00- 10.00 Coffe and application warmup

10.00-10.30 Horizon 2020 information by Kurt Stenudd from Chalmers

10.30-10.45 Presentation of the next ArclnTex host

10.45-13.00 Research Application discussion and writing in groups

13.00-14.00 Lunch

LOCATION: Building Kuggen, Lindholmen, Gothenburg, Sweden

<http://www.lindholmen.se/en/dynamic-area/room-grow-lindholmen/kuggen-lindholmsplatsen>

Your host: Olof Torgersson, Division of Interaction Design, Department of Applied IT, Chalmers University of Technology and University of Gothenburg

<http://www.ait.gu.se/english/>

ACCOMODATION

Hotel in the center of Gothenburg:

Best Western Hotel Göteborg: <http://www.hotellgoteborg.se>

Please state that you are visiting Chalmers to receive the Chalmers discount.

Max. price is SEK 756:-

Hostel:

Masthuggsterassens vandrarhem

http://www.mastenvandrarhem.se/masthuggsterassen/hem_en.html

Hotel close to the venue:

Radisson Blu Riverside Hotell <http://www.radissonblu.se/riversidehotel-gothenburg>