

The logo for DRS 2018, featuring the letters 'DRS' in a large, white, sans-serif font above the year '2018' in a smaller, white, sans-serif font. The background is a gradient from orange to red to purple.

Design Research Society
International Conference

Limerick, Ireland. 25–28 June 2018

Victories and Defeats: Current Practices in Design for Wellbeing

Keywords: design for wellbeing, positive design, SIGWell, stories of victory and defeat

1. Workshop Organizer/s

Organizer Name	Email	Affiliation
Deger Ozkaramanli	d.ozkaramanli@liverpool.ac.uk	University of Liverpool, United Kingdom
Ann Petermans	ann.petermans@uhasselt.be	Hasselt University, Belgium
Anna Pohlmeier	a.e.pohlmeier@tudelft.nl	Delft University of Technology, The Netherlands

Abstract

The goal of this workshop is to bring together researchers and practitioners to collaboratively define what defines ‘victory’ or ‘defeat’ in designing for wellbeing. The workshop will be hosted by the Design Research Society Special Interest Group on Design for Wellbeing, Happiness, and Health (SIGWell) and will involve an interactive debate, a collaborative exercise, followed by a reflective discussion. The authors of the accepted papers who have submitted to DRS 2018 track themes related to Design for Wellbeing will be invited to join the workshop and to reflect on victories and defeats in their respective projects. Through taking part in this workshop, the participants will gain an understanding of what defines ‘victory’ and ‘defeat’ in design for wellbeing. Consequently, the participants’ stories of victories and defeats will be collated in a white paper to illustrate and explain the current definitions, tools, methods, and approaches in design for wellbeing. The workshop will also increase the visibility of DRS SIGWell and inform the group’s future activities.

2. Context of Workshop

Design for wellbeing is a quickly emerging field in design research. DRS 2018 hosts two paper tracks related to this field. We understand design for wellbeing as a knowledge area, with many application fields such as products, services, systems, and environments, to name a few.

The broad spectrum of applications and the diversity of theoretical approaches employed in design for wellbeing research and practice may create difficulties in evaluating the contribution of design to wellbeing. Developing theoretical frameworks and definitions as well as a repertoire of tools, methods, and approaches is essential for the advancement of this niche field. This aim can be facilitated by a workshop in which researchers and practitioners can share their successful as well as unsuccessful practices. The goal of this workshop is, therefore, to establish a discussion and collaboration platform to increase the understanding of what defines 'victory' and 'defeat' in design for wellbeing. Such an understanding can shape future practices and improve design's role as a catalyst for wellbeing. To maintain the good tradition of DRS¹, we invite participants to share their stories of victories and defeats in their experiences of designing for wellbeing. These stories will be used as input for the activities in the workshop. Here, we do not have a pre-defined idea of what defines a 'victory' or a 'defeat'; rather, we intend to define the qualifiers of 'victory' or 'defeat' in collaboration with the workshop participants. The key insights drawn from this workshop will have an impact on better understanding and improving the current practices in design for wellbeing.

3. Planned Activities and Expected Outcomes

Prior to the workshop, selected participants will be asked to prepare and bring an example of a design case to the workshop regarding **moment(s) of victory and moment(s) of defeat they have experienced when designing for wellbeing**. The participants will be asked to report this case through answering the following questions: (1) What was the design brief? (2) Was contributing to wellbeing an explicit intention when responding to this design brief? (3) What kinds of tools and methods were used in the design process? The participants will be asked to address these questions through text and representative images of their projects using a template predefined by the workshop organizers.

The workshop will be composed of an interactive debate, a collaborative exercise, and a reflective discussion. At the end of the workshop, participants will gain an understanding of **what defines 'victory' and 'defeat' in design for wellbeing**. The workshop will also increase the **visibility of DRS SIGWell** and the insights gathered through the workshop will inform future activities of the group. To follow-up with the workshop, SIGWell team plans to **prepare a white paper** through collating participants' stories of victories and defeats and reflections from the workshop. For this, written consent will be obtained from all workshop participants.

4. Intended Audience

The number of attendees should ideally be between **12 and 20 people**. The organizers will aim for a balance between design researchers and design practitioners as well as participants from public and business sectors. The debaters will be selected from the authors of the papers who submit to DRS 2018 track themes related to *Design for Wellbeing*. Participants with

¹ to Design for Failure project at DRS 2016, see <http://floda31.com/marije/works/fifty-years-of-failures/>

relevant contributions to the proposed discussion will be invited via e-mail after the communication of the reviewing process (i.e., when they will know their papers were accepted). The authors of the accepted papers will be invited to reflect on victories and defeats in their respective projects and to join the workshop. If the authors fail to represent any of the sectors in the intended audience, the organizers will rely on their social network to recruit participants from under-represented sectors (e.g., public or business people). Workshop organizers will act as facilitators in the debate and discussions that follow.

5. Length of Workshop

This workshop is intended to be a **half day** (3-hour) workshop. The session will start with introductions by the organizers and the participants, followed by a debate and a collaborative exercise, i.e., distilling insights from the debate. The session will end with a reflective discussion aimed at analyzing and synthesizing the key insights from the debate, i.e. *what defines 'victory' and 'defeat' in design for wellbeing*. The detailed flow of the workshop is shown in Table 1.

Table 1. Flow of the workshop (the times assume that it is a morning (vs. afternoon) workshop)

Time Slot	Activity	Format
09:00 – 09:15	Introduction from the organizers	Plenary
09:15 – 9:30	Round of introductions of participants: Briefly sharing stories of 'victories' and 'defeats' in 1-2 sentences	Plenary
9:30 – 10:15	Debate	Plenary
10:15 – 10:30	BREAK	
10:30 – 11:00	Exercise: Distilling insights from the debate	In Groups
11:00 – 11:45	Share Out and final reflections	Plenary
11:45 – 12:00	Final questions & answers, and wrap up	Plenary

6. Space and Equipment Required

An **informal studio space** is ideal for the workshop. Materials that the organizers kindly request are wireless internet access, LCD projector and screen, name badges, flip chart, post-it sticky notes, and markers.

7. Potential Outputs

The stories of victories and defeats and the key insights drawn from the workshop activities will be collated in a **white paper** to illustrate and explain the current definitions, tools, methods, and approaches in design for wellbeing. This white paper will be available on the SIGWELL page of the DRS website, and will be a starting point for scoping a **special issue on design for wellbeing** in an academic journal. The workshop will also increase the **visibility of SIGWell and accelerate its activities**, and it will contribute to the impact of DRS by enabling a **transparent discussion on what defines victory and defeat** in an emerging field.

About the Organizers:

Deger Ozkaramanli is Lecturer in Industrial Design at the University of Liverpool, member of the Delft Institute of Positive Design, and board member of the Design Research Society Special Interest Group on Design for Wellbeing, Happiness, and Health.

Ann Petermans is Doctor Assistant at the Faculty of Architecture and Arts at Hasselt University in Belgium, and chair of the Design Research Society Special Interest Group on Design for Wellbeing, Happiness, and Health.

Anna Pohlmeier is Assistant Professor at the Department of Industrial Design at Delft University of Technology in the Netherlands, co-director of the Delft Institute of Positive Design, and board member of the Design Research Society Special Interest Group on Design for Wellbeing, Happiness, and Health.