

4:00 PM Registration 5:30 PM CHACE CENTER/RISD MUSEUM

5:30 PM Loud and Clear 6:30 PM CHACE CENTER/RISD MUSEUM Lecture by Barbara London

> Barbara London discusses the impact of music and sound on contemporary art practice. She will discuss two exhibitions she curated, "Soundings a Contemporary Score" at MoMA, 2013; and "Seeing Sound," an exhibition she organized for Independent Curators International (ICI), that will launch an international tour in 2020. The dynamic genre of sound blossomed over the last decade, as electronic technologies became smaller, more versatile, and ubiquitous throughout the world. Sound is a sensorial and pliant material, which is an ineffable component of everyday life and art. * ASL interpretation available.

6:30 PM Dinner & Reception 8:30 PM MOORE TERRACE

> Come on out to Moore Terrace for Better World by Design's Friday Cocktail Event! The event will be held Friday, September 27th from 6:30pm - 8:30pm. There will be music, delicious food, and a cash bar for those 21+. Please be sure to bring your ID if you plan on drinking. Get your friends together and come enjoy!

Social Event Keynote Lecture & Panel Workshop



SATURDAY, SEPTEMBER 28

The registration table will be open and available all day at Moore Terrace for latecomers and questions.

09:20 AM FRAZIER TERRACE 09:20 AM | Finding Purpose: Using Personal Identity and 10:20 AM Design to Cut Through the Noise of Polarization TAP ROOM Lecture by Deroy Peraza

08:30 AM Registration & Breakfast

11:30 AM

TAP ROOM

01:00 PM MOORE TERRACE

Deroy is the product of ideological extremes. In a time of social and political polarization, design has an important part to play in breaking through the noise. Join Deroy Peraza (Principal and Creative Director of Brooklyn-based, social impact studio, @hyperakt) as he discusses how rooting his work in his personal history has yielded a purpose-driven design practice that brings us together rather than push us apart.

Lecture by Danny Chapman Designing for government involves a good deal of noise. Laws — the building blocks of designed government services — build up and calcify over time, often in reactionary ways designed to deal with the politics of the moment, rather than with long term need. Further complexity comes in the form of policy, or interpretations designed to press laws into operational use in the real world. Consumers of these designed experiences add additional complexity in the form of their own assumptions, experiences, politics, and personal bias. In spite

10:30 AM Designing for Government and Embracing Noise

of all of this, and in some cases even because of these constraints, real and meaningful change is possible when it comes to our civic infrastructure, if we bring the right approach to the noise, constraints and cacophony. What designers in government are ultimately designing are not just discrete, individual digital experiences, but rather social change by building successful

civic infrastructure that bolsters our belief in the institutions that serve us all. 12:00 PM **Lunch**

01:00 PM Alterspace: Design and Patron Autonomy in the Library 02:30 PM **EWING MULTICULTURAL CENTER Workshop by Alterspace**

> The restriction of simply being in a public space is perhaps most easily illustrated with the infamous library "Shh!". One can take up space, but not so much that it gets in the way of others. One can exist in a library, but on the terms of a general idea of the institution. One can make noise, but only if it is below a certain decibel.

Libraries across the country are rethinking that "Shh!" and two teams from Harvard joined forces to create Alterspace, an experiment of autonomy in that public setting. Attendees will learn about specific challenges and considerations for design in the library setting, hear about the lines of inquiry that our team followed while working on the project, and participate in group ideation.

02:40 PM | Mining the Gaps—Listening for What Language Lacks 04:10 PM **EWING MULTICULTURAL CENTER** Workshop by Karen Krolak

> Karen Krolak's Dictionary of Negative Space (https://dictionaryofnegativespace. com) spelunks through chasms of unnamed ideas related to mourning. After a car crash killed her mother, father, and brother in 2012, she discovered firsthand how exhausting it is to exist in this uncharted linguistic landscape. Her profound inability to articulate her everyday experiences inspired this ongoing interdisciplinary art practice to help others navigate similar negative spaces. She susses out meaningful patterns as she interviews others who have experienced traumatic loss. As she interacts with diverse communities, she transforms the poetic entries found in her unusual dictionary into performances, installations, residencies, exhibitions, and more.

04:10 PM Snack 04:30 PM CHACE CENTER/RISD MUSEUM

Accessible Machine Learning for Everyone 06:30 PM **CHACE CENTER/RISD MUSEUM** Lecture by Irene Alvarado

393 BROAD ST, PROVIDENCE, RI 02907

How do you approach innovation when working within accessibility? One approach is to "Start with One"-to work with one person to make something impactful for them and their community. This talk covers the collaborative design process behind a set of machine learning tools being piloted within the

accessibility community to allow people to regain the ability to communicate and control their environment. * ASL interpretation available. 08:00 PM | Social Event 10:30 PM SOUTHLIGHT PAVILION/SOUTHSIDE CULTURAL CENTER

> After a fun day full of talks and workshops, we invite all our speakers and attendees to join us on Saturday evening at the Southlight Pavilion. Enjoy light food fair, cocktails, and conversation in a space designed by graduates of the Rhode Island School of Design! (Keep an eye out for a Pneuhaus installation or two!) Complimentary busing will be available from Faunce Arch, and all attendees will receive a Lyft discount code on the day of the event.

> Valid photo ID required for all attendees, speakers and volunteers to enter event. 21+ individuals will receive a wristband with three drink tickets that can be exchanged at the bar.

DANFORTH HALL Workshop by Taylor Cook & Christopher Luedtke

student organization. * This workshop is capped at 30 attendees.

Service Design

10:30 AM

12:00 PM

Many communities around the country, and the world, are grappling with questions about how to serve a growing population of people experiencing homelessness. Over the last two years, Austin, Texas has started redesigning the homeless services system with the insights and power of human-centered design. In this workshop we will discuss our methods and participants will learn about user research with real life examples from Brown University's HOPE

01:00 PM | School of Visual Art—Design for Social Innovation

Panel discussion by Jiayi (Jai) Dong (SVA DSI), Zach Narva (SVA DSI), Rutvi Gupta (SVA DSI), and Miya Osaki (SVA Director)

02:40 PM | Wearworks 04:10 PM **DANFORTH HALL** Workshop by Kevin Yoo

Kevin Yoo is a serial entrepreneur with a background in industrial design from Pratt Institute. Yoo has gained international recognition and awards for pushing sustainability, design and technical innovations forward. He focuses on social and positive impacts at large scale, yet working closely with the end users to generate long lasting, meaningful products. Yoo has fully patented several technologies and designs, which includes a novel wearable for precise

navigation utilizing only the sense of touch called the Wayband.

Social Event Keynote Lecture & Panel Workshop

10:30 AM Imagining Feminist Interfaces 12:00 PM **EWING MULTICULTURAL CENTER** Workshop by tendernet

> Technology is often described as 'disruptive', while it serves to perpetuate existing power structures. It's not an accident, for instance, that our technologies that function effectively as "caregivers" or "secretaries" are designed to have female voices. What does it mean to imagine an alternative, feminist voice interface? In this workshop, we'll engage participants in an speculative design exercise to think about what voice technologies and software could look like if we designed them in line with the central commitments of feminism: participation, agency, embodiment, equity, empowerment, plurality, and justice.

01:00 PM Designing the Future of Cultural Experiences with the Power of Emerging Technology

> TAP ROOM Lecture by Brendan Ciecko

Museums and cultural venues have recently proven to be some of the most exciting testing grounds for new forms of immersive technology like augmented reality. In this session, you'll hear about how emerging technologies are changing the way people learn and experience culture, as well as how innovation is disrupting and confronting the idea of tradition in the museum, art, and cultural world.

02:40 PM RootStudio 03:40 PM **TAP ROOM**

Lecture by Joao Caeiro

RootStudio, a multidisciplinary office in Oaxaca, Mexico founded by Joao Caeiro, creates works at different scales (buildings, space, art objects, product design) using local materials in unusual techniques.

Social Event Keynote Lecture & Panel Workshop

SUNDAY, SEPTEMBER 29

The registration table will be open and available all day at Main Green for latecomers and questions.



09:30 AM Registration & Breakfast 10:20 AM MAIN GREEN

10:30 AM Meeting People Where They Are At: Community Engagement that Interrupts Daily Rhythms **GRANOFF CENTER, STUDIO 3**

Lecture by Ceara O'Leary & Julia Kowalski (DCDC)

The Detroit Collaborative Design Center (DCDC) is a non-profit architecture and urban design firm that focuses on community engagement in planning and design processes. Effective community engagement is grown out of relationship-building. But relationships-like everything else-take time. How can community engagement become actually engaging?

DCDC believes that the answers are found in breaking out of the molds of homogenized business and everyday busyness and by designing engagement processes that respond to the project, process, and neighborhood it's located in.

12:00 PM Lunch 01:00 PM SAYLES HALL

12:00 PM Design Expo 03:00 PM MAIN GREEN

Better World by Design is hosting a Design Expo to showcase the ambitions of local, artists, innovators, entrepreneurs, technologists, and designers. Students and local artists use this space to share work they are involved in, whether displaying or selling individual pieces, sharing and educating about design projects, or promoting creative organizations/businesses/student groups. Come

01:00 PM On Sound and Vision: Curating a Contemporary Art Program in a Nightclub **GRANOFF CENTER, STUDIO 3** Lecture by Molly Surno What if going to a nightclub meant supporting the creation of a new artwork?

> What if buying a ticket to a concert supported an artists career? Landscape, a new arts initiative, does just that. Situated within Elsewhere, Brooklyn's hottest music venue, Landscape reimagines the visual arts and how they operate outside of the traditional gallery model. Landscape delivers an ambitious schedule of commissions committed to diversity and visual impact. This talk will explore alternative models for displaying and supporting artworks and how to fund it in sustainable and additive ways. Let's make some noise by creating an aesthetic wonderland alongside the dance floor.

03:00 PM Keynote 04:00 PM GRANOFF CENTER, MARTINOS AUDITORIUM Lecture by Pinar Guvenc

United Nations SDG infused with Human-Centered Design 12:00 PM **GRANOFF CENTER, STUDIO 2**

A 90 minute fast paced highly engaging workshop on United Nations

Workshop by Dhairya Pujara

Sustainable Development Goals in context of Human centered design. Participants will go through the journey of looking at global problems from an empathic lens and take away learning to build their own projects for real world problem solving with social impact. * This workshop is capped at 25 attendees.

Designing for Accessibility: Steps Toward Radical **Disability Justice**

GRANOFF CENTER, STUDIO 2 Workshop by Alex Chen Alex is a designer, writer, and martial artist based in Chicago. By day, they are

designing audio configuration software, specializing in user research, customer journeys, and accessibility. On the side, they write about how design and tech relate directly to ethics and oppression, with a focus on queer and trans, disabled, and POC (people of color) experiences. * This workshop is capped at 25 attendees. ** Closed captioning service available.

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