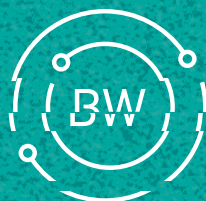


FRIDAY, SEPTEMBER 27

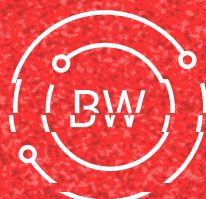
The registration table will be open and available all day at Moore Terrace for latecomers and questions.



|  |  | Social Event   Keynote   Lecture & Panel   Workshop |  |  |  |
|--|--|---|--|--|--|
| 4:00 PM<br>5:30 PM   | <b>Registration</b><br>CHACE CENTER/RISD MUSEUM                                |   |  |  |  |
| 5:30 PM<br>6:30 PM   | <b>Loud and Clear</b><br>CHACE CENTER/RISD MUSEUM<br>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 plant material, which is an ineffable component of everyday life and art. * ASL interpretation available. |  |   |  |  |  |
| 6:30 PM<br>8:30 PM   | <b>Dinner &amp; Reception</b><br>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!   |  |   |  |  |  |

SATURDAY, SEPTEMBER 28

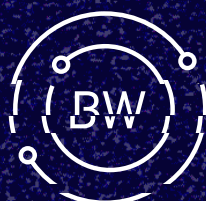
The registration table will be open and available all day at Moore Terrace for latecomers and questions.



|  |  | Social Event   Keynote   Lecture & Panel   Workshop  |  |  |  |
|--|--|--|--|--|--|
| 08:30 AM<br>09:20 AM   | <b>Registration &amp; Breakfast</b><br>FRAZIER TERRACE   |  |  |  |  |
| 09:20 AM<br>10:20 AM   | <b>Finding Purpose: Using Personal Identity and Design to Cut Through the Noise of Polarization</b><br>TAP ROOM<br>Lecture by Deroy Peraza   |  |  |  |  |
| 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, @hyperak) 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.   |  |  |  |  |  |
| 10:30 AM<br>11:30 AM   | <b>Designing for Government and Embracing Noise</b><br>TAP ROOM<br>Lecture by Danny Chapman  | 10:30 AM<br>12:00 PM   | <b>Service Design</b><br>DANFORTH HALL<br>Workshop by Taylor Cook & Christopher Luedtke                              | 10:30 AM<br>12:00 PM   | <b>Imagining Feminist Interfaces</b><br>EWING MULTICULTURAL CENTER<br>Workshop by tendernet  |
| 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 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.  |  | 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 student organization. Participants will leave with experience in user research, a better understanding of the challenges faced by service providers, and an in-depth service design toolkit. * Sensitive material: not anticipated, but homelessness can involve trauma and some of those issues could surface in the workshop. ** This workshop is capped at 30 attendees   |  | 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. We'll work together to speculate and imagine possible futures for voice technologies. Note: This is not a technical workshop and no background knowledge is required. We invite anyone to participate. |  |
| 12:00 PM<br>01:00 PM   | <b>Lunch</b><br>MOORE TERRACE  |  |  |  |  |
| 01:00 PM<br>02:30 PM   | <b>Creative Collaborations to Design the Future</b><br>DANFORTH HALL<br>Panel discussion by Jiayi (Jai) Dong (SVA DSI), Zach Narva (SVA DSI), Ruvli Gupta (SVA DSD), and Miya Osaki (SVA Director) | 01:00 PM<br>02:30 PM   | <b>Alterspace: Design and Patron Autonomy in the Library</b><br>EWING MULTICULTURAL CENTER<br>Workshop by Alterspace | 01:00 PM<br>02:00 PM   | <b>Designing the Future of Cultural Experiences with the Power of Emerging Technology</b><br>TAP ROOM<br>Lecture by Brendan Ciecko |
| Social design is the design of relationships, between humans and technology, with the earth, and with each other. Design sparks opportunities for social innovation, creating new models, ideas, and interventions that address the big problems faced by businesses, governments, organizations, and communities. This panel features recent graduates of the Design for Social Innovation (DSI) MFA program at the School of Visual Arts. Their projects include a grassroots initiative that supports immigrant spouses to activate citizens in their communities; an experiential event for parents of trans- and gender-nonconforming kids to process their personal experiences; a unique partnership between a fashion brand and Chinese Su Embroidery artists to increase economic opportunities and value; and a movement aimed at young people who have lost a parent to give grief a sense of purpose. These creative leaders are working with (not just for) communities and making bold moves towards equitable, inclusive, and innovative approaches to design the future. The panel is moderated by the new chair of DSI, Miya Osaki. |  | Alterspace is a small provocation to explore the idea of Noise (metaphorical, visual, and literal) in a library space. Libraries, as Andrew Carnegie proclaimed, are "Palaces for the People". Yet, as with most other palaces that are not one's own, a limited amount of freedom is allotted to an individual. 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. Is it possible to mold a Palace to fit the needs of individual People? 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 that follows some of the lines that we weren't able to pursue. |  | 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<br>04:10 PM   | <b>Mining the Gaps—Listening for What Language Lacks</b><br>EWING MULTICULTURAL CENTER<br>Workshop by Karen Krolak   | 02:40 PM<br>04:10 PM   | <b>WAYBAND—Navigating Through Noise</b><br>DANFORTH HALL<br>Workshop by Kevin Yoo                                    | 02:40 PM<br>03:40 PM   | <b>Made by Hand</b><br>TAP ROOM<br>Lecture by Joao Caeiro  |
| Karen Krolak's Dictionary of Negative Space (https://dictionaryofnegativespace.com/) spelunk's 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.   |  | Making a new product is hard, WAYBAND™ is a wearable navigation device for the blind and visually impaired. The device guides users to an end-destination intuitively utilizing only the sense of touch. In this talk, Kevin will walk through his journey of transitioning various student projects to startups and inventing a haptic language.  |  | Joao Caeiro, previously a skipper of sailing boats and dive instructor, is an architect and the founder of RootStudio in Oaxaca, Mexico. Joao will be at our conference speaking on his specialized work in Bamboo construction, community service, and social impact projects in rural areas of Oaxaca. An integral component of RootStudio is the investigation and use of low tech and sustainable techniques and processes in design and building.   |  |
| 04:10 PM<br>04:30 PM   | <b>Snack</b><br>CHACE CENTER/RISD MUSEUM<br>Bolt Coffee Company  |  |  |  |  |
| 04:30 PM<br>05:30 PM   | <b>Accessible Machine Learning for Everyone</b><br>CHACE CENTER/RISD MUSEUM<br>Lecture by Irene Alvarado   |  |  |  |  |
| 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<br>10:30 PM   | <b>Social Event</b><br>SOUTHLIGHT PAVILION/SOUTHSIDE CULTURAL CENTER<br>393 BROAD ST, PROVIDENCE, RI 02907   |  |  |  |  |
| 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.   |  |  |  |  |  |

SUNDAY, SEPTEMBER 29

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



|   |   | Social Event   Keynote   Lecture & Panel   Workshop  |  |  |  |
|---|---|--|--|--|--|
| 09:30 AM<br>10:20 AM  | <b>Registration &amp; Breakfast</b><br>MAIN GREEN   |  |  |  |  |
| 10:30 AM<br>11:30 AM  | <b>Meeting People Where They Are At: Community Engagement that Interrupts Daily Rhythms</b><br>GRANOFF CENTER, STUDIO 3<br>Lecture by Ceara O'Leary & Julia Kowski (DCDC) | 10:30 AM<br>12:00 PM   | <b>Human-Centered Design Approach to achieve UN Global Goals</b><br>GRANOFF CENTER, STUDIO 2<br>Workshop by Dhairya Pujara           |  |  |
| 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 an organization build relationships when people oftentimes do not have time or capacity to attend countless evening community meetings? How can connections be made in a way that upends endless, one-sided presentations? How can community engagement become actually engaging? DCDC believes that these answers are found in breaking out of the molds of homogenized business and everyday business and by designing engagement processes that respond to the project, process, and neighborhood it's located in. This talk will discuss 3-4 projects and engagement strategies that disrupt traditional engagement methods as well as people's daily lives to ensure participation and more equitable opportunities to engage. Each of these projects' strategies disrupted the rhythms of daily life with interventions that ranged from full-fledged streetscape makeovers to popping up with an outdoor gathering space, to setting up the Roaming Table during a busy market day. |   | Human-Centered Design Approach to achieve UN Global Goals<br>This is a fast paced 90 minute workshop that engages participant in learning about the 17 United Nations Sustainable Development Goals. Participants will get a taste of Design Thinking framework and how they can use it to select goals aligned to their personal interest and skills and create projects around them. Whether you are a student entrepreneur, a passionate problem solver, a curious faculty member or just an empathetic global citizen, this workshop is for YOU! * This workshop is capped at 35 attendees.  |  |  |  |
| 12:00 PM<br>01:00 PM  | <b>Lunch</b><br>SAYLES HALL   |  |  |  |  |
| 12:00 PM<br>03:00 PM  | <b>Design Expo</b><br>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 say hi!  |   |  |  |  |  |
| 12:00 PM<br>03:00 PM  | <b>Snack</b><br>WATERMAN ST<br>Tony's Chocolonely, Kow Kow  |  |  |  |  |
| 01:00 PM<br>02:30 PM  | <b>Designing for Accessibility: Steps Toward Radical Disability Justice</b><br>GRANOFF CENTER, STUDIO 2<br>Workshop by Alex Chen  | 01:00 PM<br>02:00 PM   | <b>On Sound and Vision: Curating a Contemporary Art Program in a Nightclub</b><br>GRANOFF CENTER, STUDIO 3<br>Lecture by Molly Surno |  |  |
| Why is accessibility important? How are we currently inaccessible and who does that affect? This will be a hands-on workshop that challenges ableism, provides tangible steps to implement accessibility, and looks toward a vision of radical disability justice. We will take inspiration from accessible changes in infrastructure thanks to the work of disability rights activists. Together, we will practice exercises in self-awareness, empathy, and observation to recognize inaccessible barriers and take action to improve. Though the workshop's focus will be on digital products and websites, people are welcome to focus on physical products and spaces and no coding experience is required. * Sensitive material: this workshop will include discussions about ableism on a personal and structural level. ** This workshop is capped at 25 attendees. *** Closed captioning service available.  |   | 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<br>04:00 PM  | <b>Create with Purpose</b><br>GRANOFF CENTER, MARTINOS AUDITORIUM<br>Lecture by Pinar Guvenc  |  |  |  |  |
| How can bodies, objects or built environments serve as catalysts for public awareness on urban, social and environmental problems? Why human-centered, well-educated design is crucial to enable positive impact on people's lives, while generating public benefit? Pinar will discuss how these questions were addressed in some of the work done at Eray/Carbajo and Open Style Lab, and the design approach of both organizations. Creating with Purpose educates the audience, which enables inclusive conversations and diverse collaborations for a sustainably better future.   |   |  |  |  |  |