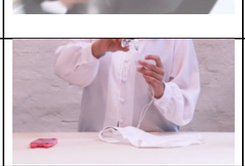
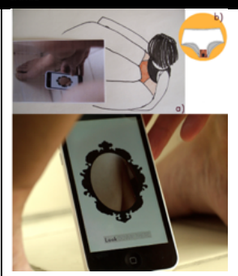
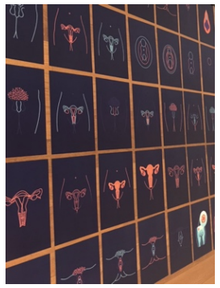
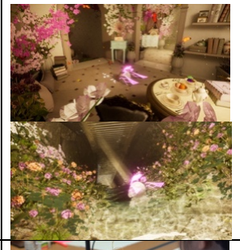
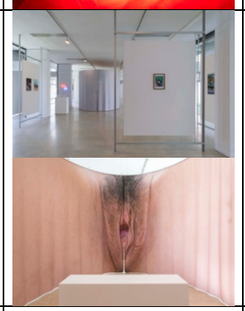
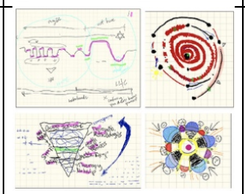
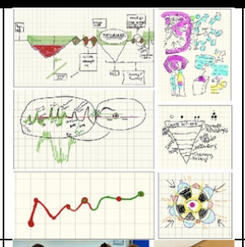
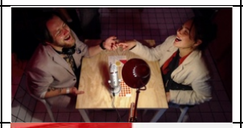
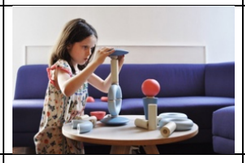
COUNT	ARTEFACT	CONTEXT	PURPOSE	FIELD(S)	STRATEGIES	IMAGE	MEDIUM	AUTHOR(S)	PROJECT / RESEARCH	COMPANY / INSTITUTION	TOPIC(S) EXPLORED	POPULATION	GEOGRAPHICAL CONTEXT	METHOD(S) ASSESSMENT	YEAR	LINK/DOI
1	***Mix-A-Body-Match***	Health	Research	Design for Social Innovation Human-Computer Interaction (HCI) Menstrual Health Design for Interaction	Playfulness (Gamification) Humour Repetition Competition Materiality Mundanity		Card-based board game	Petra Salarić Pieter Desmet	*How to design for taboos? A design intervention to overcome the taboo of menstruation in India*	Faculty of Industrial Design Engineering. Delft University of Technology, The Netherlands. Delft Institute of Positive Design.	Menstruation	Pre-menstruating girls (11-18 yo) and their family members (including their fathers)	Bangalore and Mumbai, India	Interviews with women and men. Interviews with experts. Collaboration with Sukhibhava, Indian NGO. Tests conducted with interviews. Tests with the Research through Design approach. Co-Design. Design intervention approach.	2021	https://www.researchgate.net/publication/346428051_How_to_design_for_taboos_A_design_intervention_to_overcome_the_taboo_of_menstruation_in_India
2	***Menstrual Maze***	Health	Education	Design for Social Innovation Educational Technology Menstrual Health Human-Computer Interaction	Playfulness Audio and Visual Feedback Materiality		Digitally embedded educational toy	Bonnie Tran and Leena Choi	*Menstrual Maze: A Toy Exploring Public Engagement in Menstrual Health Education*	University of Washington, Seattle, WA, USA	Menstruation	Parents, children aged 4-9 and health professionals and educators. 15-20 menstrual health activists, educators, and community members	Seattle, Washington and Atlanta, Georgia, USA	Early observations. Research through Design method. 4 Participatory design workshops. Physical prototype development. User testing	2018	https://doi.org/10.1145/3170427.3180649
3	***Menstrual Monster***	Health	Education	Educational Technology Human-Centered Computing Interaction Design Empirical Studies Menstrual Health	Playfulness Materiality Collaborative Playing Tangible Learning		Co-educational board game	Xiubo Liang, Jing Zhang, Jiayi Ma, Jiayu Yao, Weijia Lin, Zheliang Zhu, Yingying Ma, Fangtian Ying, Cheng Yao, Leijing Zhou, Preben Hansen, Yijun Zhao and Guanyun Wang	*Menstrual Monster: A Tangible Interactive Co-educational Game Designed for Teenagers*	Zhejiang University, China. Stockholm University, Department of Computer and Systems Sciences, Sweden.	Menstruation	Eight teenagers of different genders, ages 11 to 16, siblings and classmates.	China	Design and evaluation of tangible interactive game. Study to explore the possibility of joint gender participation in menstrual education. Semi-structured interviews before and after playing the game.	2022	https://doi.org/10.1145/3491101.3519723
4	***PeriodShare***	Health	Education	Speculative Design Human-Computer Interaction Menstrual Health	Design Fiction Speculative Prototyping Humour Uncomfortable interactions Awkwardness Provocation Sarcasm Irony Critical inquiry Critique Reflection		Speculative design/design fiction of a wireless menstrual cup. Wearable and ubiquitous computing	Marie Louise Juul Søndergaard and Lone Koefoed Hansen	*PeriodShare: A Bloody Design Fiction*	PIT – Center for Participatory IT, School of Communication and Culture, Aarhus University, Denmark.	Menstruation Exploring the implication of quantifying and sharing menstrual data	N/A	Aarhus, Denmark.	Research through Design. Speculative design fiction. Encourage critical reflection on self-tracking, sharing, and intimate technology by speculating on a near future of menstruation tracking. Explore social, cultural and political issues around menstruation. Exhibited at Internet Week 2015, Aarhus, Denmark. Performative intervention and design fiction as a research method for field studies and critical debate.	2015	https://doi.org/10.1145/2971485.2996748
5	***Menstruation Machine – Takashi's Take***	Health	Art	Art and Technology	Design Fiction		Audio-visual music video installation and a wearable metal device to simulate menstruation	Sputniko!	*Menstruation Machine – Takashi's Take*	Sputniko!	Menstruation	Designed to be worn by men, children, postmenopausal women, or whoever wants to experience menstruation.	Japan	Presented at several exhibitions, from 2010 to 2019.	2010	https://sputniko.com/Menstruation-Machine
6	***The Period Game***	Health	Education	Educational Game Design Menstrual Health Education	Playfulness Game-Based Learning Positive Fun Engagement "Go with the flow"		Board game	Daniela Gilsanz and Ryan Murphy	Started as a college project, at Rhode Island School's "Design and Play" class.	The Period Game	Menstruation	Young people seeking to learn about menstruation. 2-5 players.	Rhode Island, New England, USA.	Game Testing with peers, students of different backgrounds, gynaecologists, sex educators and puberty experts.	2014	https://www.periodgame.com/

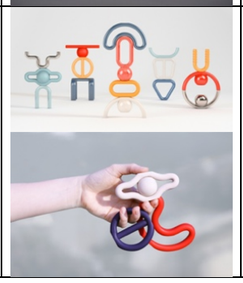
COUNT	ARTEFACT	CONTEXT	PURPOSE	FIELD(S)	STRATEGIES	IMAGE	MEDIUM	AUTHOR(S)	PROJECT / RESEARCH	COMPANY / INSTITUTION	TOPIC(S) EXPLORED	POPULATION	GEOGRAPHICAL CONTEXT	METHOD(S) ASSESSMENT	YEAR	LINK/DOI
7	***Labella***	Health	Education	Human-Computer Interaction (HCI) Feminist HCI Pelvic Health Wearable Technology	Embodied Interaction Humour Visualization Physicality Mirroring Looking		Augmented system that supports intimate bodily knowledge and pelvic fitness in women Pair of underwear and a mobile phone as a tool for embodied intimate self-discovery Augmented wearable and smartphone system that uses non-traditional on-body interactions to enable discovery and learning about hidden part of the body.	Teresa Almeida, Rob Comber, Gavin Wood, Dean Saraf and Madeline Balaam	*On Looking at the Vagina through Labella*	Open Lab, Newcastle University, Newcastle upon Tyne, UK.	Female intimate anatomy Supporting pelvic fitness through interactive technology Supporting intimate bodily knowledge and pelvic fitness in women	Women seeking pelvic fitness solutions 14 women between 25-63 years old.	United Kingdom	Design and evaluation of an augmented system Interviews with participants Prototype Testing	2016	https://doi.org/10.1145/2858036.2858119
8	***Design Research Methods for Sexuality and Intimacy***	Health	Research	Design Research Human-Centered Design	Speculation Embodiment Externalization Metaphor Visualization		Design research methods	Ana Correia de Barros, Joana Couto da Silva, Cristina Mendes-Santos	*Anathema: Technology for Ageless Sexual Health*	Fraunhofer Portugal AICOS, SexLab, Instahelp, SPRIGS, KBO-PCOB, IPO Porto and Europacolon. Funded by: FCT, ZonMw, FFG, AAL Programme and European Union.	Sexuality and intimacy	Older adults and people with chronic diseases	Portugal and The Netherlands	Ethnographic fieldwork Research though Design Co-Design Workshops Sharing methods workshops	2022	https://correiadebarros.wordpress.com/2023/04/03/design-research-methods-for-sexuality-and-intimacy/
9	***CLTRS***	Body & Identity	Education	Video Game Industry Game Design Expressive Games Art Games Feminist Games	Playfulness Avatar Discovery Exploration Fantasy, surreal, dreamlike world Metaphor Environmental storytelling Aesthetics Puzzles		3D video game	**Creative direction:** Laureline Chiapello **Students Artists:** Coralyn Potvin, Sofia Mayada Lorenzo, Marie-France Yang, J. Sellors, Nicolas Gagnon-Picard, Yi Theo Wei, Lucas Metivier, Indra Yang, Edwin Lam, Caroline Savoie-Laflamme, Trish Nguyen, Marine Pénard, Gilles Alexandre Boisclair, Andrea Su, Geneviève Bélanger Leroux, Marco Aurelio Galan, Charles Chouinard **Music&Sound:** Théophile Bagnard, Zoe Martinez **Prog:** Alexandre Tremblay, Léa Bouchard, Guillaume Lévesque **Mentors:** Florian Glesses (programming), Taissia Abdullina (artistic direction), Pierre Tousignant (production), Yannick Francillette (production), Kevin Lavigne (production assistant), Vincent Graciet (lighting), Isabel Aubin (VFX)	*N/A*	University of Québec in Chicoutimi, Canada.	Playful exploration of female sexual pleasure (Clitoris)	Young women aiming at discovering the clitoris and its role in female pleasure	Canada	First demo exhibition, at the International Interactive Digital Storytelling 2023, held in Japan until November 17, 2023.	2023	https://laulgame.itch.io/cltrs
10	***Making the invisible, visible***	Health	Education	Design Research	Materiality Reflection Testimonial Prompts Provocations ~~Image~~/Visual Metaphor		Card- and Image-Based Toolkit	Jasmine Hearn (principal investigator), Ian Whadcock (co-investigator), Hellen Mather (workshop lead), Helen Oxley (workshop facilitator), Yee-Jing Ooi (workshop facilitator), Victoria Dahl (documentary filmmaker), Jess Lippa (filmmaking assistant and editor), Lisa Da Silva (graphic design)	*Making the invisible, visible: Engaging the public and health professionals in conversations about endometriosis through pain visualisation*	In collaboration with Arc Centre, Stockport. Manchester School of Art / Manchester Metropolitan University.	Endometriosis	Arc staff, postgraduate students on the MA/MSc Design for Health and Wellbeing course. 14 individuals 15 health professionals Clinical and community health contexts to aid participant communication of endometrial pain.	Stockport and Manchester, UK.	Co-design workshops 3 workshops Toolkit testing Toolkit review workshop Exhibition: Making Endometriosis Visible. An exhibition exploring the lived experience of endometriosis pain.	2024	https://makingendometriosisvisible.org/

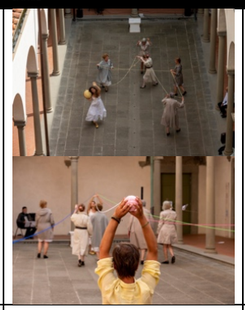
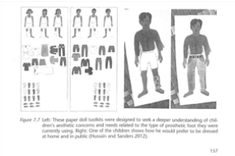
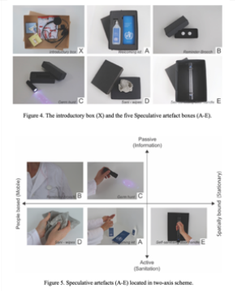
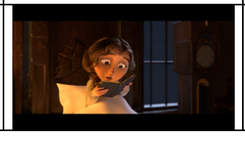
Commented [RM1]: The aim of the research project was to create an endometriosis toolkit that could be deployed in clinical and community health contexts to aid participant communication of endometrial pain. The toolkit is designed to initiate a guided conversation enabling the user to locate their own experience through the reflective testimony of workshop participants.

COUNT	ARTEFACT	CONTEXT	PURPOSE	FIELD(S)	STRATEGIES	IMAGE	MEDIUM	AUTHOR(S)	PROJECT / RESEARCH	COMPANY / INSTITUTION	TOPIC(S) EXPLORED	POPULATION	GEOGRAPHICAL CONTEXT	METHOD(S) ASSESSMENT	YEAR	LINK/DOI
11	***INTER/her***	Community & Society	Education	Immersive Art Feminist Art Health Communication	Immersive installation Virtual Reality Haptic Feedback Multimodal interaction Embodiment Metaphor Storytelling Sensory and emotional experience Evocative stories Visualization		Art Installation Immersive journey inside the female body Immersive installation and VR artwork	Camille Baker (artist/artistic director), Maf'j Alverez (interaction/Unity 3D designer), Sarah Büttner (tilt brush and 3D environment artist), Bushra Burge (haptic corset interaction / fashion designer), Kat Austen (soundtrack design), Andy Baker (additional Unity 3D programming), and Paul Hayes (haptic corset electronics construction)	*N/A*	School of Communication, Royal College of Art, UK. Funded by the Arts Council England National Lottery Fund Arts Grants Fund 2020, and the Research Funds of the University for the Creative Arts 2019-20, and in partnership with Root Interactive, Access Space Studios and UCA.	Exploration of women's reproductive health and related diseases Post-reproductive diseases that women over 30 often experience	Women, particularly those over 35	UK	Artistic creation of immersive experiences Observations of and from the exhibitions in various locations and visitors from around the UK from May 30th to April 5th, 2022.	2019-2022	https://inter-her.art/
12	***The Transformation of the World***	Community & Society	Education Art	Transdisciplinary Art Gender Identity, Sustainability	Artistic installation Photography fabric print Interaction Visualization		Art Installation	Aura in collaboration with AURORA	*N/A*	Galerias Municipais de Lisboa, Mala Voadora, Galeria Municipal do Porto	Female genitalia Raising awareness of trans* experiences	General public, contemporary art community	Portugal	Exhibitions	2022-2023	https://www.auradafonseca.com/a-transformacao-do-mundo
13	***DisClose***	Body & Identity	Research	Human-Centered Computing Human Computer Interaction (HCI) Intreaction Design	Speculation Storytelling Materiality Reflection Design Fiction Non-verbal / implicit communication Embodiment Critique Provocation Metaphor Reciprocity		Tools Jewelry pieces Technology-mediated intimacy Wearable Imaginary interactive jewelry Earrings to mediate exhaustion, bracelet to mediate pain, and a magnifier necklace to mediate personal body insecurities	Saja Aljuneidi, Rebecca Gerstenberg and Marc Hassenzahl	*DisClose: Negative Body-Related Self-Disclosure to Mediate Intimacy over Distance*	OFFIS - Institute for Information Technology, Oldenburg, Germany. University of Siegen, Germany.	Exploring negative body-related self-disclosure as an approach to promote intimacy over distance.	5 people in long distant relationships (i.e., couples, close friends or family)	Germany	Interviews Speculative research through design Summarize insights as stories of use, featured in an imaginary lifestyle magazine Speculative-reflective approach Critically reflected on through speculations presented in a lifestyle magazine	2023	https://doi.org/10.1145/3638380.3638391
14	***Visually Encoding the Lived Experiences of Bipolar Disorder***	Health	Research	Human-Computer Interaction (HCI) Empirical studies Participatory Design Personal Data Visualization Visual methods Mental Health	Visualization Collaboration Agency (self-tracking) Feminist approaches to data viz. Reflection Visual elicitation Speculative prototyping		Data Visualisation	Jaime Snyder, Elizabeth Murnane, Caitie Lustig and Stephen Voida	*Visually Encoding the Lived Experiences of Bipolar Disorder*	University of Washington, Stanford University, University of California Irvine and University of Colorado. University of Washington's Royalty Research Fund.	Bipolar Disorder	14 Individuals diagnosed with bipolar disorder, over the age of 18.	USA	Collaborative design to visually encode lived experiences for personal data representation and interpretation. Exploration of limitations and biases in visual conventions for personal data. Focus on an "edge case" of personal tracking for managing bipolar disorder (BD). Engagement of individuals with BD in participatory design (PD) sessions. Collaborative visual elicitation activities. Participatory and iterative methods to explore visual representations of personal data.	2019	https://dl.acm.org/doi/10.1145/3290605.3300363

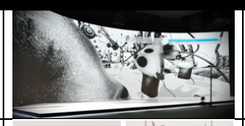
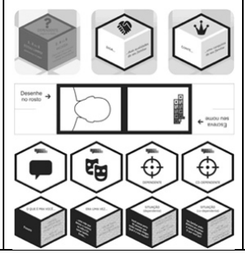
COUNT	ARTEFACT	CONTEXT	PURPOSE	FIELD(S)	STRATEGIES	IMAGE	MEDIUM	AUTHOR(S)	PROJECT / RESEARCH	COMPANY / INSTITUTION	TOPIC(S) EXPLORED	POPULATION	GEOGRAPHICAL CONTEXT	METHOD(S) ASSESSMENT	YEAR	LINK/DOI
														Two interviews per participant, including visual elicitation tasks. Collaboration with a graphic artist to create visual encoding schemas. Third interview for participants to respond to the visual encoding schemas.		
15	***Shitty food-based world-making: Recasting human|microbiome relationships beyond shame and taboo***	Community & Society	Education Research	Design Research	Visualization Embodiment Embodied design methods Embodying anticipation Imagination (of future situations) Estrangement ("making the ordinary extra ordinary") Autoethnographic photo registration		Autoethnographic photo registration and hands-on workshops	Danielle Wilde	*Shitty food-based world-making: Recasting human / microbiome relationships beyond shame and taboo.*	University of Southern Denmark	Bodily functions (defecation)	Individuals with gut diseases, family members with healthy guts. People who struggle with serious gut disease, and close family members with ostensible healthy guts. Autoethnography	Denmark	Autoethnography Participatory Workshops Experimental design Embodied food practices	2022	https://doi.org/10.1016/j.futures.2021.102853
16	***Technologies of Human Waste***	Body & Identity	Research	Interaction Design Human-Centered Computing	Speculation Visualization Provocation Critique Playful exaggeration Autoethnography Externalization Reflection		Design provocations	Karey Helms	*Do you have to pee? A Design Space for Intimate and Somatic Data*	KTH Royal Institute of Technology, Stockholm, Sweden	Bodily functions (urination)	Individuals managing urination practices. Autoethnography	Stockholm, Sweden.	Speculative Design Conceptual design provocations Autoethnography Research through Design Design Critique.	2019	https://doi.org/10.1145/3393914.3395827
17	***What Not to Wear: Exploring Taboos in Clothing Through speculative Design***	Community & Society	Research	Human-Centered Computing Empirical studies in HCI Design Research	Speculation Photography Props Storytelling Provocation		Performative Art Art-inspired and exhibition-based approach as tools for design inquiry	Sarthak Arora, Sachleen Kaur, Ritwik Kar, Sumita Sharma and Grace Eden	*What Not to Wear: Exploring Taboos in Clothing Through speculative Design*	Living Lab, Indraprastha Institute of Information Technology, New Delhi, India. INTERACT Research Unit, University of Oulu, Finland. Computer Science Department, University of York, UK.	Clothing-related taboos	Ten undergraduate university students, between the ages of 18-22.	New Delhi, India.	Participatory Design Speculative Design Workshops Future Props Personal Storytelling Photography	2023	https://doi.org/10.1145/3563657.3595972
18	***The Undertable: A Design Remake of the Mediated Body***	Community & Society	Research	Human-Computer Interaction (HCI) Wearable Technology Social Interaction	Wearable Prototype Touch Tangible		Art Installation	Sjoerd Hendriks, Mafalda Gamboa, Mohammad Obaid	*The Undertable: A Design Remake of the Mediated Body*	Chalmers University of Technology	Encouraging touch between strangers	Strangers in social settings	Sweden	Design and evaluation of a wearable prototype	2024	https://doi.org/10.1145/3643834.3660698
19	***We'Re Not Really Strangers***	Community & Society	Education Therapy	Game Design Social Interaction Relationship Building	Conversation-starters Prompt Cards Card-based Game		Playing Cards	Koreen Odiney (founder and CEO)	*N/A*	We'Re Not Really Strangers	Enhancing interpersonal connections through guided interactions	Individuals seeking to deepen relationships	USA	N/A	2018	https://www.werenotreallystrangers.com/products/not-really-strangers-card-deck?variant=39801844990025&vslyvid=9490770c-a119-4f17-84d0-c3d3ad0df0b0&vslywgid=4120b0aef951499c8b1d3bd0fbd75912&vslysid=_loomi_addon_173

COUNT	ARTEFACT	CONTEXT	PURPOSE	FIELD(S)	STRATEGIES	IMAGE	MEDIUM	AUTHOR(S)	PROJECT / RESEARCH	COMPANY / INSTITUTION	TOPIC(S) EXPLORED	POPULATION	GEOGRAPHICAL CONTEXT	METHOD(S) ASSESSMENT	YEAR	LINK/DOI
																9896470134
20	***Get Closer Conversation Game***	Community & Society	Education Therapy	Game Design Social Interaction Relationship Building	Conversation-starters Prompt Cards Card-based Game		Playing Cards	Intelligent Change	N/A	Intelligent Change	Enhancing interpersonal connections through guided interactions	Individuals seeking to deepen relationships	UK	N/A	N/A	https://www.intelligentchange.com/collections/play/products/get-closer
21	***Therapy Toolkit: 60 Cards for Self-Exploration***	Health	Therapy	Psychotherapy Self-Help Mental Health	Conversation-starters Prompt Cards Card-based Game Therapeutic questioning Therapeutic Card Prompts Self-Reflection		Playing Cards	Linn Martinsen, illustrations by Cindy Kang	N/A	N/A	Self-exploration and personal growth	Individuals seeking personal development	UK	N/A	2021	https://www.laurencekingg.com/products/therapy-toolkit
22	***Tools for Therapy***	Health	Therapy	Psychotherapy Design for Mental Health	Communication Toolkits Tactile Communication Visual Representation of Emotions		Physical Artifact	Nicolette Bodewes	N/A	Design Academy Eindhoven	Facilitating expression of emotion in therapy	Psychotherapy patients/clients and psychologists or therapists	Netherlands	N/A	2016	https://cargocollective.com/nicolettebodewes/TOOLS-FOR-THERAPY
23	***Conversation Pieces***	Health	Therapy	Psychotherapy Design for Mental Health	Communication Toolkits Tactile Communication Visual Representation of Emotions		Physical Artifact	Nicolette Bodewes	N/A	Design Academy Eindhoven	Facilitating expression of emotion in therapy	Psychotherapy patients/clients and psychologists or therapists	Netherlands	N/A	2016	https://cargocollective.com/nicolettebodewes/CONVERSATION-PIECES
24	***Imaginary Language***	Health	Research Education	Communication Design Linguistics Speculative Design	Communication Toolkits Imagination Language Speculation		Physical Artifact	Alessandra Romario	Product Design graduation project	Royal College of Art	Exploration of language and communication through speculative design	Children	England (London)	N/A	2019	https://wayback.archive-it.org/16274/20240305000900/https://www.rca.ac.uk/students/alessandra-fumagalli-romario/
25	***Social Oven***	Community & Society	Education Therapy	Social Design Community Building Gerontology	Empowerment Workshops Social Connectedness Community Engagement		Toolkit	Magda Sabatowska	N/A	N/A	Reinforcing social bonds	Elderly women in housing estates	Poland	N/A	2018	https://www.domestika.org/en/projects/1375222-social-oven
26	***Sexual Healing***	Health	Therapy	Sexual Health Product Design Supportive Products	Probes Self-Exploration		Tools	Nienke Helder	Graduation project BA Design	Design Academy Eindhoven	Sexual dysfunction post-trauma	Individuals experiencing sexual dysfunction after trauma	Netherlands	N/A	2017	https://www.nienkehelder.com/work/sexualhealing

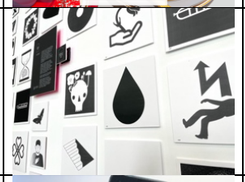
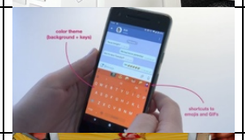
COUNT	ARTEFACT	CONTEXT	PURPOSE	FIELD(S)	STRATEGIES	IMAGE	MEDIUM	AUTHOR(S)	PROJECT / RESEARCH	COMPANY / INSTITUTION	TOPIC(S) EXPLORED	POPULATION	GEOGRAPHICAL CONTEXT	METHOD(S) ASSESSMENT	YEAR	LINK/DOI
27	***Moving Memories***	Health	Therapy	Dementia Care Inclusive Design	Probes Sensory Stimulation Movement Materiality Cooking Intuition		Tools	Aurore Brard	N/A	N/A	Dementia	People living with Alzheimer's disease	Netherlands (Eindhoven)	Design and testing of intuitive tools in nursing home settings	2017	https://aurorebrard.com/moving-memories/
28	***Alma: Therapy Dolls***	Health	Therapy	Child Psychology Therapeutic Play	Therapeutic or Therapy Tools or Toys or Dolls		Tools	Yaara Nusboim	N/A	N/A	Assisting in expressing and processing emotions during therapy	Children dealing with emotional challenges	Israel	Design and use of therapeutic toys	N/A	https://www.yaaranusboim.com/almatherapydolls
29	***Taktil***	Health	Therapy	Sensory Therapy Product Design Autism Spectrum Disorder (ASD)	Therapeutic or Therapy Tools or Toys Tactile Therapy Stimulate sensory engagement		Tools	Paula Lorence	N/A	N/A	Enhancing sensory experiences for children with autism	Children with Autism Spectrum Disorder	Latvia	Talk with parents of children with autism	2018	https://www.dezeen.com/2018/10/15/paula-lorence-tactile-objects-children-autism-london-design-festival/
30	***Tangible Pain Scales***	Health	Therapy	Pediatric Pain Assessment Product Design	Therapeutic or Therapy Tools or Toys Probes		Tools	Aishwarya Janwadkar	Capstone	N/A	Improving communication of pain experiences in children	Paediatric patients	USA	Design and prototyping of tactile assessment tools	2018	https://www.behance.net/gallery/65180587/Tangible-Pain-Scales
31	***Balisa***	Health	Therapy	Therapeutic Product Design Mental Health	Therapeutic or Therapy Tools or Toys Visualisation		Tools	Ariadna Sala, tutored by Danae Esparza	Bachelor in Design and Innovation	Elisava	Childhood sexual abuse	Healing process of adult survivors of childhood sexual abuse	Spain	N/A	2020	https://www.behance.net/gallery/99754485/Balisa

COUNT	ARTEFACT	CONTEXT	PURPOSE	FIELD(S)	STRATEGIES	IMAGE	MEDIUM	AUTHOR(S)	PROJECT / RESEARCH	COMPANY / INSTITUTION	TOPIC(S) EXPLORED	POPULATION	GEOGRAPHICAL CONTEXT	METHOD(S) ASSESSMENT	YEAR	LINK/DOI
32	***Il Manto – L'Arte Della Cura***	Community & Society	Art	Theater Social Care Community Engagement	Theatrical performances Community involvement		Coreography	Dramaturgy: Alvise Campostrini; Direction: Alessandro Manzella; Choreography: Letizia Dradi; Music composition and live performance: Gianpietro Marazza	Production: *Social Promotion Association Le Compagnie Malviste ETS*	Le Compagnie Malviste	Dementia Exploring the art of care though theater	People living with dementia and their caregivers Individuals interested in social theather and care	Italy (Milan)	N/A	N/A	https://www.lecompagniemalviste.org/il-manto-larte-della-cura/
33	***Paper-doll Toolkit***	Body & Identity	Therapy Research	Participatory Design Design Methods User-Centered Design	Material Artefacts Generative Tools Sketches Prototypes Scenarios		Printed Material	Hussain and Sanders	*Tools and techniques: Ways to engage telling, making and enacting*	N/A	Prosthetic limbs Body image	Cambodian children who use prosthetic legs	Cambodia	N/A	2012	https://doi.org/10.1080/15710882.2011.637113
34	***An Exploratory Study of Using Speculative Artefacts in Co-Design***	Health	Design	Participatory Design Speculative Design	Speculative Artefacts Fictional Inquiry Provoke discussion Envision future scenarios		Tools	Sofie Kinch, Minna Pakanen, Kasper Heiselberg, Christian Dindler, Anne-Mette Iversen and Peter Gall Krogh	*An Exploratory Study of Using Speculative Artefacts in Co-Design*	Aarhus University	Hand hygiene	N/A	Denmark	Case study analysis of the application of speculative artefacts in co-design	2022	https://doi.org/10.1080/15710882.2021.2016847
35	***Dit-Dit (The role of dance as a therapeutic tool to improve the emotional wellbeing of people with Alzheimer's disease)***	Health	Therapy	Non-pharmacological therapies Dance Therapy Alzheimer	Movement Music Touch Stimulate cognitive and emotional well-being		Workshop	CondeGalí team: Sara López, Alba Cerdeiriña, Maríangeles López and Ana Conde-Salazar, under the direction and supervision of Aimar Pérez Galí and Jaime Conde-Salazar	*Dit-Dit project*	Ace Alzheimer Center Barcelona and the Health Campus of the Perelada Festival	Evaluating the impact of dance as a therapeutic tool for individuals with Alzheimer's disease	25 individuals aged 45 to 80 diagnosed with Alzheimer's disease	Spain (Barcelona)	Preliminary evaluations indicated improvements in emotional well-being, physical balance, and social connectedness among participants	2022-2025	https://www.fundacioace.com/en/press-room/dit-dit.html
36	***A kit to educate girls on anatomy, menstruation and sexual health, and to help communication around the topics***	Body & Identity	Education	Education Game	Education Materiality Gamification		Toy/Board Game	Célia Marchessaux	Muse	Student from the RCA	Designing a kit to be used for different topics around female sexuality, and for different stages in life	Girls	England, UK	Interviews during kit design	2022	https://celiamarchessauxdesign.myportfolio.com/muse
37	***Pee Poo Period: Exploring the Intersection Between Shame, Bodily Fluids, and Sustainable Design***	Health	Research	Sustainable Design Bodily Taboos Emotional Responses	Workshops Design tools Visual Cues Cards Pictures		Workshop	June Kyong Trondsen, Laure Herweyers, Casper Boks and Els Dubois	*Pee Poo Period: Exploring the Intersection Between Shame, Bodily Fluids, and Sustainable Design*	N/A	Investigating the intersection of shame, bodily fluids, and sustainable design	Designers and participants in workshops	Norway (Trondheim)	Explorative workshops analyzing the impact of shame on design practices	2023	https://doi.org/10.3519/9/EPDE.2023.69
38	***Period Drama***	Body & Identity	Education	Media Arts	Storytelling Humor Playfulness		Movie	Anushka Nair, Lauryn Anthony	*N/A*	Ringling College of Art & Design	Addressing the taboo that implicitly exist in menstruation	N/A	USA	N/A	2022	https://doi.org/10.1145/3550339.3556650

Commented [JC2]: Remove

COUNT	ARTEFACT	CONTEXT	PURPOSE	FIELD(S)	STRATEGIES	IMAGE	MEDIUM	AUTHOR(S)	PROJECT / RESEARCH	COMPANY / INSTITUTION	TOPIC(S) EXPLORED	POPULATION	GEOGRAPHICAL CONTEXT	METHOD(S) ASSESSMENT	YEAR	LINK/DOI
39	***Ephemera: Language as Virus, Art as Antibody***	Community & Society	Art	Media Arts	Visual Cues Storytelling		Art Installation	Jiayang Huang, Yue Huang, David Yip, Varvara Guljajeva	*N/A*	The Honk Kong University of Science and Technology (Guangzhou)	Addressing the linguistic taboos encountered in daily communication, prompting audience reflection and thoughts	N/A	China	N/A	2024	https://doi.org/10.1145/3664219
40	***Embodied Embroidery***	Body & Identity	Art	Art Human-centered computing Interaction Design	Embodiment Visual Clues Speculative Artefacts Self-Exploration		Art	Dianya Mia Hua, Jeffrey Bardzell, Shaowen Bardzell	*N/A*	College of Information Sciences and Technology	Analyzing how somesthetic interaction design can contribute to designing for women's sexual pleasure	N/A	USA	N/A	2023	https://doi.org/10.1145/3569009.3572803
41	***A Serious Game for Promoting Knowledge about Suicidal Thoughts for Students at Higher Education***	Community & Society	Education	Game Design Expressive Games Art	Storytelling Gamification Self-Reflection		Videogame	Thomas Bjørner, Sofie Daniel Andersen, Emilie Sommer, Kristine Fogh Andersen, Marius Frederik Qvarnstrøm, Mie Møller Enevoldsen, Nicolai Lennart Larsson, Stacia Suwan Sørensen	*N/A*	Aalborg University	Promote engagement and increase knowledge about suicidal thoughts among students in higher education.	University Students	Denmark	Design and testing of the artifacts. Interview with participants	2024	https://doi.org/10.1145/3677525.3678680
42	***Pussy Palette***	Body & Identity	Education	Human-Centered Computing Natural Language Interfaces	Gamification Pictures Stimulate sensory engagement		Digital Toy	Eszter Várhidi, Saskia Joanna Rauhut	*Pussy Palette*	IT University of Copenhagen	Encouraging people with vulvas to communicate their sexual desires	N/A	Denmark	Co-design with participants	2024	https://doi.org/10.1145/3656156.3665429
43	***N/A***	Community & Society	Therapy	Human-Centered Computing Therapeutic Digital Games	Grief Therapy Play Therapy Storytelling		Videogame	Aline Elias Cardoso Verhalen, Kamila Rios Da Hora Rodrigues	*N/A*	Universidade de São Paulo, Brasil	Supporting Dialogue with Children about Death	7 Design Students, 10 IT students, 3 Health Professionals	Brazil	Usability Test	2023	https://doi.org/10.1145/3638067.3638112
44	***Step by Step***	Health	Therapy	Design research Health HCI	Facilitate interaction between patients and their relatives Psychoeduation Metaphor Camouflage Storytelling Materiality (tangible) Expression Professional's feedback Playfulness Fun Visual and tactile stimuli Safe space		Therapeutic board game	Viviane Peçaibes, Leandro Miletto Tonetto and Ilana Andretta	*"Step by step": the development of a therapeutic game to assist in the treatment of drug use*	Universidade do Vale do Rio dos Sinos, Porto Alegre, Brasil.	Drug use dependency, Mental health	Patients, family members, and mental health professionals	CAPS units in Brazil	Ethnographic research Meetings with mental health team throughout the process of development of the game Interaction with users and their family members Literature review on psychoeducation	2020	https://doi.org/10.1590/1413-81232020256.17372018

COUNT	ARTEFACT	CONTEXT	PURPOSE	FIELD(S)	STRATEGIES	IMAGE	MEDIUM	AUTHOR(S)	PROJECT / RESEARCH	COMPANY / INSTITUTION	TOPIC(S) EXPLORED	POPULATION	GEOGRAPHICAL CONTEXT	METHOD(S) ASSESSMENT	YEAR	LINK/DOI
45	***Armour Game***	Health	Education Therapy	Design Research Games HCI	Playfulness Speculation Competition Collaboration Embodiment Materiality Virtual		Digital Puzzle Game	Bruno Giesteira, Gerd Berge, and Viviane Peçaibes	*Positive Play: Designing Ludic Tools for Health.* *Ludic activities in Health context: An Anorexia Nervosa case in the hospital environment.*	University of Porto, FBAUP, Design Department. UiT The Arctic University of Norway. ID+ Research Institute, Design, Art, Media and Culture.	Anorexia Nervosa	young people (aged 18 and over) who have been diagnosed and are undergoing treatment.	Portugal	In-depth interviews Exploratory fieldwork Passive observation Shadowing Co-design Prototype Testing	2024	https://doi.org/10.7557/7.7582
46	***N/A***	Health	Education	Human-centered computing Empirical studies in HCI	Provocation Speculation Humour Playfulness		Memes to communicate information about taboos related to sexual health on TikTok	Emily F. Weckend and Priyank Chandra	*Viral Transmissions; Memes as Strategies for Destigmatizing Taboos Around Sexual Health on TikTok*	University of Toronto, Canada.	Sexual health, viral transmissions, social media	N/A	Canada	N/A	2024	https://doi.org/10.1145/3656156.3663730
47	***N/A***	Community & Society	Research	Research-Through-Design	Speculation Materiality (tangible)		Exhibition Co-Design Workshops	Marie Louise Juul Søndergaard Nadia Campo Woytuk	*Feminist Posthumanist Design of Menstrual Care for More-than-Human Bodie*	*The Oslo School of Architecture and Design* *KTH Royal Institute of Technology*	Research-through-Design to explore how menstrual care can extend to caring for non-human species and the environment.	20 people including women, men, and non-binary participants with and without experiences of menstruating	Norway and Sweden	Co-Design Workshops	2023	https://doi.org/10.1145/3544548.3581083
48	***Sang tabou***	Health	Education	Education	Humour Playfulness		Deck of playing cards	Association La Coulotte Rouge and company Sisters Republic	*N/A*	*La Coulotte Rouge Sisters Republic*	Menstruation	Girls	France	N/A	2022	https://www.sistersrepublic.com/products/jeu-sang-tabou?pr_prod_strat=jac&pr_rec_id=83516e8fd&pr_rec_pid=7534028488873&pr_ref_pid=7474877726889&pr_seq=uniform
49	***Death wishes kit***	Community & Society	Education Therapy	Research through design	Self-reflection		Toolkit	*Rachel Marsden*	*N/A*	*National College of Art and Design (Dublin)*	Death	Adults	Republic of Ireland		2018	https://www.facebook.com/NCAD.Dublin/posts/mfa-design-student-rachel-marsden-aims-to-break-down-the-taboos-associated-with-/1931853703491857/
50	***Death of a Loved One***	Community & Society	Education	Libraries Education	Storytelling Playfulness		Toolkit with activity cards and books	*The Healing Library*	*N/A*	*The Healing Library*	Death	Children and Youth	USA	N/A	2017	https://www.thehealinglibraryus.com/product-page/death-of-a-loved-one-binder-kit

COUNT	ARTEFACT	CONTEXT	PURPOSE	FIELD(S)	STRATEGIES	IMAGE	MEDIUM	AUTHOR(S)	PROJECT / RESEARCH	COMPANY / INSTITUTION	TOPIC(S) EXPLORED	POPULATION	GEOGRAPHICAL CONTEXT	METHOD(S) ASSESSMENT	YEAR	LINK/DOI
51	***Death over Dinner***	Community & Society	Education	Digital media communications	Self-reflection Provocation Safe space		Website	*Michael Hebb and Scott Macklin*	*Death over Dinner*	*Roundglass*	Death	Adults	USA	N/A	2013	https://deathoverdinner.org/
52	***Symbols of death***	Community & Society	Art Design	Design	Storytelling Visual stimuli		Pictorial signs	*Moth: Design for Life & Death*	*The Emotionalisation of Graphic Symbols*	*Falmouth University*	Death	Adults	UK	Exhibition	2024	https://moth.org.uk/Symbols-of-Death
53	***DearBoard***	Community & Society	Research	Design	Aesthetics Collaboration Co-customization Expression Avatars		Customizable Keyboard	*Carla F. Griggio, Arissa J. Sato, Wendy E. Mackay, Koji Yatani*	*Mediating Intimacy with DearBoard: A Co-Customizable Keyboard for Everyday Messaging*	*The University of Tokyo, Université Paris-Saclay*	Intimacy through technology	18 couples	Europe, Asia, South America, North America	User Interviews Prototype Testing with users recruited from Reddit, Facebook, Twitter Post-Study Questionnaire	2021	https://doi.org/10.1145/3411764.3445757
54	***Audition***	Community & Society	Research	Human-centered computing	Storytelling Playfulness Collaboration		Multiplayer Online Game	*Guo Freeman, Jeffrey Bardzell, Shaowen Bardzell*	*Revisiting Computer-Mediated Intimacy: In-Game Marriage and Dyadic Gameplay with Audition*	*University of Cincinnati, Indiana University Bloomington*	Intimacy through technology	289 players	USA, Europe, New Zealand, Australia, Asia	User Interviews	2016	https://doi.org/10.1145/2858036.2858484