SUB
SIDE
SUPER
HUMAN

SIDeR[19]

13.09. — 14.09.2019,
Kiel/Germany

20+ Paper Talks
2 Keynotes
8+ Workshops
interactive Exhibition
Food & Drinks
Party by the sea
International Networking

#15 Student Interaction Design Research Conference

muthesius
kunsthochschule

muthesius
transferpark

OPENING PARTY

Thursday 12th September 19:00 at Kesselhaus

17:00 FIRST REGISTRATION

19:00 VERNISSAGE & PARTY
SUB SIDE SUPER HUMAN

Music and Drinks for warm Welcome

Friday 13th September

08:00 REGISTRATION

09:00 WELCOME *at Kesselhaus*
with SIDeR19 Team & Schmidt Wolfgang – Head of International Affairs – City of Kiel

09:30 KEYNOTE *at Kesselhaus*
tba

10:30 BREAK

11:00 PAPER & WORKSHOP MADNESS *at Kesselhaus*
with paper authors and workshop leader

11:30 PAPER SESSIONS

Creative AI

(16) Companion robot: a good friend — *Yuhan Che*

(28) The role of augmented intelligence in debugging mental models — *Alex Niggemeyer*

(30) A guide for what should designers think about AI — *Yuyu Luo*

at Kesselhaus

Practicing Ethics

(12) Practicing Discretion and Ethical Intrusion for Smart Devices — *Divya Kowshik*

(5) Behavioural design and ethic in user interfaces — *Anja Lindner*

(10) Weigh.IT: A Study on Reflection of Residual Waste — *Anders Amstrup Pajbjerg, Amalie Sofie Andersen and Jannie Andersen*

at Zeichensaal

12:30 LUNCH

13:30 EXHIBITION and DEMOS *at Glasvoyer*
SUB SIDE SUPER HUMAN

15:00 WORKSHOPS
/ Augmented Reality meets Digital Fabrication - Nele Schmidt
/ Lettering Indian Scipts - Divya Kowshik
/ Hip-Hop Urbandance with MrLee - Mark Lee Fernandez
/ Turntable try-out with ill.pete - Frieder Dillmann
/ more tba

18:30 DINNER AND PARTY ON SAND
at Sandhafen - Blücherbrücke, 24105 Kiel

Saturday 14th September

08:30 REGISTRATION

09:00 WELCOME and Paper Madness *at Kesselhaus*
with City of Kiel Mayor Dr. Ulf Kämpfer and paper authors

10:30 BREAK

11:00 PAPER SESSIONS

Probing Change

(33) Gaia's Garden: An Eco-Feedback Technology for Reflection on Waste Practices — *Anne Ellegaard Christensen, Malene Haugaard Magnussen and Tobias Stolley Seindal*

(45) How to understand „death" as a design-able interaction? — *Siye Zhu*

(13) Weigh.IT: A Study on Reflection of Residual Waste — *Anders Amstrup Pajbjerg, Amalie Sofie Andersen and Jannie Andersen*

(11) Leading change while managing resistance — *Sarah Kathrin Glassner*

at Kesselhaus

Redefining Perception

(8) Artificial synaesthesia: Expanding horizons of human perceptions — *Bowei Xiao*

(24) Design of an intelligent wearable device for persons with autistic spectrum disorder — *Jernej Kapus*

(6) The effectiveness of data physicalization — *Feiyin Wang*

(37) Wearable synaesthesis speculative design for disablility — *Petra Piskor and Iben Fog*

at Zeichensaal

12:00 LUNCH

13:00 PAPER SESSIONS

Educating Ourselfs

(17) Wearable installation design: Guide women to realize inner power via physical computing — *Zilin Wang*

(20) The Forestbox: Probin Smart-Phone use in a group setting — *Lukas Bjørn Leer Bysted, Rune Møberg Jacobsen, Anne Ellegaard Christensen and Patrick Skov Johansen*

(21) Probing waste sorting with waste wizard — *Lukas Bjørn Leer Bysted, Rune Møberg Jacobsen and Patrick Skov Johansen*

(22) Using multimodal intercation as an auxiliary to enhance sex education — *Yiqing Bi and Xingchen Ye*

at Kesselhaus

Empowering Humanbodies

(7) Feet based interaction - exploring an alternative input for personal computing — *Sören Herber*

(15) After stroke - one hand helps the other — *Laura Angelica Raya Hernandez*

(44) Form emotional feedback for arm amputee to a superhuman? — *Katja Helmin*

(3) The Need of Abstraction in Interaction — *Helen Anders*

at Zeichensaal

14:00 BREAK

15:00 CLOSING WITH KEYNOTE *at Kesselhaus*
tba

18:00 BOAT TRIP on MS Heikendorf
starts at Hauptbahnhof Kiel

Creative AI

How doesAI shape the future of design and how can designers shapethe design process using AI? As the discoursearound AI is using creativity as a pro offor its actual existence, we want to explore what AI can do in the field of design.

Friday 13th Sept. 11:30 at Kesselhaus

Practicing Ethics

The ethics of design areparticularly important when designing interfaces since they form the connection between people and technology. It seems to be important that technology is not perceived as an actor on its own, but as a collaborator.

Friday 13th Sept. 11:30 at Zeichensaal

Probing Change

Can we probe a different way to view familiar problems? The projects in this slot turn a well-known situation into a new one by altering the contextor the experience.

Saturday 14th Sept. 11:00 at Kesselhaus

Redefining Percetion

Perception is notlimited to the senses we possess, technology enables us to enhanceour natural perception towards multiple experiences.

Saturday 14th Sept. 11:00 at Zeichensaal

Educating Ourselfs

How can we design small devices and interactions that enable us to changesmall daily behavior and that enhanceself-awareness?

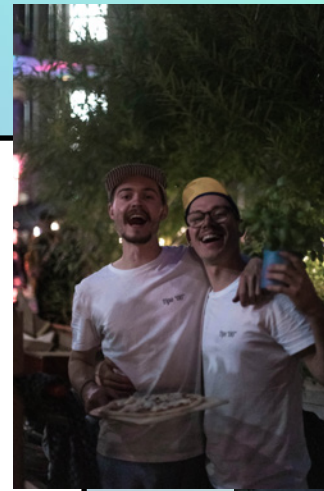*Saturday 14th Sept. 13:00 at Kesselhaus*

Empowering Humanbodies

Our body sometimes needs additional empowerment to function. The papers presentedin this slot are not expounding this as a problem, but as a opporturity.

Saturday 14th Sept. 13:00 at Zeichensaal

KIEL

MUTHESIUS ACADEMY OF FINE ARTS AND DESIGN

Welcome to the smallest and most northern art academy in Germany. Muthesius Academy for Arts and Design in Kiel. A vivid place with a history of 112 years and our place where we passionately design desirable futures. 680 students in fine arts, spacial strategies, communication design and industrial design make this place a special one. A place we want to share with you! As your SIDeR'19 hosts we are the interface design program BA/MA of the industrial design department supported by our friends from other departments. We will not only welcome you at our campus but also bring you to a scenic party spot at the sea and if you want to a boat trip on our fjord!

@sider19_kiel

muthesius
kunsthochschule

muthesius
transferpark