Design-Tech 2019

International Conference on Design and Technology
June 18-19, 2019

Technion, Haifa, Israel

Abstract Submission Deadline: March 15, 2019

The Design-Tech 2019 conference is a new and unique platform for researchers and practitioners in the field of design initiated to showcase their work. Being held for the first time at the Technion, Israel Institute of Technology, the conference will enable attendees to visit one of the most vibrant start-up eco-systems in the world.

While design has always been an integral part of the technological development process, in recent years it has been gaining a more significant role. Today, a technological process that is not based on design fundamentals is almost unheard of.

The design aspects of a technological R&D process raise unique questions and concerns which are critical to the success and viability of the technology itself. Design is no longer just a "nice to have," beauty and taste issue. Rather, it is a strategic resource for successful technology companies; it is now seen as one of the key elements required for differentiation and for technology expansion and adoption. Design enhances technology and assists in making it accessible.

Yet, since design has become a primary lens through which we observe and experience our surroundings, it has also become responsible for the negative outcomes of technology. The Design-Tech conference wishes to create a central platform for discussing such topics under the title of the role of design and technology in multi-faceted crisis.

Design-Tech 2019 invites designers, researchers, educators and students to be part of the conference by actively participating in the various conference tracks. Design-Tech welcomes the submission of both academic research papers and practice-based case studies. Design-Tech 2019 is an international conference and all submissions will be reviewed by an international panel of experts.

For complete details on the conference tracks and papers, please visit:
https://designtech.net.technion.ac.il/2019-conferecne/

The five main themes of the conference are:

1. Design as a Hacker

While the prevalence of small, agile start-ups is growing, it often seems as though the world is held hostage by certain monolithic industries and technology giants. Design poses big questions that force those in charge to probe the new systems and hack them by building independent access routes into technology. New possibilities such as new digital manufacturing tools, AI and block-chain concepts enable designers to bypass the giants and support independence from the main dominant systems and industries.

2. Design as a Protector

The accelerating demand for greater security, together with the technological ability to monitor and collect data on every aspect of one's life, raises moral, social and cultural issues. At the same time, it also creates new opportunities for knowledge, ideas and tools. Designers can play a huge role in this emerging field both for good and for bad. Design can and does create tools that may benefit society by providing safety and comfort, and it helps protect values such as privacy, social awareness and self-preservation.

3. Design as a Healer

While designers and architects have long played an important shaping hospitals and medical devices, their contributions to these fields has expanded to account for people's psychological and physical comfort. Additionally, the more we understand the impact of our surroundings on our well-being, the more the designers' role expands, and the opportunities they have to help build a world that places people's wellness first grow. Design is a healer of the flora and fauna, putting nature in the center and regulating the human impact on it.

4. Design as a Visualizer

Recently developed tools of design such as parametric design and digital sculpture help designers to visualize complex realities and apply those to objects in the real world. New visions of aesthetics create new objects that combine shapes and structures which have never been conceived before with classic tools of design. Generative design and autonomous designers will expand our vision into the future of almost everything.

5. Design as a Leader

The field of design finds itself in the service of new territories that were never previously open to the discipline. The role of Design with a capital **D**, and 'Design-Thinking' as its ambassador, gives design the opportunity to be an integrator, forecaster, motivator and collaborator, and act as a leader. These new capacities serve to connect design to science, sociology, psychology, management and education.

Submission of Papers:

Reviewing process: peer reviewed (anonymous)

Chair: Prof. Ezri Tarazi

Program Committee: Prof. Barry Katz, Prof. Gabi Goldschmidt, Haim Parnas, Dr. David Behar and Yoav Shterman.

Organization committee: Rachel-Getz Solomon, Noam Atias, Lior Arbel, Marnina Herrmann Elozory, Ronen Eidelman, Alex Gecht and Ofer Berman.

Website: https://designtech.net.technion.ac.il/2019-conferecne/

Abstract Submission deadline: March 15, 2019

Abstract: Max 300-500 words

Submit your abstract: Submission Form

First round of reviews: March 30, 2019

Full paper submission: April 15, 2019

Notification: May 1, 2019

No. of pages: Max 4500 words + Max 2 pages for references

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