

f international fictional conference on design fiction's futures

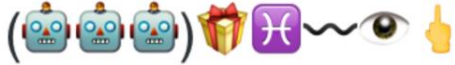
Venue: Tlön, Uqbar | Dates: Irrelevant

Day 0

08:30 – 17:30	Registration Desk Open (Foyer)	Workshop (Room α)		Workshop (Room ω)	
		<i>Lickable City Workshop: an exploration of the current and future flavours of our urban environments</i>	Ding Wang & Vanessa Thomas	<i>Utopian design methods for lost futures and imaginary pasts</i>	Ding Wang, Louise Mullagh, Serena Pollastri, Vanessa Thomas

Day 1

09:00 - 09:15	Welcome to FCDFF – [Conference Chairs]				
09:15 - 10:00	Opening Keynote - The @_CHINOSAUR: “They’re Made Out of Meat: the CHI Community and Me”				
10:00 - 10:30	Coffee Break				
10:30 - 12:00	Session: Temporal Insecurities (Room α)		Session: (Room ω) Evaluation		
	<i>Future of Non-Standard Design: A Philo-Design Fiction</i>	Fictilis Ensemble	<i>Evaluating Design Fictions: From minimal departures to engagement</i>	Tau Lenskjold, Eva Knutz & Thomas Markussen	
	<i>Same Old Design Fictions: Rehashing Tomorrows for Today</i>	Tom More	<i>All quiet on the western future, designing non-colonialist fictions for and with the rest of the world</i>	Dounia Ben Hassen & Alessandra Renzi	
	<i>The Challenges of Time Travel: Loss of Granularity with Artifacts From the Future</i>	Leo Frishberg & Charles Lambdin	<i>The downsides of world-building approaches: excluding diegesis from design fiction</i>	Sandy Brown & Mikhail Markovsky	
	<i>Almost there: an analysis of phenomena perpetually “increasing,” “emerging” and “becoming” in HCI papers over the past 20 years</i>	Conor Linehan	<i>All fiction is fact in the making, if you try hard enough: Deconstructing design fiction to reconstruct design fact.</i>	Dhruv Sharma	

12:00 - 13:00	Lunch and Networking (Note: Lunch is not provided)		
13:00 - 15:00	Session: Applications		Session: ???
	<i>Designing better privacy controls: Implications for the fictional world where personal data preferences matter</i>	Jen Golbeck	<i>It Was the Best of Times, It Was the Worst of Times, We Had Everything Before Us, We Had Nothing Before Us</i>
	<i>Haptic Communication in Virtual Reality English Education: 3D Creative Writing</i>	Josh T. Jordan,	
	<i>The art of creating fictional cases for experiencing realistic organisational design: a research study on case writer skillsets</i>	Clive Holtham & Charles Mill	<i>Afterfutures and Restructured Temporalities: Serresian Fold as Worldbuilding Design Paradigm for Augmented Immersive Fictions (AIF)</i>
	<i>Participatory design of military attack drones with stakeholders in developing countries</i>	Conor Linehan	<i>The Rise of San Leodis and Silicon Shore</i>
15:00 - 15:30	Coffee Break		
15:30 - 17:30	Session: Autonomous Fictions		Session: Ethics
	<i>Lessons from the field of robotics on how to use fiction to sell childish, fantastical, impractical and reckless research agendas</i>	Brian Cox	<i>Ethics for the confrontation of design fictions, when fictitious products meet real people.</i>
	<i>When bots generate their own speculations: what is left for designers?</i>	Estelle Kery	<i>Celebrity Design Fictioneers: The Chosen Few</i>
	<i>I wrote this! Copyright issues of autonomous AI academic papers</i>	Ben Griffin	<i>Blasphemy or prophecy, how design fictions might engage inter-religious dialog to discuss societal futures?</i>
	<i>A Study of Users Experience of AI Controlled Sex Toys</i>	Aldridge Prior & Finbarr Saunders	<i>Dr Strangefutures or: How I learned to stopped worrying about ethics committees and love Design Fictions</i>
18:30 - 22:00	Drinks Reception: Macondo Lounge		

Day 2

09:00 - 10:30	Session: Virtual Futures		Session: Reflecting	
	<i>A risk assessment of deep augmented reality</i>	Ben Griffin	<i>On hope, nostalgia, determinism, and modernity in post-modern design fictions</i>	Susann Wagenknecht, Siri Hustvedt, Bjarne Mädel, Suzanne Treister & Fred Turner
	<i>A headset for every child: How virtual reality will transform education</i>	Lawrence Angelo	<i>Is Design Fiction only available in vanilla?</i>	Steve Todd & Marc Harry
	<i>Using human-generated design and speculative fiction as training data to synthesize criteria (or, in the case of dystopian fiction, counter-criteria) for the automatic generation and evaluation of useful algorithms.</i>	Yana Malysheva	<i>The verdict is in: Gamification always works. Looking back at fifty years of unquotable empirical evidence for psychological, behavioral and economic gamification effects</i>	Andreas Lieberoth & Juho Hamari
	<i>Refunghi: An Internet Platform to Monitor Refugee Growth in Europe</i>	Enrique Encinas	<i>[Footprints: Breaking Distributed Data Displays To Experience Understanding And Method]</i>	Jon Hook & Marian Ursu
10:30 - 11:00	Coffee Break			
11:00 - 13:00	Session: Methods		Session: Outsider Design Fiction	
	<i>Using the Anatidae/Non-Anatidae Algorithm to Quantify the Plausability of Design Fictions</i>	Paul Coulton, Joseph Lindley, & Emmett L Brown	<i>A Survey of Design Fiction in Comics and Graphic Novels</i>	Aaron Kashtan, Winsor McCay, Jack Kirby, Will Eisner, George Herriman, Osamu Tezuka, Hergé & Tove Jansson
	<i>Speculative Identities: Fictional characters as diegetic prototypes</i>	Mark Dudlik	<i>On Anticipatory Ethnomethodology: Foundational Relationships Between Ethnomethodology and Design Fiction</i>	Chris Elsdén, David Kirk, & Garold Harfinkel
	<i>Design as Science. A Complete Mathematical Formulation of Design Theory.</i>	Enrique Encinas	<i>Nail Bombs, Pipe Bombs, and Sawn-off Shotguns: the DIY-maker culture, community participation and security</i>	G. Adams & M. McGuinness
	<i>Fiction pieces for real species: design fiction as a posture to involve non-humans in discussing near-nature scenarios.</i>	Georges Abitbol, Maurice Vian	<i>Vernacular Design Fiction: Case Study of the Speculative Practices of Nordic Larpers</i>	Jaakko Stenros

13:00 - 14:00	Lunch and Networking (Note: Lunch is not provided)			
14:00 - 16:00	Session: Looking Forward		Session: Bad Fiction	
	<i>Design Fiction and Its Discontents: The Future of an Illusion</i>	Chris Elsdon & Sigmund Fraud	<i>Design Fiction Considered Harmful</i>	Mark Blythe
	<i>While Magic is Symbolism Weaponized, Design Fiction is Merely a Doomed Occupation of Storytelling</i>	Koli Löyly	<i>Shit just got real: designer as dystopian soothsayer or that time I designed that horrible thing that was deemed commercially viable.</i>	Alan Hook
	<i>Where the Fiction Is: is Bruce Sterling HCI's latest Heidegger?</i>	Conor Linehan	<i>The Death of Design Fiction – The Definition Deficit in Practice</i>	Allison Dunne
16:15 - 16:45	Coffee Break			
16:45 - 17:15	Closing Panel: <i>Fictional Fictions and Futuristic Futures</i> , with Ariadne Oliver, Kilgore Trout, Harriet Vane and Garth Marengi			
17:15 - 17:30	Prizegiving and Conference Close. Introduction to FCFCDF - the fictional conference on fictional conferences on design fictions futures			
19:30 - end	Conference Banquet: Milliways, the Restaurant at the End of the Universe			

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