

CIVIC INTERACTION DESIGN

**ACTIVITIES
2022-2024**



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ACTIVITIES 2022 — 2024

DESIGN FOR LIVING TOGETHER

It's with great pride that we present this publication, documenting the activities we have undertaken in the Civic Interaction Design Research Group at the Amsterdam University of Applied Sciences in the period since the end of the COVID-19 pandemic up to the present day (2022-2024). They have been carried out in close collaboration with students from the various educational programs in our faculty as well as with practitioners from professional fields addressing the cross-overs between design, society and technology. Varied in themes and approaches as they may be, what all our projects have in common is that they employ a research-through-design approach to explore the roles of design and digital technologies in *civic life*: the numerous interactions through which people in a society come together to strive towards collective well-being.

This overview of our projects also forms a base to look ahead, and signals the emerging trajectories for our programme, which come with an invitation for you to join us in our explorations of possible futures for civic life. To guide us in this direction, we have recently revised our collective vision. For us, Civic Interaction Design can best be approached as the question of how to *design for living together*.

Of course, this question has been posed time and again in our own work and by others in different forms such as reflective

essays, political programs, and exhibitions showcasing possible pathways towards conviviality. Yet it has become especially crucial and concrete in recent years, as finding new and transformative ways for living together is more urgent today than ever, in the face of the growing social fractures and ecological crises, and the rapid development of new technologies reshaping our lives on multiple levels.

As an aspirational statement, design for living together invites many additional questions, a useful starting point for us is to ask: living together *with whom or what*? In our research group we address the question in three different directions:

Living together with other people

Civics as a concept and practice has always addressed the many ways in which humans organize themselves around a sense of *we-ness* and common purposes in collectives, communities, and societies. How indeed could we live together in various ways to contribute to our collective well-being whether it's in formal or informal ways? What new – technology enabled or otherwise – ways of living together and collective action can we envision and enable towards this end? How can design and designers initiate or support such practices?

Living together with other species

Second, given the profound imperative for more sustainable and regenerative futures, we need to move away from a perspective that exclusively prioritises human needs. Through research and design, we need to explore ways to understand the worlds of other species not as separate to or less than humans' but as fundamentally entangled. In other words, we need to co-create futures of *more-than-human* cohabitation.

Living together with new technologies

Third, the ways in which we are living together are increasingly enabled or restricted by new technologies. From the digital platforms and social media, AI, to the hybrid interfaces we use to experience public spaces, the design of these digital infrastructures has profound influences on our opportunities for living together. We need to understand and question these changing *techno-social* conditions and create ways to ensure people, also including other species, can live with emerging technologies in inclusive and just ways. We need to critically engage with, for example, the impact of these new technologies used to implement surveillance and control measures, and further social fractures that they may cause. At the same time, these technologies also create new opportunities for collaboration, creating a sense of we-ness, and the strengthening of our collective well-being and we see it as part of our mission to explore these further from a perspective of (interaction) design.

Research & Design for Living Together

We believe that designing for living together with humans, other species, and technologies requires a deeply relational understanding of the world in which we are all entangled and inter-dependent. That's why collective wellbeing guides the direction of our work, rather than efficiency and profit, usability for individual users, or comfort for exclusive groups.

This perspective provides a number of starting points for researchers and designers in shaping civic life. First, civic life begins with the building and maintaining of trust and meaningful relations amongst people, and between people and their surrounding worlds. From this, shared understandings of the world could arise, that allow for further organisation and action. As such, civic activities can range from informal and mundane social interactions to volunteering, activism, to participation in formal, institutionalized organisations that govern a particular shared resource, or function as an actor in the political process, just to name a few. More recently, interests in the economic dimensions of civics has been on the rise, as seen in collectives organized as a commons or cooperatives, or the notion of the civic economy that organizes its activities prioritising collective flourishing based on public values.

This all requires a well-functioning civic infrastructure, predicated on well-functioning public spheres inviting people (including other species) to connect through collective experiences, recognise each other, and debate and contest new ideas and developments. Also required are the availability of tools, economic instruments, and legal frameworks for self-organization; access to knowledge, know-how, opportunities for civic learning, and;

institutionalized ‘touch-points’ for purposeful co-operation and negotiation with governments.

On a broader level, we see civics as a way of societal organisation through collective action that co-exists with other logics of society, such as those of the state, the market, religions, or professions. An important aspect of our programme is that we do not consider this as a static arrangement: the possibilities and constraints for civic initiatives are perpetually shifting. This requires an ongoing reflection on our current societal arrangements and on how they serve or undermine our collective well-being. It also invites a more speculative take on civics: what techno-social constellations could we imagine to work towards the collective well-being of people and other species?

As designers and researchers we seek to contribute to these aspects of civic life in various ways. On a *practical* level we have worked with communities to design (digital) tools and creative practices supporting their various interactions. On an *organisational* level, we have engaged with the orchestration of such design processes at large: aligning stakeholders, organising dramaturgies for sense-making, ideation and prototyping, the development of processes or organisations, and negotiating with governmental institutions. Doing this work invites possibilities for new roles, methods and repertoires for civic designers, and an understanding of how these relate to the logics of other institutional arrangements organizing society. On an *infrastructural* level, we have explored different ways to develop conditions necessary for collective action to thrive, such as the design of (interactive) public spaces, civic learning infrastructures, or ways of interacting with external institutions. Last but not least, we often engage at the level

of *civic imaginations*, which Henry Jenkins describes as the capacity to “imagine alternatives to current social, political, or economic conditions.”

Research Themes

Combining diverse design approaches, including, for example, critical and speculative design, human computer interaction, participatory design, and value sensitive design, we have developed our programme consisting of four broad, inter-related, and non-exclusive thematic areas, as shown below with current example projects:

Interactive Public Spaces

We situate public spaces at the heart of a civic infrastructure. They provide opportunities for people, despite their many differences, to make sense of a common world. Various developments in both urbanism and digital technologies have challenged these opportunities, leading to distinct dynamics of privatization, social fragmentation, and polarization. In our projects, we approach these developments critically, but at the same time hopefully, to explore how the use of digital and hybrid technologies could be designed to reinvigorate our public spaces. For instance, the research projects led by Mirjam Vosmeer seek to understand how the design and storytelling mechanisms of Virtual Reality experiences contribute to a better understanding of issues such as diversity. Our work on Urban Interaction Design and Media Architecture initiated by Marjolijn Ruyg explores the role of digital media in urban public spaces. More projects have started

in 2024, including the project exploring public digital infrastructures with Esther Hammelburg, Harold Pflug and Eva Oosterlaken. Here, in collaboration with the organisations behind PubHubs we aim to investigate how the design of this alternative, public-values based social media platform can enable public organisations and collectives to communicate with their constituents.

Technological citizenship

In our theme of technological citizenship, we engage critically with the increasing digitization of our civic infrastructures. How can citizens effectively understand, contest, and co-shape the technologies that have increasingly started to govern them in so many aspects of their lives? Our project Human Values for Smarter Cities, with Mike de Kreek and Tessa Steenkamp, explores the implementation of smart city technologies from a value-based design perspective, and explores in close collaboration with the City of Amsterdam, how touch-points can be created for citizens to co-create or contest the implementation of these technologies.

Design for collective action

How can design strengthen civic infrastructures with opportunities for people to engage with and mobilise action around issues of public and collective concern in inclusive and equitable ways? In our projects Circulate and Charging the Commons, led By Zsuzsanna Tomor and in collaboration with Tara Karpinski and Michel van Dartel at the Situated Art and Design research group at Avans University of Applied Sciences, we have been exploring the design of commons-organisations and the technological platforms they can use to collaboratively

manage their resources. The project Transition-Scapes run by Linda Vlassenrood and Cristina Ampatzidou seeks how interactive exhibition formats can create shared understandings and invite collective action and collaboration between institutions and civic initiatives around the energy transition.

More-than-Human Civics

We recognise the urgent need to shift human-centred ways of knowing, making, and living in the world. How can we better listen to, call in, co-create, and co-habitate with other-than humans? We have started to explore these questions as seen in Designing with the Sun led by Angella Mackey, and From Prevention to Resilience: Designing Public Spaces in Times of Pandemics, a project carried out by Boudewijn Boon and Giulia Gualtieri in close collaboration with the research group Building Transformation.

At the crux of these four inter-related thematic areas is our ambition to inform a broader debate about civic futures in a digital society, and the transformative pathways through which they could be realized. Our ongoing questions evolve around how we can live together towards collective well-being, in relations of mutual care, in a society where our interactions with the world around us are increasingly mediated through digital technologies.

Such questions need to be embraced with humility. The enabling of civic life is a long-term and complex process which we cannot attend solely as a matter of design. Creative, designerly approaches can certainly help with finding meaningful questions and both inventive and effective ways

to answer them. Yet importantly, civic interaction design is equally, if not more, about care in action. As such, we refuse to parachute ourselves into a community however well-intentioned or well-prepared we may feel, and instead seek ways to co-create situated and often bespoke knowledges and practices together with other humans, technologies, and creatures, building durable connections and collective capacity for change.

As researchers and designers we see it as our main task to stage, provoke or orchestrate ongoing 'conversations' between all actors involved in such processes. We aim to contribute to these conversations through research activities, and capture the insights, knowledge and know-how that emerge from these interactions. Conversations here is placed between parentheses, as we see it as a metaphoric activity consisting of activities such as listening, including, interrogating, encouraging, informing, dissecting, learning, etc. Yet our research activities do not solely take the form of spoken dialogues. Collaboratively exploring, making, and designing form a central part of our conversations.

In close collaboration with students and professionals

To learn more about how we approached civic interaction design, we invite you to browse through this catalogue of activities. We would like to highlight that all of our projects have been realized thanks to our collaborators, including the AUAS community, creative agencies, government departments, design studios, civic organizations, technology developers, cultural and knowledge institutions, and many more who have worked with us on these projects. We are genuinely grateful for their generous support.

We are grateful for the opportunity to bring our approach to civic interaction design into the curricula of the Communication and Multimedia Design, Communication and Creative Business and the MA in Digital design programmes. A special thank you to all the students and educators who have inspired us and contributed their creative works, insights, and thoughts to our projects. We take pride in having been part of their journeys of becoming the shapers of our future societies.

Finally, we want to wholeheartedly invite you to continue to travel along with us, to explore many different futures of living together through civic interaction design.

Martijn de Waal

Jaz Hee-jeong Choi

Professor & Associate Professor Civic Interaction Design

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01

Projects





PROJECT

Awe-full Change

Time

2024

Website

civicxd.com/awe-full-change/

Civic Interaction Design Researchers

Jaz Hee-jeong Choi

Project Lead

Jaz Hee-jeong Choi

Financed by

Centre of Expertise in Creative Innovation [CoECI]

Research Partners

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(Academy of Theatre and Dance,
Amsterdam University of the Arts), Dr
Carlijn Kappers (AUAS - Sustainable
Cities Research Group)

Project Partners

Affect Lab, Baltan Laboratories,
Prospektor (prospektor.nl).

More info



How can we approach and integrate experiences of 'awe' in emerging forms of art and design that aim to evoke societal transformations?

Over a decade, research on the transformative power of awe has grown exponentially demonstrating that experiencing awe has strong psychosocial benefits and leads to changing worldviews. Yet the research has been almost exclusively from psychology, with limited related exploration into emerging creative practices such as hybrid and immersive productions that create multisensory encounters. Also unaddressed thus far is the question of how awe experience can be extended to result in collective change and societal transformations.

Increasingly creative practitioners are experimenting with new transdisciplinary, and co-creative practices to involve citizens, scientists, policymakers, and other-than-humans around urgent societal issues. The project aims to strengthen the development and impact of these so-called 'transformative creative practices' by exploring how experiencing awe can help better understand and create their transformative dynamics.

As the first study in this new dynamic intersection of transformative creative practices and awe, the project focuses on practitioners' creation of awe in their work. It coalesces disciplinary knowledge and practice to form a common language to understand, articulate, develop, and support the unique transformative potential of creative practices more comprehensively and justly. In doing so, the study also addresses the critical question of how the transient experience of awe enabled through creative encounters may be extended for broader societal impact.



PROJECT

Pubhubs: toward a public digital infrastructure

Time

2024

Website

<https://pubhubs.net/>

Civic Interaction Design Researchers

Martijn de Waal, Jorgen Karskens,
Esther Hammelburg, Harold Pflug,
Eva Oosterlaken

Project Lead

Civic Interaction Design [AUAS]

Financed by

SIDN Fund

Research Partners

Utrecht University and Radboud
University

Project Partners

City of Amsterdam, Public Spaces

More Info



PubHubs is a community network based on public values.

Public and civic organizations are looking for ways in which they can responsibly use digital media to facilitate communication between and with their members. For now, they often use social media platforms like Facebook, even though they do not support how such platforms deal with privacy and other public values. The goal of PubHubs is to design a new network that allows public organizations and their members to communicate with each other so that they do not have to use the services of commercial social media platforms such as Facebook or X. To that end, PubHubs provides participating organizations with an online environment (“Hub”) for moderated conversation and trusted information exchange combined with tools for digital identity management.

In recent months, the Hogeschool van Amsterdam has held several discussions with stakeholders at PubHubs, Public Spaces and the City of Amsterdam. Those conversations revealed that PubHubs needs research in the areas of interface design and user testing to help take the project to the next phase. How to do justice to conflicting values as privacy and ease of use in the design of the interface, is a central issue for the usability research. The interviews also revealed that municipalities endorse the goal of PubHubs and see opportunities to use PubHubs to realize their ambitions in terms of public value-driven digitization. But at the same time, public organizations are still struggling to imagine what that might look like in practice. The second part of this research project will focus on use cases. Our goal is to develop several use cases in a series of ‘demonstrators’ that envision how PubHubs can be successfully deployed in practice. To this end, we will involve several public institutions like for instance the City of Amsterdam.

PubHubs is an initiative of professors José van Dijck (Utrecht University) and Bart Jacobs (Radboud University), in collaboration with the organization Public Spaces.



PROJECT

Transition-Scapes

Time

2023 - 2025

Website

civicixd.com/transition-scapes/

Civic Interaction Design Researchers

Linda Vlassenrood, Cristina Ampatzidou, Luis Rodil Fernandez, Marije de Haas, Angella Mackey, Martijn de Waal & Jorgen Karskens

Project Lead

AUAS - Civic Interaction Design Research Group

Financed by

Regieorgaan SIA - Raak MKB

Research Partners

AUAS - Spatial Urban Transformation Research Group, Amsterdam University, Planbureau voor de Leefomgeving, TU Delft.

Project Partners

International Architecture Biennale Rotterdam, Arcam, Clever Franke, Het Nieuwe Instituut, UNStudio, Shosho, Bright, One Architecture, Tellart, City of Amsterdam, Alliander, &Flux, Arcadis/Over Morgen, Play the City.

More Info



How can interactive exhibition formats invite discussion and knowledge-exchange between residents, professionals and institutions about the energy transition?

The research project Transition-Scapes explores interactive exhibition forms visualizing future scenarios about the energy transition. The goal is to make the implications of the transition understandable and open for discussion at the level of the neighborhood. The interactive format should enable exchange and mutual learning between residents and institutional stakeholders, allowing them to collaboratively explore future pathways for the energy transition.

With design professionals, exhibition designers, experts in the field of the energy transition, researchers, policy makers and students we are exploring the design of such a tool in a research-through-design trajectory. By developing Transition-Scapes for Amsterdam Havenstad and Bospolder-Tussendijken in Rotterdam, we will gather design-insights in how such tools can be designed and employed.

“ In Transition-Scapes, we develop an interactive exhibition format that makes the implications of the energy transition understandable and discussable at the level of the living environment. With this tool, we want to give room to more **imagination, co-creation and ultimately institutional change** when it comes to large transitions in our society. – Linda Vlassenrood ”



PROJECT

Human Values for Smarter Cities

Time

2022 - 2026

Website

civicixd.com/human-values-smarter-cities/

Civic Interaction Design Researchers

Mike de Kreek, Tessa Steenkamp, Martijn de Waal, and Jorgen Karskens

External Researchers

Kars Alfrink, Thijs Turel, Gerd Kortuem

Project Lead

AUAS - Civic Interaction Design Research Group

Financed by

Regieorgaan SIA - Raak PRO

Research Partners

Amsterdam Institute of Advanced Metropolitan Solutions (AMS), TU Delft, Waag FutureLab

Project Partners

Municipality of Amsterdam (CTO office), Municipality of Rotterdam, Municipality of The Hague, ARVOO Group, Tapp, ThingsCon, Media Architecture Biennale.

More Info



Designing ethical smart city-applications: how to move beyond the manifesto?

Smart city technologies, including artificial intelligence and computer vision, promise to bring a higher quality of life and more efficient urban management to our cities. However, developers, designers, and professionals working in urban management have started to realize that implementing these technologies poses numerous ethical challenges. Policy papers from city governments and institutions now call for human and public values in tech development, ethics guidelines for trustworthy A.I., and cities for digital rights. In a democratic society, these technologies should also be understandable for citizens (transparency) and open for scrutiny and critique (accountability and contestability).

This four-year project aims to help such professionals to develop an integrated, value-based design approach for smart city technologies' ethical implementation by focusing on the concrete and urgent case of machine-vision in public space. It consists of three aspects. With civil servants at municipalities, we will create a language enabling them to translate public values such as transparency into concrete specifications. With designers, we will develop guidelines and principles to answer these value-based requirements. Finally, we will develop methods to engage civil society in this process with both groups of professionals.

“ We aim to create the awareness in municipalities that safeguarding human values is part of every phase of a smart city tech’s life cycle, not only during the procurement phase. A next step forward would be to design interventions that facilitate the required shifts in roles, relations and responsibilities of all involved stakeholders, including the language used. – Mike de Kreek ”



PROJECT

Designing with the Sun

Time

2022 - 2023

Website

civicixd.com/designing-with-the-sun/

Civic Interaction Design Researchers

Angella Mackey

Project Lead

AUAS - Civic Interaction Design Research Group

Financed by

Regieorgaan SIA - KIEM GoCI

Project Partners

Pauline van Dongen Studio, Biosphere Solar, Amsterdam Energie, TU Eindhoven, Solar Biennale Network

More info



Designing with the Sun is a KIEM-GoCI explorative research project on the theme Energy Transition and Sustainability.

Solar power requires us to renegotiate our personal relationship with energy. For such long time we have been separated from the material and technological infrastructures that provide us with electricity, enabling us to over-consume energy in a seemingly limitless or even magical way without a tangible understanding of the consequences. With sunlight, we have the opportunity to attain a new understanding of what it means to harvest our own energy—to see and feel it and have it within our perception.

Through this research project we will explore what it means to develop a personal and more embodied relationship to sunlight in the context of solar energy, and how this might bring us into new relations with our energy usage. We draw from design methodologies that aim to explore situated and embodied experiences of hidden phenomena (in this case, solar energy) in order to gain new understandings of it. It begins with engaging several participants from varying backgrounds in design, technology, and policymaking for solar energy and PV design in auto-ethnographic explorations using portable solar panels—putting their energy use in a direct relationship with the flows of the sun. From this we hope to spark a discussion on how to alter the story of solar power from that of a replacement to carbon-based energy sources, to a resource we can more humbly collaborate with, respect, and care for.

“ Moving forward, *Designing with the Sun* would like to further explore what it means to “become solar”. That is, how can living, working and participating more deliberately within vibrant, ever-changing solar energy ecologies lead to new or alternative ways of living and/or designing?

– Angella Mackey ”



PROJECT

Charging the Commons

Time

2022 - 2024

Website

chargingthecommons.nl

Civic Interaction Design Researchers

Zsuzsanna Tomor, Martijn de Waal, Micky van Zeijl, Jorgen Karskens

External Researchers

Tara Karpinski and Michel van Dartel

Project Lead

Civic Interaction Design (AUAS) and Situated Art and Design (Avans Hogeschool)

Financed by

Regieorgaan SIA - Raak MKB

Research Partners

Research Group: Situated Art and Design at Avans Hogeschool

Project Partners

Space & Matter, Crowd-Building, Metabolic, Dark Matter Labs, De Warren, Stipo, Digital Design Agencies, Dutch Blockchain Coalition, Commons Network, Pakhuis de Zwijger, Waag, Het Nieuwe Instituut, Planbureau voor de Leefomgeving

More Info



Charging the Commons is a 2-year project that investigates the design of digital platforms for resource communities.

For an urban commons to function well, a clear articulation and implementation of its underlying (societal) values is essential. Charging the Commons explores how a situated-design approach can help to elicit these values. In addition, the project examines how these values can be translated into the design of digital platforms to collaboratively manage an urban commons' resources. These questions are explored in field labs in Amersfoort and Amsterdam, focusing on housing cooperatives and community car sharing.

We see these activities as part of a broader 'be-commoning' (design) process in which new urban commons are initiated, usually in a collaboration between citizens and professionals.

“ A particularly generative way forward would be to test our ‘be-commoning framework’ in different commons communities, which would help us better understand the different possible relations *becommoning* might form with actual community practices. Toward that end, we will continue improving our prototypes and develop additional partnerships. – Suzanna Tomor ”



PROJECT

Creating Actionable Futures – CrAft

Time

2022 - 2025

Website

craft-cities.eu

Civic Interaction Design Researchers

Jaz Hee-jeong Choi, Martijn de Waal

External Researchers

Federica Colombo, Maria Kapteijns, Ruben Logjes, Frank Suurenbroek, Andrew Switzer, Mareile Zuber, Stan Majoor

Project Lead

AUAS - Coordination of Urban Issues Research Group

Financed by

European Union Horizon Europe

Project Partners

Norwegian University of Science and Technology, Amsterdam University of Applied Sciences, Alma Mater Studiorum - Università di Bologna, Czech Technical University in Prague, ELIA, European Cultural Foundation, International Union of Property Owners, Locality Europe

More Info



An EU-funded coordination and support action for New European Bauhaus transformations towards climate-neutral, beautiful and inclusive cities.

The project Creating Actionable Futures – CrAft is part of the New European Bauhaus (NEB) initiative of the European Union and will place the transition to climate neutrality at the heart of urban stakeholders.

CrAft cooperates with the Mission Board on Climate-Neutral and Smart Cities and the NetZeroCities platform. And support cities in designing and deploying Climate City Contracts based on the experience from CrAft's Sandbox Cities —Bologna, Prague, and Amsterdam—, as well as [60 CrAft Reference Cities](#).

In addition, CrAft test and share collaborative local governance models to harness the value of inclusiveness, aesthetics and sustainability towards climate neutral cities. [Download the project's fact sheet](#).

The Amsterdam University of Applied Sciences' (AUAS) role in CrAft is to coordinate the work on the ground in the sandbox cities. Together with partners universities in Bologna and Prague, AUAS is gaining insight into governance challenges that arise in spatial projects that pursue the New European Bauhaus (NEB) values. Examples include finding the right techniques for implementing cocreation processes and analysing how cost-cutting restrictions can put aesthetics and inclusivity under pressure. Finally, AUAS will develop interventions and apply and monitor them in practice. These 'impact stories' will be widely shared and will provide input for the NEB Edition of the Smart Cities Guidance Package.



PROJECT

Responsible Business Models

Time

2022 - 2023

Website

waag.org/responsible-business-models/

Civic Interaction Design Researchers

Martijn de Waal, Jorgen Karskens

External Researchers

Marit Hoefsloot, Simone van der Burg

Project Lead

Waag Futurelab

Financed by

ClickNL

Research Partners

Waag Futurelab

Project Partners

Waag Futurelab

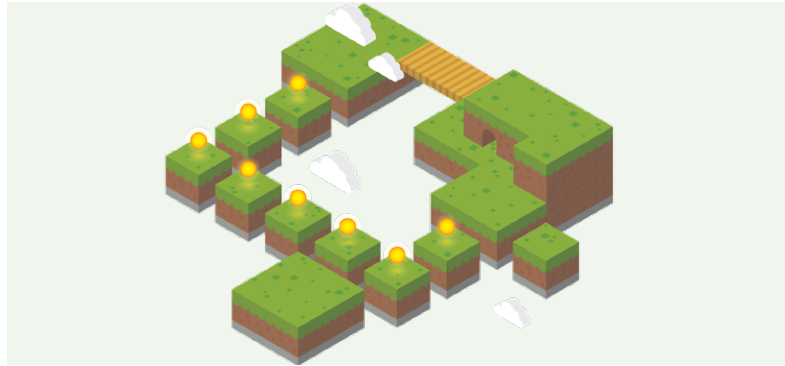
More Info



How do we design public spaces now that human life is partially taking place online?

Public space in the city is easy to imagine, and public debate in traditional media is well regulated. The notion of a digital public space can be hard to imagine. The online world is largely a private and commercial space. Even though an unprecedented amount of human interaction takes place in the digital realm, the digital environment is created and dictated by the design choices, filtering algorithms, preferences and, above all, interests of big tech companies.

In this project, commissioned by ClickNL, Waag and the Civic Interaction Design research group explore the conditions for digital public spaces and the fundamental aspects of responsible business models. We explore what responsible business models are, starting from the non-extractive, sustainable, and non-monopolistic alternatives to the business models of large tech companies. We explore what the conditions are for an open and heterogeneous digital public space and how responsible business models can contribute to it, especially for digital creators.



PROJECT

Game Design Toolkit

Time

2022 - 2023

Website

tkdev.dss.cloud/gamesdesign

Civic Interaction Design Researchers

Karel Millenaar

Other Researchers

Nicky Heijmen and Coline Pannier

Project Lead

AUAS - Civic Interaction Design
Research Group

Financed by

Centre of Expertise for Creative
Innovation (CoECI)

Research Partners

Digital Society School

More info



How to pitch, build, and document your game: Digital support for game design students and educators.

Game Design Toolkit is an ongoing, growing project by Karel Millenaar, Nicky Heijmen, and Coline Pannier. Aiming to support game design students and educators, this toolkit is a website where design knowledge is collected, curated and adapted to help educators offer design knowledge to students who are working on game projects within education.

The toolkit is structured in three categories of items:

- **Tool:** a step by step process that adds / improves the quality of a key deliverable
- **Key Deliverable:** a product of design that can be evaluated and discussed.
- **Playbook:** a description of a full process to create a game with specific qualities using key deliverables and tools.

The toolkit is developed, curated and adapted by educators from the Civic Interaction Design, HBO-ICT, CMD, and it is supported and hosted by the Digital Society School.

“ The current ambition is for the Toolkit website to evolve into a living platform that collects and helps develop more game design tools with input from educators and designers. As more tools and playbooks become available, the platform could support designing games for specific purposes and form an accessible design knowledge base that could be used in a wide range of disciplines and fields beyond design, within HvA and outside.

– Karel Millenaar

”



PROJECT

VR for Diversity

Time

2020 - 2022

Website

vfordiversity.nl

Civic Interaction Design Researchers

Mirjam Vosmeer, Sky Leslie

Project Lead

AUAS - Civic Interaction Design Research Group

Financed by

Regieorgaan SIA - Raak MKB

Research Partners

Hogeschool van Amsterdam,
Hogeschool voor de Kunsten Utrecht,
Vrije Universiteit

Project Partners

WeMakeVR, IJsfontein, &Samhoud media, UC 360, The Virtual Dutchmen, Submarine Channel; VR Days Europe

More Info



Exploring the implementation of interactive elements in VR and its impact on the audience.

The main research questions for this project focused on the use of interaction in VR. Do users feel more connected to the narrative when they can interact with the storyworld? Do they feel more engaged? Does the option of interaction influence the persuasive power of a VR experience?

The stories that were chosen for the experiments all represented different impressions of the concept of diversity, such as gender equality, LGBTQIA+ issues or VR for senior citizens. The project VR for Diversity led to a number of papers, presentations, VR installations, invited talks and new network opportunities.

VR Experiences

- Amstel Park VR (2022), produced by students from the AUAS - Minor Immersive Environments, consortium partner UC360
- Amelia's Dream (2021), produced by consortium partner WeMakeVR
- LHBTIQ+ Museum (2021), produced by students from the AUAS - Master Digital Design

“ While our ongoing efforts are directed towards further exploration of the narrative nuances of VR to inform creative industry partners about the design of meaningful productions, we also aspire to continue developing professional experiences with enduring public value beyond their initial academic use. – Mirjam Vosmeer ”



PROJECT

From Prevention to Resilience

Time

2020 - 2023

Website

resilientpublicspaces.nl

Civic Interaction Design Researchers

Martijn de Waal, Wouter Meys, Boudewijn Boon, Giulia Gualtieri, Bianca Andaloro, Pamela Nelson, Jorgen Karskens

Project Lead

AUAS - Spatial Urban Transformation and AUAS - Civic Interaction Design

Financed by

ZonMw subsidy round: 'COVID 19 Maatschappelijke Dynamiek'

External Researchers

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Research Partners

Harvard University, Sydney University, The Bartlett at UCL

Project Partners

City Space Architecture, UNStudio, Pakhuis de Zwijger, Arcam, The Beach, PBL Netherlands Environmental Assessment Agency.

More Info



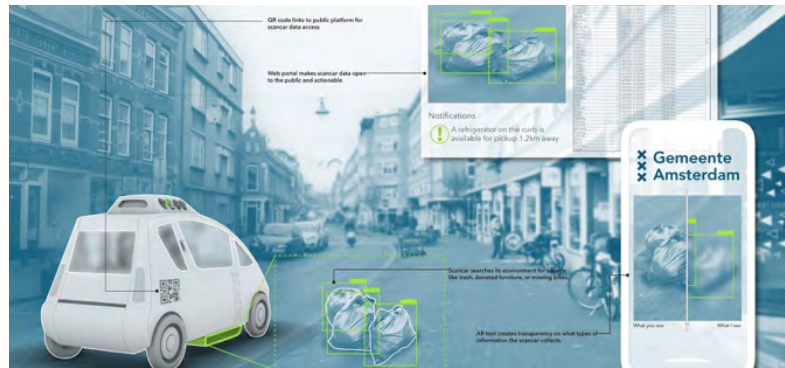
Designing Public Spaces in Times of Pandemics.

This 2-year research project, aimed to develop insights and tools for (urban) designers, policymakers and other professionals to contribute to more resilient cities and neighbourhoods. In particular, we investigated how design interventions in public space can contribute to strengthening social and ecological resilience.

Through a combination of desk research, expert sessions with an international community of practice and research-through-design interventions, this project aimed to go beyond the purely practical prevention approach and explore how measures in response to the COVID-19 pandemic can be linked to making neighbourhoods more resilient, both socially and ecologically.

During the research process, we had the opportunity to explore different perspectives on this topic, which resulted in the outputs listed below:

1. A [Design Perspective for Neighbourhood Resilience](#): 'Human/Non-Human Public Spaces: Designing for resilient urban neighborhoods' is a design perspective that encourages designers, policymakers, and community organizers to actualize the potential of public space as a site for intervention to strengthen both human and non-human communities;
2. A [database](#) with worldwide examples of how (urban) designers have responded to the COVID-19 pandemic and the problems they addressed through (proposed) public space and civic engagement interventions;
3. [Three Design Cases](#), which explored how urban designers can take action toward resilience for Post-COVID neighbourhoods by using the design perspective we created on a (real-life) design challenge in Amsterdam;
4. A [number of resources](#), which includes academic and professional publications, as well as a Livecast series where we were joined by various experts to discuss design perspectives in which social and ecological issues, at the neighbourhood level, are addressed in an integral way.



PROJECT & LEARNING COMMUNITY

Urban Interaction Design

Time

2022 - 2023

Website

urbaninteractiondesign.nl

Civic Interaction Design Researchers

Marjolijn Ruyg, Martijn de Waal

Project Lead

Marjolijn Ruyg

More Info



How to secure public values in the design of urban technologies and public spaces?

Urban Interaction Design is an emerging discipline that focuses on designing hybrid environments in which digital and physical experiences are intertwined. It requires a design approach from multiple perspectives. UrbanIXD revolves around the question of how public values can be secured or strengthened with the application of new technologies. Making the underlying values explicit and visible is an important part of the design process.

The Learning Community Urban Interaction Design ran from 2020 to 2023. It resulted in various activities, such as a series of podcasts, a publication listing educational programs in this newly emerging field around the world in the context of the Media Architecture Biennale, and collaborations with artists working with new technologies in urban public spaces.

- Connecting research and education in the field of Urban IxD
- Deepening the theme of Urban IxD (sharing knowledge and developing new knowledge)
- Contribute to the development of UrbanIXD as an academic and pedagogical field
- Publicizing Urban IxD's new field of expertise
- Transdisciplinary collaboration (between the various HvA study programmes and research groups)
- Building a network (internal & external)

The vision and ideas developed in the learning community are now continued in a new minor programme in Urban Interaction Design.



PROJECT

Platform Work – and its Regulations

Time

2022 - 2024

Website

<https://platworkr.sites.uu.nl>

Civic Interaction Design Researchers

Martijn de Waal

Project Lead

Utrecht University

Financed by

NWA-ORC

Research Partners

Maastricht University, University of Amsterdam, Utrecht University, Vrije Universiteit Amsterdam, the Amsterdam University of Applied Sciences [AUAS] and Statistics Netherlands [CBS]

Project Partners

Ministry of Economic Affairs & Climate Policy [EZK], Ministry of Finance [MinFin], Ministry of Social Affairs & Employment [SZW], FNV, the Social and Economic Council [SER], Stibbe, Helpling, Werkspot, ABU, Municipality of Amsterdam, TNO, WRR, Forget the Box and Radicand.

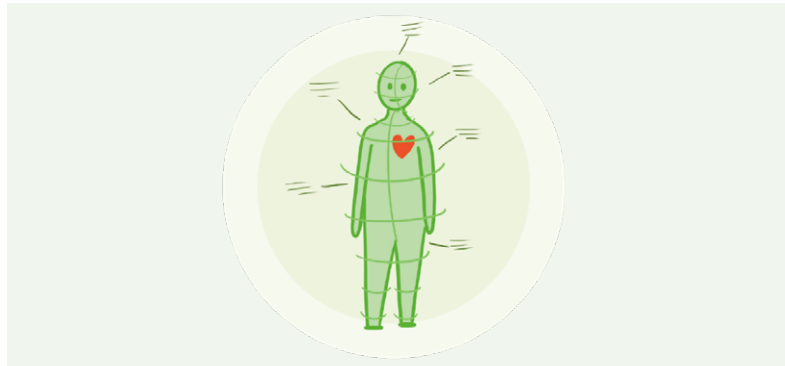
More info



Addressing the need for new regulations on platform work.

Platforms provide workers with flexibility, but platform workers lack social protection and income security. The control that platforms exert over platform workers is at odds with their status as self-employed, and has prompted parliamentary hearings and lawsuits. The **PlatWork-R** project addresses the need for new regulations regarding platform work.

The project brings together researchers from five universities combining expertise from law, economics, management, public administration and design sciences. In collaboration with Statistics Netherlands [CBS], ministries, employee and employer organizations, the researchers develop an evidence base, policy options and implementation guidelines regarding platform work, focusing on the public values of decent work, social protection, non-discrimination, privacy and cyber security.



PROJECT

Futuring HealthCare

Time

2021-2022

Website

chargingthecommons.nl

Civic Interaction Design Researchers

Martijn de Waal

External Researchers

Somaya Ben Allouch, Theo Ploeg
Jadine van Ooijen, Truke van Boxtel
Lies van Berkel

Project Lead

AUAS Digital Life Research Group,
Digital Society School

Financed by

Zilveren Kruis, City of Amsterdam
CTO Office

Research Partners

Digital Society School

Project Partners

Zilveren Kruis, City of Amsterdam
CTO Office

More Info



Exploring the possibilities and threats of using digital platforms to contribute to a better healthcare landscape.

How can we encourage digitalisation and digital platforms to contribute to a healthy society, in which the opportunities of new technologies in the field of data, algorithms and platforms are used to stimulate 'healthy living' on the one hand, and to improve healthcare provision on the other? And how can public values be safeguarded in that process?

Through a series of speculative design workshops, we explored developments in the field of platforming and healthcare. In expert sessions, we analysed the outcomes to come up with insights that can help Zilveren Kruis and the City of Amsterdam to formulate strategic policies on digital platforms for healthcare.

02

Education





STUDENT WORK

Becoming Solar

How can we bring people towards a new understanding of solar energy in their environment?

For this project, students were asked to work towards a physical, artistic/experiential work or workshop. There were no expectations for the student groups to examine how people use energy after experiencing their work, but rather, to focus on creating new, unexpected experiences of solar energy through their design(s).

Education Program
Master Digital Design

Related Research Project
Designing with the Sun



STUDENT WORK

Yuri Light

An interactive lighting experience for a safer social environment

'Create a green light experience in the public space' was the assignment of the Light Challenge edition 2021. Students created an interactive smart lamp that uses a combination of solar and wind power to light up the LED's in all seasons. Depending on the interaction, passersby could trigger a dim mode, and different light animations. This prototype won second place at The Floriade Festival 2022.

Education Program
Master Digital Design

Related Research Project
Urban Interaction Design
Learning Community



STUDENT WORK

Autodeel App

A prototype for car sharing

The students of the minor behaviour design were asked to create and design a (car) sharing platform that reflects the goals and values of communities inspired by the commons and with which they can manage the management of their common cause. We worked together with Vereniging Gedeeld Autogebruik. The result is a clickable prototype for their autodeel app.

Education Program
Themasesemester
Behaviour Design (CMD)

Related Research Project
Charging the Commons



STUDENT WORK

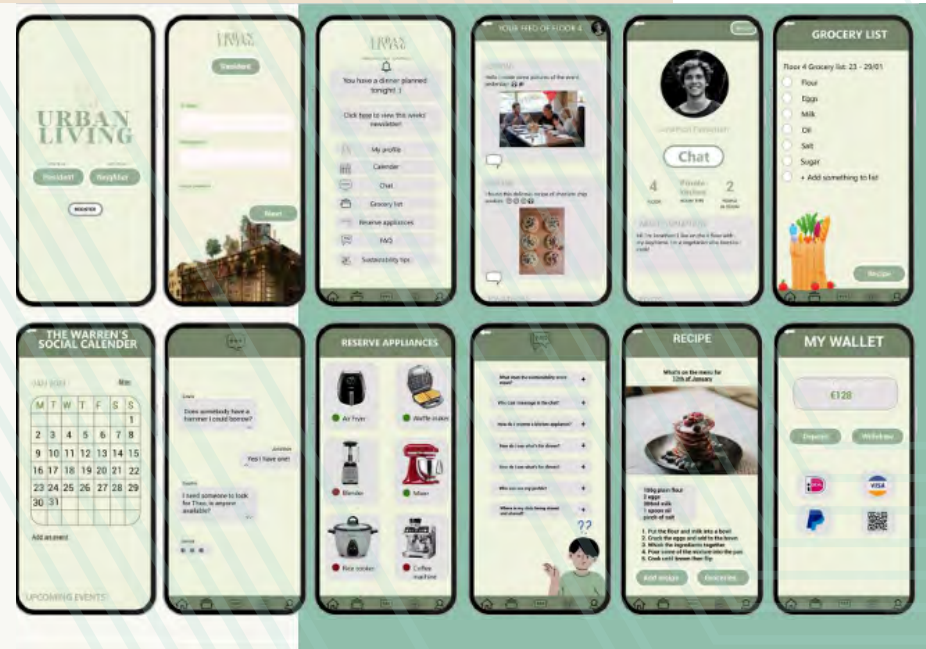
Digital prototypes for ED de Pijp

Car sharing solutions for collectivity

This project explored how a resource sharing platform can be designed for collectivity. We worked together with Electrisch deelrijden de Pijp and DIKS autoverhuur. This resulted in a marketing campaign and three different interactive digital prototypes for car sharing with features and ideas for neighbourhood collaboration.

Education Program
Minor Het internet is Stuk

Related Research Project
Charging the Commons



STUDENT WORK

Digital Platforms for De Warren

Digital enablers -apps- for sharing and managing community resources

Education Program

Minor Digital Media Strategy

Related Research Project

Charging the Commons

The students were asked to consider the particular values and objectives of co-housing community, De Warren, as well as the ensuing design dilemmas (i.e. the 'Design Canvas Dilemmas Digital Platforms for Resource Communities' from the Circulate project) when creating their applications. This resulted in four apps in the domains of sharing food, spaces, mobility and "things".



STUDENT WORK

Amsterdam Scan Car Features

Prototype solutions for live communication of what a scan car does

Education Program

Master Digital Design

Related Research Project

Human Values for Smarter Cities

This project explored how can a scan car communicate its actions to citizens, while driving around the city? As a result, the students created a physical conversation tool for co-design, as well as an interactive digital prototype with drag-and-drop functions for customization, allowing users to design the car, experiment with different features, and visualize their choices instantly on a 3D car model.



STUDENT WORK

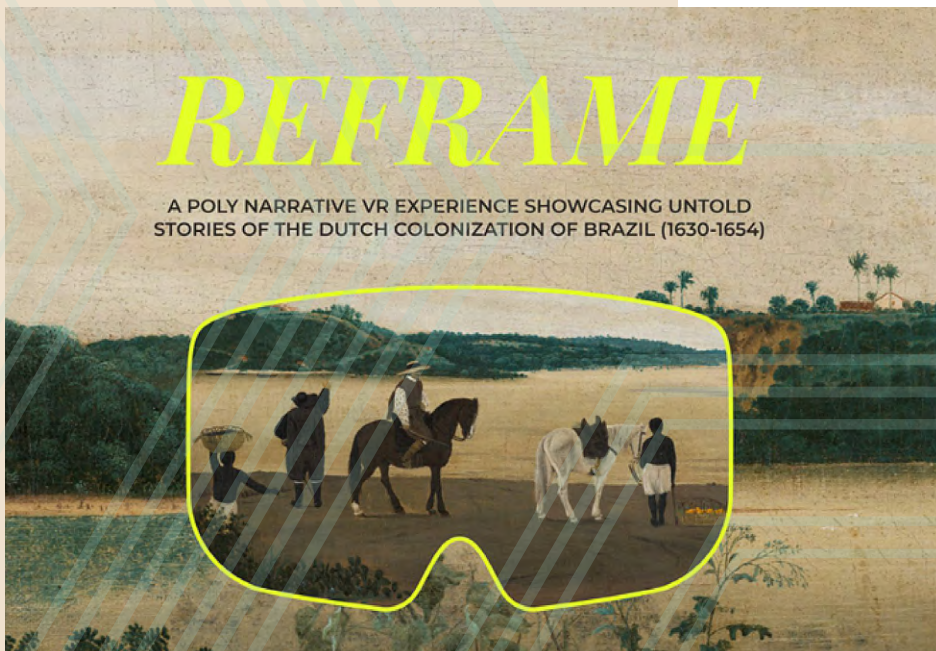
VR LGBTQIA+ Museum

VR experience that focuses on gender diversity and LGBTQIA+ community

Education Program
Master Digital Design

Related Research Project
VR for Diversity

This interactive virtual museum provides insights into LGBTQIA+ issues by presenting the history and utilization of pride flags and different legal situations worldwide, by pointing out the meaning of identity markers and their interconnectedness. This is complemented with an intimate engagement through photography, personal narratives from members of the LGBTQIA+ community & a fully immersive pride parade.



STUDENT WORK

Reframe

A VR experience on untold stories of the Dutch colonization of Brazil

Education Program
Master Digital Design

Related Research Project
VR for Diversity

This VR experience sheds light on hidden voices and untold stories from the Dutch occupation of Brazil (1630-1654). In addition, it makes us aware of our own biases and blind spots by raising the question: Might the same institutional biases we 'accuse' museums of having, still be present in some unforeseen way, neatly hidden in the systems, frameworks, and technology we use – and if so, can 'Reframe' address that problem too?



STUDENT WORK

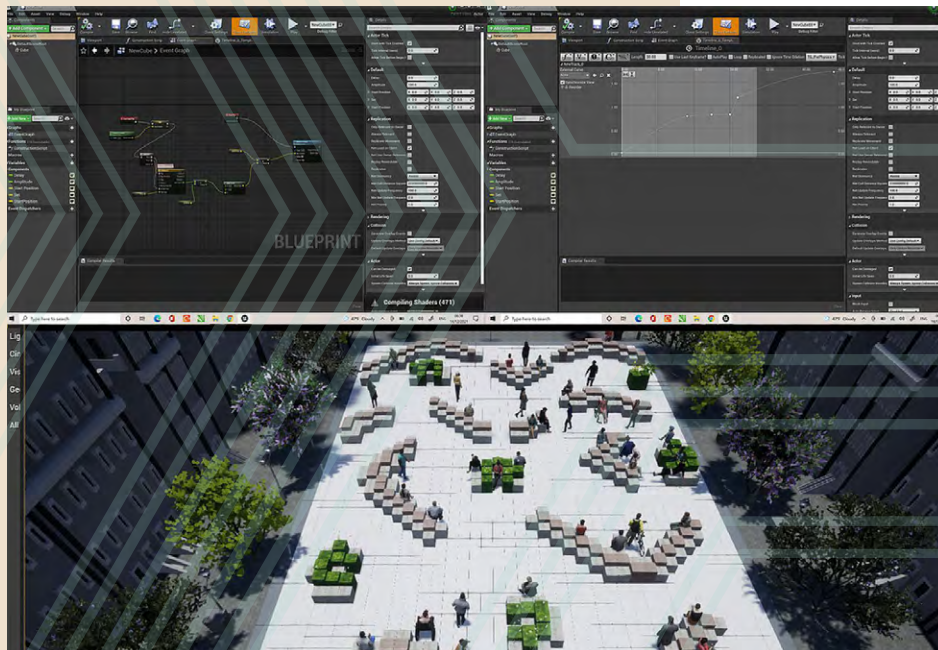
Hidden History

An engaging audio experience uncovering different perspectives on the Dutch colonial occupation of Brazil (1630-1654)

Education Program
Master Digital Design

Related Research Project
VR for Diversity

The audio experience focuses on the enduring consequences of colonialism that remain visible in society today. It establishes connections between Enslaved Africans with 'Quilombos' and the Black Lives Matter Movement, which advocate for equality and fights against racism. It highlights how the past European exploitation and expropriation of lands and resources from Indigenous peoples are linked to current practices of deforestation.



STUDENT WORK

Adaptive Architecture & Resilience

A digital tool to present adaptive architecture ideas in the form of responsive visualization.

Education Program
Master Digital Design

Related Research Project
From Presentation to Resilience

In this project, students were tasked with looking into the potential role of adaptive architecture in designing resilient public spaces in neighbourhoods so it can withstand current and future global crises. The students created a 3D interactive experience, which enables architects to test their adaptive architecture ideas in ways that it cannot be done with the current tools.

Contributions to Education

<p>LECTURE @ MDD</p>	<p>LECTURE @ CMD</p>	<p>LECTURE @ MDD</p>	<p>LECTURE @ CO-CB</p>
<p>Angella Mackey gave a lecture titled: “<i>Why I love design research</i>”, at MDD - Design Research course.</p>	<p>Angella Mackey gave a lecture titled: “<i>Living with Ideas</i>”, at CMD, Maker Minor, 3rd/4th year students (AMFI, product design, business, computer science).</p>	<p>Angella Mackey gave a lecture titled: “<i>Becoming Solar</i>” at Emerging Ecologies playground for Master Digital Design (MDD).</p>	<p>In 2023, Mirjam Vosmeer gave a lecture at the Inspiration Day for educators at CO/CB.</p>
<p>LECTURE @ Aalto University</p>	<p>LECTURE @ ENG. PRODUCT DESIGN</p>	<p>LECTURE @ CMD</p>	<p>TEACHING @ MDD</p>
<p>Jaz Hee-jeong Choi gave a lecture titled, “<i>Feral Knowledge & Data in Creative Practice-based Research</i>” at Experimental Design, School of Arts Design and Architecture, Aalto University, Finland.</p>	<p>Angella Mackey gave a lecture titled: “<i>Becoming with the Sun</i>”, at Interaction Engineering/Product Design, 4th-year students, “Impact of Technology” course.</p>	<p>In 2023, Mirjam Vosmeer gave a guest lecture at the Minor AR and VR for marketing innovation at HvA CMI, the Centre for Market Insights.</p>	<p>Angella Mackey co-led playground Emerging Ecologies for Master Digital Design (MDD) 2023/24 academic year.</p>
<p>LECTURE & CONSULTANCY @ CO-CB</p>	<p>LECTURE @ MINOR HET INTERNET IS STUK</p>	<p>TEACHING @ MDD</p>	<p>TEACHING @ CMD</p>
<p>Martijn de Waal gave a lecture & consulted the development team of the Stone Platformen at CO/CB. Parts of his co-authored book <i>The Platform Society</i> were included in the curriculum.</p>	<p>Martijn de Waal gave a lecture in the Minor <i>Het Internet is Stuk</i> and also contributed to the MOOC.</p>	<p>Angella Mackey taught the course <i>Design Processes</i> at the M.Sc. Program in Digital Design in the 2019/20, 2020/21, 2021/22, and 2022/23 academic years.</p>	<p>In 2022 and 2023, Mirjam Vosmeer taught the course Games & Society, in the <i>Minor Applied Game Design</i> at CMD.</p>
<p>LECTURE @ MDD</p>	<p>LECTURE @ CO-CB</p>	<p>COACHING @ TU EINDHOVEN</p>	<p>COACHING @ TU EINDHOVEN</p>
<p>Martijn de Waal gave a lecture on <i>Civic Interaction Design</i> to the students in the Master Digital Design.</p>	<p>Angella Mackey gave a lecture titled: “<i>Living with Ideas</i>”, at Creative Business, 1st-year students, Project involving wearable tech.</p>	<p>Angella Mackey coached student Yoop Ferket for project “<i>Solar Sensing</i>” as part of his masters work at Industrial Design, TU/e.</p>	<p>Tamara Pinos C. coached a team of students from Technical University Eindhoven for the project “<i>Squid Monster</i>”.</p>

Contributions to Education

<p>COACHING @ UNIVERSITY OF TWENTE</p>	<p>TEACHING & COACHING @ MINOR INFORMATION DESIGN</p>	<p>SUPERVISING BA THESIS @ CMD</p>	<p>SUPERVISING BA THESIS @ CMD</p>
<p>Tamara Pinos C. coached two teams of students for the course “<i>Designing for Specific Users</i>” at the University of Twente in the 2021/2022 academic year.</p>	<p>Marije ten Brink taught and coached students in the minor program <i>Information Design</i>.</p>	<p>Mirjam Vosmeer supervised student Ids Fijen’s BA thesis on <i>Oculomoto</i>, a virtual reality balance study program, for client UMC Maastricht.</p>	<p>Mirjam Vosmeer supervised student Denise Bartling’s BA thesis on an app for trampoline teachers to track the progress of their students.</p>
<p>SUPERVISING BA THESIS @ CMD</p>	<p>SUPERVISING BA THESIS @ CMD</p>	<p>SUPERVISING BA THESIS @ CMD</p>	<p>SUPERVISING BA THESIS @ CMD</p>
<p>Marije ten Brink supervised 8 students in 2022 and 8 students in 2023 on diverse interactive projects.</p>	<p>Mirjam Vosmeer supervised student Daan Kos BA thesis on <i>Heart Reset</i>, an installation to create awareness on users’ heart coherence rhythms.</p>	<p>Mirjam Vosmeer supervised student Nadine van den Bosch’s BA thesis on <i>Blij Bezoek</i>, a digital photo-app for patients suffering from dementia and their visitors, to enjoy looking at pictures from the past together.</p>	<p>Mirjam Vosmeer supervised student Thijs Scheper’s BA thesis on an VR app named <i>AnesthesiaVR</i>, to support patients with fear of anesthesia.</p>
<p>SUPERVISING BA THESIS @ CMD</p>	<p>SUPERVISING BA THESIS @ CMD</p>	<p>SUPERVISING BA THESIS @ CMD</p>	<p>SUPERVISING BA THESIS @ CMD</p>
<p>Mirjam Vosmeer supervised student Daria Foppen’s BA thesis on an app that provides information for recreational drug users: <i>De Bijsluiter</i>.</p>	<p>Mirjam Vosmeer supervised student Adriaan van der Heijden’s BA thesis on an app to facilitate selecting content in streaming services.</p>	<p>Mirjam Vosmeer supervised student Sybren Molenaar’s BA thesis on <i>ThreadTales</i>, an AR app to inspire people to buy more second-hand clothing.</p>	<p>Mirjam Vosmeer supervised student Danny Frelink’s BA thesis on <i>Tripper</i>, an app to help travelers plan their journey.</p>
<p>SUPERVISING BA THESIS @ CMD</p>	<p>SUPERVISING BA THESIS @ CMD</p>	<p>SUPERVISING BA THESIS @ CMD</p>	<p>SUPERVISING BA THESIS @ CMD</p>
<p>Mirjam Vosmeer supervised student Youri Stil’s BA thesis on a VR app for highschool students about the collection of client Amsterdam Museum: <i>POV Amsterdam</i>.</p>	<p>Mirjam Vosmeer supervised student Brian Bawuah’s BA thesis on an immersive museum environment, for client Stedelijk Museum: <i>Corita’s Dream</i>.</p>	<p>Mirjam Vosmeer supervised student Beate van Garderen’s BA thesis on an app to practice pronouns, <i>Talking Pronouns</i>.</p>	<p>Mirjam Vosmeer supervised student Jan Hoogkamer’s BA thesis on an app with stories for LGBTQ+ youth, <i>GIDE</i>.</p>

Contributions to Education

<p>SUPERVISING BA THESIS @ CMD</p>	<p>BA THESIS SUPERVISION @ CMD</p>	<p>MINOR PROGRAM @ MINOR CREATIVE RESEARCH</p>	<p>PROJECT COORDINATION @ CMD</p>
<p>Mirjam Vosmeer supervised student Balou van Iterson's BA thesis on an app to make appointments, <i>TNGHT</i>.</p>	<p>Mirjam Vosmeer supervised student Linda Klaver's BA thesis on an AR app for client Triple Digital Agency to motivate users to talk a walk outside: <i>Op Stap!</i>.</p>	<p>Marije ten Brink yearly coördinates, designs and contributes to the <i>Minor Creative Research</i>.</p>	<p>Mirjam Vosmeer coordinated projects with external clients Scheepvaartmuseum and Amsterdam Museum for the <i>Minor Applied Game Design</i>.</p>
<p>DEVELOPING MINOR @ FDMCI</p>	<p>DEVELOPING MINOR @ CMD</p>	<p>WORKSHOPS @ DSS</p>	<p>WORKSHOP @ UIREKA-NETWORK</p>
<p>In 2022-2023, Marjolijn Ruyg initiated the development of a new interfaculty minor on <i>Urban Interaction Design</i>.</p>	<p>In 2021, Mirjam Vosmeer was involved in the development and coordination of <i>Minor Immersive Environments</i> for CMD.</p>	<p>Tamara Pinos C. gave the workshops <i>Makers Sprint, Tinkering and Making ideas Tangible</i> at the DSS in the 2021/2022, 2022/2023 academic years.</p>	<p>Martijn de Waal as a workshop-teacher in U!reka-Network Training School on <i>Urban Commons</i>, in Helsinki.</p>
<p>CONSULTING @ CO/CB</p>	<p>CONSULTING @ UTRECHT UNIVERSITY</p>	<p>STUDENT PROJECTS @ MDD, CMD & CO/CB</p>	<p>STUDENT PROJECTS @ HVA & TU DELFT</p>
<p>Martijn de Waal consulted the designers of the <i>Stone on Platforms</i> in the CO/CB curriculum.</p>	<p>Tamara Pinos C. collaborated with a master student from the Utrecht University in the project "<i>Adaptive mobile application for therapy</i>".</p>	<p>CivicIXD has commissioned student projects in various courses at MDD, CMD and CO/CB.</p>	<p>The project <i>Human Values for Smarter Cities</i> has commissioned a student project for MDD and for the course AI & Society at Tu Delft.</p>
<p>CONSULTING @ CMD</p>	<p>CONSULTING @ CMD</p>	<p>ADVISING @ FDMCI</p>	<p>DEVELOPING FUND PROPOSAL @ FDMCI</p>
<p>Martijn de Waal consulted the development team updating the Mission for CMD.</p>	<p>Mike de Kreek consulted the students of the <i>Minor Game Design</i> at CMD in their assignment for the Maritime Museum.</p>	<p>Martijn de Waal is part of an advisory committee for the proposal of a CMD-initiated new design-research group.</p>	<p>The SIDN-fund proposal was developed in close collaboration with teacher-researchers from CO/CB and CMD.</p>

Promovendi & PhD committees

<p>Martijn de Waal @ EXAMINATION COMMITTEE</p> <p>Examination Committee Thomas Laureyssens – KU Leuven. Defense January 2023.</p>	<p>Jaz Hee-jeong Chol @ EXAMINATION COMMITTEE</p> <p>Examination Committee for Kathleen Berns, <i>Designing Community Economies: Exploring Alternatives for Infrastructuring Food Waste Activism</i>, at Stockholm University, Sweden</p>
<p>Martijn de Waal @ EXAMINATION COMMITTEE</p> <p>Preliminary Examination Committee Annaliina Niitamo's article-based doctoral dissertation entitled "<i>Communicative Ecology of Participation: Investigating the communicative environment of participatory planning</i>" University of Helsinki. Defense spring 2024.</p>	<p>Martijn de Waal @ EXAMINATION COMMITTEE</p> <p>Examination Committee Juan Carvajal Bermudez – Bauhaus Universitat Weimar, <i>New Methods of citizen participation based on digital technologies</i>. Defense Spring 2022.</p>
<p>Martijn de Waal @ EXAMINATION COMMITTEE</p> <p>Examination Committee Jorgos Coenen – KU Leuven. <i>The Design of Civic Public Displays for Human-Data Interaction</i>, Public Defense Feb 2022</p>	<p>Martijn de Waal @ EXAMINATION COMMITTEE</p> <p>Examination Committee Lasse Steenbock Vestergaard – Aarhus University. <i>Internet of Things – Based Hackable Cities Toward Civic Hacking Infrastructures for Improved City Making</i> Defense Feb 2022</p>

<p>Jaz Hee-jeong Chol @ ADVISORY COMMITTEE</p> <p>Advisory Committee for Bixiao (Frankie) Zhang's PhD research <i>The ElectroPoetics: Performative Digital Architectures for Interspecies Noise-making</i>, at RMIT University, Australia</p>	<p>Martijn de Waal @ ADVISORY COMMITTEE</p> <p>Advisory Committee for Promotions to the rank of Full Professor at UCL Bartlett (London) and Queensland University of Technology (Brisbane).</p>
<p>Mirjam Vosmeer @ NORWEGIAN FILMSCHOOL</p> <p>From 2017 to 2023, Mirjam Vosmeer coached PhD candidate Cecilie Levy with PhD project <i>Pacing and Placing – Writing for the VR Storyspace</i>.</p>	<p>Mike de Kreek @ UNIVERSITY OF ALGIERS 1</p> <p>Mike de Kreek supervises PhD research by Lina Khalfallah on digital transformation of mobility in new cities development in Algeria.</p>

03

Professional Field





During the **Society 5.0 Festival** taking place in October 2022, we launched **RECAST**, a newsletter and network on design, technology and society. Together with our readers, we explore the social implications of new technologies from a design perspective.

In 2022 and 2023 twenty editions appeared exploring themes such as the future of digital money, design & journalism in a post-news world, technological citizenship as a design challenge, and the design of digital platforms for urban commons.

Interested? Subscribe via QR Code.



Society 5.0 Festival

Historically technology driven innovation has largely shaped our development as humans and society. The invention of making fire, the wheel, agriculture and industry has brought us much to be grateful for: we have become wealthier, older and healthier.

The most recent technological revolution, the information society, also coined as Society 4.0, added far reaching digitization with promises of more equality, freedom, democracy and wealth. But in addition to the great progress that all technological revolutions have brought, the undesired and often unforeseen consequences also become increasingly clear and urgent. It is time to change the dynamic and instead start with asking ourselves the question what we want a sustainable society that centers around the human scale and public values, should look like, and how smart, digital technology could help us build it.

During the Society 5.0 Festival, we asked designers, artists, policymakers, researchers, teachers and students to join each other in exploring answers to exactly that very question.

Martijn de Waal was a festival curator, working on the theme of Digital Public Spaces, in close collaboration with the Digital Public Spaces Programme from the City of Amsterdam.



2023

December 15, 2023 – Human Values for Smarter Cities organised two workshops during de **ThingsCon Conference Un/Intended on Reponsbile Sensing and on Repairing Smart City Tech.**

November 25, 2023 – Jaz Hee-jeong Choi was an **invited speaker for panel discussion and book launch at Croatian Pavilion at 18th International Architecture Exhibition – La Biennale di Venezia.**

November 24, 2023 – Jaz Hee-jeong Choi gave **presentation on Drifting with Feral Data in Artistic Research**, at Academy of Fine Arts Prague, Czech Republic. **on Computational Culture and the Challenges of Research and Knowledge Production**, at Academy of Fine Arts Prague, Czech Republic.

November 24, 2023 – Jaz Hee-jeong Choi was an **invited speaker for panel discussion on Computational Culture and the Challenges of Research and Knowledge Production**, at Academy of Fine Arts Prague, Czech Republic.

November 17, 2023 – Linda Vlassenrood hosted a **roundtable discussion on Huis van de Toekomst** at the Stadmakerscongres, Rotterdam.

November 15, 2023 – Martijn de Waal hosted and participated in **workshop Scaling Material Urban Commons Research Project** Amsterdam.

November 12, 2023 Mirjam Vosmeer organised the workshop **Narrative Perspectives and Embodiment in VR**, at the ICIDS conference in Kobe, Japan.

November 3, 2023 – Jaz Hee-jeong Choi gave **keynote lecture on More-than-Human Knowledge and Data in Artistic & Practice-based Research**, at Uroboros Festival, Czech Republic.

November 2023, Mirjam Vosmeer **presented the paper VR for Diversity, The Seven Lives of a Research Project** at the ICIDS conference in Kobe, Japan.

November 2023 Mirjam Vosmeer gave a **final presentation on VR for Diversity** at Immversive Tech Week in Rotterdam.

October 22, 2023 – Tessa Steenkamp designed and **presented the provocatype The Camera Car Fair / The Fair Camera Car**, at Dutch Design Week Eindhoven, at Society 5.0 festival Amsterdam, and at TH/NGS 2023 un/intended consequences in Rotterdam.

October 21, 2023 – Angella Mackey was an **Exhibitor of “Solar Ears”** at Design United 4TU exhibit called Ever-changing Relationships, at Dutch Design Week, Eindhoven.

October 11, 2023 – Jaz Hee-jeong Choi was part of the **Discussion Panel: Just Digital Life**, at Relating Systems Thinking and Design Symposium

September 8, 2023 – Jaz Hee-jeong Choi was an **invited speaker** at Lancaster University, United Kingdom.

September 6, 2023 – Mike de Kreek presented workshop on **Blind efficiency or thoughtful improvisation? Scrutinizing urban technology in public space** at Society 5.0, Amsterdam.

September, 2023 – Tessa Steenkamp organised with Responsible Sensing Lab a **break-out session, ‘Camera Cars: from ethical framework to design features’**, at Innofestival, Amsterdam.

September, 2023 – Human Values for Smarter Cities organised a workshop together with Tom van Arman [Tapp], **“Responsible Senting Toolkit Safari & Workshop”**, at Marineterrein, Amsterdam.

August, 2023 – Human Values for Smarter Cities co-organised **ThingsCon Salon on Doing ethics in Smart City Tech**, in Amsterdam.

May 25, 2023 – Martijn de Waal Participated in **Workshop European Bauhaus Research Project Desire**, Amsterdam.

April 28, 2023 – Martijn de Waal Participated in Workshop **Failed yet successful: Learning from discontinued civic tech initiatives** at CHI Hamburg.

March 2022 – Mirjam Vosmeer gave keynote presentation at **GirlsDay**, HvA

February 22, 2023 – Martijn de Waal gave **Lecture Design Dilemmas for Digital Platforms**, Avanti Almere.

February 14, 2023 – Martijn de Waal was a **Panelist at Book Launch The Politics of Platformization**, Spui 25, Amsterdam.

February 2023, Mirjam Vosmeer **participated in an INDCOR workshop** at the University of Geneva.

February 2023, Mirjam Vosmeer **participated in an INDCOR workshop** at the World Economic Forum in Geneva.

January 18, 2023 – Martijn de Waal **Moderated at Book Presentation Citizen Empowerment Toolbox**, Pakhuis de Zwijger, Amsterdam.

2022

December 2, 2022 – Martijn de Waal performed a closing statement at **The Role of Play**. Valedictorian Symposium Ben Schouten. Eindhoven, TU Eindhoven.

November 21, 2022 – Martijn de Waal was an invited panellist at **Designing Cities for All: Building a Public Governance**. Amsterdam, Pakhuis de Zwijger <https://dezwijger.nl/programma/building-a-public-governance>

November 18-19, 2022 – Martijn de Waal took part in the **Launch event EIT Culture & Creativity Cologne**.

November 17, 2022 – Martijn de Waal was an invited speaker **Webinar Civic Interaction Design & The City as a Licence Online**, Design Informatics University of Edinburgh <https://www.designinformatics.org/event/di-webinar-martijn-de-waal/>

November 1-4, 2022 – Angella Mackey co-led a 4-day workshop with Oscar Tomico and Kristina Andersen at **ELISAVA Barcelona School of Design and Engineering & The Institute for Advanced Architecture of Catalonia (IAAC)**, Masters in Design for Emerging Futures [MDEF].

November, 2022 – Mirjam Vosmeer gave VR for Diversity, presentation at **Immersive Tech Week Rotterdam**.

October 23-24, 2022 – Tamara Pinos C. presented the Magic Monster, a prototype as part of her PhD research at **Toys4Therapy**.

October 2022, 13 – Martijn de Waal performed a **Closing Statement Society 5.0 Festival**. Amsterdam, Hogeschool van Amsterdam. <https://society5festival.com/>

Oct. 28, 2022 – Angella Mackey gave a talk and participated in a panel at the **Warming Up Festival**, All you want to know about SOLARPUNK event, Amsterdam.

October 6, 2022 – Martijn de Waal gave an invited presentation **Workshop Data Commons**. Humboldt Institute, Berlin.

October, 2022 – Mirjam Vosmeer presented the **ISMAR Tutorial: VR for Diversity**, Singapore.

Sep. 26, 2022 – Angella Mackey gave a talk at **The Solar Biennale**, PERSONAL LAB Workshop, New Order of Fashion, Eindhoven.

Sep. 22, 2022 – Angella Mackey gave a talk at the HvA, **Food for Thought Inspiratiesessie**.

Sep. 22, 2022 – Karel Millenaar gave a talk at the HvA, **Food for Thought Inspiratiesessie**.

Sep. 9, 2022 – Angella Mackey gave a talk and led a **Break-out Session at The Solar Biennale**, Het Nieuwe Instituut, Rotterdam.

August 2022 – Mirjam Vosmeer Keynote: **From Damsels in Distress to Gaymers in Control** at Pride University Amsterdam, Amsterdam.

June, 17 2022 – Martijn de Waal gave a **Conference presentation The City as a Licence** Beyond Smart Cities, Malmö

June, 10 2022 – Martijn de Waal gave an invited talk at **European Bauhaus / European Design Days** ERRIN. Brussel.

May, 13 2022 – Martijn de Waal gave an invited talk at **Platformexpeditie Zuid-Holland**, capacity building trajectory for civil servants working at Provincie Zuid-Holland on digital platforms.

May 11, 2022 – Martijn de Waal gave an invited Lecture **University of Palermo** Civic Interaction Design. Online.

May 2022 – Mirjam Vosmeer Keynote: **Metaverse Meetup**, at Amsterdam Municipality, Amsterdam.

May 2022 – Mirjam Vosmeer Keynote: **Meet me in the Metaverse**, at Branded Content Event Marketing Tribune, Utrecht.

May 2022 – Mirjam Vosmeer **INDCOR workshop Interactive Narrative Design for Complexity Representations**, Lisbon, Portugal [COST Action program].

April 2022 – Mirjam Vosmeer presented the Workshop: **Game Education in Pandemic Times**, at DIGRA, Krakow.

April 2022, Mirjam Vosmeer **participated in a Decolonial Thinking Workshop** at the University of Lisbon.

March 1, 2022 – Martijn de Waal gave an **invited lecture Meet the Jury: Civic Interaction Design - Examples from Amsterdam**. Leuven, KU Leuven. <https://www.kuleuven.be/digisoc/events/meet-the-jury-lecture-by-professor-martijn-de-wal7>

February 17, 25, 2022 – Angella Mackey gave two lectures at **Instituto Europeo di Design (IED)**, Masters in Design for Sustainable Fashion Technology [SFT]





LIVECAST Series: Designing for resource-sharing communities

As part of the **Charging the Commons** project, we organised a 3-part roundtable series titled, *Designing for resource-sharing communities* (2023), where we talked about resource communities from different perspectives. The events took place at Pakhuis de Zwijger and were also livestreamed via their website.



LIVECAST Series: Designing for Neighborhood Resilience

As part of the **From Prevention to Resilience** project, we have organized a three-session LIVECAST series '*Designing for Neighborhood Resilience*' (2022), where we explored design perspectives in which social and ecological issues are addressed in an integral way. This series was organized in close collaboration with Luisa Bravo from City Space Architecture, and included a session at the Architectural Biennale in Venice.



Imagining the Unimaginable

How can we give more direction to (future) use, design, and applications of new technologies in public space, so that we can be less surprised by unintended consequences? To answer this question the **Learning Community Urban IxD** issued an open call for students and professionals to design "provocatypes" (provocative + prototype) based on speculative scenarios. A magazine was published and presented at the 'Imagining the Unimaginable' event, where speculative thinkers, urban planners and engaged citizens were invited to explore how we can plan our future together.





PROFESSIONAL FIELD
EVENTS

2023

- December 8, 2023 – Jaz Hee-jeong Choi co-organised the **workshop Performing Feral AI Aesthetics**, at National Gallery Prague, 2023 Uroboros Festival, and Fotograf 2023, Prague, Czech Republic.
- October 31 & November 1, 2023 – Marije ten Brink and CMD colleague Michel Alders organised **Workshop ‘Creative Research Mapping’**, at Society 5.0 Festival, Amsterdam.
- October 31 & November 1, 2023 – Marije ten Brink was co-curator (with Marije de Haas) for the Speculative Futures Track at Society 5.0 Festival, Amsterdam. <https://society5festival.com/>
- October 25, 2023 – Angella Mackey organised the **workshop: Solar Soundwalk**, at Dutch Design Week, Eindhoven.
- September 27, 2023 – Co-organizer of workshop **Becommoning European Placemaking Week Straatsburg**.
- July 4-5, 2023 – Co-organizer of **Symposium & Workshop | Critical city-making: exploring design approaches for imagining smart urban futures**. In collaboration with the Urban Interfaces Research Group at Utrecht University, as a ‘leerbijeenkomst’ in the SPRONG programme Verbeelding in Transitie. <https://urbaninterfaces.sites.uu.nl/critical-city-making/>
- June 14, 2023 – Co-organizer of **Symposium Natura Data Narratives: What urban digital art can contribute to climate engagement?** With Public Art Lab Berlin, Toronto / Online, Media Architecture Biennale http://rixc.org/en/home_/0/988/
- March 22, 2023 – Co-organizer **Workshop Human Values for Smarter Cities Mozfest 23** Amsterdam.
- February 16, 2023 – Co-organizer **Community of Practice Meeting Resilient Public Spaces** online event.
- January 26, 2023 – Co-Organizer **Break Out Session Design Dilemmas & Digital Platforms** Dutch Blockchain Coalition event on Energy Communities & Sustainable Supply Chains.

2022

November 21, 2022 – Co-organizer of the webinar **Building Resilient Neighborhoods in the post-Covid city: Bridging Social and Ecological Perspectives**, in collaboration with City Space Architecture and Environmental Design Research Association.

October 13-14, 2022 – **Society 5.0 Festival** – Martijn de Waal was the curator for the programme line Digital Public Spaces. <https://society5festival.com/programme/>

September 6, 2022 – Co-organizer of **Designing for Neighborhood Resilience. Bridging the divide. Amsterdam**, Pakhuis de Zwijger <https://dezwijger.nl/programma/bridging-the-divide>

March 31, 2022 – Co-organizer of **Designing for Neighborhood Resilience: Neighborhood resilience in practice**. Amsterdam, Pakhuis de Zwijger <https://dezwijger.nl/programma/neighborhood-resilience-in-practice>

March 9-10, 2022 – Martijn de Waal hosted workshop **Scaling Material Urban Commons** with Viktor Bedo – Critical Media Lab Basel / at HVA



PUBLICATIONS



2023

- Boon, Boudewijn, Suurenbroek, F., & De Waal, M. [2023]. *Public Spaces and Urban Resilience: State of affairs in Dutch cities and exploring human and non-human perspectives*. Amsterdam University of Applied Sciences.
- Boon, Boudewijn, De Waal, M., & Suurenbroek, F. [2023]. *Human/Non-Human Public Spaces: Designing for resilient urban neighborhoods*. Amsterdam University of Applied Sciences.
- de Waal, Martijn. [2023]. How is Media Architecture Vektored? In I. Callender & A. Dell'Aria (Eds.), *Provocations on media architecture*. Set Margins' publications.
- de Waal, Martijn, & Karskens, Jorgen. [2023]. *The Whole System in the Room. Naar een ontwerpende aanpak voor maatschappelijke opgaven: Lessen uit bestaande programma's*. Clicknl.
- de Waal, Martijn [2023: 19 februari] 'Digitale modellen en de kunst van het weglaten' [Recast](#)
- de Waal, Martijn [2023: 5 maart] 'Wooncoöperaties, energiecollectieven en broodfondsen' [Recast](#)
- de Waal, Martijn [2023: 19 maart] 'Doe zelf normaal, of: waarom responsible tech niet genoeg is' [Recast](#)
- de Waal, Martijn [2023: 2 april] 'Hoe mediakunst de wereld vormgeeft en waarom dat belangrijk is' [Recast](#)
- de Waal, Martijn [2023: 30 april] 'Sorry, self-driving car' [Recast](#)
- de Waal, Martijn [2023: 28 mei] 'We ontwerpen technologie mét bewustzijn en ontzielen de levende natuur. Goed idee?' [Recast](#)
- de Waal, Martijn [2023: 10 september] 'Met hart hoofd en hand. Hoe ontwerpers bij kunnen dragen aan maatschappelijke opgaven' [Recast](#)
- de Waal, Martijn [2023: 5 november] 'Making Strange: hoe eenb katten-utopia ons kritisch laat nadenken over AI' [Recast](#)
- de Waal, Martijn [2023: 26 november] 'Critical City Making: kritisch nadenken over design en smart cities' [Recast](#)
- Dolejšová, M., Choi, H. J., Botero, A., & Chewie [2023]. Feral Drifting with Lonja Wetlands: Fragments of More-than-Human Cohabitation. In I. Mitrović, M. Roth, & T. Čerina (Eds.), *Designing in Coexistence*

– *Reflections on Systemic Change* [pp. 195]. Croatian Architects' Association. <https://www.sameasiteverwas.hr/feral-drifting-with-lonja-wetlands-fragments-of-more-than-human-cohabitation/>

The Production of Public Values through Digital Platforms. Interview with Martijn de Waal. [2023]. In Cristofari, Gianmarco, *The Politics of Platformization: Amsterdam Dialogues on Platform Theory*. Institute of Network Cultures.

Waag Society in collaboration with Amsterdam University of Applied Sciences [2023] *Responsible Business Model Canvas for Digital Public Spaces*.

2022

Interview with Martijn de Waal [2022] in: Ben Schouten et al. ed. *The Civic Empowerment Toolbox*. Action Design for Urban futures. Amsterdam: Jap Sam Books

Karpinski, Tara; Michel van Dartel; Inte Gloerich; Angella Mackey; Martijn de Waal; Gabriele Ferri; & Nazli Cila [2022] *Artist Statement: Tara Karpinski —Ener-geyser* in: *ISEA Symposium Archives*

Pop, Susa & Martijn de Waal [2022] 'Connecting People and Places: Why Culture-led Urban Developments are necessary for Resilient Cities' In: *The next renaissance: culture and creativity shaping Europe*. Paris: Odile Jacob.

Vosmeer, M. [2022] Wat moeten we met de metaverse? Het antwoord is aan ons – en niet aan 'big tech'. Available online at: <https://www.designdigger.nl/2022/10/21/longread-wat-moeten-we-met-de-metaverse-dat-moeten-wij-zelf-bepalen-en-niet-big-tech/>

de Waal, Martijn [2022: 25 January] '6 design dilemmas to address when setting up digital platforms for resource communities' *Shareable*

de Waal, Martijn [2022: 23 September] 'Designers als change agents: op zoek naar duurzame toekomstvisies, nieuwe rollen en innovatieve prototypen.' *Recast*

de Waal, Martijn [2022: 6 October] 'Wat als geld programmeerbaar wordt?' *Recast*

de Waal, Martijn [2022: 20 October] 'DESIGN & JOURNALISTIEK IN EEN 'POST-NEWS'-WERELD' *Recast*

de Waal, Martijn [2022: 10 November] 'Steden ontwerpen met algoritmes: van master builder naar master framer' *Recast*

de Waal, Martijn [2022: 20 November] 'Technologisch burgerschap als ontwerpogave' *Recast*

de Waal, Martijn [2022: 4 December] 'Digitale soevereiniteit. Hoe organiseren we de zeggenschap over ons online leven?' *Recast*

de Waal, Martijn [2022:18 December] 'Kunnen digitale platformen de impact van urban commons vergroten?' *Recast*

PROFESSIONAL FIELD

CONSULTING



Researchers at the Civic Interaction Design Research group are regularly invited to consult on external projects, or take part in expert sessions, round tables or policy recommendation think tanks. In the past year we have discussed our themes with amongst others:

- City of Amsterdam Digital Public Space Programme
- Nowhere Utrecht
- Studio Monnik
- Het Nieuwe Instituut
- Gebiedonline
- Arcam
- UN Studio
- Rabobank
- Ymere
- City of Things
- Buurteams

Interviews

Martijn de Waal was interviewed for the books:



[The Politics of Platformization – Amsterdam Dialogues on Platform Theory](#)

Cristofari, G. (2023)



[The Civic Empowerment Toolbox](#)

Schouten, B., et al. (2022)

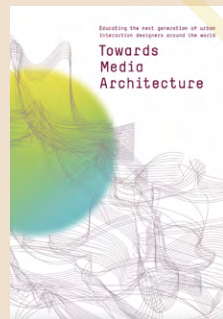
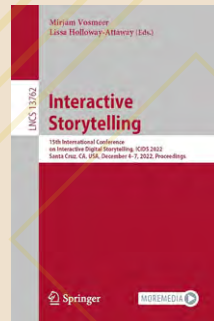
04

Academic Field



ACADEMIC FIELD

PUBLICATIONS



2023

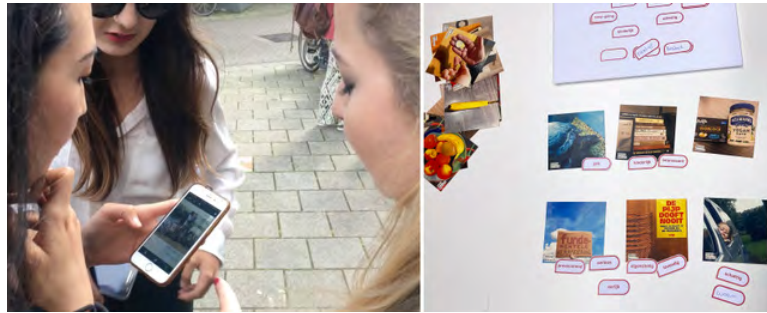
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- Fredericks, J., Caldwell, G. A., Tomitsch, M., Haeusler, M. H., Colangelo, D., Waal, M. de, Fatah gen. Schieck, A., Foth, M., Hespanhol, L., Hoggenmüller, M., & Tscherteu, G. [2023]. *Media Architecture Compendium Vol. 2. Concepts, methods, practice*. Avedition.
- de Kreek, Mike, Alfrink, Kars, De Waal, M., Kortuem, Gerd, Turel, Thijs, Visser, Bart, & Samson, Laurens. [2023, October 9]. When “doing ethics” meets public procurement of smart city technology – an Amsterdam case study. *IASDR 2023: Life-Changing Design*. IASDR 2023: Life-Changing Design. <https://doi.org/10.21606/iasdr.2023.520>
- Mackey, A., Vallejo De La Guarda, M., Tomico, O., Wakkary, R., Nachtigall, T., & De Waal, M. [2023]. Becoming Solar: Towards More-Than-Human Understandings of Solar Energy. *Temes de Disseny*, 39, 248–269. <https://doi.org/10.46467/TdD39.2023.248-269>
- Nirschl, Maximiliane, Boon, Boudewijn, de Waal, Martijn, & Löwgren, J. [2023]. Media Architecture for Neighborhood Resilience. *Media Architecture Biennale 2023. MAB 23*, Toronto.
- Perkis, A., Bellini, M., Nisi, V., & Vosmeer, M. S. [2023]. Interactive Narrative Design for Representing Complexity. In *COST Action 18230 – Interactive Narrative Design for Complexity Representation (INDCOR - https://indcor.eu)*
- Tomor, Z., & de Waal, M. [2023, October 9]. ‘Becommoning’: A design-framework for the initiation of new commons. *IASDR 2023: Life-Changing Design*. <https://doi.org/10.21606/iasdr.2023.381>
- Vosmeer, M. [2023]. VR for Diversity. The Seven Lives of a Research Project. In L. Holloway-Attaway, & J. T. Murray (Eds.), *Interactive Storytelling - 16th International Conference on Interactive Digital Storytelling, ICIDS 2023, Proceedings* (pp. 175-183). [Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics); Vol. 14383 LNCS]. Springer Science and Business Media Deutschland GmbH. https://doi.org/10.1007/978-3-031-47655-6_11

2022

- Andaloro, B., M. de Waal & Frank Suurenbroek [2022] 'ADAPTIVE PUBLIC SPACES Exploring digital transition for social and environmental benefit' in: *Agathon – International Journal of Architecture, Art and Design*. 12. Pp. 68-75. doi.org/10.19229/2464-9309/1262022
- Brink ten, M., Witschge, T., Bredeweg, B., & Schouten, B. [2022]. Designing for self-awareness: Supporting students' reflexive interactions based on photos. *ACM International Conference Proceeding Series*, 161–170. <https://doi.org/10.1145/3527927.3532807>
- Fisher, J. A., Vosmeer, M., & Barbara, J. [2022]. A New Research Agenda: Writing for Virtual Reality Interactive Narratives. In *International Conference on Interactive Digital Storytelling* (pp. 673-683). Springer, Cham.
- Gualtieri, G., Boon, B., Suurenbroek, F., de Waal, M., Andaloro, B. & Schramkó, S. [2022] 'Challenges of the Covid-19 pandemic and design responses in public space: Towards strategies for resilient post-Covid cities.' In: *Proceedings of the International Conference on Changing Cities V: Spatial, Design, Landscape, Heritage & Socio-economic dimensions*. Gospodini, A. (ed.). Volos: Laboratory of Urban Morphology & Design, Department of Planning and Regional Development, University of Thessaly, p. 980-989.
- Heijmen, N. & Vosmeer, M. [2022]. Final Fantasy VII Remake: In *Search of Queer Celebration*. DIGRA conference.
- Leslie, S., Vosmeer, M., Sterrenburg, C., Maimenscu, A., Catibovic, D., & Matsjitadze, O. [2022, April]. VR for Diversity: A Virtual Museum Exhibition about LGBTIQ+. In *CHI Conference on Human Factors in Computing Systems Extended Abstracts* (pp. 1-4).
- Schramkó, S., Boon, B., Gualtieri, G., de Waal, M., Suurenbroek, F. & Andaloro, B. [2022]. 'Design framework for neighbourhood resilience: combining human and other-than-human perspectives into an integrated approach' In: *Space for species: redefining spatial justice: book of abstracts*. AESOP, p. 717-718
- Vosmeer, M. & Holloway-Attaway, L. [Eds.]. [2022]. *Interactive Storytelling: 15th International Conference on Interactive Digital Storytelling, ICIDS 2022*, Santa Cruz, CA, US, December 2022, Proceedings. Springer International Publishing.

- de Waal, M., Arets, M. [2022]. 'From a Sharing Economy to a Platform Economy: Public Values in Shared Mobility and Gig Work in the Netherlands.' In: *Česnuitytė, V., Klimczuk, A., Miguel, C., Avram, G. [eds] The Sharing Economy in Europe*. Palgrave Macmillan, Cham. https://doi.org/10.1007/978-3-030-86897-0_11
- de Waal, M., Ferri, G., Gloerich, I., Vines, J. & Elsdén, C. [2022] 'The City as a Licence.' In: *Beyond Smart Cities Conference*: Malmö 16-17 June 2022.

PHD TRACK



Facilitating Reflexivity in Design Education with *PhotoReflexivity*

Researcher: Marije ten Brink

Student reflexivity can be enhanced when design students take and discuss self-made photos with each other. However, photo-related activities in education are not utilised to their full potential. This doctoral research introduces *PhotoReflexivity* as an approach to unlock this potential, by encouraging students to share and interpret self-made photos. It consists of mobile technologies as well as instruments for collaborative use in the classroom. Next to practical artefacts, the research contributes by offering clear definitions of reflexivity and related concepts, a framework and practical steps to scaffold the reflexive process in education, along with design recommendations for reflexivity support. Ultimately, *PhotoReflexivity* is positioned as a pedagogical approach for fostering reflexivity, crucial for preparing students for their roles as responsible and autonomous design professionals. The research is conducted at the Amsterdam University of Applied Sciences (AUAS) and the Technical University Eindhoven (TU/e).



Toys4Therapy - Designing Smart Toys for Health

Researcher: Tamara Pinos Cisneros

Pediatric occupational and physical therapy exercises often turn out to be uninviting due to its repetitive nature, therefore patients struggle with executing them in the home environment. The intent of this research is to study how already used muscle therapies for children with cerebral palsy can be complemented with playful and engaging interactions that increase motivation supported by behavioural change techniques (BCTs). For this, Cisneros is focusing on new technologies, like smart toys (interactive & connected), that can provide personalised hand therapy while improving the play experience, providing the therapists with relevant data and encouraging children to exercise more at home. This research provides an important opportunity to advance the understanding of motivation and playfulness in therapy assisted by new technologies. This is a PhD project executed in collaboration with the 'Digital Society School', the Civic Interaction Design lectorate and the Digital Life Centre in the Amsterdam University of Applied Sciences, the 'University of Twente' and 'Roessingh Rehabilitation Centre'.

05

Collaborations



COLLABORATIONS

NETWORKS



2023

- Mirjam Vosmeer – **Member of Meta Reality Labs Advisory Council** (December 2022 - current)
- Mirjam Vosmeer participated in the **Meta 2023 Privacy Flyout**
- Mirjam Vosmeer – Reviewer for **European Commission Media Program** (February 2023 - current).
- Mirjam Vosmeer - Member of **Expert Network World Economic Forum** (March 2023 – current).
- Martijn de Waal was part of the **Board of Advisors** Media Architecture Biennale 2023 (Toronto)
- Martijn de Waal was part of the **Advisory Committee Scaling Material Urban Commons Research Project** Critical Media Lab FHNW University of Applied Sciences and Arts Northwestern Switzerland Academy of Art and Design.
- Martijn de Waal is **Program council member** Centre of Expertise Creative Innovation
- Martijn de Waal was **Committee Member Innovatielabs**, Funding programme for innovation labs organized by Clicknl & Stimuleringsfonds.
- Martijn de Waal is **involved (in consortium with Public Art Lab) of the EU KIC / EIT Culture & Creativity**
- CivicixD's Raak-MKB Circulate project was a case study for a SIA-commissioned report on the impact of applied research <https://regieorgaan-sia.nl/nieuwsoverzicht/onderzoeksrapport-doorwerking-van-praktijkgericht-onderzoek/>
- Martijn de Waal, Mirjam Vosmeer and Marjolijn Ruyg joined the **Academische Werkplaats Extended Reality & de Publieke Ruimte**, a network and policy think tank organized by the City of Amsterdam.
- Martijn de Waal was a **member of the Jury for the HvA 'Onderzoek van het Jaar'-prijs**
- Martijn de Waal is part of a **HvA-working group on the 'Commons'**, organized by the CoE Just City

2022

- Mirjam Vosmeer – **Workshops Virtual and Augmented Reality Industrial Coalition** (European Union, November 2021-March 2022) <https://digital-strategy.ec.europa.eu/en/policies/virtual-and-augmented-reality-coalition>
- Mirjam Vosmeer – **Program Chair: International Conference for Interactive Digital Storytelling** (Santa Cruz, December 2022)
- Mirjam Vosmeer – **is member of the COST Action program INDCOR - Interactive Narrative Design for Complexity Representations** (2020-2024).
- Martijn de Waal was invited by Clicknl to do a **consultancy trajectory for the development of a new Research through Design programme** answering to the wish expressed in het 'regeerakkoord' to involve creative industries in addressing societies' wicked problems.
- Martijn de Waal was part of the **Board of Advisors** Media Architecture Biennale 2023 (Toronto)
- Martijn de Waal was part of the **Advisory Committee Scaling Material Urban Commons Research Project** Critical Media Lab FHNW University of Applied Sciences and Arts Northwestern Switzerland Academy of Art and Design.
- Martijn de Waal is **Program council member** Centre of Expertise Creative Innovation
- Martijn de Waal was **Committee Member Innovatielabs**, Funding programme for innovation labs organized by Clicknl & Stimuleringsfonds.
- Martijn de Waal was **invited for residency at Museum of Public Space Bologna** In April 2022, to explore themes such as commoning and public space.
- Martijn de Waal contributed as a **Founding Partner (in consortium with Public Art Lab) of the EU KIC / EIT Culture & Creativity**

VISITING SCHOLARS

Malcolm McCullough

is a lifelong design professor and writer, and recently helped to create America's first undergraduate degree in urban technology at the University of Michigan's Taubman College of Architecture and Urban Planning. As a part of a longer sabbatical writing project "Active City Reading", he visited for a month in 2023, to witness Amsterdam's wide range of projects in civic interaction design, especially for neighborhood resources, and provided fresh questions to emerging projects.

Lina Khalfallah

visited from University of Algiers 1 to exchange knowledge with our team of researchers, to gather relevant insights for your ongoing PhD research titled "The digital transformation of mobility in the service of new cities development in Algeria" supervised by Dr. Haraoubia Imene. She visited for two weeks during the Spring of 2023.

Bianca Andaloro

visited from Università di Palermo (Italy) to work on her PhD research, in which she investigates the theme of resilience through adaptive architecture and digital systems. She contributed to the 'From Prevention to Resilience' research project.

FROM OUR PARTNERS

“ Civic IxD functions as a thought leader on how society is developing, influenced by digital technology. The research group has a strong network in the creative industries, and spots national and international opportunities to form coalitions to take on societal challenges. By applying design and creative methodologies in the structure and approach of projects developed by such coalitions, Civic IxD functions as a strong example on how applied research is meaningful and creates effects.
– *Gijs Gootjes (Co-Founder & Strategy Director, AUAS – Digital Society School)* ”

“ The project of *Transition-Scapes* has contributed to a more interdisciplinary perspective on designing the future area of the Haven-Stad. By organizing workshops with a mixed team of architects, programmers, and audiovisual designers, the scope of the spatial issues in the area has been widened.
– *Daphne Bouman (Programme Creator, ARCAM)* ”

“ We are very happy to collaborate with Civic IxD to create inspiring events and workshops within the ThingsCon conference. We have a long relationship with Martijn de Waal as co-curator of smart city sessions, and we are now deeper involved via both the *Charging the Commons* and the *Human Values for Smarter Cities* research projects.
– *Iskander Smit (Initiator & Co-organiser, ThingsCon)* ”

“ Civic IxD design practice is not looking from the outside in, but the inside out – with designers who embed within communities to truly understand which issues are at play.
– *Tara Karpinski (Researcher, Caradt – Situated Art & Design)* ”

“ The Master Digital Design frequently collaborates with the Civic IxD, particularly on student projects. These projects serve as valuable demonstrations to students, highlighting the important role of designers in applied research. Specifically, they underscore the significance of envisioning potential futures and their consequences, thereby influencing the trajectory of ongoing research endeavors.
– *Marije de Haas (Head of Programme, AUAS – Master Digital Design)* ”

“ The Human Values for Smarter Cities project is a key project for my company Tapp, because as a smart city architect, I need to know how technologies like AI can help and not harm our future cities.
– *Tom van Arman (Director & Founder, Tapp)* ”

“ Civic IxD has given us valuable input in several stages of the scan car co-creation project: preparing the tender, writing a participation plan, setting up the citizens panel and currently in setting up design sessions.
– *Evelien Zengerink (Computer Vision Team – City of Amsterdam)* ”

06

Civic IxD

in the

Media



2023

July 5, 2023 – Interview with Angella Mackey for the national newspaper, **Angella Mackey laadde haar telefoon een jaar lang op met zonne-energie. 'Ik kreeg een hele andere relatie met de zon'**, Trouw, The Netherlands. <https://www.trouw.nl/duurzaamheid-economie/angella-mackey-laadde-haar-telefoon-een-jaar-lang-op-met-zonne-energie-ik-kreeg-een-hele-andere-relatie-met-de-zon~b287c9cf/>

June 20, 2023 – HvA news article mentions student projects developed as part of VR for Diversity, **Studenten laten ongehooorde verhalen uit koloniale verleden horen**, HvA-FDMCI nieuws, The Netherlands. <https://www.hva.nl/faculteit/fdmci/gedeelde-content/nieuws/nieuwsberichten/2023/06/ongehoorde-verhalen-van-het-koloniale-verleden-vertellen-met-mode-tech-en-design.html>

April 4, 2023 – Interview with Mirjam Vosmeer, **Hoezo, 'mannenberoepen'? HvA opent haar deuren op Girls Day**, HvA-FDMCI nieuws, The Netherlands. <https://www.hva.nl/appliedai/faculteit/fdmci/nieuws/nieuwsberichten/2023/04/girls-day.html?origin=OcFcLaN9RcS7Fn4a2v9qTg>

2022

November 7, 2022 – Interview with Angella Mackey for online magazine, **The Emperor's New Clothes**, The Otter, Maddy Mahoney, Canada, <https://theotter.ca/theemperorsnewclothes-png/>

November 4, 2022 – Interview with the **Podcast-serie Nederland Verbouwt in 7 vragen** van de Raad voor de leefomgeving en infrastructuur. www.rli.nl/podcast

October 3, 2022 – Interview with Jeroen Junte for **EEN TOEKOMST WAARIN NIET TECHNOLOGIE MAAR DE MENS CENTRAAL STAAT** <https://www.hva.nl/kc-fdmci/gedeelde-content/nieuws/nieuwsberichten/2022/10/society-5.0-festival-toont-toekomst-waar-niet-technologie-maar-mens-centraal-staat.html>

August 20, 2022 – iBestuur refers to our book The Platform Society in an article **Platform? What Platform** <https://ibestuur.nl/podium/platform-what-platform>

July 7, 2022 – HvA news article about Jan Hoogkamer's BA thesis on an app with stories for LGBTQ+ youth, 'GIDE', which was supervised by Mirjam Vosmeer: **Student Jan Ontwerpt App die je helpt bij gendervraagstukken** <https://www.hva.nl/faculteit/fdmci/gedeelde-content/nieuws/nieuwsberichten/2022/07/cmd-student-jan-hoogkamer-ontwierp-app-die-jongeren-steunt-bij-zoektocht-naar-gender.html>

May 31, 2022 – Raul Gschrey mentions our **Design Dilemma's Canvas in a report on the Ulreka lab**: Urban Commons in Helsinki <https://urcommons.eu/2022/05/31/commoning-during-the-first-bij/>

April 19, 2022 – Mirjam Vosmeer was interviewed by the Volkskrant for the article: **Een maand in de metaverse: zijn we hier getuige van de grote nieuwe tech-doorbraak?** <https://www.volkskrant.nl/wetenschap/een-maand-in-de-metaverse-zijn-we-hier-getuige-van-de-grote-nieuwe-tech-doorbraak~b1354f1a/>

March 17, 2022 – HvA news article about Beate van Garderen's BA thesis on an app to practice pronouns, *Talking Pronouns*, which was supervised by Mirjam Vosmeer: **Genderneutrale voornaamwoorden moeilijk? Deze app helpt je** <https://www.hva.nl/faculteit/fdmci/gedeelde-content/nieuws/nieuwsberichten/2022/03/genderneutrale-voornaamwoorden-oefen-je-met-deze-app.html>

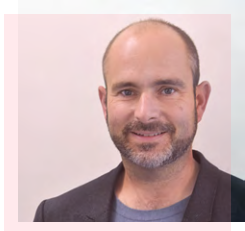
March 2, 2022 – The Platform Society is referenced in the blog post **De digitale netwerksamenleving (update)** by Marco Derksen. <https://koneksa-mondo.nl/2022/03/02/de-digitale-netwerksamenleving-update/>

February 10, 2022 – HvA news article about VR for Diversity's VR experience 'Amelia's Dream': **VR-ervaring 'Amelia's Dream' Stelt Seksisme aan de kaak** <https://www.hva.nl/faculteit/fdmci/gedeelde-content/nieuws/nieuwsberichten/2022/02/vr-ervaring-bij-hogeschool-van-amsterdam-stelt-seksisme-aan-de-kaak/>

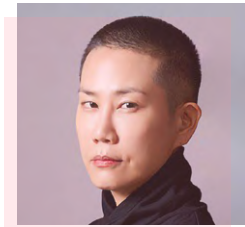
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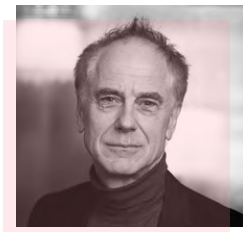




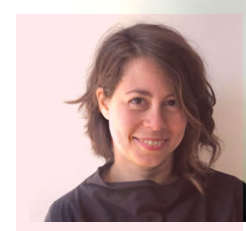
Martijn de Waal is a lector (professor) leading the research group of Civic Interaction Design. He has a background in journalism, media studies and practical philosophy, and is now exploring the connection between these disciplines and the field of design. Martijn holds a PhD from the University of Groningen, MA degrees in Media Studies and Cultural Studies from the University of Amsterdam. His research focus is on the relation between digital media and public space, with a specific interest in civic media and digital placemaking. Key publications include *The Platform Society* (Oxford University Press, 2019), with José van Dijck and Thomas Poell), *The Hackable City* (Springer, 2019), co-edited with Michiel de Lange and *The City as Interface* (NAi010 Publishers, 2014).



Jaz Hee-jeong Choi is an Associate Professor in Civic Interaction Design at the Amsterdam University of Applied Sciences. Their transdisciplinary research and practice situate 'care' at the core of transformational encounters in different settings ranging from cities as complex cyberphysical networks to forests as moving creatures. They build on this to explore how radical transformation can materialise care-fully through creative-critical engagements.



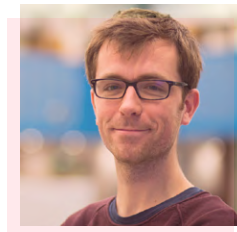
Ben Schouten and his work focus on play and design for social innovations, citizen empowerment and culture. He has worked as a Full Professor of Playful Interactions in Smart Environments at Eindhoven University of Technology and as Lector of Play & Civic Media Research at Amsterdam University of Applied Sciences as well as a lecturer at the Utrecht School of Art and Technology (HKU) in Interaction Design and Gaming.



Cristina Ampatzidou is a researcher and curator with a background in Architecture and Urbanism focusing on co-creative and participatory design processes, and the affordances of new media and digital technologies, particularly serious games, for sustainable urban futures.



Anders Bouwer has a background in Artificial Intelligence and Computer Science (PhD, University of Amsterdam). His research interests include A.I., intelligent user interfaces, interactive learning environments, music computing, procedural content generation and live game design. Between 2014 and 2019, he was project leader and researcher for the RAAK-MKB projects Automated Game Design and Live Game Design. Currently, he leads the DGA Gaming Fieldlab project Didactics-Driven Development, and is researcher for the project A Prototyping tool for Card Game Design.



Boudewijn Boon is a design researcher with a background in product design, industrial ecology, and interaction design research. He holds a PhD from the Delft University of Technology, where he also worked as a postdoctoral researcher. He was a senior researcher in the project 'From Prevention to Resilience', led by the Spatial Urban Transformation Research Group and Civic Interaction Design.



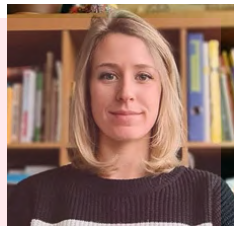
Morgana Braga is the communication's manager at the Civic Interaction Design Research Group. She has a multidisciplinary background in architecture/urbanism, arts/culture and exhibition design. She is passionate about all forms of art, design, and storytelling.



Marije ten Brink Marije ten Brink has a background in design and worked in the field of interaction design and visual design for over 15 years. She is also an experienced lecturer at the Communication & Multimedia Design department at AUAS and develops courses about design and design research. She coordinates the minor program Creative Research. Currently, she is finishing her PhD research on the design, evaluation and understanding of 'PhotoReflexivity', a pedagogical approach to facilitate students reflexivity.



Gabriele Ferri was senior researcher at Civic Interaction Design, as well as head of program at the M.Sc. Digital Design. He is currently Assistant Professor [Systemic Change, Industrial Design], at TU Eindhoven. Combining his interests in playful and ubiquitous interactions, speculative design, and location-based experiences, Gabriele pursues a research agenda focusing on the social, cultural and political consequences of digital design. Previously, he was employed at Indiana University, University of Modena and Reggio Emilia, and University of Bologna, where he obtained a Ph.D. in Semiotics



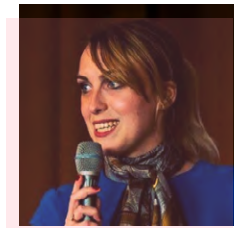
Giulia Gualtieri is an architect, urban planner and researcher, specialized in community-driven development and participatory design. She is currently a PHD Candidate at TU Eindhoven, and she is involved in diverse projects from urban co-creation with and for vulnerable communities. At Civic IxD, she contributed to the project 'From Prevention to Resilience'.



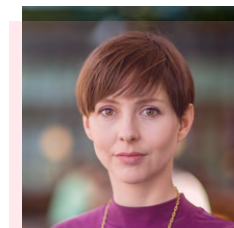
Jorgen Karskens is the project manager and developer at the Civic Interaction Design research group. He is a cultural sociologist with wide-ranging experience within the cultural sector: grant and policy making, research, governance, funding and business direction of cultural institutions.



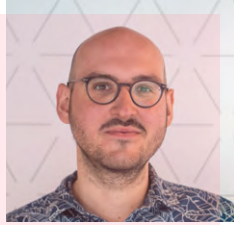
Mike de Kreek is an action researcher in the project Human Values for Smart Cities which runs from 2022 to 2026. The project is based on the promise that smart city technologies could bring a higher quality of life and more efficiently managed cities. However, various ethical challenges in implementing these technologies, require revisiting our design processes. Mike's focus lays on civic participation and engagement in articulating, making and evaluating of smart city technologies.



Sky Leslie is a consultant and researcher on various topics centered around Diversity & Inclusion initiatives, as well as Virtual Reality & Mixed Reality. Having done a BA degree in International Studies to increase understanding of international and intercultural perspectives on change-making, she then continued my studies with a Masters in Gender Studies, with a certificate on Feminist Mediastudies of Migration: European Discourses and Lived Experiences. From there she started her own company as a Diversity & Inclusion consultant. At Civic IxD, Sky contributed to the VR for Diversity project.



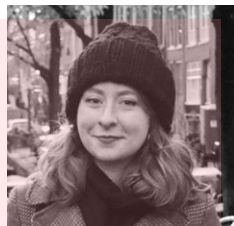
Angella Mackey is a design researcher at the AUAS Civic Interaction Design and Fashion Research & Technology groups, where she also teaches at the Masters of Digital Design programme. She holds a doctorate degree from the Eindhoven University of Technology as a Marie Skłodowska-Curie doctoral fellow with the ArCInTex ETN. Since 2008, Mackey's design and research practice has interrogated technologies in relation to bodies in art, fashion, research and commercial contexts, working with first-person research methods to understand our intimate complex relationships to them.



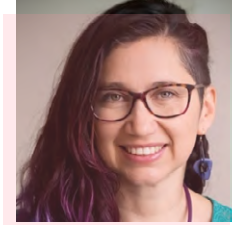
Wouter Meys holds a bachelor's degree in electrical engineering and a master's degree in information science. Starting his career with education and research roles in the creative industries, he subsequently held various managerial positions in applied research settings. At Civic IxD he has worked as a research coordinator and programme manager. He strives to effect change through the quintuple helix model – via the engagement of art, design, and technology.



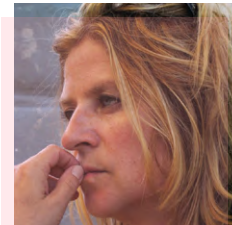
Karel Millenaar is a game designer and visual designer with more than 10 years of design experience. With his company FourceLabs he has designed games and playful interactions for big commercial companies like Philips and Corio, but also for cultural institutes such as the university museum Utrecht. His design experience varies from playful installations to board games and video games and everything in between. At the lectorate he applies his experience to augment research projects with designs and prototypes. He also lectures design related courses and occasionally mentors project groups at ICT.



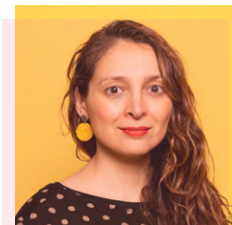
Pamela Nelson is a maker, designer and researcher with a background in textile design and digital design. Before joining the AUAS, Pamela worked in the textile industry as art worker and designer in both Ireland and New York. She holds an MSc in Digital Design from the Amsterdam University of Applied Sciences and a BDes in Textile Design at the National College of Art and Design, Ireland.



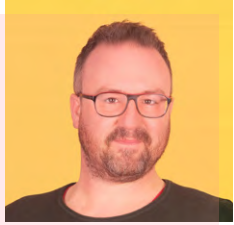
Tamara Pinos Cisneros is a PhD candidate in the 'Civic IxD' and 'Digital Life' research groups and the University of Twente. Her research focuses on the use of smart toys and playfulness to motivate children with disabilities to do physical therapy. She is also a teacher at the Digital Society School and at Communication & Multimedia Design at AUAS where she researches and teaches the use of new technologies for creative applications. She has a BA in Computer Engineering from the Pontifical Catholic University of Ecuador and a MSc in Media Technology from Leiden University with more than 15 years of experience as a software developer.



Marjolijn Ruys is a designer, researcher and lecturer. She is Senior Lecturer of the Learning Community Urban Interaction Design at the Amsterdam University of Applied Sciences. She has a Bachelor's degree in Graphic Design from Gerrit Rietveld Academy and a Master's degree (MSc) in Media Technology from Leiden University. From the early nineties she worked as interaction designer on several new media projects (e.g. The Digital City Amsterdam, Ars Electronica Austria, Stedelijk Museum Amsterdam). Her research is mainly in the field of Urban Interaction Design and the future of the digital city.



Monserrat Vallejo likes to create daring, provocative or fun interactions with people and between people, especially to discover what is not easily revealed. Her educational background has been primarily in Arts and Design, which allowed her to discover that the impact in human interactions, physical, digital or hybrid.



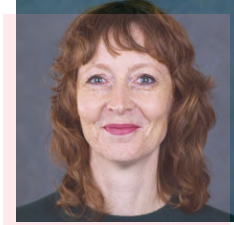
Luis Rodil Fernandez is an artist, teacher and coder with a mixed background in computer science, fine arts and composition. His autonomous work is concerned with the impact that technologies have on cognition, civil society and the human body, with particular emphasis in movement and embodied interfaces. In addition, he is a Lecturer in Interaction Design at the Amsterdam University of Applied Sciences Master Digital Design, and he is also a researcher in the Transition-Scapes project.



Tessa Steenkamp is a design researcher in the project Human Values for Smarter Cities, which runs from 2022 to 2026. The project addresses the use of image recognition in public space. How could these algorithms be designed and communicated, in such a way that a wider public is aware of, and engaged in, their deployments? Tessa will explore these questions through designing digital and spatial experiments, applied to real-life use cases.



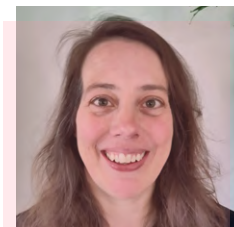
Mirjam Vosmeer is a senior researcher at the Civic Interaction Design Research Group. She holds a Masters degree in the field of psychology and a PhD degree from the University of Amsterdam, focusing on Videogames & Gender. She has worked as a professional script writer and editor for Dutch soap operas and short telefilms. Mirjam received RAAK MKB grants for her research projects Storytelling for 360 Media and VR for Diversity, and she has presented workshops, keynotes and presentations on storytelling for VR at conferences all over the world. Her research on VR focuses on interaction, user experience and narrative design. She is supervisor for bachelor students at the Communication & Multimedia Design department and PhD supervisor for VR projects at the Norwegian Film school.



Linda Vlassenrood is an independent curator and researcher whose mission is to facilitate understanding and discussion of complex urban issues in stimulating ways. She is the lead researcher of the Transition-Scapes project and is currently also conducting PhD research on Dutch urban planner Jakoba Mulder [1900-1988] at the Technical University of Eindhoven. She teaches, has authored and co-authored numerous publications, and is in demand as speaker in the Netherlands and abroad.



Zsuzsanna Tomor works as a researcher at the Civic Interaction Design Research Group, particularly engaged in the practice-oriented research project 'Charging the Commons'. Zsuzsanna has a background in human geography, urban planning, public administration and organisation sciences. She holds a Ph.D. from the Utrecht University School of Governance, addressing technology-enabled collaboration between citizens and local states in the cities of Utrecht, Glasgow, and Curitiba [dissertation title: *Smart Governance in Practice*].



Micky van Zeijl works as design researcher at the Civic IxD Research Group. She's a liaison between the research project Charging the Commons and education. In addition she works as lecturer at the department of Communication and Multimedia Design at the Amsterdam University of Applied Sciences. She develops and teaches courses in Design Ethics, Critical Making, Speculative Design and Digital Fabrication. She is an enthusiastic maker and thinker and loves to inspire students to combine theory and philosophy with their applied (digital) design work.

COLOPHON

Civic Interaction Design is an interdisciplinary research group at the Amsterdam University of Applied Sciences. Together with students, designers, technology developers, policy makers, academic researchers and citizens, we explore how design & technology can contribute to civic life: the numerous interactions through which people in a society come together to strive towards collective well-being.

The Amsterdam University of Applied Sciences (AUAS) is a knowledge institution. It offers 64 BA-programmes, 22 MA-programmes and 12 AD-programmes to 48.000 students. With its research projects, headed by 65 professors, the university directly contributes to innovations in the professional field. These projects tackle urban issues through a solution-focused research, primarily in the Amsterdam metropolitan area.

At AUAS, research, education and the professional field come together in five Centres of Expertise in which students, researchers and professionals work together to contribute to societal challenges and missions. At Civic Interaction Design we are closely allied to the CoE Creative Innovation, and have also collaborated with the CoE's Just City, Economic Transformation and City Net Zero.

The AUAS is internationally well-networked with more than 250 partner institutes across 50 countries. AUAS is also a founding member of the European network of higher education institutions, U!REKA.

Civic Interaction Design

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www.amsterdamuas.com

Website & Newsletter

www.civicinteractiondesign.com

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