

NordDesign 2016 - Session Overview

First author	Title	Session
Abram, Laura	Crisis Situations in Engineering Product Development: Elaboration of Principles for effective Crisis Solving	Methodology: General Applications II
Albers, Albert	15 Years of SPALTEN Problem Solving Methodology in Product Development	Methodology: Special Applications II
Ali, Faheem	The 'Nordic Approach' and how it may support Design for Sustainability	Design for Sustainability
Andersen, Emil	What Captures Gaze in Visual Design? Insights from Cognitive Psychology	Design, Emotion & Philosophy II
Angell, Sigrid Kjosavik	The significance of secondary user experience when designing for medical diagnostics	Healthcare & Welfare Design II
Arnarsson, Ívar Örn	Towards big-data analysis of deviation and error reports in product development projects	Methodology: General Applications II
Aschehoug, Silje Helene	Design Driven Innovation in Clusters	Innovation Through Value Chains
Bavendiek, Ann-Kathrin	Supporting Collaborative Design by Digital Tools – Potentials and Challenges	Collaboration & Creativity I
Baxter, Weston	Exploring a human-centred design of possessions	Design, Emotion & Philosophy I
Begnum, Miriam E. N.	Exploration of User-Centered Agile Development Practices	Methodology: Special Applications I
Berg, Arild	Material innovation: case studies of tangible working material in technology, art and design	Collaboration & Creativity II
Bitzer, Michael	Product Lifecycle Management – How to adapt PLM to support changing product development processes in industry?	Product Architectures & Modularity
Bligård, Lars-Ola	ACD ³ - a new framework for activity-centered design	Methodology: General Applications I
Bruse, Florian	Cooperation between large companies and start-ups: the access to drive disruptive innovation	Innovation Through Value Chains
Bækkelie, Maria K. E.	Service design implementation for innovation in the public sector	Service Design
Chahin, Abdo	An approach for using the FMEA and Network-Theory for the development of a novel rotation piston engine	Methodology: General Applications I
Dahl, Martin	Post Purchase Experience - A Multidisciplinary Review	Design, Emotion & Philosophy II
Dong, Andy	A model of product-induced pain	Design, Emotion & Philosophy I
Dordlofva, Christo	Opportunities and Challenges for Additive Manufacturing in Space Applications	Methodology: Special Applications I
Ericson, Åsa	Place innovation: using design thinking in live cases	Design Thinking
Eroğlu, Ilgim	A Study On Correlation Between Brand Identity Integrity And Innovation Capabilities	New Product Development I
Flores Ituarte, Iñigo	3D printing and applications: academic research through case studies in Finland	Additive Manufacturing
Fossland, Alexander Jayko	The Best Way to Predict the Future is to Design It	Design, Emotion & Philosophy II
Grønneberg, Inty	Organizational Principles Oriented to Maximize Innovative Ideas of Blue-Collar Employees in Manufacturing	Collaboration & Creativity II
Hansen, Poul Kyvsgaard	Engineering Case Method Applied in Teaching Modularization Management	Educational Perspectives II
Hapiz, Hana	The understanding of emotion as an assistive tool for designers in the early stages of design activity.	Design, Emotion & Philosophy I
Hasbullah, Sarah W.	Textile Pattern for Different Looks	Design, Emotion & Philosophy II
Heck, Johannes	Quantifying Characteristics of Iterations in the Fuzzy Front End of Product Development Processes	Methodology: Special Applications II
Henriksson, Fredrik	Student-Developed Laboratory Exercises - An Approach to Cross-Disciplinary Peer Education	Educational Perspectives II
Honold, Clemens	Planning and developing Adaptive Buildings require methodical support	Systems Design
Howell, Bryan	Introducing New Design Disciplines Into a Traditional Industrial Design Program	Educational Perspectives II
Hua, Min	From linear to systemic: an integrated design solution for sustainable household consumption in Iceland	Design for Sustainability
Häger, Franziska	Time Management Practice in educational Design Thinking Projects	Design Thinking
Hölttä-Otto, Katja	Guidelines for Finding Lead User Like Behavior for Latent Need Discovery	Design Thinking
Jensen, Matilde Bisballe	Investigation of the priming affect of material, challenge formulation and warm-up phases in soft prototyping sessions	Human Interaction Prototyping I
Jerkku, Martti	Self-efficacy in product development student teams - what shapes students' perceived self-efficacy	Design Thinking
Juuti, Tero	NPD Risk Management with Experiential Learning Oriented Method	New Product Development II
Kaspar, Jerome	Cross-Component Systematic Approach for Lightweight and Material-Oriented Design	Product Architectures & Modularity
Kattwinkel, Daniela	Analysis of existing approaches for the support of planning processes within new product development projects	New Product Development II

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Kersten, Wouter C.	A multi-context design approach for a portable ultrasound device	Healthcare & Welfare Design I
Kim, Jisun	A pilot study into users' anxiety in the London Underground network environments (for the purpose of re-designing safety information)	Service Design
Kirjaainen, Senni	Framing activities and the co-evolution of products and operations in new ventures	New Product Development I
Kohl, Markus	Safety-oriented Modular Function Deployment	Methodology: General Applications II
Kriesi, Carlo	Experimental Studies in Design Science and Engineering Design Science – A Repository for Experiment Setups	Human Interaction Prototyping I
Kuchinke, Lisa-Marie	New Conceptual Approaches in the Orthopaedic Knee Brace Supply	Healthcare & Welfare Design I
Kvelland, Live M. L.	Is the 'user' term adequate? A design anthropology perspective on design for social welfare services	Healthcare & Welfare Design I
Kößler, Johannes	Supporting SysML model generation in early phases of the development process	Systems Design
Leopoldino, Kleudson	Factors that contribute to collective creativity development in organizations	Collaboration & Creativity I
Link, Sandra	Including product designers in the consideration of resource criticality – an approach from a business perspective	Methodology: Special Applications I
Lynch, Matthew	Educating entrepreneurs in practical methods with design practices as a guide	Educational Perspectives I
Lønvik, Siri	Achieving Readiness for Change for Successful Implementation of Service Design Projects: Learning from Change Management	Service Design
Meyer, Sebastian	Enhancing Early Mobile Application Prototype Testing: Requirements analysis through interviews and a System Design	Human Interaction Prototyping II
Neumann, Marc	Risk-oriented development of innovative products: a model-based approach	New Product Development I
Nielsen, Brita Fladvad	Designing the Humanitarian Innovation lab	Design for Sustainability
Ottosson, Stig	Some Experiences from Using 3D-printing in the Modelling of a New Product	Additive Manufacturing
Porathe, Thomas	Human-Centred Design in the Maritime Domain	Human Interaction Prototyping II
Reuse, Daniel	The Challenges of Different Roles with Engineering Knowledge	Collaboration & Creativity II
Richter, Timo	A Framework for Integrated Product Architecture Design	Systems Design
Ruele, Victor	Exploring the potential for cultivating a culture of creativity and innovation in industrial design and technology undergraduates students	Educational Perspectives I
Salminen, Pauli	Concept selection, design methods and validation for fuel cell system thermal insulation applications operating in high temperatures	Methodology: General Applications I
Sanai, Roozbeh	Trade-offs Among System Architecture Modularity Criteria	Product Architectures & Modularity
Sangholt, Martin Skarbø	Service Design in Digitization of Governmental Services	Service Design
Sankowski, Olga	Avoiding Fall Related Injuries in Older Adults – An Interdisciplinary Design Approach	Healthcare & Welfare Design II
Schranzer, Marcus	Preparing design students for the real world: Assessing the Interdisciplinary Group Project at the Salzburg University of Applied Sciences	Educational Perspectives II
Schulte, Kjersti Øverbø	Improving Innovation Culture by Demonstrator Design	Collaboration & Creativity II
Sen, Dibakar	Sanitary Napkin Wearing Aid for Women with One Functional Hand	Healthcare & Welfare Design II
Sjöman, Heikki	Development of a Wearable System to Capture Team (n>2) Interactions in Engineering Design Teams	Human Interaction Prototyping II
Slåttsveen, Kristoffer	Increasing student confidence and motivation in a project-based Machine Construction and Mechatronics course	Educational Perspectives I
Stark, Camilla Gwendolyn	Collaborative Mentorship Methods in Design Education	Educational Perspectives I
Stocker, Johannes	Development of market-oriented architectural standards by means of standardized vehicle layouts	Product Architectures & Modularity
Stoffels, Pascal	Integrated Development Process of Products and Production Systems	Product Architectures & Modularity
Svela, Katrine Øverlie	Communicating Empathic User Insights	Design, Emotion & Philosophy I
Tan, James	Concept Design Trade-Offs Considering Performance Margins	Methodology: Special Applications II
Tronvoll, Sigmund A.	Test Environments in Engineering Design: A conceptual study	Human Interaction Prototyping I
Turbovich, Zuk N.	Personal 3D-Printing: A Remapping of the Relationship between Product Designers, Products and Users	Additive Manufacturing
Tuulos, Tiina	Creating a home for experiential learning – a case study of an interdisciplinary product development course	Educational Perspectives II
Utz, Andreas	Design for Logistics: Development of a Process Model	Innovation Through Value Chains
Walter, Benjamin	Selecting appropriate tools for synchronous communication and collaboration in locally distributed product development	Collaboration & Creativity I
Weidmann, Dominik	Open Organization in Engineering Design	Innovation Through Value Chains
Weiss, Alon	'What Ideality Tool' (The WIT) for Product Design Briefs Fusion and Confluence in Design Management	Design for Sustainability

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Weiss, Florian
Wilberg, Julian
Wulvik, Andreas
Ziegler, Ute

Conception of a design catalogue for the development of functionalities with additive manufacturing
Proactive Cost Management: Integrating Use Phase Data to Reduce Uncertainty
Capturing Body Language in Engineering Design – Tools and Technologies
Design Interventions in a Psychiatric Ward – Systems Theory Concepts in Design Practice

Additive Manufacturing
Methodology: General Applications I
Human Interaction Prototyping II
Healthcare & Welfare Design I