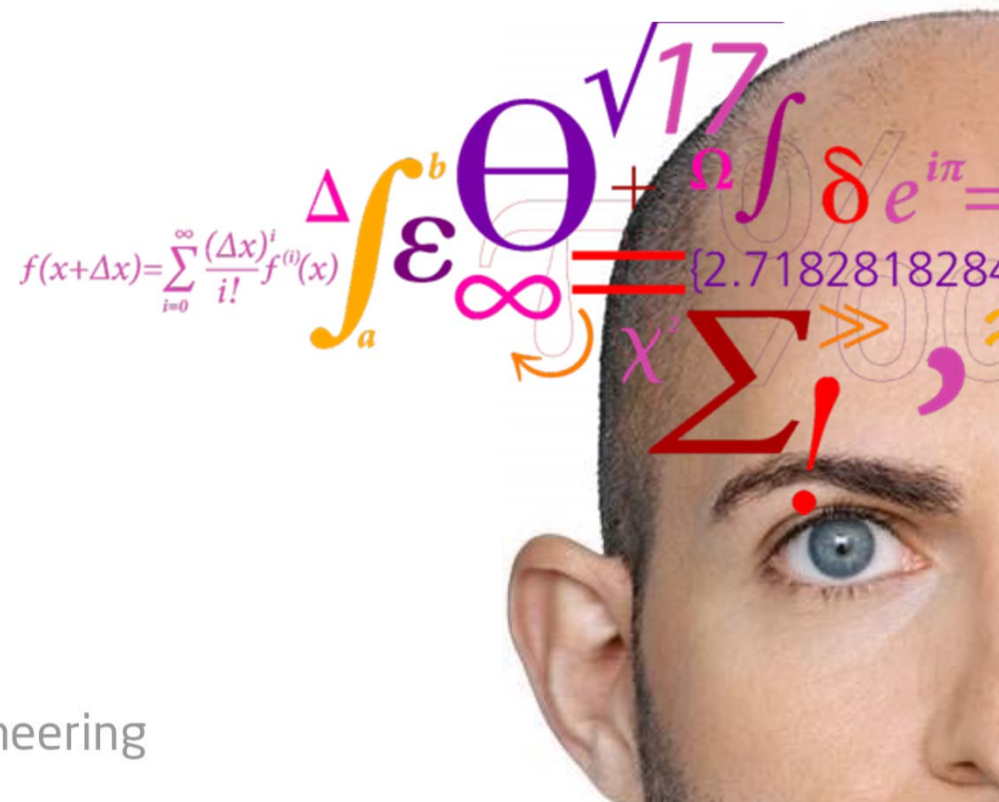


WORKSHOP DESIGN RESEARCH: 10 YEARS ON

International Design Conference – DESIGN16 – 16.5.16

Professor Anja Maier
Technical University of Denmark

amai@dtu.dk



Contextualising

THE WORLD WE LIVE IN

Megatrends and Technology Trends



INTRODUCTION	4
—	
- Considering the future	4
- The RESEARCH2025 process	5
- Outline of this brochure	6
MEGATRENDS	10
—	
- Growing, migrating, and ageing: The 21st century human population	10
- The water, energy, food and climate nexus: Time for joined-up thinking	17
- The changing geo-economic and geopolitical landscape	24
- A moving frontier: How digitalisation will drive economies and shape the ways we work	33
- Wealth, health and knowledge: The great global divide?	40
TECHNOLOGY TRENDS	49
—	
- The Internet of Things	50
- Big data analytics	52
- Artificial intelligence	54
- Neurotechnologies	57
- Micro and nano satellites	59
- Nanomaterials	61
- Additive manufacturing	63
- Advanced energy storage technologies	65
- Synthetic biology	67
- Blockchain	70
RESEARCH SYSTEM TRENDS	73
—	
REFERENCES	79
—	

<http://ufm.dk/en/publications/2016/an-oecd-horizon-scan-of-megatrends-and-technology-trends-in-the-context-of-future-research-policy>

HUMAN(ITY)
TECHNOLOGY
DATA
SOCIETY
SYSTEM INTEGRATION

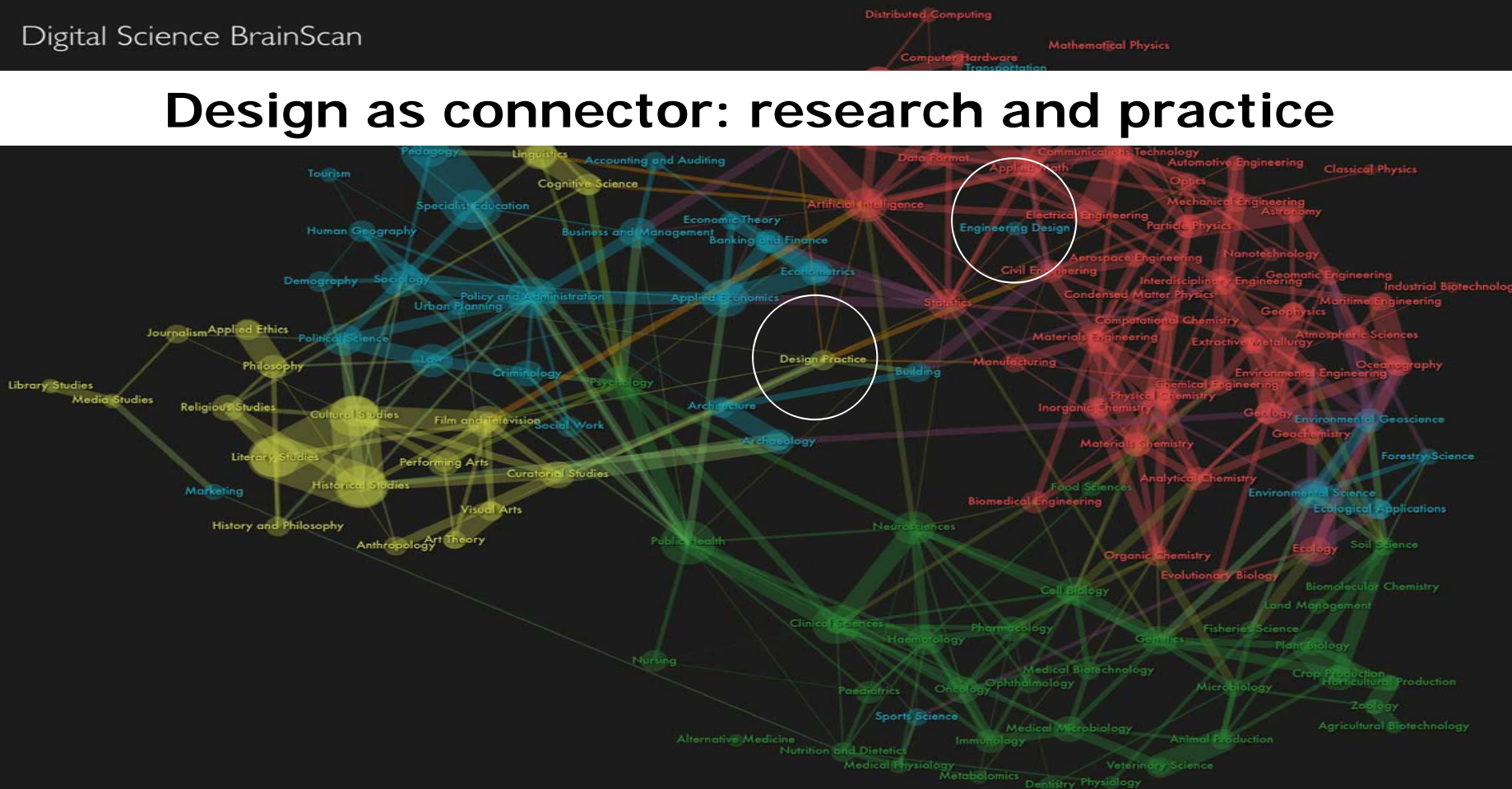
Design Research

ROLES

Design research tackling societal challenges



Design as connector: research and practice



Impact case studies REF 2014. <https://www.timeshighereducation.com/news/brain-scan-reveals-impact-links-between-disciplines>; Accessed May 2016.

Design research active role for the future of humanity

**Design research to move
to articulating what it can offer and do well
to linking process to performance outcomes
(success science)
to taking an active role
in creating the future of humanity**

Preliminary summary: Design Research in 2026

ROLES

- DESIGN RESEARCH TACKLING SOCIETAL CHALLENGES
- DESIGN RESEARCH AS CONNECTOR BETWEEN FIELDS
- DESIGN RESEARCH FOR CREATING THE FUTURE OF HUMANITY

- ARTICULATING WHAT IT CAN OFFER AND DO WELL
- LINKING PROCESS TO PERFORMANCE OUTCOMES : SUCCESS SCIENCE

Design Research

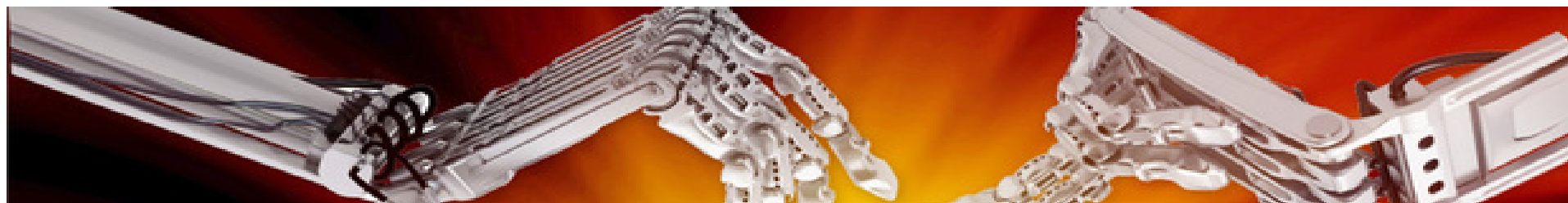
THEMES



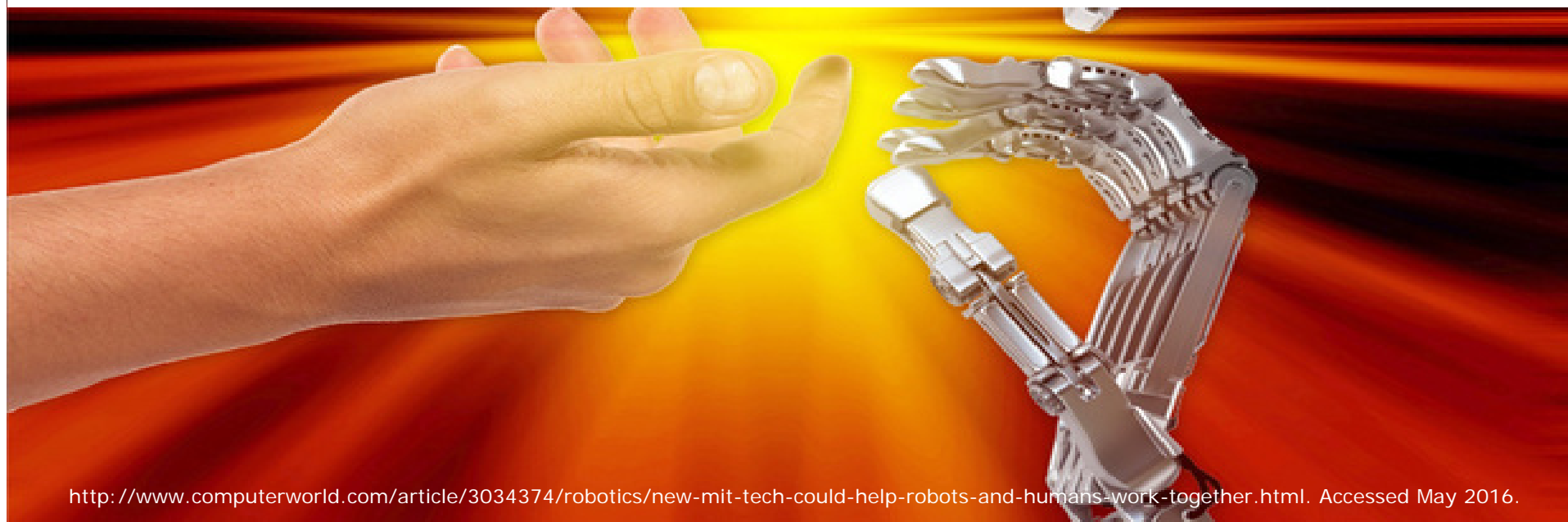
Reasoning, visualisations, decision-support: Data-driven human intelligence



<http://www.bangalorean.net/2015/10/human-intuition-to-be-replaced-by-data-965458.html>. Accessed May 2016.



Collaboration, interaction: Designing for human-robot-teams working together



<http://www.computerworld.com/article/3034374/robotics/new-mit-tech-could-help-robots-and-humans-work-together.html>. Accessed May 2016.



System integration

e.g. smart, inclusive, connected, co-ordinated
care, transport, energy ...

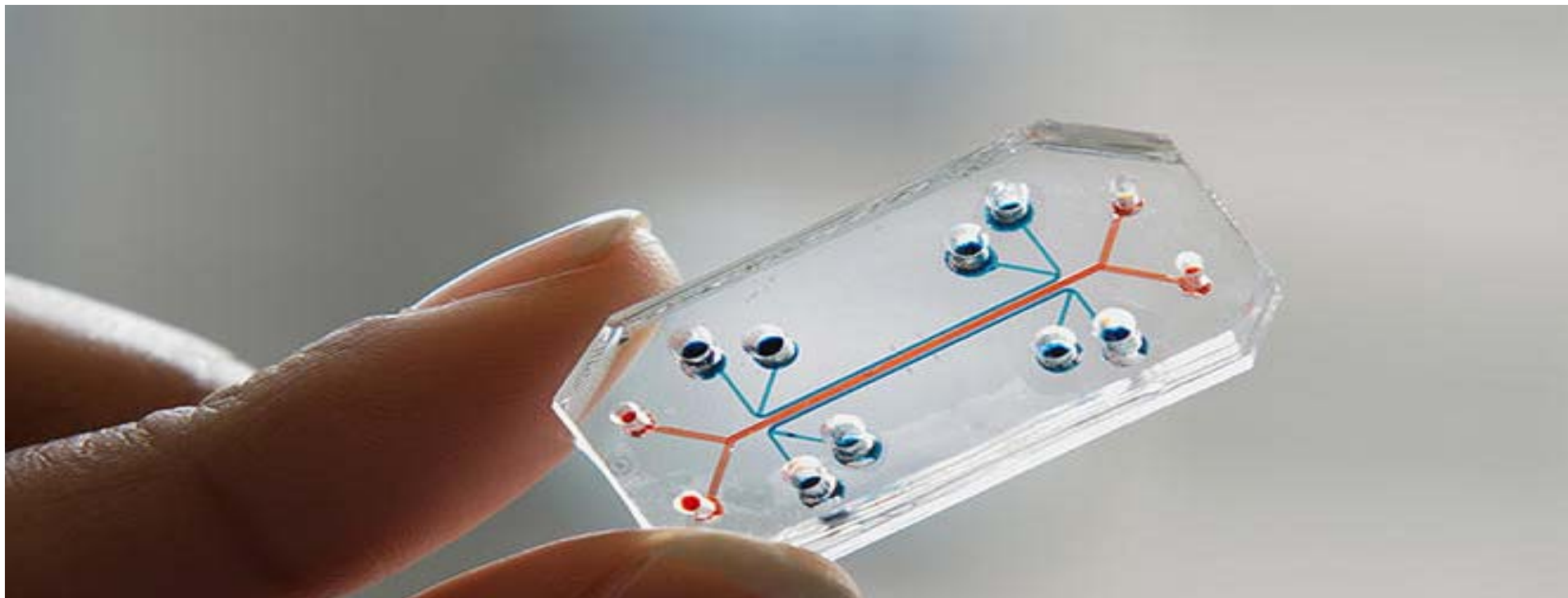


Bringing a systems perspective to, e.g. healthcare





Bringing a systems perspective to, e.g. policy



Designing for the very small: The coming human body on a chip

<http://www.fastcoexist.com/3033574/the-coming-human-body-on-a-chip-that-will-change-how-we-make-drugs>. Accessed May 2016.



Designing for the very large: Large scale infrastructure projects



<http://blog.willis.com/2012/09/prevention-is-the-best-cure-in-the-brazilian-construction-market>. Accessed May 2016.



Designing for the very far: Outer space

<http://www.architecturaldigest.com/story/nasa-mars-human-habitat-competition>. Accessed May 2016.

Preliminary summary: Design Research in 2026

ROLES

- DESIGN RESEARCH TACKLING SOCIETAL CHALLENGES
- DESIGN RESEARCH AS CONNECTOR BETWEEN FIELDS
- DESIGN RESEARCH FOR CREATING THE FUTURE OF HUMANITY
- ARTICULATING WHAT IT CAN DO WELL AND OFFER
- LINKING PROCESS TO PERFORMANCE OUTCOMES : SUCCESS SCIENCE

THEMES

- REASONING, DECISION-SUPPORT, HUMAN INTELLIGENCE
- COLLABORATION (E.G. HUMAN-ROBOT-TEAMS)
- SYSTEM INTEGRATION AND BRINGING SYSTEM PERSPECTIVE
- NEW AREAS OF STUDY: VERY LARGE, VERY SMALL, VERY FAR

Design Research

MODES

Some thoughts on how we conduct design research forward

- Simulation, design of experiments, big data & thick data
- Using new technologies to inform research and design practice, live research, sensor data for condition monitoring, observations and predictions, behavioural patterns
- Citizen science and crowd research

Some thoughts on design research dissemination

- **Do we need to 'get out there' more ?**
 - Social media? Tweets?
 - Open access/Open science
- **Do we need to 'dialogue' more ?**
 - Different ways of holding our conferences?
 - Full conference papers, really?



Summary:

Design Research in 2026

ROLES

- DESIGN RESEARCH TACKLING SOCIETAL CHALLENGES
- DESIGN RESEARCH AS CONNECTOR BETWEEN FIELDS
- DESIGN RESEARCH FOR CREATING THE FUTURE OF HUMANITY
- ARTICULATING WHAT IT CAN DO WELL AND OFFER
- LINKING PROCESS TO PERFORMANCE OUTCOMES : SUCCESS SCIENCE

THEMES

- HUMAN INTELLIGENCE, REASONING, DECISION-SUPPORT
- COLLABORATION (E.G. HUMAN-ROBOT-TEAMS)
- SYSTEM INTEGRATION AND BRINGING SYSTEM PERSPECTIVE
- NEW AREAS OF STUDY: VERY LARGE, VERY SMALL, VERY FAR

MODES

- OF RESEARCH:
SIMULATION, EXPERIMENTS, SENSOR DATA, CITIZEN SCIENCE
- OF DISSEMINATION: CONFERENCES WITH ABSTRACTS ONLY?

Anja M Maier

Professor, PhD

Head of Engineering Systems Division

Technical University of Denmark

Department of Management Engineering

Produktionstorvet

DK-2800 Kgs. Lyngby

<http://www.es.man.dtu.dk>

amai@dtu.dk

<http://tinyurl.com/AnjaMaier-DTU>

Room: 424,119

Tel.: +45 4525 6045

Technical University of Denmark





Advanced production technologies, digital engineering: From digital, virtual to physical

<http://blogs.monografias.com/calidad-y-gestion/tag/planificacion-de-mantenimiento/>. Accessed May 2016.