Data-objects: materialising digital information for discourse and cognition

GWILT, Ian

Available from Sheffield Hallam University Research Archive (SHURA) at:
http://shura.shu.ac.uk/10435/

This document is the author deposited version. You are advised to consult the publisher's version if you wish to cite from it.

Published version


Copyright and re-use policy

See http://shura.shu.ac.uk/information.html
This conference will explore the role of interactive and digital art in healthcare environments. It will reflect on the principles of design in health and consider the potential of digital innovations to empower individuals and revolutionize healthcare experiences.

Supported by The Dr Mortimer and Theresa Sackler Foundation

10.00 -10.30 Registration and coffee

10.30 Welcome Matilda Pye, Department of Learning, V&A
Introduction Melanie Lenz, Department of Learning, V&A

10.45 Playful Design in Healthcare
Dr. Emmanuel Tsekleves (Senior Lecture in Design Interactions, Lancaster University)

11.10 Session One: The role of interactive and digital art in healthcare
Distraction through Interaction
Elie Lakin, (Senior Designer, Jason Bruges Studio)
CW+ Digitally enhancing the hospital environment
Trystan Hawkins and Christina Peumalu, (Art Director & Digital Projects Officer, Chelsea and Westminster Health Charity)
Psychologies of Interaction: How can curated exhibitions of digital art, design and creative practice encourage more social approaches to the issue of mental health?
Vanessa Bartlett, (Curator and Researcher at UNSW Art & Design, Sydney)
Chair: Clive Parkinson, (Director of Arts for Health, Manchester Metropolitan University)

12.25 Session Two: Designing digital environments for health - reconciling isolation and connectivity
OpenWindow - Creating a 'virtual window' to reduce hospital anxiety, depression & isolation
Denis Roche and Professor Shaun McCann (Artist and Director of Vivartes, Research Fellow of the National College of Art & Design, Dublin. Professor Emeritus of Haematology and Academic Medicine, St James's Hospital and Trinity College, Dublin)
Health and Care over a Distance
Andrea Taylor, (Research Fellow, School of Design, Glasgow School of Art)
Chair: Jonathan West, (Research Fellow, Helen Hamlyn Centre for Design Royal College of Art)

13.15 Lunch provided

14.15 Session Three: Innovation in product design and empowering individuals
Data-objects: materialising digital information for discourse and cognition
Ian Gwilt, (Professor of Visual Communications, Sheffield Hallam University)
 Peek - collaborative design for healthcare in low income settings
Stewart Jordan, ( Peek Vision)
An Internet of Soft Things: design for health and mental wellbeing
Sarah Kettley, (Senior Lecturer in Product Design, Nottingham Trent University)

Curating Health Technology: what’s new and why is it relevant?
Maria Blyzinsky (Curator of Health, Tech and You, Design Museum)

Chair: Mat Hunter (Chief Design Officer, Design Council)

16.00 Refreshments

16.30 Future Visions
Digital Innovation for the Future of Healthcare
Dr. Bethan Hughes (Innovations, Wellcome Trust)
What art and design cannot do for ‘new’ technology for healthcare
Sabine Wildevuur (Head of Programme Healthcare, Waag Society)

17.10 Closing Remarks

17.30 End

17.30-18.30 Networking session and drinks reception
Participants include:
Bidean http://bidean.co.uk/
BioBeats http://biobeats.com/
CW+ Chelsea+Westminster Health Charity
http://www.cwplus.org.uk/
Denis Roche Double
GO Create! Great Ormond Street Hospital http://www.gosh.nhs.uk/
National Museums Liverpool, House of Memories
Peek Vision http://www.peekvision.org/
Shift http://www.shiftdesign.org.uk/products/biofeedback-video-game/
TeamBruise http://www.teambruise.com/

All programmes very occasionally subject to change without warning.