

# PROGRAM

Times in:

(GMT -04:00) Atlantic Time (C)

[Overview](#) [Speakers](#) [Social](#)

## THANK YOU!

The call for proposals is closed.

Please check back in mid-November for announcements about our official program.

Applicants can expect to hear back if they were selected on or around 30 October 2020.

If you wish to submit to the 2020 Interaction Awards, the Call for Proposals is open until 31 October 2020. [Learn More](#)

We are proud to share that our submission pool was one of our most diverse yet, reflecting the global reach of our growing IxDA community.

Total: 374 submissions (65 workshops, 307 talks)

- 52% of submitters identify as women, and 7% as gender non-conforming, non-binary, or two-spirit
- 59 countries, and all continents except Antarctica
- 74% of submitters have never spoken at an IxDA event before
- 16 courageous submitters would be first-time speakers at a conference
- Our most popular theme with 37% of submissions is "New World to Design"

Politics. Pandemics. Economic disruption. Social injustices. Climate crises. Privacy wars. Deep fakes. Our theme, Design In Perilous Times, asks: "How do we destroy the poisonous paradigms seeping into all areas of our lives?"

WE SEEK TALKS, PANELS, SESSIONS, AND WORKSHOPS BY INDIVIDUALS FROM ALL WALKS OF LIFE. FROM WITHIN AND BEYOND THE SCREEN, WE WELCOME A WIDE SPECTRUM OF INTERACTION DESIGN INSIGHTS – ARCHITECTS, MANAGERS, ARTISTS, SERVICE DESIGNERS, COMMUNICATIONS EXPERTS, AND, OF COURSE, INTERFACE AND USER EXPERIENCE FOLX.

The Interaction 21 team is available to support all speakers with coaching and reviewing of presentations. You are welcome to present in the language of your choice, and we will provide translation as required. Talks will be live captioned.

### Anonymity

IxD21's online format has the unique affordance of allowing presenters to share their insights anonymously. We welcome proposals that would otherwise not be presented on stage - be they delicate, controversial or simply better understood when presented anonymously.

## THEMES

This year's key themes are yours to mix and match. And you don't have to be bound by them - freed from the traditional conference format, we are open to proposals exploring perils outside our suggested topics.

### #Design\_Economics

The free market changed us. As profit interests and rapacious billionaires colonize our data and infiltrate our digital and everyday spaces - privacy, trust, and truthfulness are in peril. We have become increasingly divided, disoriented and exploitable. How do we wrestle with the perils of profit in design?

### #NewWorld\_to\_Design

Triggered by Covid-19, and with climate change devouring ecosystems, societal inequalities are highlighted and we are in a state of emergency. This world of ours on fire is urging us to come together on local and global scales. Facing the situation with stoicism, we can but seize the opportunity afforded by these crises.

### #Dark\_Design

Aspects of our humanity are central to design. Sexuality, addiction, human flaws and desires are considered and oftentimes exploited. There isn't always a supply and demand - we engineer damaging sticky products for a premium. Enough laissez-faire, let's get down and dirty, and expose ourselves.

### #Designing\_Design

Good designers help others thrive by guiding them through perils. A strong community is united and organized - it's time we talk about unions. We are calling design leaders, and those in the trenches to arms. Let's gather around the fire and share our tales of success, sure, but mostly of failures, and lessons learned.

### #Future

Sci-fi and speculative fiction terrify and inspire us to dream up revolutionary possibilities with courage. To survive peril, we must wield design as creative defiance. We need to deeply unpack our assumptions and biases about prospects. Deconstruction is our scaffolding.

## FORMATS

We are seeking talks of different lengths to accommodate a variety of approaches and insights:

### Talks

#### 00:15:00

15 minute talks which expand on one straightforward use-case or concept;

#### 00:25:00

25 minute talks which trace a very rich, full-fledged and well articulated concept or historical walkthrough.

### Workshops

If you are driven by smaller groups and interactive exercises you are welcome to host a workshop.

We will have a mix of short (2h) and long (4h) workshops. From very practical activities with tangible outcomes to more visionary activities, always ask yourself what the participants would take away from your session, and of course if it's relevant to the larger conference theme.

### Roundtable

We are opening up the stage to roundtables or anti-conferences this year, aiming to engage the audience with one or many experts - that's you - who introduces a topic for around 10 minutes, and then hosts a discussion of either 20 or 50 minutes. Apply with your friends!

### 1 on 1 Mentorship

We are opening participation to experts who have time to give for juniors' mentorship. To participate, check the appropriate section in the submission form.

## HOW TO SUBMIT A PROPOSAL

### What happens after you submit your proposal

Your proposals are peer reviewed by members from the IxDA community - our selection committee. We review on the basis of quality, speaker experience, how well it aligns with the conference themes and other presentations, keeping in mind the overall aim: diversity of point of views.

Here are key dates for you to remember:

- Deadline for submitting the proposals: 25 September
- Selection confirmation: 30 October
- Full Program and Workshops announced: 16 November

### What's in it for you?

You will be in the position to shape the discourse of the Interaction Design community, and you'll have bragging rights for being among the first to be featured in this innovative format.

For each talk, you receive 1 free ticket for the conference and an honorarium (TBD). For each workshop, you get 50% of the proceeds from your workshop ticket sales and 1 free ticket for the conference.

You will also receive the technical assistance, instructions, support and recording material needed to ensure the highest possible production value for your segment.

### Anonymity details

Inspired by guidelines effective in Canadian journalism and law, IxD21 will grant anonymity for the following reasons:

- The information was only possible to obtain under the guise of confidentiality.
- The source's willingness to give a talk depends on anonymity.
- The information must be of public interest.
- The disclosure of identity may incur harm to the presenting party.

To submit anonymously, write us at [interaction21@protonmail.com](mailto:interaction21@protonmail.com) with the details of your talk, taking into consideration the details mentioned above. We'll get back to you at the latest on October 30th.

### Verification

Our design community's trust is the wind in IxDA's sails. IxD21 will conduct a thorough vetting process and will fact-check anonymous talks to ensure our sources' credibility.

Ready?

[Submit a proposal](#)



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