

WE SEEK TALKS, PANELS,

SESSIONS, AND WORKSHOPS BY

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. The free market changed us. As profit #Design_Economics 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? Triggered by Covid-19, and with climate #New_World_to_Design 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

#Dark_Design

#Designing_Design

#Future

X

can but seize the opportunity afforded

Aspects of our humanity are central to

oftentimes exploited. There isn't always

damaging sticky products for a premium.

Good designers help others thrive by

guiding them through perils. A strong

trenches to arms. Let's gather around

Sci-fi and speculative fiction terrify

possibilities with courage. To survive

peril, we must wield design as creative

defiance. We need to deeply unpack our

assumptions and biases about prospects.

X

Deconstruction is our scaffolding.

00:25:00

25 minute talks which trace a

articulated concept or

historical walkthrough.

tangible outcomes to more visionary

to the larger conference theme.

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

Inspired by guidelines effective in Canadian

the guise of confidentiality.

To submit anonymously, write us at

the following reasons:

presenting party.

anonymity.

Verification

sources' credibility.

30th.

Interaction

journalism and law, IxD21 will grant anonymity for

• The information must be of public interest.

• The information was only possible to obtain under

• The source's willingness to give a talk depends on

• The disclosure of identity may incur harm to the

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

activities, always ask yourself what the

participants would take away from your

session, and of course if it's relevant

and inspire us to dream up revolutionary

time we talk about unions. We are

sure, but mostly of failures, and

lessons learned.

community is united and organized — it's

calling design leaders, and those in the

the fire and share our tales of success,

Enough laissez-faire, let's get down and

design. Sexuality, addiction, human

a supply and demand — we engineer

dirty, and expose ourselves.

flaws and desires are considered and

by these crises.

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 very rich, full-fledged and well

Workshops

host a workshop.

(4h) workshops.

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

concept;

If you are driven by smaller groups and interactive exercises you are welcome to

We will have a mix of short (2h) and longFrom very practical activities with

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

Your proposals are peer reviewed by members from the What happens IxDA community - our selection committee. We review after you submit your proposal

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

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

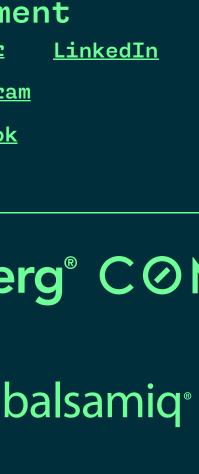
What's in it for

you?

Ready?

Get in touch Partner with us

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mailchimp Mutual[®] **COZY JUICY REAL**

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 Submit a proposal > Interaction Design Education Subscribe to our newsletter **ProtoPie**

Accessibility