

Steering Our Craft, Theory 3, HS25

Overview

Expectations and Grading

Assignment

Dates

[Calendar](#) 

06.10. Kick-off / Write Abstract

13.10. Peer feedback on abstracts

15.10. Karmen lecture "Art and Design Research in Europe" with Anton Rey

20.10. Independent Work

27.10. Writing Training with Anthea & Duy

03.11. MIZ Advanced Research Training with Bettina Ruchti

10.11. Paper presentation / Submit for Peer Review

17.11. Peer review discussion

24.11. Independent Work

01.12. Presentation Zine Concept & Production

15.12. Publish

January 2026 Two half-day writing workshop with the PhD Centre (tbc)

FS26 Research Proposal and Grants Workshop

Paper

Loosely based on the requirements of JAR Journal for Artistic Research

- **Title/Subtitle**
- **Author Details:** Full name, affiliation (university), email address
- **Abstract:** 125 – 250 words, describing your topic, methodology, significance and contribution to the field of Interaction Design, sparking interest in the reader.
- **Keywords:** At least five keywords, related to the abstract
- **Licence:** CC BY-NC-ND
- **Table of Content:** Complete and linked to the individual sections of your paper
- **Text:** 3000 to 4500 words (without bibliography)
 - Introduction
 - Background, Context & Related Work
 - Methodology & Approach
 - Artefacts, Prototypes, Experiments

- Findings, Analysis, Discussion, Argumentation
- Conclusion
- Acknowledgements
- References
- **Media:** Uploaded directly to RC. Images to be labelled (Figure 1, 2, ...)
- **Citations and References:** [Chicago Author-Date](#)
- **Hyperlinks:** external hyperlinks open in a new window, all footnote hyperlinks functional and consistent
- **Copyright:** ©Firstname Lastname

Paper Examples

[Click to unfold](#)

- **Andersen**, Kristina, and Ron Wakkary. 2019. [“The Magic Machine Workshops: Making Personal Design Knowledge.”](#) *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*, May 2, 1–13. doi.org/10.1145/3290605.3300342.
- **Gaver**, William. 2011. [“Making Spaces: How Design Workbooks Work.”](#) *Proceedings of the 2011 Annual Conference on Human Factors in Computing Systems - CHI '11*, 1551. doi.org/10.1145/1978942.1979169.
- **Jahanbakhsh**, Farnaz, and David R Karger. 2024. [“A Browser Extension for In-Place Signaling and Assessment of Misinformation.”](#) *Proceedings of the CHI Conference on Human Factors in Computing Systems*, May 11, 1–21. doi.org/10.1145/3613904.3642473.
- **Jarvis**, Nadine, David Cameron, and Andy Boucher. 2012. [“Attention to Detail: Annotations of a Design Process.”](#) *Proceedings of the 7th Nordic Conference on Human-Computer Interaction Making Sense Through Design - NordiCHI '12*, 11. doi.org/10.1145/2399016.2399019.
- **Liu**, Jen, Daragh Byrne, and Laura Devendorf. 2018. [“Design for Collaborative Survival: An Inquiry into Human-Fungi Relationships.”](#) *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems*, April 19, 1–13. doi.org/10.1145/3173574.3173614.
- **Pataranutaporn**, Pat, Chayapatr Archiwaranguprok, Samantha W. T. Chan, Elizabeth Loftus, and Pattie Maes. 2025. [“Synthetic Human Memories: AI-Edited Images and Videos Can Implant False Memories and Distort Recollection.”](#) *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems*, April 26, 1–20. doi.org/10.1145/3706598.3713697.

Resources

[Digital Research Tools](#)

[Guide Research Catalogue](#)

Literature

- **Graff**, Gerald, and Cathy Birkenstein. 2021. [“They Say / I Say”](#): The Moves That Matter in Academic Writing. Fifth Edition. W.W. Norton & Company.
- **Reitsma**, Lizette. 2021. [“Making Sense/Zines: Reflecting on Positionality.”](#) Paper presented at

Pivot 2021 Dismantling/Reassembling: Tools for Alternative Futures. Pluriversal Design Special Interest Group, July 22. doi.org/10.21606/pluriversal.2021.0031.

- **Le Guin**, Ursula K. 2015. "the peer group workshop." In *Steering the Craft: A Twenty-First-Century Guide to Sailing the Sea of Story*, New edition, Appendix. Boston: Mariner Books.
- **Leung**, Michael. 2023. "Rapid Publishing (to Find Each Other)." In *To Be Rooted: Pluriversality in Wang Chau's Struggle*, PhD diss., School of Creative Media, City University of Hong Kong.
- **Schwab**, Michael. 2018. "Peer reviewing in the journal for artistic research." Evaluating art and design research: Reflection, evaluation, practices and research presentations: 52-59.

Research in the Arts

- **Bitton**, Joëlle. 2016. "The Object of Design and Research Methods." In *Measure of Abstraction: Embodied Fabrication and the Materiality of Intimacy*. Doctoral dissertation, Harvard Graduate School of Design.
- **Cross**, Nigel. 1999. "Design Research: A Disciplined Conversation." *Design Issues* 15 (2): 5. doi.org/10.2307/1511837.
- **Dombois**, Florian, and Ute Meta Bauer, eds. 2012. *Intellectual Birdhouse: Artistic Practice as Research*. Koenig Books.
- **Dombois**, Florian. 2006. *Kunst als Forschung: Ein Versuch, sich selbst eine Anleitung zu entwerfen*.
- **Gaver**, William. 2020. *The Presence Project*. Second edition. Practice as Research. Goldsmiths Press.
- **Jarvis**, Nadine, David Cameron, and Andy Boucher. 2012. "Attention to Detail: Annotations of a Design Process." *Proceedings of the 7th Nordic Conference on Human-Computer Interaction: Making Sense Through Design*, October 14, 11-20. doi.org/10.1145/2399016.2399019.
- **Mittelstraß**, J. 2005. "Methodische Transdisziplinarität." *TATuP - Zeitschrift für Technikfolgenabschätzung in Theorie und Praxis* 14 (2): 18-23. doi.org/10.14512/tatup.14.2.18.
- **Nova**, Nicolas, ed. 2014. *Beyond Design Ethnography: How Designers Practice Ethnographic Research*. SHS.
- **Nova**, Nicolas. 2021. *Investigation/Design*. Translated by Walter Hackman. HEAD Publishing.
- **Rillig**, Matthias C., and Karine Bonneval. 2020. "The Artist Who Co-Authoring a Paper and Expanded My Professional Network." *Nature*, ahead of print, February 27. doi.org/10.1038/d41586-020-00575-7
- **Zimmerman**, John, Jodi Forlizzi, and Shelley Evenson. 2007. "Research through Design as a Method for Interaction Design Research in HCI." *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, April 29, 493-502. doi.org/10.1145/1240624.1240704.

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