

# 15th Brazilian Congress of Research and Development in Design

## P&D Design 2024

### Notice 01/2024

#### Notice and criteria for submission of Full Papers

The Graduate Program in Design (PPGD), with the support of the Department of Design and Graphic Expression (DEG) and the Tutorial Education Program in Design (PET Design), of the Federal University of Amazonas - UFAM, through this notice, makes public the call for Full Papers for the XV P&D Design - 15th Brazilian Congress of Research and Development in Design. The event will take place from October 21 to 23, 2024, with both in-person and remote modules planned.

#### 1. The P&D Design

The Graduate Program in Design (PPGD), with the support of the Department of Design and Graphic Expression (DEG) and the Tutorial Education Program in Design (PET Design), of the Federal University of Amazonas - UFAM, through this notice, makes public the call for Full Papers for the XV P&D Design - 15th Brazilian Congress of Research and Development in Design. The event will take place from October 21 to 23, 2024, with both in-person and remote modules planned.

##### 1.1 Commitment

The P&D Design is committed to:

- Disseminate Brazilian technical-scientific production in the field of Design, mainly from stricto sensu Postgraduate Programs, in the various branches of the broad field of Design;
- Promote integration and exchange between research groups active in the field, in Brazil and internationally;
- Bring together researchers, teachers, professionals, and students in the field; and
- Consolidate Design as a general area of knowledge, notwithstanding its wide diversification, in order to contribute strategically and tactically to the country's development.

##### 1.2 Thematic Axes

The P&D Design will have 8 thematic axes:

### 1. Design, Society, and Sustainability

- Design and the 17 Sustainable Development Goals;
- Perspectives and alternative design approaches;
- Bio-inspired and eco-inspired design;
- Design, cultural practices, and public policies.

Works discussing the contribution of design to sustainability are sought, from the conception of new artifacts and product-service systems to processes of social innovation, systemic transitions, and post-anthropocentric approaches. Given the urgent planetary crisis, alternative and innovative design perspectives and approaches are sought, with the Amazonian region of Brazil being a privileged site for their discussion. In this direction, particular encouragement is given to the sharing of results from bio-inspired and eco-inspired research, as well as approaches that have shown a high impact on shifting consumption and production patterns towards sustainability. Furthermore, considering the 17 objectives defined for Sustainable Development aimed at meeting the 2030 Agenda, there is a vast terrain for design to act in favor of society and the environment. Articles exploring innovative solutions for improving quality of life, education, individual and collective rights, natural resource consumption, waste disposal, environmental preservation, as well as the use of emerging digital technologies (e.g., artificial intelligence, blockchain, IoT, digital fabrication) as drivers of sustainability, are awaited. Finally, reflections and educational experiences are welcomed, enabling the formation of professionals with the skills to address contemporary and future innovation agendas for sustainability, as well as works on the relationship of the design field with society that promote the discussion of the role of design both as an object of public policies and as a political catalyst.

### 2. Design: History and Theory

- Territories and identities;
- Fields, languages, and methodologies;
- Epistemology of the field.

Works aimed at the historical and/or theoretical understanding of phenomena related to design culture in various aspects - from the exercise of criticism as informed reflection to the constituent elements of the field in its epistemological dimension; from perspectives on events, ideas, processes, and contexts from the past and the contemporary, as history does not deal exclusively with past time; and on the relationships between territories and identities, in their physical and symbolic dimensions.

### 3. Design and Technology

- Materials, techniques, and processes;
- Digital and virtual media;
- Methods and tools.

Works on materials, techniques, and production processes in various domains - from the more mechanical to the virtual, the latter exploring electronic and digital media. This also includes discussions on methodology as well as the tools used in different areas of design, understanding their specificity.

#### 4. Design and Education

- Pedagogical approaches;
- Procedures and tools;
- Technological applications.

Works aimed at intensifying the debate on pedagogical principles and approaches, innovative methodologies, the role of the designer in proposing instructional strategies and resources, the application of design in the use of new information and communication technologies, educational procedures, as well as proposals and analyses of educational tools. It is necessary to investigate the distinction and specificities between learning and instructional issues, to evaluate interdisciplinary aspects of design and education, as well as general aspects dealing with design awareness.

#### 5. Design Practices and Tools

- Objects, practices, and experiences;
- Collaborative networks and teamwork;
- Interdisciplinarity, multidisciplinary and transdisciplinarity.

Works discussing contemporary design practices and, simultaneously, the persistence of fundamental elements in design activities. Faced with technological, economic, cultural, and epistemological challenges imposed on design practice, design has been facing a series of crises since the late 20th century. The precepts established in the early 20th century, still guiding professional and educational practices today, are no longer sufficient to address the new design issues presented by contemporaneity. However, some references remain alive in the professional landscape.

#### 6. Design: Methodologies and Processes

- Design, method, and process quality;
- Method applied to the versatility of contemporary Design;
- Method and innovativeness;
- Design method and transdisciplinary intersections.

Methodologies, methods, and processes are part of the universe of Design, increasingly revealing the need for appropriate implementation methods. In this sense, the relevance of applied research in Design is usually included, as well as the coordinated and refined execution of design processes in industrial, commercial, and academic contexts. The procedures adopted for the execution of projects in any segment of Design can guarantee positive and promising results. Given this prerogative, it is important to emphasize the importance of works that clearly address the adequacy of design methods to solve the various problems that Design, in its multidisciplinary, can encompass.

#### 7. Design: Research, Development, and Innovation - R&D and Entrepreneurship

- Public policies in innovation and business;
- Design-oriented innovation;
- Organization and management of design;
- Business life cycles;
- Design networks;
- Teamwork, networking, and cooperation;
- Design strategies and development of new products and services;

- Social networks, complexity, and organizations.

Works that present experiences in the field of Design in the area of R&D, as well as in business development, are expected. Contributions from the field of Design to the development of local productive arrangements across different sectors of society and the economy, as well as interactions in innovation ecosystems, are anticipated. The New Legal Framework for Science, Technology, and Innovation is still being implemented in the country; therefore, the field of Design can and should contribute to this process of consolidating a favorable environment for R&D and entrepreneurship. Society, in general, expects significant contributions from the field of Design to enhance and increase the competitiveness of the national industry, *vis-a-vis* programs established by federal and state agencies for training and research in the field of Design.

## 8. Design and Human Factors

- Ergonomics and usability;
- Design and emotion;
- Universal design and inclusive design;
- Interaction design;
- Experience design;
- Kansei engineering;
- Psychology and cognition;
- Design and neuroscience.

Human Factors and Ergonomics (HFE) is a multidisciplinary field. A human factor is a physical or cognitive property of a specific individual or social behavior for humans, which can influence the functioning of technological systems. Works focused on areas such as psychology, engineering, biomechanics, mechanobiology, industrial design, graphic design, statistics, operational research, and anthropometry will be accepted. Studies should essentially focus on the design of equipment and devices that fit the human body and its cognitive abilities.

## 2. Submission, Evaluation, and Presentation of Full Papers

Proposals for Full Papers should be submitted by June 15, 2024, through the platform <https://www.even3.com.br/peddesign2024/>, and upon payment of a submission fee.

These proposals encompass completed or ongoing research, theoretical production, case analyses, or experiential reports. It is understood that research works may result from groups with numerous participants.

The submission and blind review process of proposals will be conducted through the electronic platform for managing paper submissions. There is no limit to the number of proposals per participant.

The works submitted to the event must be original and unpublished, meaning they have never been previously presented or published in journals or any other means of dissemination. It is the authors' responsibility to ensure the originality and novelty of their proposals.

The Organizing Committee and the Scientific Committee are not responsible for typographical,

spelling, and formatting corrections, so we request careful attention to the need for final review.

## 2.1 Stages of Full Paper Submission

The submission will take place in three stages:

**Stage 1:** Submission of the full paper without identification in PDF format for blind review, on the platform <https://www.even3.com.br/peddesign2024/>. At this stage, the desired presentation modality must be indicated. The paper should have 5,000 to 8,000 words, including footnotes and references, and formatted according to the template that will be available for download on the platform. The paper will be evaluated, and the author will be notified of the outcome;

**Stage 2:** In case of acceptance, submission of the final version with author identification according to the guidelines provided on the website [www.peddesign.com.br](http://www.peddesign.com.br);

**Stage 3:** Submission of a video, with a maximum duration of 10 minutes, according to the guidelines provided on the website [www.peddesign.com.br](http://www.peddesign.com.br), with particular attention to image rights.

## 2.2 Evaluation Criteria

### Relevance

The adequacy of the work to one of the event's thematic axes, interest for the technical-scientific community in the field, importance for advancing knowledge, social and economic consequences, and possibilities of application.

### Originality and novelty

Original contribution, presentation of new ideas, tools, or approaches.

### Theoretical-conceptual quality

Coherent and pertinent theoretical and conceptual foundation; promotion of updating, review, and reflection on already elaborated concepts and fundamentals.

### Technical quality

Rigor in presentation and use of concepts and techniques, adequacy of methodology, use of tools, analytical quality, and conclusiveness.

### Presentation quality

Discursive structure, organization, quality of writing, expository clarity, quality of any figures, readability of tables and illustrations, compliance with referencing standards, formatting, and adequacy to the provided template.

## 2.3 Presentation Modalities

Proposals for full papers should be directed to one of two presentation modalities: in-person or virtual.

The virtual modality will be conducted through a video submitted on the platform. Throughout the

event days, authors will respond to participants' questions via chat, using the platform indicated by the event.

### 2.3.1 In-person Presentation

Works to be presented in person should be conducted with an exposition of up to 10 minutes each presentation, and a maximum of 5 minutes for questioning.

### 2.3.2. Virtual Presentation

The videos of virtual presentations should be up to 10 minutes each. Authors need to access their areas on the platform during the 3 (three) days of the event to respond to questions in the chat, using the platform indicated by the event.

#### Note:

With the aim of expanding access to the P&D Design content for congress attendees, all videos will be made available to registered participants for a limited time after the event ends.

### 3. Submission Fee

The submission fee per article will be R\$50.00, with no limit on submissions per participant, to be paid via the platform <https://www.even3.com.br/peddesign2024/>.

#### Attention:

To present the work, at least one of the authors must be registered for the event. However, it will be considered that the author is listed in a maximum of 2 (two) articles, for the purpose of confirming the publication of such articles. From the third article with the participation of the same author, it will be necessary for the other author to register for the event. There will be no reduction in the submission fee for registration in the P&D Design event.

### 4. Incriptions

#### P&D Design 2024 Fee Table

Type of Participation	Category	Until 15/06	16/06 to 15/08	16/08 to 15/09	16/09 to 15/10
Author	Professional	R\$220,00	R\$320,00	R\$420,00	Deadline passed
	Student	R\$120,00	R\$170,00	R\$220,00	Deadline passed
Participant	Professional	R\$310,00	R\$420,00	R\$510,00	R\$590,00
	Student	R\$170,00	R\$220,00	R\$250,00	R\$340,00

Registrations should be made on the platform <https://www.even3.com.br/peddesign2024/>.

### 5. Publication of Proceedings and Certificate Issuance

The articles presented in both modalities will be published in the Proceedings of P&D Design 2024 in digital format, on the institutional repository platform and/or UFAM journals.

Certificates will be issued in digital format and made available on the submission and registration systems after the event, with the proper verification of the attendance list.

## 6. Important Notes

It is essential that the registration of information and final files for publication be observed rigorously by the authors. This information will serve as the basis for organizing the program, certificates, as well as the Congress Proceedings. Everything will be captured from the registration conducted by the authors in the system and the attached files.

## 7. Deadlines and Dates

The 15th P&D Design will be held from October 21 to 23, 2024, with activities according to the program to be made available on the event's website.

### Schedule of deadlines

What	Date
Paper submission deadline	March 1, 2024 to June 15, 2024
FINAL Results Announcement *	July 15, 2024
Submission of final proposal file	Within 10 days of receiving evaluation results
FINAL PROGRAM Announcement	August 15, 2024
Presentation of works	October 21 to 23, 2024

\*Note: In case of early conclusions from evaluations conducted by the Ad Hoc Reviewers and Scientific Committee, authors of the papers may receive the evaluation results in advance.

Any questions or omissions should be submitted to the Organizing Committee via email at [peddesign@ufam.edu.br](mailto:peddesign@ufam.edu.br) during the validity period of the Call for Papers.

### **Organizing Committee P&D Design 2024**

Manaus, February 29, 2024.

Site:

<http://www.peddesign.com.br>

Instagram:



15º Congresso Brasileiro  
Pesquisa e Desenvolvimento em Design



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