Abstract: Social design aims to alter those social processes that currently produce undesirable, adversary or harmful outcomes. Since about 2010, there has been a resurgence of interest in social design, and currently there are several approaches. Existing research has mapped the concepts, aesthetics, and methods.

This presentation looks at a crucial premise of social design—the assumption that it can create permanent or at least long lasting change. It starts from my experience in empathic design and then expands to look for answers to the question of what are those social conditions that can give social design projects a long life, and how can we design technologies, systems, and social forms that are both respectful to those forms and lead to long-lasting changes.

The presentation ends with a call for a collaborative design approach that pays attention to those social processes and structures in which design is embedded.

Biography: Ilpo Koskinen was a trained in sociology, but he has worked as a professor of industrial design since 1999 in Helsinki, Melbourne, and Hong Kong.

His main research interests have been in mobile multimedia, the relationship of design and cities, and interpretive design methodology. Some of his main publications include Mobile Image (IT Press, Helsinki, 2002), Empathic Design (IT Press, Helsinki, 2003), and Mobile Multimedia in Action (Transaction Publishers, New Brunswick, NJ, 2007).

Most recently, he has published "Design Research through Practice. From Lab, Field, Showroom," a book on constructive design research (Morgan Kaufman, San Francisco, 2011). This book explicates recent developments in contemporary design research by focusing on their methodological foundations, whether they come from the sciences, the social sciences, or art and design.

He has published about 150 papers, some of them good. He has had numerous positions as an editor and conference chair.