
Programme

2:00-3:00 Introduction and Plenary Session – chair Theodore Zamenopoulos

   Introduction by Jeffrey Johnson

   Measuring complexity in a design environment, A. Thomson, B. Kumar, S. Chase and A. Duffy

   Systematic measurement of perceptual design qualities, M. Bittermann and O. Ciftcioglu

   Multidimensional multilevel networks in the science of the design of complex systems, J. Johnson

3:00 – 3:30 Break

3:30-4:30 Plenary Session - chair Katerina Alexiou

   Designing in the real world is complex anyway - so what? Systemic and evolutionary process models in design, W. Jonas

   Developing an integrated model of designing to aid understanding of the complexity paradigm in design practice, R. Young

   “Design” - Complex definitions, N. Teymur

4:30-5:15 Break and poster viewing

5:15-6:35 Plenary Session - chair Jeffrey Johnson

   Assessing the impact of product complexity on organizational design in open source software: findings and future work, M. den Besten and J-M. Dalle

   The representation of common ground and its role in P2P-supported design team processes, M. Cumming and E. Akar

   Unpleasant surprises in the design of complex products: why do changes propagate?, O. O. Ariyo, C. M. Eckert and P. J. Clarkson

   Linking design and complexity: a review, T. Zamenopoulos and K. Alexiou