

Saturday, March 9

Start Time	End Time	Title	Conference Track	Location
8:15 AM	8:45 AM	Measuring Perceived Retail Crowding (PRC) in retail environments through Functional near-infrared spectroscopy (fNIR) <i>This abstract explores the idea of perceived retail crowding within retail space environments. The research that is being tested is whether perceived retail crowding will occur more often within linear or curvilinear interior layouts. Human perception will be tested using questionnaires and fNIR within virtual reality simulated spaces, used to design by Sketch Up. The outcome will present the idea of human centered design and how that be applied to retail environments.</i>	Scholarship of Design Research- Social Impact	Symphony 1
		F22 Foto Space <i>The F22 Foto Space is a cultural incubator designed and detailed in response to the medium of photography and the socio-political circumstances of Hong Kong.</i>	Creative Scholarship - Design as Interior	Symphony 2
		Contradictory Discourse in Interior Design Critique <i>Our research sheds new light on the critique process by focusing on the discourse between the instructor and students: their decision-making and corresponding project outcomes.</i>	Scholarship of Design Research- Pedagogy	Symphony 3
		Toward a framework for human-centered design education: Enhancing empathy through experiential learning <i>This presentation proposes a human-centered design framework based on the experiential learning theory that seeks to increase empathy in design students.</i>	Scholarship of Design Research- Pedagogy	Symphony 4
8:45 AM	9:15 AM	Bridging the Gap: Connecting Student Preferences with Design Intention <i>This qualitative research study explores how undergraduate students in an entry-level statistics course perceive their physical learning spaces, but delves into how they talk about, relate to, and feel about the physical environments in which they learn.</i>	Scholarship of Design Research- Social Impact	Symphony 1
		Bluebarn Theatre <i>To free themselves from the constant burden of authorship, and to follow the company's upstart, scrappy ethos, the BLUEBARN Theatre designers sought a loose approach to design team formation.</i>	Creative Scholarship - Design as Interior	Symphony 2
		The Role of the Built Environment in Enhancing Student Resilience <i>The role of the built environment in enhancing student resilience on a college campus will be explored through a case study.</i>	Scholarship of Design Research- Pedagogy	Symphony 3
		Inside Out: theories and practices of interior design at work in exterior circumstances <i>Projects examine theories and practices of interior design in exterior circumstances to provide meaningful experiences by focusing on creativity and "design" as a noun and verb.</i>	Scholarship of Teaching and Learning- Pedagogy	Symphony 4
9:30 AM	10:00 AM	Apps for the School Safety: An Integrated Wayfinding System Development for the Effective Evacuation in Public Schools <i>Over the past decades, crime and threat of violence in schools in the U.S. have caused significant damage to students, teachers, school staffs, and their family members. For protecting personnel related to the schools from the damages caused by unexpected incidents, a more effective and easy-to-use system should be considered. Therefore, the study focuses on the method of effective evacuation signage-installation and the development of applications that facilitate escape in a state of emergency.</i>	Scholarship of Design Research- Social Impact	Symphony 1
		Sequential Use of Narrative and Theoretical Pedagogy: Pathway for Conceptual Design Thinking <i>In the appropriate sequence, students understand story before they understand theory. Preliminary narratives inform the application of principles resulting in the creation of design solutions.</i>	Scholarship of Teaching and Learning- Pedagogy	Symphony 3
		Drapes is a verb: Embracing the decorative elements of design through experiential learning <i>The design and specification of soft goods for interiors is easily overlooked in design education. Further, few resources exist which accurately support instruction in this content area. This presentation offers an implementation plan for content based on experiential learning theory. Additionally, student outcomes will be presented which demonstrate successful soft goods design and specifications have been achieved with this pedagogical strategy.</i>	Scholarship of Teaching and Learning- Pedagogy	Symphony 4
10:00 AM	10:30 AM	The Gender Paradigm: a shift towards universal accommodation <i>Gender is now considered a spectrum. The existing paradigm of gendered space is pairing with "all gender" public accommodations. This presentation will examine why separate is not equal.</i>	Scholarship of Design Research- Social Impact	Symphony 1
		Designing Hope: A process oriented design build studio <i>This study presents the lessons learned on a participatory collaboration design- build and process-plan from the perspectives of the faculty and students participating in the studio.</i>	Scholarship of Teaching and Learning- Pedagogy	Symphony 4
12:30 PM	4:30 PM	Community Charrette <i>Participants will work in teams to develop design solutions for Project Embrace and will have the opportunity to present their solutions directly to the client at the conclusion of the event. Shuttles from hotel will depart at 12:15 PM and will return to hotel at 4:45 PM</i>		Queens University of Charlotte
1:30 PM	5:30 PM	Guided Museum Tour of the Gantt Center and the Mint Museum <i>Join an experience guide in exploring two popular museums in downtown Charlotte. Wear comfortable walking shoes.</i>		Offsite
1:30 PM	5:30 PM	Local Designers Tour of Little Workshop Space <i>Take a tour of Little's new office, which is anticipated to be Charlotte's first LEED and WELL Certified space.</i>		Little
2:00 PM	4:00 PM	Post Conference Workshop: Student Engagement Thinking Outside of the Box <i>An interior design business course and co-curricular club TBL to create, execute and run a small design business for one semester, using social media, e-learning, and mobile learning.</i>		Symphony 1