



CONNECTIVITY
and **CREATIVITY**
in times of **CONFLICT**

Cumulus Antwerp

2023



Cumulus conference: Connectivity and Creativity in times of Conflict
Hosted by the Faculty of Design Sciences, University of Antwerp, Belgium,
on April 12-15, 2023
Conference website: Cumulusantwerp2023.org

Published by Cumulus

Cumulus the Global Association of Art and Design Education and Research.
Aalto University, School of Arts, Design and Architecture PO BOX 31000,
FI-00076 Aalto www.cumulusassociation.org

This publication bears the GPRC label (Guaranteed Peer Reviewed content).

ISSN 2490-046X
No. 10

Cumulus Conference Proceedings Series
Editor-in-Chief: Cumulus President Lorenzo Imbesi

Publications in the Series

01/17 Kolding, REDO
02/17 Bengaluru, Letters to the Future
03/18 Paris, To get there: designing together
04/18 Wuxi, Diffused Transition & Design Opportunities
05/19 Rovaniemi, Around the Campfire – Resilience and Intelligence
06/19 Bogotá, The Design After
07/21 Rome, Design Culture(s) Volume #1, Volume #2
08/23 Guayaquil, Arts imagining communities to come
09/23 Detroit, Design for Adaptation
10/23 Antwerp, Connectivity and Creativity in times of Conflict

Academia Press
Coupure Rechts 88
9000 Gent
België

www.academiapress.be

Academia Press is a subsidiary of Lannoo Publishers.

ISBN 978 94 014 9647 6
D/2023/45/341
NUR 656/658

Kristof Vaes & Jouke Verlinden (editors)
Connectivity and Creativity in times of Conflict.
Cumulus Conference Proceedings Antwerp 2023
Gent, Academia Press, 2023, 783 p.

Layout: Keppie & Keppie

© University of Antwerp,
© Cumulus Association International Association of Universities and Colleges of Art,
Design and Media.
© Kristof Vaes & Jouke Verlinden
© Lannoo Publishers

All content remains the property of authors, editors and institutes.



Preface

Connectivity and Creativity in times of Conflict - conference proceedings VI
 Cumulus president's message - Design for Adaptation in Times of Complexity IX

Track 1

Nature positive/design for transformation 1

Editorial 2
Design methodology
 Scenario-building through a systemic lens: a new perspective on tools and methods to design for sustainability transitions 4
 Intimacy/integrity: a framework for thinking about epistemological styles in design activity 9
 Democratizing design: the development of a 'Design for Do-It-Yourself' framework 15
 The power of imagination: immersive and experiential counterfactuals to engage with sustainability 20
 Applying human-centered system design to the development of a tool for service innovation 25
 Pulse approach: integral design project management to empower transformative processes 30
 Research on design sketch from different disciplines: overview and directions 35
 Researching the invisible: troubling qualitative research design through information architecture 41

Design education

T+ designers: a case for transdisciplinarity in design higher education by way of a South African case study 46
 Materiality, commons, and design education 51
 Representing and shaping regenerative futures: a context-specific approach to art and design education. 58
 Creative strategies for the learning spaces of the future 62
 Implementing SDGs in a product design curriculum, or: the value of tap water 67

Design materialization

Yutaka: how do we prototype the transformative change towards nature positive designs with soil 72
 Material experience: the future of material selection for product design 77
 Discerning modes of design in ecological restoration 82
 From visual to multisensory: how does intangible cultural heritage of traditional costume self-remodel in digital interactive environment? 87
 Designing sustainable furniture: guidelines to promote furniture life cycle design 94

Biophilic approaches in design

Biophilic design for remote studying environments: analysis of case studies involving a collaboration between ergonomics and environmental psychology 98

Bioreceptive interfaces for biophilic urban resilience 103
 Artificial nature: possibilities for mycelial composite material design 109
 Botanical design: exploring the application of parametric plants in furniture 113

Eco-social transitions

Systemic Design Oriented Leadership (SDOL) – a co-created play for eco-social leadership development with the methods of Systems Thinking 118
 Design for transformation: unlock competencies for coping complexity 122
 Change agents: designers interpreting 'the social' and 'social' interpretations of design 127
 The changing role of designers in transition processes 132

Fashion innovations

Fashion design matter: the role of design in guiding a sustainable transformation in Europe 137
 Convincing fashion consumers to go green: a brand communication problem? 142
 Prototype dialogues; re-balancing design thinking through negotiations with fabrics, form and future 148
 Future fashion: new and ancient systems at the intersection of anthropology, ecology and innovation. 152

Urban design & citizen inclusion

Design fiction localised 158
 Transit Oriented Development used to formulate design guidelines for an improved bus network in Malaysia 163
 Exploring sustainable ecosystems in the "15-minute" urban living circle—take Shanghai Urban Space Season 2021 as an example 169
 The Unified Citizen Engagement Approach: a design-oriented framework for involving citizens in the energy transition 174

Design & digitisation

Designing for Viral Infection Awareness through PLAYMUTATION 179
 Gamifying the low impact customer solution design 183
 Connecting to the future; using serious games and scenario development for responsible design 189
 About utopias, apocalypses, respawning and zombies and how understanding images of space and time may inform design for sustainable behaviour 194

Track 2

Digital futures/hybrid reality 199

Editorial 200

New crafts and craftspeople

Fashion Craftsmanship 4.0. Learning experience about Industry 4.0 technologies for hybrid digital fashion-tech products, processes, and business model design 202
 Crafting hybrid workflows for the design of augmented textile artefacts 210

Distance: digital immersive technologies and craft engagement	214	Fantastical reality: designing virtual urban space through extended reality	333
Notions of hybrid craft production: conversations and small-scale experiments in digital fabrication	219	The Metapolis – cities between a ripple and a blur	338
Research through design in the cyber-physical era		Towards data activation and engagement within a smart city	345
Digital synesthesia in product design. Building a vocabulary of physical interactions for a sensible quantified self	223	Technology driven design education	
Digital content that offers experience of listening to crystallized music	228	Teaching design of technologies for collaborative interaction - an emerging pedagogical framework	349
The body can not be thought: the 'disabled body' as a catalyst to develop new paradigms for human-computer integration.	232	A mixed-method approach: virtual reality to co-create future higher education workspaces in a post COVID-19 academic environment	357
Metaphysical Instruments: prototypes for hybrid and live music-making	236	An attempt to integrate AI-based techniques into first year design representation course	363
Redefining the role of design(ers)		Digital fashion	
Virtual skin: co-creating 3D materials with synesthetic artificial intelligence	241	The emperor is naked: deconstructed materiality in fashion NFTs	368
Cabinets of curiosities for the postcolony II: tokens: collections I-V	245	Dematerializing fashion- improving design-led sustainable and hybrid retail experiences via digital twins	372
Speculating futures in an age of nostalgia	250	Fashion archive as a meta medium: unfolding design knowledge through media technologies	379
Computational thinking in design and fabrication for augmented and accessible museums.	254	Fashion and the metaverse: from omni-channel to direct-to-avatar	384
Usability and performance of innovations		Track 3	
Usability and UX evaluation of an online interactive virtual learning environment: a case study of Wales' Virtual Hospital	260	Handle with care/inclusivity	
Design perspectives for the future of work in Industry 5.0 environment: the digital and physical space in Augmented Reality uses	266	Editorial	
Assessing the impact of immersive versus desktop virtual reality shopping experiences in the fashion industry metaverse	271	Design for/as communication	
A pilot study with the Shaper Origin to determine the learning curve of augmented fabrication	276	Encouraging humanitarian assistance in conflict zones through animated public service announcements	392
Design for and with extended reality		The design of an engaging focus group discussion toolkit involving school-aged children following urotherapy	397
Introducing the material experience concept in the metaverse and in virtual environments	280	Inclusive Transformation of age-friendly communities based on digital technology support	402
Balancing authenticity and creativity: A VR system design for assisting in ceramic creation.	287	Taking care of the elderly through the tools of the animated communication design: a useful and ethical imperative	408
What is the furniture in the Metaverse for?	292	Pee poo period. Exploring the intersection between shame, bodily fluids, and sustainable design	413
Design for and with digital fabrication		Design for diverse users	
Craft in the age of robots	299	Feminist value sensitive design of self-tracking technology based on female body data	419
Light it up: designing electronic textile with a light as a design material	304	Spatial "mutual altruism" as a relationship of care for homeless people. How design impacts social re-integration	425
Strategy for knowledge transfer in AM as a hybrid process chain towards a transition from prototyping to commercialisation	309	I'll be there for you: exploring a sense of belonging to enhance student engagement	429
Speculative tinkering on circular design materials through 3D printing	317	Inclusive design in the context of performative gender through product form	433
Flaws as features, new perspectives for developing an additive manufacturing design language	322	Landing the internship: the role of gender in finding ID internships	438
The digital on urban scale		Object as the tool of recovery - Examining material culture of young refugees in Hungary for trauma processing	443
Designing smart product-service systems for smart cities with 5G technology: the Polaris case study	328	The food delivery industry and its lack of care in gender equality: the speculative case of 'GiGi'	448
		Winning at more than a game! A storytelling board game concept to raise awareness about refugees' language barriers	455

Care(ful) spaces

Cities for all: co-design interventions on urban features using inclusive technology	461
Separating Covid from non-covid: spatial adaptations in existing hospital buildings	466
Wayfinding is caring	471
Explore vacant public spaces regeneration to facilitate minor's activities and education under inclusive design principles	475
Human-space relationships as narrative processes for inclusivity	480
Urban darkness: human experience of atmosphere and fear	485
Daily social interactions of hawkers as a catalyst to actuating bottom-up spatial justice: experience from Hong Kong	489
The city of care through walkability and proximity. Researching on and with Generation Alpha on urban walkability assessment	494
Hinges, passages and comfort	499
Renewal of urban ecological transportation network based on inclusivity design — Take Sydney's "Livable Green Network" plan as an example	504
How to take care of the Antwerp modernist social housing of Alfons Francken? And how do this housing blocks take care of its changing population?	510
Inclusive innovation: a study of creative furniture design for urban community public space	515

Co-creating care(ful) design

Health, care and prosthetics: co-design methodologies in the case of autofabricantes	519
See the unseen: a co-creation design process for children with incarcerated parents	524
The power of photovoice: AI support provides voicing opportunities for children in sex education	529
Co-design for the common good: a holistic approach to workspace projects	533
Co-designing neighbourhood identities. How to share memories and experiences towards a common sense of belonging	538

Design(ers) & learning

Universal design for learning as an inclusive teaching methodology for an African art and culture course in Ghana	544
Material-led thinking as a practice of care: a strategy from art and design education	550
Artful care for self and others in daily design practice	555
Material metaphors: method for physicalising relations and experiences	560

Design ethos

A South African approach towards a caring design practice	565
Weighing the tensions of nostalgia, necessity, and care in contemplating the future of the Nigerian design-scape	570
Food as a form of care: designing social innovative processes and practices	575

Designing with posthuman kinship: from posthuman theory to human-non human collaborative design approaches	580
Beyond empathy: how curiosity leads to greater care	585

Inclusive approaches to intangible cultural heritage

Convention versus contemporaneity: the affordances of design-led mediation towards sustaining an ancestral cycle of linen making in Castelões, Portugal	590
Combining care for planet, people and culture towards circularity	594
Media art creation process using digitized archetype of Korean traditional dance movement	600
Envisioning design strategies for intangible cultural heritage activation	604

Sustaining traditional crafts and techniques

Craft for care, design for life. Heritage contemporary enhancement and communication design tools as a resource for social changes, fostering diversity and inclusion	610
Embroidered heritage: a design-led visual ethnography of traditional Palestinian motifs	615

Adaptation of the built environment

Design for Ukraine's heritage: engaging international students during times of war through design activism	619
The technical compatibility of vertical greening with built heritage	624
New design models for proximity retail and senior inclusion	628
Investigating spatial patterns of green infrastructure at built heritage sites in Antwerp, Belgium	632
From architecture to community: adaptive reuse as social practice	636

Participation and role of communities

Methodology and evaluation of digital assets reconstruction of cultural heritage with visitor participation in museum	642
Community heritage: an immersive approach to disaster resilience	646
Caring for human diversity and built heritage through design: a multiple case study enquiry	651

Poster abstracts

Adding value to the future through design and entrepreneurship: PLACE	657
A video game for emotion regulation of medical students	658
Video game design for ecological impacts	659
Dwell and move, change ensues	660
Transposing timelines	661
Artificial intelligence-aided type design for Chinese script	662
Design and reconstruction of the new interest youth community in china in the post-epidemic era	663
Sound E-scape: an interactive, digital application for music therapy and soundscape generation	664
Development of existing biophilic interior design definition	665

Design-driven approaches to human augmentation. An exploratory study	666	Human augmentation: the role of design in the design of on-body interfaces for cognitive-sensorial wellbeing	718
Designing with people: creating a multi-level interdisciplinary design education environment for more inclusion	667	A conception toward design narratives for innovation	721
Material connotations: meta-structure research of practice based projects with invasive species plant waste	668	Home away from home – The role of design methods in processing trauma of forced migration and loss of place	725
From collecting natural objects to presenting the future anthropocene: exhibition design for the anthropocene theme in museums	669	Decoloniality and healing: confronting inter-generational trauma/ideologies through architectural preservation and education	728
Catacombs: refuge on the border of the virtual and the real	670	The ephemerality of an organic material and its implications: a context specific study with invasive exotic species (Japanese knotweed) waste in Genk, Belgium	731
Hybrid specimens: Phygital artefacts at the intersection of analogue + digital crafts	671	Visual communication bridging intercultural barriers	734
Content management system in mapping movable objects	672	Feeling the future car: designing for driving pleasure in the era of co-driving	737
FlavourGame: interaction design in hybrid games	673	Mediterranean landscapes in emergency: nature and culture	739
Bibliometrics in circular design visual representation	674	Key Performance Indicators for measuring and evaluating users' sensory perceptions and behaviors in learning spaces in higher design education	742
Inclusivity as a hype phenomenon in advertising	675	Textile handcraft making and women creators' psychological well-being: a narrative review	746
Inclusion in recruiting	676	Cross-case analysis on the integration of extended reality (XR) with the design and planning of the built environment	750
Values, design and educational project: contemporary projections	677	Ecosystem services: an interpretive paradigm of urban and territorial heritage. Strategies, guidelines, and vision for sustainable cities	754
Project Hope : the creative revolution mural, a human singularity approach	678	Characteristic analysis of future-oriented design based on cognitive context theory	757
More-than-human ways of thinking through felting wool	679	Digital wellbeing and design	760
"Care strategies to strengthen heritage structures as a community asset during the pandemic: the case of Bahay Nakpil-Bautista"	680	Appropriation and appreciation of Austrian and Indonesian puppetry	763
A novel offloading insole system designed for healthcare	681	Reinventing the gastronomic experience: using interactive digital environments to raise awareness of food-related cultural heritage	766
Towards an embodied expression of pandemic nodes & networks in the age of social distancing	682	Developing cultural heritage sustainability from the perspective of participatory sentimental souvenir design	770
Cumulus Phd network	683	How does design intervention promote sustainable rural transition: an analytical framework based on the multi-level perspective model	774
Evolution of 'Mashrabiya' in the Middle East & North Africa - traditional wood carving technique revival	684	Designing future hybrid creative space using digital tools in educational institutions and organizations	777
Exploring the potential of material innovation to revitalize traditional crafts in Egypt	687		
An overview of design suggestions for contemporary theatrical VR productions	690	Reviewers	781
Polymath interpolation in transdisciplinary open-ended design – design for conservation	693		
Implementation of design culture as a strategic innovation through design-oriented industrial conversion and product diversification	696		
Sustainable transformation of age-friendly community centres based on transition design	700		
Parametric Joinery. Development of a system of configurable joints	704		
Designing a ward inventory for a sustainable healthcare. Framework for healthcare providers of configurations among disposable medical devices, clinical procedures, and medical equipment in the neonatology department.	707		
A safe space of creativity-designing with vulnerable female communities	711		
The direction of wayfinding. From the identification of a place to the expression of its meaning.	715		

Sustainable transformation of age-friendly community centres based on transition design

Lijun Chen

Czech Technical University in Prague
chenliju@fa.cvut.cz

Abstract

The world's population is ageing and countries are urgently seeking new solutions to ageing issues. According to Irwin (2015), Transition Design (TD) is a new design proposition for a rapidly changing society based on thinking about the concept of the "long-term" and the idea of global localism, placing the natural world in a more macro context, and advocating a more systematic approach to the transition to a more sustainable future for a design-led society. In the context of active ageing, this PhD research aims to explore how TD guides Design Research and Practice, taking the example of the sustainable transformation of age-friendly community centres (AFCC), from the vision of stakeholders, and the perspective of designers and policymakers, incorporating stakeholders, especially older people, into the design decision-making process, recognizing their entire lifestyle, and involving the infrastructure reimagination, including the products, services, environment, and social systems involved. Through wicked problem in AFCC, stakeholder relations, historical evolution of wicked problem, future visions, and designing system interventions, discussing the transitional design strategy and future trends for AFCC. The transition framework and design strategies for sustainable inclusive AFCC under TD core tenets will be addressed. This will enrich the theoretical and practical basis of TD and have significant implications for the sustainable development of ageing communities.

Keywords

Transition Design; Age-friendly; Community centres; Sustainable transformation; Design strategy

Introduction

In 1972, planner Horst Rittel identified a complex class of "wicked" problems for which the traditional design process was inadequate for solving (Rittel & Webber, 1973). "Wicked problems," such as climate change, biodiversity loss, forced migration, natural resource depletion, and the widening gap between rich and poor etc. require new approaches. Wicked problems affect multiple stakeholders at multiple system levels (Palmieri et al., 2022). Today, population ageing has become a new "wicked problem". The ageing trend is spreading rapidly worldwide. In the United Nations (UN) *World Population Prospects 2019* (UN, 2019), it states that by 2050, one in six people in the world will be over age 65 (16%), up from one in eleven in 2019 (9%), see Figure 1. Ageing has become one of the major social issues that countries need to address,

and will have a direct impact on economic development, policy planning, infrastructure, social security and many other levels. Meanwhile, cities and communities are also facing a huge test. The contradiction between the proliferation of the number of elderly people and the construction of local infrastructure and service is also becoming increasingly evident. Existing community living spaces are no longer able to meet the growing needs of older people, and the environment and social services constructed without an all-ages inclusive perspective have caused many inconveniences to older people's lives (Fan et al., 2017; Guo & Pan, 2013; Hu, 2020; Wang & He, 2021). Therefore, the need for age-friendly transitions in communities and spaces becomes urgent, and the systematic and sustainable nature of the transition approach becomes a key factor in measuring the success of the transition.

Scholars have generally suggested that design is an important part of integrating spaces into communities (as cited in Shin & Planning, 2006; Tubbs, 2012). However, there is limited research on the involvement of design in the sustainable transformation of communities and community spaces for older people. Transition Design (TD) is a practice and knowledge that originates from other disciplines and incorporates their principles, and envisages the mediating role of design itself to facilitate multi-level and multi-stage socio-technical transitions (Palmieri et al., 2022). In transition studies, TD is of great relevance and necessity, as it aims to move from understanding to action. Unfortunately, to date, the academic and non-academic fields know very little about the effects and implementation of this new discipline in practice and always end up with an unfulfilled promise. The role, value and potential of transitions has been well defined and explained as the design discipline has increasingly focused on TD. The subject has also been mentioned in several academic literature and conferences. Nevertheless, more importantly, only a very limited number of academic case studies can be found that implement and validate methods and tools, thus validating the potential of TD (van Selm & Mulder, 2019). TD approaches require a highly interdisciplinarity, collaboration and are rooted in an understanding of how change manifests itself in complex systems, coupled with a vision of a sustainable future that expands the problematic framework and therefore requires further discussion and debate. Designers working in the field of social innovation have developed important new approaches from fields such as sociology, organisational science and business that can and should be expanded and deepened in the emerging field of TD (Irwin, 2015). The tran-





Figure 1. Percentage of population aged 65 years or over in 1990, 2019 and 2050, according to the medium-variant projection (UN, 2019).

sition of future communities is inseparable from the involvement of TD.

Aim and Objectives

Identify the wicked problems of Age-Friendly Community Centres (AFCC)—the status quo, problems, and historical evolution—and make theoretical contributions to the relations and approaches between stakeholders' transition products, services, environments, and social systems to propose transition framework and design strategies for AFCC. To explore how TD can engage in design research and practice to influence the planning and design of AFCC, and how stakeholders can actively participate in the design process and play a key role in providing a sustainable vision for finding new paradigms for system-level transitions in design-oriented social transformation and thinking change to make our future community environment more inclusive and sustainable.

Background

With the emergence of economic development, population growth, internationalisation, networking and other factors leading to an increasingly complex society, which is also a source of many problems, as it is a breeding ground for new approaches to these problems. Particularly for specific types of problems at the societal level, which cannot be solved by simple short-term solutions (Loorbach, 2010). According to Ekardt (2020), sustainable transformation will only be achieved if many disciplines contributing to the behavioural sciences are put together to form an overarching theory of individual and collective change. On the path of such transformative research, some fundamental methodological issues must be considered. Sustainability transformation requires a variety of activities by different participants, from a completely different policy approach to (non-verbal or occasional) establishment of new everyday behaviours of people.

In essence, older people are currently on hold as an important human resource and potential force that is not being properly utilised. It is at this point that some scholars propose that how to make community centre (CC), which are “near-home” places of public life, better guide the elderly to live a scientific and healthy life, face aging with a positive attitude and participate in social activities more actively, so as to stimulate the potential positive energy in the elderly and improve the quality of life of the elderly, is an urgent problem that needs to be solved in society nowadays (Gong, 2015; Hu et al., 2021; Lu, 2016). A quality CC is a valuable asset to any community and a well-functioning CC is a thriving hub of activity for youth, families, seniors, civic organisations, parks and recreation departments and more. Unfortunately, in many cities, CC are unable to meet the needs of those around them. In some areas, there are currently no CC (Jumpsix2, 2016).

This shows that CC are in urgent need of development in the city. Therefore, the establishment of an inclusive shared CC in an age-friendly community (AFC) is particularly important. Age-friendly urban planning has gone beyond health-care considerations to include neighbourhood design and

increasingly complex concepts of place (Lui et al., 2009). Recognising that age composition is a dimension of diversity, urban planners now emphasise the value of inclusive design in maintaining community heterogeneity (Gilroy, 2008). Thus, unlike traditional senior centres and day care centres, CC in AFC, although designed primarily for older people, are open and accessible to all ages, promoting active living and becoming an important part of the “lifetime” community.

The discipline of design has developed into a profession that addresses business and social issues through the use of design principles. The design discipline is now studying and experimenting with TD to develop itself as a discipline capable of solving complex ongoing problems and transforming society. TD aspires to be an integrated discipline with multiple knowledge and skills, acting as a medium to facilitate, accelerate and guide transitions (van Selm & Mulder, 2019). We need to reconceptualise and re-imagine everyday life, based on local and regional ways of living, and to communicate new consciousness and approaches on a global scale. Setting a long-term vision and backcasting to the present, drawing on the experience and knowledge of cross-disciplines, dynamically adjusting the methodology and mindset in the step-by-step realisation of the short- and medium-term vision, with a view to eventually arriving at a more sustainable future (Irwin, 2015).

Methodology

Based on the core tenets of TD, this research will be divided into five sections: Wicked Problem in AFCC (data collection and data analysis), Stakeholder Relations, Historical Evolution of Wicked Problem, Future Visions and Designing System Interventions (transition framework and design strategies). The data collection consisted of two simultaneous parts: theoretical and practical. Data analysis will be based on different types of data.

Theoretical Part: (1) Literature research (a systematic literature review). (2) Interviews (qualitative analysis). (3) Survey research (quantitative analysis). *Practical Part:* Workshops (based on TD approach, and the results such as problem map, stakeholder relations map, stakeholder concerns, future visions, transition pathway, and potential projects etc. will be mapped and analysed as the practical data sources for the study).

Stakeholder Relations, Historical Evolution of Wicked Problem, Future Visions and Designing System Interventions (transition framework and design strategies) will be constructed based on the analysis of wicked problem. The AFCC transition framework and strategies will be driven by the future vision, and proposed by combining the *Age-Friendly*



Figure 2. Transition Design Workshop in Prague (Source: author).

Communities (AFC) domains and suggested spatial indicators (Davern et al., 2020) with the *Design for Sustainability Evolutionary Framework* (Ceschin & Gaziulusoy, 2016), based on the World Health Organization (WHO)'s framework *Global Age-Friendly Cities: A Guide* (WHO, 2007).

Case Study

As this research relies on design and practical experience as the basis for academic research, and is based on local and regional lifestyles, the findings of the unstructured interviews with stakeholders led to the proposal for a 3-day workshop on "TRANSITION DESIGN WORKSHOP Age-Friendly Community Centres in 2050," see Figure 2. A total of 19 stakeholders (55-70-year aged people, community and nursing home volunteers, social workers, and architecture and design students) from the Czech Republic, Poland, and China who were working and living in Prague participated. The workshop identified the current problems and complex relations faced by AFCC through the Problem Map of CC in Prague, Stakeholder Relations Map, and Stakeholder Concerns Map, as well as through a four-stage design intervention - How Might We, Snapshots in 2050, Projects Informed by Future Visions, and New Projects to create a vision of AFCC's future and backcasting to present to analyse the transition pathways, resulting in four innovative and integrated solutions. Once the final projects were completed, a public presentation was organised, a feedback survey was conducted with participants, notes were taken on site, and photographs and videos of the workshop were filmed.

Some groups developed projects in the form of services, while others designed products or proposals to intervene in environmental or social systems. For example, a group designed a social system intervention in AFCC in the form of a retirement mentoring programme. The intervention helped people join the programme before retirement age and aimed to alleviate retirement-related fears and ease the feeling of disconnection from social work to retirement life by providing practical and emotional support, such as financial planning and job search assistance. These interventions, which ranged from technical solutions to physical improvements to mentoring projects, illustrated the need for a multi-faceted approach to support older people in the community in the future AFCC, showing the potential of transitional approaches to facilitate design actions. The findings of this workshop demonstrated that using the TD approach is an effective way to generate innovative solutions for the sustainable transformation of AFCC, providing a multidimensional method for addressing the complex challenges of AFC and positively impacting people's lifestyles. This is significant for policymakers, designers, and community members interested in creating more inclusive and supportive community environments for older people. The unique interventions proposed by the groups, based on long-term thinking, addressed different aspects of the wicked problem and were able to systematically consider the rationality and sustainability of the projects. Meanwhile, stakeholders played a pivotal role in the overall design decision-making and intervention process, actively contributing to the implementation of the pro-

cess and making the vision of the future the best possible for everyone's imagination.

AFCC Transition Framework

The framework first envisages a sustainable future vision for design-oriented AFCC, and subsequently elaborates a transition strategy for AFCC from the individual to the holistic, and from technology to human-centred concepts from a design perspective. Using TD theory as a guideline to conduct research, and the 8 domains of AFC as indicators, the transition process is divided into four stages: product, service system, environment and social system, with product design, service design, social innovation design and system/transition design as the main design methods, and the stages and methods are developed progressively while backcasting to test the rationality and effectiveness of the process. This is complemented by sustainability, participatory design, collaborative design, interaction and user experience, and inclusive design approaches, incorporating the involvement of the disciplines of sociology, gerontology, psychology and economics, with a view to transitioning to a desired future, see Figure 3.



Figure 3. AFCC Transition Framework (Source: author).

Conclusion

In summary, applying the TD approach to address the ageing population, and using the transformation of AFCC as a fulcrum to design a bottom-up solution strategy for older people based on a long-term vision to radically improve their lives, change their lifestyles to be healthier, more inclusive and sustainable, and explore new solution paradigms will be the focus of this study, and will also contribute to TD theory and the ultimate goal of transition to a sustainable future.

Acknowledgement

This research was supported by grant: SGS23/081/OHK1/1T/15 by the Faculty of Architecture, Czech Technical University in Prague.

References

- Ceschin, F., & Gaziulusoy, A. İ. (2016). Evolution of design for sustainability: From product design to design for system innovations and transitions. *Design Studies*, 47. <https://doi.org/10.1016/j.destud.2016.09.002>
- Davern, M., Winterton, R., Brasher, K., & Woolcock, G. (2020). How Can the Lived Environment Support Healthy Ageing? A Spatial Indicators Framework for the Assessment of Age-Friendly Communities. *International Journal of Environmental Research and Public Health*, 17(20), 7685. <https://doi.org/10.3390/ijerph17207685>
- Ekardt, F. (2020). Transformation to Sustainability: An Innovative Perspective on Societal Change – With and Against Sociological, Psychological, Biological, Economic and Ethnologic Findings. In F. Ekardt (Ed.), *Sustainability: Transformation, Governance, Ethics, Law* (pp. 61-109). Springer International Publishing. https://doi.org/10.1007/978-3-030-19277-8_2
- Fan, X., Feng, C., & Yang, W. (2017, Jun 23-25). Transforming Needs and Countermeasures of Old Communities-A Case Study of Dalian in Liaoning Province. *Advances in Social Science Education and Humanities Research* [Proceedings of the 2017 international conference on management, education and social science (icmess 2017)]. International Conference on Management, Education and Social Science (ICMESS), Qingdao, China.
- Gilroy, R. (2008). Places that support human flourishing: Lessons from later life. *Planning Theory & Practice*, 9(2), 145-163. <https://doi.org/https://doi.org/10.1080/14649350802041548>
- Gong, D. (2015). *A Study on the Impact of Population Dependency Ratio on Consumption of Rural Residents in China* [Jinan University]. Jinan.
- Guo, Z., & Pan, Y. (2013). A Study on the Transformation of Corporate Communities into Urban "Age-friendly Communities" in the Context of Ageing - An Example of the 116th Neighbourhood of Wuhan Iron and Steel Works. Urban Age, Collaborative Planning - 2013 China Urban Planning Conference, Qingdao, Shandong Province, China.
- Hu, J. (2020). *Research on ageing adaptation of the outer residential environment in Laoshan Street based on behavioural characteristics* Beijing University of Architecture].
- Hu, S., Wang, H., & Chen, Y. (2021). Study on Community Center Design in the Context of Ageing. *Urban Architecture*, 18(408), 5-7.
- Irwin, T. (2015). Transition Design: A Proposal for a New Area of Design Practice, Study, and Research. *Design and Culture*, 7(2), 229-246. <https://doi.org/https://doi.org/10.1080/17547075.2015.1051829>
- Jumpsix2. (2016). *The impact of community recreation centers*. Sports Facilities Companies. Retrieved May 18 from <https://sportsfacilities.com/the-positive-impact-of-community-recreation-centers/>
- Loorbach, D. (2010). Transition management for sustainable development: A prescriptive, complexity-based governance framework. *Governance*, 23(1), 161-183.
- Lu, Y. (2016). *Research on the Design Strategy of Community Center under the Background of Aging Society* [Suzhou University of Science and Technology]. Suzhou.
- Lui, C.-W., Everingham, J.-A., Warburton, J., Cuthill, M., & Bartlett, H. (2009). What makes a community age-friendly: A review of international literature. *Australasian Journal on Ageing*, 28(3), 116-121. <https://doi.org/10.1111/j.1741-6612.2009.00355.x>
- Palmieri, S., Bisson, M., Ianniello, A., Palomba, R., & Botta, L. (2022, March 7th-8th, 2022). *TRANSITION DESIGN: AN OPPORTUNITY FOR DESIGN AND DESIGNERS* INTED2022 - 16th International Technology, Education and Development Conference, Italy.
- Rittel, H. W. J., & Webber, M. M. (1973). Dilemmas in a general theory of planning. *Policy Sciences*, 4, 155-169.
- Shin, S., & Planning, M. (2006). Does design make a difference : an analysis of the conditions under which youth centers operate.
- Tubbs, S. (2012). *Designing A Complete Community Center: Responsive Design in a Rural Setting* [SIT Graduate Institute / SIT Study Abroad]. US. <https://digitalcollections.sit.edu/capstones/2534>
- UN. (2019). *World Population Prospects 2019: Highlights*. <https://www.un-ilibrary.org/content/books/9789210042352>
- van Selm, M., & Mulder, I. (2019). *On transforming transition design: From promise to practice* Academy for Design Innovation Management Conference 2019: Research Perspectives in the era of Transformations,
- Wang, C., & He, X. (2021). The Transformation and Development of a Typical Enterprise Community in Xi'an Textile City in the Context of Ageing. *Urbanism and Architecture*, 18(8), 115-117.
- WHO. (2007). *Global Age-Friendly Cities: A Guide*. <https://apps.who.int/iris/handle/10665/43755>