

In this talk we will explain the background to Design Research Works—a unique 4-year project that is dedicated to evidencing and promoting the value of Design Research. We will introduce the motivation and structure of the project before describing the range of research and engagement activities that we are involved with, including:

How we wrote the world's first research paper that is not a paper
Why (not) to do Research through Documentary during a global pandemic
Material engagements with Al, digital portraiture, and early years education
Games for the blind and the sound of the metaverse
Trust, autonomous systems, responsible Al licensing, fixing the future, and resilience
How and why to make Design Research disappear completely
Jamborees, Lab Engagements, and a speculative 'Design Research Atlas'

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