Talk 1 - A dialogue between design and phenomenology, the case of TU/e (Pierre Lévy)
The contribution of phenomenology to embodied interaction design can be found already in the early 2000s (Dourish, 2001). Throughout these last 20 years, phenomenology has significantly influenced the field of design, especially regarding inquiries related to the human experience, the role of the body, and the importance of interaction, of skills, and of materiality to engage with the world.

As an exemplifying case of such dialogue between phenomenology and design, I focus on the way the Merleau-Pontian phenomenology of perception has been involved in the design research at the Designing Quality in Interaction research group at Eindhoven University of Technology. Especially, I discuss how the notion of perceptual crossing has formed the core of a research programme for interaction design (Deckers, 2012), involving both research and education activities, through a collaboration with experimental phenomenologists at Compiegne University of Technology (Lenay, 2010).

A reflection on the outcome of this programme points out the quality of the discussions between the two fields throughout the research programme, the significant outcomes for design research informed by phenomenology, and the unfolded potential contribution for phenomenology, which has found critical limitations in its implementation.

Talk 2 - Philosophy, design and the (non-)linguistic (Deva Waal)
In this talk I will identify a core difficulty for the correspondence between philosophy and design. The philosophical practice is dependent on linguistic communication for its scientific validity, since we must be able to reidentify and reproduce scientific findings. But when we learn something about our embodied presence in a space through design, for example, the insights that we gain cannot be reduced to propositions that might be true or false. We often gain a type of know-how, rather than know-that, by our interactions with design.

For philosophy, however, this know-how or these non-propositional insights are difficult to incorporate. Some philosophers have even argued that all forms of know-how are reducible to know-that. (Stanley and Williamson 2001) Even though this view has been disputed from within philosophical circles, (Noë 2005) it remains difficult for philosophers to include know-how into their philosophical practice without compromising its scientific validity.

Two philosophers that have attempted to bridge this gap between linguistic experience and other types of experience are Husserl and Wittgenstein. Both argue that 'meaning' is constituted in the context of the implicit certainties and actions of human life. This results in a more holistic view on knowledge and insight. Since it is philosophy's role to reflect on (human) life, I will argue that it is possible and important to assign a role to non-propositional insights within our philosophical practices. I will discuss the tools that Husserl and Wittgenstein provide us with for doing so.

Talk 3 - Postphenomenology as a generative lens (Sander van der Zwan)
Postphenomenology offers conceptual handles to analyse specific technologies, through which we get a valuable new understanding of them. While being very useful to philosophy in furthering this understanding, postphenomenology is beginning to find its way into a more practical domain: design.

Hauser et al. (2018) show that postphenomenology is an "under-utilized yet productive" (p.10) framework, for designers. We pick up on their suggestion that it could be used as a "generative lens" (p.10) to frame the crafting of artefacts. By using the framework in foresight rather than hindsight, postphenomenology reorients the background on which the creative processes of designing can take place, that shifts the designer's focus from mere utility of an artefact to the co-shaping of ways of being, ways of knowing and ethics.

In an attempt to use the postphenomenological framework in design practice as a generative lens, we specifically focus on 5 postphenomenological concepts: the 4 dimensions of technological mediation (Kiran, 2015) and multistability. In this talk, I will be showcasing a concrete design project, both exemplifying how these concepts have been meaningful for us in generating a design and trace the process we underwent to get to this meaningful use.

Talk 4 - Philosophy Through Sketching (Maarten Smith)
In this talk, I pay special attention to the role sketching plays in navigating between abstract postphenomenological concepts and the particularities of a concrete, complex design case.

I present a case in which a team of designers and philosophers at the Eindhoven University of Technology (the TP group) collaborated with Rijkswaterstaat (RWS), to develop a set of tools to facilitate experiencing and imagining the state of the Netherlands in 2050. I present how the activity of sketching is used to grasp the complexity of the case and bring to light differences between the standing practices of RWS and the TP group designing the tool. The group employs postphenomenological terms, in particular the human-technology-world schema to make sense of the complexity of the case and situate themselves as designers. They produce a number of sketches, each revealing and concealing certain aspects of the design project.

I report reflections on how this process may contribute to the furthering of postphenomenology both in a methodological and theoretical sense. The talk is concluded with a discussion on doing philosophy through sketching and the possibilities for designerly skills to contribute to philosophical practice.