

Curriculum Vitae § Dr. Frederick van Amstel

February 8, 2021.

SUMMARY

Frederick van Amstel is a design educator and researcher who enables people from different social backgrounds to work, learn, and play together while designing websites, applications, electronic products, games, and environments. His current research investigates *designerly* approaches to overcome oppression and contradiction in the present, past, and future society.

PROFESSIONAL AND ACADEMIC EXPERIENCE

2001-2005 – **Bachelor in Social Communication** (Media Studies) with a minor in Journalism at Federal University of Paraná, Brazil. Monograph: *Design Centrado no Usuário para a UFPR* (User-Centered Design for the UFPR website).

2001-2002 – **Webmaster** for a regional news website. Cone Sul Agency. Activities: information architecture, web-writing guidelines, updating information, managing files.

2002-2004 – **Web Designer** for a small Advertising Agency. DC Dois Advertising. Activities: graphic interface design, simple animation (Flash), basic programming (PHP).

2005-2008 – **Independent consultant** for companies such as Electrolux (electronic appliances), InfoGlobo (media company), Duty Free Dufry, Stobag (customized awnings), Magazine Luiza (major retailer), Tramontina (tableware industry), Celta (startup incubator), Odyseia (board games). Activities: usability evaluation, information architecture, user research, strategic design.

2006-2008 – **Master in Technology** (Science & Technology Studies) at Federal University of Technology Paraná, Brazil. Thesis: *Das Interfaces às Interações: Design Participativo para Portal BrOffice.org* (From Interfaces to Interactions: Participatory Design of the BrOffice.org Portal"). Supervisor: Prof. Luiz Ernesto Merkle.

2006-2009 – **Visiting professor** at Unisul, teaching in the Design bachelor. Courses: Literary Expression and Analysis, Digital Design studio, Usability and Ergonomy.

2006 – **Assistant professor** at Opet, teaching in the undergraduate program in Web Design (technology education). Courses taught: Web Writing and Flash Animation.

2007-2011 – **Founder and president** at [Faber-Ludens Institute for Interaction Design](#). Inspired by European Design schools that embraced the Digital Culture, like Ivrea Institute and its successor, Copenhagen Institute for Interaction Design (CIID), a multidisciplinary group founded Faber-Ludens Institute for Interaction Design in Curitiba, in 2007. As a non-profit

organization, Faber-Ludens had a democratic (sometimes anarchic) governance model, which favored intense collaboration between its members and the community. Faber-Ludens faded away in 2014, as the founders moved to other activities. In the 7 years that comprised its life, Faber-Ludens graduated more than 80 students, trained more than 200 people, consulted for 7 companies, and conducted more than 40 applied research projects. It had a lasting impact on the interaction design and user experience scene in Brazil. Activities: establishing professional graduate curriculum on Interaction Design, cultivating online community, partnering, lecturing, and teaching (Foundations of Interaction Design and Sociology of Technology).

2011-current – **Community manager** at [Corais Platform](#), the Open Innovation platform created by Faber-Ludens to host Open Design projects from individuals and other organizations. Since 2012, this became an independent cooperative platform for cultural producers in Brazil, maintained by Instituto Ambiente em Movimento and developed by Frederick van Amstel as an outreach activity of his academic work. The community of cultural producers became involved in Corais development since 2012, following government budget cuts. Corais became a major infrastructure for the Digital Culture movement, harboring more than 600 cultural production projects spread over Brazil. The projects range from theater operation to indigenous art exhibitions, yet, they share a common origin in activities that were previously led by the State.

2011-2015 – **PhD researcher** in a joint project between civil engineering and industrial design departments at the University of Twente, Netherlands. The topic was Expansive Design, an approach for doing design based on contradictions, conflicts, and disturbances. Based on design interventions, the research identified six contradictions typically faced by service design and architectural design. The research developed a range of visualization tools to deal with these contradictions in construction projects needed to take services into account. Also, a board game was created to demonstrate the theory, which was later used in many courses worldwide to learn dealing with contradictions. This research was associated to the initial activities of the DesignLab, founded in 2014. Promotor: Prof. Geert Dewulf. Supervisors: Prof. Mascha van der Voort and Prof. Timo Hartmann.

2015-2018 – **Assistant Professor** at the Architecture and Design School of Catholic University of Paraná (PUCPR), Brazil, teaching undergraduate courses like Interaction Design, Digital Trends Laboratory, Design Thinking, Information Architecture, and Hypermedia. In addition to teaching, Frederick collaborated with other Industry actors to create entrepreneurship programs at PUCPR, such as [Apple Developer Academy](#), [Renault Experience](#), [Health Innovation PUC](#), and [PIBEP](#), which were all linked to the University's startup accelerator [Hotmilk](#).

2018-2019 – **Coordinator** of the consortium between PUCPR and Paraná Federation of Industries (FIEP) formed to execute of the research project "Organizational Learning in Open Innovation Ecosystems". Copel utility company funded the project through the Aneel R&D tax incentive program with a total budget of 3.6 million Reais (approximately 1 million US dollars). The team consisted of 5 professors, 2 PhD students, 2 master students, and 12 part-time staff. The coordinator was responsible for writing the grant proposal, managing the project, facilitating research collaboration workshops, and designing the research products. The main products were: a corporate startup acceleration program, an [online platform for](#)

[student entrepreneurs](#), and organizational learning related to startup innovation and design thinking. These products contributed to the larger company's efforts in the sociotechnical transition to sustainable energy smart grids.

2018-2020 – **Part-time post-doctoral researcher** at the Graduate Program in Informatics from PUCPR. The research looked at creative approaches to Software Engineering, such as creative coding, prototyping, and the software development studio pedagogy. The position also included teaching the Human-Computer Interaction graduate course and the supervision of 2 Master students.

2016-2019 – **Guest professor** at the Graduate Program in Design from Federal University of Paraná (UFPR). Activities included research collaboration and co-authoring papers, co-supervising Master and Doctoral students, sitting at thesis evaluation committees, and teaching the Educational Game Design course.

2016-2019 – **Guest professor** at the Graduate Program in Urban Management from PUCPR. Activities included research collaboration and co-authoring papers, sitting at thesis evaluation committees, and teaching City and Technologies graduate course.

2019-current – **Assistant Professor** (Adjunto-A) at the Industrial Design Department of Federal University of Technology – Paraná, Brazil, with a tenure track in Service Design and Experience Design, awarded by the first public tender held in this area in Brazilian public universities. This chair was created to expand the range of specializations offered by the bachelor in Design and to lead research towards new avenues. Teaching activities included the following courses: Design for Social Innovation, Creativity, Research Methodology, Interaction Design, Design and Culture, and Sustainable Design. Outreach activities included a solidarity economy incubator, theater of the oppressed group, and COVID-19 information campaign in vulnerable communities. Research activities included three undergraduate research projects in collaboration with Bosch Brazil on open innovation, three undergraduate research projects on metadesign, and writing a proposal for a [new graduate program in Prospective Design](#).

UNDERGRADUATE TEACHING EXPERIENCE

- [Research Methodology](#), 30hs, Graphic Design degree, UTFPR, 2019-2020
- [Design and Culture](#), 45hs, Graphic Design degree, UTFPR, 2019
- [Creativity](#), 30hs, Graphic Design degree, UTFPR, 2019-2020
- [Design for Social Innovation](#), 60hs, Design bachelor, UTFPR, 2019-2020
- [Experience Design](#), 80hs, Design bachelor, UTFPR, 2019
- [Sustainable design](#), 30hs, Design bachelor, UTFPR, 2019
- [Digital Design Final Work](#), 160hs, Digital Design bachelor, PUCPR, 2015-2016
- [Digital Design Trends Laboratory](#), 40hs, Digital Design bachelor, PUCPR, 2016-2018
- [Interaction Design](#), 80hs, Digital Design bachelor, PUCPR, 2015-2018

- [Information Architecture](#), 40hs, Digital Design bachelor, PUCPR, 2016
- [Design Thinking](#), 45hs, Graphic Design bachelor, PUCPR, 2016
- [Usability and Ergonomics of User Interfaces](#), 30hs, Design bachelor, Unisul, 2009-2010
- [Feasibility Design](#), 30hs, Design bachelor, Unisul, 2009-2010
- [Graphic Animation for the Internet](#), 80hs, Web Design degree, Opet, 2006
- [Writing for the Web](#), 60hs, Web Design degree, Opet, 2006
- [Literary Analysis and Expression](#), 30hs, Design bachelor, Unisul, 2006-2009

POST-GRADUATE TEACHING EXPERIENCE (*PROFESSIONAL ORIENTED*)

- [Service Design](#), 16hs, Post-graduation in Digital Business, Universidade Positivo
- [Interaction Design Foundations](#), 40hs, post-graduate program in Interaction Design – Faber-Ludens Institute for Interaction Design, 2008-2011
- [Sociology of Technology](#), 24hs, post-graduate program in Interaction Design – Faber-Ludens Institute for Interaction Design, 2008-2011
- [Interaction Design](#), 30hs, post-graduate program in Web Development, UEM, 2010
- [Ergonomics and Usability](#), 24hs, post-graduate program in Interior Design, Sustentare Business School, 2010

GRADUATE TEACHING EXPERIENCE (*RESEARCH ORIENTED*)

- [Cities and Technologies](#), 45hs, Graduate Program in Urban Management (PPGTU), PUCPR, 2018-2020
- [Human-Computer Interaction](#), 32hs, Graduate Program in Informatics (PPGIA), PUCPR, 2018
- [Educational Game Design](#), 45hs, Graduate Program in Design (PPGDesign), UFPR, 2016-2019
- [Collaborative Future Making](#), 45hs, Pelle Ehn's master class at the DesignLab, University of Twente, 2015

SUPERVISION EXPERIENCE

1. Tania Mara Dors. **The Reflective Practice in a Software Development Studio**. 2019. Dissertation (Master in Informatics) - Pontifical Catholic University of Paraná. Co-supervisor.
2. Elias Harmuch Neto. *Devigner: A contribuição do perfil transdisciplinar em um ambiente de ateliê de software* (**The Contribution of the Transdisciplinary Profile in a Software Studio Environment**). 2019. *Dissertation (Master in Informatics) - Pontifical Catholic University of Paraná. Co-supervisor.*
3. Vitória Montes Lopes Lima. Projeto Editorial Cartonero e a Estética do Oprimido no

- Design Gráfico (**Cartonero Editorial Design and the Aesthetics of the Oppressed in Graphic Design**). 2020. Final Work. (Graphic Design degree) - Federal Technological University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
4. Mateus Filipe De Lima Pelanda. Infradesign: reconhecendo a dimensão projetual do trabalho invisível em projetos de interação (**Infradesign: recognizing the project dimension of invisible work in interaction projects**). 2019. Final Work. (Design degree) - Federal Technological University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
 5. Rafaella Peres Eleuterio. A designer articuladora de coalizões: reflexões sobre um projeto de codesign com mulheres cafeicultoras do Norte Pioneiro do Paraná (**The designer as articulator of coalitions: reflections on a codesign project with coffee farmers from Norte Pioneiro do Paraná**). 2019. Final Work. (Design degree) - Federal Technological University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
 6. Guilherme Honorato dos Santos and André Paulo Souza. Quem sou? Livro digital sobre transgênero para crianças (**Who am I? Digital book on transgender for children**). 2016. Final Work. (Digital Design degree) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
 7. Marcos Aurélio Balbinot Ferreira Da Silva. **Depressive thoughts: Animation about depression**. 2016. Final Work. (Digital Design degree) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
 8. Marcela Cardoso Pereira dos Santos. Preconceito em linhas: Animação sobre preconceito estético (**Prejudice in lines: Animation about aesthetic prejudice**). 2016. Final Work. (Digital Design degree) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
 9. Yasmin Mafra da Silva. Relógio digital e alarme para surdos (**Clock for all: Digital clock and alarm for the deaf**). 2016. Final Work. (Digital Design degree) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
 10. Rafael Georgete Lange, Rafael Gomes da Silva and Ceres Schneid. Deriva: Aplicativo para explorar a cidade (**Drift: Application to explore the city. 2016. Final Work**). (Digital Design degree) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
 11. Victor Gustavo Kubis, Vítor Ângelo de França Serci and Tiago d. Medo Inesperado: Curta metragem sobre síndrome do pânico (**Unexpected Fear: Short film about panic syndrome**). 2016. Final Work. (Digital Design degree) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
 12. Vitor Augusto Ezequiel de Souza. Domun: Curta metragem caseiro de terror (**Domun: Homemade horror short film**). 2016. Final Work. (Digital Design degree) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
 13. Diogo Koenig Mattana. Enigmatron: Sintetizador musical analógico (**Enigmatron: Analog musical synthesizer**). 2016. Final Work. (Graduation in Industrial Design - Final Work Digital Design) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
 14. Juliana Hiromi Saito. Voxel: Assistente digital para lidar com a procrastinação (**Voxel: Digital assistant to deal with procrastination**). 2016. Final Work. (Graduation in

Industrial Design - Digital Design) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.

15. Erick Gustavo de Oliveira Alcantara and Marta Heupa Klozouski. Deixe_me Curta metragem interativo sobre cyberbullying e o impacto na vida dos envolvidos (**Let_me: Short interactive film about cyberbullying and the impact on the lives of those involved**). 2016. Final Work. (Graduation in Industrial Design - Digital Design) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.
16. Caroline Nohama and Erik Tetsuji Matsugano Kato. LIT: Casaco digital para ciclistas (**LIT: Digital jacket for cyclists**). 2016. Final Work. (Graduation in Industrial Design - Digital Design) - Pontifical Catholic University of Paraná. Advisor: Frederick Marinus Constant van Amstel.

PARTICIPATION IN DOCTORAL THESIS EVALUATION COMMITTEES

1. VAN AMSTEL, Frederick M.C .; BATTAIOLA, A .; PADOVANI, S .; HAASE, V. G .. Participation in the evaluation committee of Matheus Araujo Cezarotto. **Detailed game design recommendations to foster and sustain the motivation of children with dyscalculia in educational digital games**. 2019. Thesis (PhD in Design) - Federal University of Paraná.
2. BATTAIOLA, A .; HEEMANN, A .; CAMARGO, D .; Van Amstel, F.M.C .. Participation in the evaluation committee of Daniella Rosito Michelena Munhoz. Design de Jogos de Tabuleiro e Dinâmicas Cooperativas: Uma abordagem histórico-cultural (**Design of Board Games and Cooperative Dynamics: A historical-cultural approach**). 2018. Thesis (PhD in Design) - Federal University of Paraná.
3. FADEL, L .; KISTMA, V .; VAN AMSTEL, Frederick M.C .; BATTAIOLA, A .. Participation in the evaluation committee of Michelle Pereira de Aguiar Camargo. Jogos Digitais Educacionais: modelo auxiliar ao processo de design para equipes interdisciplinares (**Digital Educational Games: auxiliary model to the design process for interdisciplinary teams**). 2018. Thesis (PhD in Design) - Federal University of Paraná.

PARTICIPATION IN MASTER THESIS EVALUATION COMMITTEES

1. HOUNSELL, M. S .; KEMCZINSKI, A .; GASPARINI, I .; VAN AMSTEL, Frederick M.C .. Participation In Board of Diego Sauter Possamai. Enfatizando a criatividade no game design de jogos sérios (**Emphasizing creativity in the game design of serious games**). 2020. Dissertation (Master in Applied Computing) - State University of Santa Catarina.
2. ALMEIDA, L. D. A .; BONACIN, R .; MERKLE, Luiz E; VAN AMSTEL, Frederick M.C .. Participation in the evaluation committee of Bernardo Alves Villarinho Lima. Híbridizações e adaptações no design participativo brasileiro na computação: um estudo exploratório e análise crítica (**Hybridizations and adaptations in Brazilian participatory design in computing: an exploratory study and critical analysis**). 2020. Dissertation (Master in Technology) - Federal Technological University of Paraná.
3. BATTAIOLA, A .; CALOMENO, C .; VAN AMSTEL, Frederick M.C .. Participation in the committee for Jéssica Messias Goss dos Santos. Análise da imagem do avatar em

- vídeogames (**Analysis of the avatar image in video games**). 2020. Dissertation (Master in Design) - Federal University of Paraná.
4. PROCOPIUK, M .; GRAY, K .; VAN AMSTEL, Frederick M.C .. Participation in the evaluation committee of Diego Henrique da Silva Baptista. Laboratórios Urbanos: Cocriação de uma Governança Urbana para Cidades Inteligentes e Sustentáveis no Vale do Pinhão (**Urban Laboratories: Co-creation of Urban Governance for Smart and Sustainable Cities in the Pinhão Valley, in Curitiba**). 2019. Dissertation (Master in Urban Management) - Pontifical Catholic University of Paraná.
 5. ALMEIDA, L. D. A .; AMARAL, M. A .; GASPARINI, I .; VAN AMSTEL, Frederick M.C .. Participation in the evaluation committee of Ana Paula Retore. Apropriação por Meio de Tailoring Adaptável em Sistemas Colaborativos de Comunicação: Um Estudo de Caso com o Slack e o WhatsApp (**Appropriation through Adaptive Tailoring in Collaborative Communication Systems: A Case Study with Slack and WhatsApp**). 2019. Dissertation (Master in Technology) - Federal Technological University of Paraná.
 6. FIRMINO, R .; HARDT, L. P. A .; VAN AMSTEL, Frederick M.C .; IBANEZ-BUENO, J .. Participation in the committee for Luiza Chiarelli de Almeida Barbosa. Artemídia e Espaço Urbano: Análise de Interações Socioespaciais no Festival Transmediale'18 (**Artemedia and Urban Space: Analysis of Socio-spatial Interactions at the Transmediale'18 Festival**). 2019. Dissertation (Master in Urban Management) - Pontifical Catholic University of Paraná.
 7. MERKLE, Luiz E; Amstel, F.M.C. van; BARANAUSKAS, M. C .. Participation in the evaluation committee of Gustavo Kira. Trajetórias no Design de Interação de Terceira Onda: Participações, seus Rastros, suas Viradas (**Trajectories in Third Wave Interaction Design: Participations, their Traces, their Turns**). 2016. Dissertation (Master in Technology) - Federal Technological University of Paraná.

LATEST PUBLICATIONS

1. Angelon, Rafaela; Van Amstel, Frederick M.C. (accepted) Monster aesthetics in a decolonizing design experiment. **Art, Design & Communication in Higher Education**.
2. Van Amstel, Frederick M.C and Gonzatto, Rodrigo Freese. (under review) Existential time and the colonization of the future in underdeveloped interaction design. **Human-Computer Interaction**.
3. Pelanda, Mateus Filipe; Amstel, Frederick M. C. van. A inversão infraestrutural do COVID-19 pela perspectiva Yanomami (The infrastructural inversion of COVID-19 from the Yanomami perspective) (accepted). **International Journal of Engineering, Social Justice, and Peace**.
4. Van Amstel, Frederick M.C.; Guimarães, Cayley; Botter, Fernanda. (accepted). Prospecting a systemic design space for pandemic responses. **Strategic Design Research Journal**.

JOURNAL PUBLICATIONS

1. Vale, G; da Silva, C; Cabral, M.K; Moniz, M.C; da Silva, C.B.R; Van Amstel, Frederick.

- (2020) Perifa consciente: comunicação popular em comunidades vulneráveis de Curitiba (Conscious periphery: popular communiton in Curitiba's vulnerable communities). **Revista Tecnologia & Sociedade**, 16(44), p.111-117.
2. Van Amstel, Frederick M.C and Gonzatto, Rodrigo Freese. (2020) The Anthropophagic Studio: Towards a Critical Pedagogy for Interaction Design. **Digital Creativity**, 31(4), p. 259-283.
 3. Silva, R. L. P.; Santos, M. R.; Van Amstel, Frederick M.C. (2020) When black people move, the whole possibility of a future with them moves: Afrofuturism and aesthetic resistance practices. **Albuquerque: Journal of History**, v. 11, p. 132-150-150.
 4. Castaño, J. M., van Amstel, F., Hartmann, T., & Dewulf, G. (2017). Making dilemmas explicit through the use of a cognitive mapping collaboration tool. **Futures**, 87, p. 37–49.
 5. Amstel, Frederick van, and Rodrigo Freese Gonzatto. (2016). Design Livre: designing locally, cannibalizing globally. **XRDS: Crossroads**, The ACM Magazine for Students 22.4: 46-50.
 6. Amstel, F.M.C van; Hartmann, T; Voort, M. van der and Dewulf, G.P.M.R. (2016) The social production of design space, **Design Studies**, 46, p. 199–225.
 7. Amstel, Frederick M.C. van and Garde, Julia. (2016) Games to explore the possibilities of space and the space of possibilities in service design. **Simulation & Gaming**, 47 (5), p. 628-650.
 8. Amstel, F.M.C. van; Zerjav, V; Hartmann, T; Dewulf, G.P.M.R; Voort, M.C. van der. (2016). Expensive or expansive? Learning the value of boundary crossing in design projects. **Engineering Project Organization Journal**, 6 (1), Pages 15-29.
 9. Zerjav, V., Hartmann, T., & van Amstel, F. M. (2014). A leadership-as-practice perspective on design in architecture, engineering and construction projects: interaction analysis of a collaborative workshop. **Engineering Project Organization Journal**, 4(4), 1-13.
 10. Amstel, F. M.C. van, Zerjav, V., Hartmann, T., van der Voort, M. C., & Dewulf, G. P. (2015). Expanding the representation of user activities. **Building Research & Information**, 43(2), 1-16.
 11. Gonzatto, R.F; Amstel, F.M.C.van; Merkle, L.E; Hartmann, T. (2013). The ideology of the future in design fictions. **Digital Creativity**. Vol. 24 (1).

PEER-REVIEWED CONFERENCE PAPERS

1. Angelon, Rafaela; Van Amstel, Frederick M.C. (2020). **The political body as a fulcrum for radical imagination in metadesign**. In: Proceedings of the III Design Culture Symposium, Unisinos, Porto Alegre, Brasil.
2. Paschoalin, Larissa; Van Amstel, Frederick M.C. (2020). Relações de espacialidade e temporalidade na cocriação de cenários (**Spatiality and temporality relations in scenario cocreation**). In: Proceedings of the III Design Culture Symposium, Unisinos, Porto Alegre, Brasil.
3. Santos, W. B. ; Van Amstel, Frederick M.C. ; Botter, F. . Pode o design de joias ser

- conscientizador? Giro decolonial de uma pesquisa através do design pelas quatro ordens de design (**Can design raise consciousness? Decolonial turn in a research through design project across the four orders of design**). In: Proceedings of the III Design Culture Symposium, Unisinos, Porto Alegre, Brasil.
4. Neto, Elias H.; van Amstel, Frederick M.C.; Binder, Fabio; Reinehr, Sheila dos Santos; Malucelli, Andreia. (2020). Trajectory and traits of designers: a qualitative study about transdisciplinarity in a software studio. In: **Proceeding of the Conference on Software Engineering Education and Training (CSEE&T)**, Munich.
 5. Dors, Tania M.; van Amstel, Frederick M.C.; Binder, Fabio; Reinehr, Sheila dos Santos; Malucelli, Andreia. (2020). Reflective Practice in Software Development Studio: findings from an ethnographic study. In: **Proceeding of the Conference on Software Engineering Education and Training (CSEE&T)**, Munich.
 6. Botero, A., Marttila, S., Poderi, G., Saad-Sulonen, J., Seravalli, A., Teli, M., & van Amstel, F.M.C. (2020, June). **Commoning Design and Designing Commons**. In Proceedings of the 16th Participatory Design Conference 2020-Participation (s) Otherwise-Volume 2 (pp. 178-180).
 7. Eleutério, Rafaella P. and Van Amstel, Frederick M.C. Matters of Care in Designing a Feminist Coalition. (2020). In: **Proceedings of the 16th Participatory Design Conference**. Manizales, Colombia.
 8. Amstel, Frederick M. C. van; Gonzatto, Rodrigo Freese; Moro, Gláucio H. M. (2018). Improvised Video as a Medium for Learning and Designing Interactions. In: **Proceedings of the 17th Brazilian Symposium on Human Factors in Computing Systems(IHC 2018)**, Raquel O. Prates, Heloisa Candello, André P. Freire, Isabela Gasparini, Marcelle Mota, and Bianchi Serique (Eds.). ACM, New York, NY, USA, Article 28, 11 pages.
 9. MOREIRA, V.; VAN AMSTEL, Frederick M.C. A cooperação motivada por zumbis: Experimento de dupla estimulação sobre motivação em jogos cooperativos (**Cooperation motivated by zombies: Experiment of double stimulation on motivation in cooperative games**). In: XVIII Brazilian Symposium on Games and Digital Entertainment, 2019, Rio de Janeiro. Proceedings of the XVIII Brazilian Symposium on Games and Digital Entertainment.
 10. F. L. PELANDA, MATEUS; M.C. VAN AMSTEL, Frederick. Desenvolvimento dialético de infraestrutura e superestrutura em plataformas livres para colaboração (**Dialectical development of infrastructure and superstructure on free platforms for collaboration**). In: XV Brazilian Symposium on Collaborative Systems, 2019, Rio de Janeiro. Proceedings of the Brazilian Symposium on Collaborative Systems, 2019. p. 98.
 11. PELANDA, M. F.; VAN AMSTEL, Frederick M.C. Infraestruturando identidades visuais livres em coletivos autogestionários (**Infrastructuring free visual identities in self-managed collectives**). In: CONGIC - Information Design Student Conference, 2019, Belo Horizonte. Proceedings of the 9th. CONGIC - Information Design Student Conference, 2019.
 12. ZMIEVSKI, E.; VAN AMSTEL, Frederick M.C.; BECCARI, M. Percepção do tempo em ficções projetuais contemporâneas (**Perception of time in contemporary design fictions**). In: 13th Brazilian Congress of Research and Development in Design, 2018,

- Joinville. Proceedings of the 13th Brazilian Congress of Research and Development in Design, 2018.
13. Gonzatto, Rodrigo Freese; Amstel, Frederick M. C. van. (2017). Designing oppressive and libertarian interactions with the conscious body. In: **Proceedings of the XVI Brazilian Symposium on Human Factors in Computing Systems(IHC 2017)**. ACM, New York, NY, USA, Article 22, 10 pages.
 14. Amstel, F. van; Zerjav, V; Hartmann, T; Voort, M. van der; Dewulf, G.P.M.R. (2014) Contradictions in the design space. In: **Proceedings of the Design Research Society (DRS) conference 2014**, Umeå, Sweden.
 15. Amstel, F.M.C. van; Hartmann, T; Voort, M. van der; Dewulf, G.P.M.R. (2014) Grounding the flying triangle: activity theory and the production of space. In: **Proceedings of the European Group for Organizational Studies Colloquium**, Rotterdam.
 16. Amstel, F.M.C van; Hartman, T; Van der Voort, M; Dewulf, G.P.M.R. Visualization Tools for Self-Representation in Healthcare Design. In: Morello, E., Piga, B.E.A. (eds.). (2013). **Envisioning Architecture: Design, Evaluation, Communication – Proceedings of the 11th conference of the European Architectural Envisioning Association**, Milano, 25-28 September 2013. Roma: Edizioni Nuova Cultura. P 507-514
 17. Amstel, Frederick M.C. van; Vassão, Caio A.; Ferraz, Gonçalo B. (2012). **Design Livre: Cannibalistic Interaction Design**. In: Innovation in Design Education: Proceedings of the Third International Forum of Design as a Process, Turin, Italy.
 18. PELOGI, A.A.P.S. ; van AMSTEL, F. M. C. ; BARSOTTINI, C.G.N. . Heurísticas para a Avaliação de Portais Universitários. (**Heuristics for University Websites Evaluation**) In: Congresso Brasileiro de Informática em Saúde, 2012, Curitiba. Anais do XIII Congresso Brasileiro de Informática em Saúde, 2012.
 19. Gonzatto, R. F., Amstel, F. V., & Costa, R. C. T. (2010). Jogos e Humor nas Metodologias de Design (**Games and Humor in Design Methodologies**). Proceedings do IX SBGames, 138-44.
 20. van AMSTEL, F. M. C (2009). Em busca de uma metodologia materialista-dialética para design de interação (**In search of a materialistic-dialectical interaction design methodology**). In: SPINILLO, C; BENDITO, P; PADOVANI, S. (Org.). Selected Readings on Information Design: Communication, Technology, History and Education. 1ed.Curitiba: SBDI | Brazilian Society of Information Design, v. 1, p. 124-134.
 21. van AMSTEL, F. M. C.. Mediações Web 2.0 numa comunidade de Software Livre (**Web 2.0 Mediations in a Free Software community**). In: XXXII Intercom - Congresso Brasileiro de Ciências da Comunicação, 2009, Curitiba. Anais do XXXII Congresso Brasileiro de Ciências da Comunicação, 2009.
 22. van AMSTEL, F. M. C.. Políticas de Participação no Design de Interação (**Participation Policies in Interaction Design**). In: 4º Congresso Internacional de Design da Informação, 2009, Rio de Janeiro. Anais do 4º Congresso Internacional de Design da Informação, 2009.
 23. van AMSTEL, F. M. C.. Rituais e tarefas: uma aproximação rumo à unidade entre linguagem e ação no Design de Interação (**Rituals and tasks: an approximation towards the unity between language and action in Interaction Design**). In: 7º USIHC

- Congresso internacional de Ergonomia e Usabilidade, Design de Interfaces e Interação Humano-computador, 2007, Balneário Camboriú. Anais do 7º USIHC, 2007.
- 24. van AMSTEL, F. M. C.. Necessidades Formativas do Tecnólogo em Web Design na Sociedade da Interação (**Formative Needs of the Web Design Technologist in the Interaction Society**). In: 3o Congresso Internacional de Design da Informação, 2007, Curitiba. Anais do 3o Congresso Internacional de Design da Informação, 2007.

OTHER PUBLICATIONS

1. P. D. (2020, October). **Commoning Design: a Pluriversal Slide-Deck V2**. Zenodo. <http://doi.org/10.5281/zenodo.4117771>
2. Firmino, R; Van Amstel, F.M.C; Gonzatto, R. F. (2018). Every breath you take: Captured movements in the hyperconnected city. In: Christoph Lindner and Miriam Meissner, **The Routledge Companion to Urban Imaginaries**. Routledge, London.
3. Van Amstel, Frederick. (2020) **Anthropophagy traces in a cultural commons platform**. Commoning Design and Designing Commons Workshop (position paper), Participatory Design Conference, Manizales.
4. Van Amstel, Frederick; Gonzatto, Rodrigo Freese; Jatobá, Pedro Henrique. (2020) **Design livre at Corais Platform: an experience in cultivating a design commons with free software**. Workshop Designing commons – Commons for design (position paper), DRS 2014 conference, Umeå, Sweden.
5. van Amstel, F.M.C; Silveira, G.S; Hartmann, T. (2011) **A Problem-Solving Game for Collective Creativity**. Annual INSCOPE-Conference, Enschede – Netherlands.

PEER REVIEW WORK

She Ji: The Journal of Design, Economics, and Innovation (1)
 CoDesign: International Journal of CoCreation in Design and the Arts (1)
 Strategic Design Research Journal (1)
 Computers in Human Behavior (1)
 Entertainment Computing (3)
 InfoDesign (5)
 Urbe (1)
 Journal of Digital Media & Interaction (1)
 Human Computer Interaction (1)
 Acta Ludica (2)

COMMITTEE MEMBER IN A COMPETITION FOR THE PROFESSOR CAREER

JORGE, I. M. P .; KUBOTA, F. I .; HILU, L .; KOVALSKI, R. P. G .; VAN AMSTEL, Frederick M.C .. Graphic Design - **Graphic Design with Emphasis on Accessibility**. 2018. Federal

University of Paraná.

CONFERENCE CHAIRING AND SCIENTIFIC COMMITTEES

Chair of the Portuguese track in the 16th Participatory Design Conference, 2020 (19 received / 6 accepted)

Scientific committee member for the 4th Journey of Advanced Studies in Strategic Design, Graduate Program in Design, Unisinos, 2020 (17 reviewed)

Scientific committee member for the 19th Brazilian Symposium of Human Factors in Computing (HCI), 2020 (4 reviewed)

Chair of the Industry track and in the 18th Brazilian Symposium of Human Factors in Computing (HCI), 2019 (6 received / 4 accepted)

Chair of the Arts & Design track in the 17th Brazilian Symposium of Entertainment and Games, 2018 (130 received / 70 accepted)

Scientific committee member for the 17th Brazilian Symposium of Human Factors in Computing (HCI), 2018 (4 reviewed)

Chair of the Arts & Design track in the 16th Brazilian Symposium of Entertainment and Games, 2017 (130 received / 70 accepted)

Scientific committee member for the 16th Brazilian Symposium of Human Factors in Computing (HCI), 2017 (4 reviewed)

Scientific committee member for the Arts & Design track in the 15th Brazilian Symposium of Entertainment and Games, 2016 (4 reviewed)

TALKS, GUEST LECTURES, AND ROUNDTABLE PARTICIPATION

Design Decolonial, Encontro Design Ativista, 2020

Global South Futures of Design Education, Futures of Design Education, DRS Pedagogy SIG, 2020

Pedagogy of the Oppressed, Pluriversal Design Book Club, DRS Pluriversal Design SIG, 2020

Prejudices in Human-Computer Interaction, Interações'2020, UFBA, 2020

Latin American Service Design, Copenhagen Institute for Interaction Design (CIID), 2020.

Design Thinking in Design and Engineering, VI Semana Acadêmica dos Estudantes de Engenharia Mecânica, UTFPR, 2020

The prospective power of design, Festival de Interatividade e Comunicação (FIC19), Porto Alegre, 2019

Vernacular Interaction Design, Interaction 12, Dublin, 2012.

RESEARCH GROUPS

Prospective Design, UTFPR, 2019-current

Software Engineering, Graduate Program in Informatics, PUCPR, 2017-current

Labor, technology and digital capitalism, Graduate Program in Technology and Society (PPGTE), UTFPR, 2019-current

Xuê: Participation, Interaction, and Computation, Graduate Program in Technology and Society (PPGTE), UTFPR, 2016-current

RESEARCH PROJECTS

[Designing Metaobjects for Collaboration, Participation and Debate](#) (2019-2020), Undergraduate research project from UTFPR

[Business model design innovation](#) (2020), funding from Araucaria Foundation and Bosch Brazil (R\$14400 = U\$2800)

[Open innovation ecosystem development](#), funding from Araucaria Foundation and Bosch Brazil (R\$14400 = U\$2800)

[Organizational Learning in Open Innovation Ecosystems](#), funding from Copel (R\$3.6 million = U\$1 million)

[Designing for liberation](#), independent research project

OUTREACH ACTIVITIES

[Conscious Periphery COVID-19 communication](#), 2020

[DADIN outreach network](#), 2020

[Theater of the Techno-Oppressed](#), 2019

[Solidarity Economy Incubator](#), 2019

[Curitiba Traffic Education School visual identity](#), 2016 Smart Urban Mobility Lab, 2015-2016

[Organization change at Clinics Hospital of Paraná](#), 2015

[High speed train social impact study by Architecture Sans Frontières UK](#), 2014

[Natuurhus Almelo Nature Center](#), 2013

[Futurologias design fiction museum](#), 2012-current

[Corais Platform](#), 2011-current

[BrOffice.org website](#), 2008

[Usabilidoido](#), 2003-current

AWARDS

Shortlisted for Design Studies Best Paper Award with the paper The Social Production of Design Space (2016)

11th. Ozires Silva Award for Sustainable Entrepreneurship: Renault Experience, ISAE, 2018

First place in the public tender for the position of professor in Service Design and Experience Design at UTFPR, 2018

Construction New Media Award - Students Category, Design Indaba, 2003.