

Curriculum Vitae § Dr. Frederick van Amstel

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SUMMARY

Dr. Frederick (Fred) van Amstel is a design educator and researcher who enables people from different social backgrounds to work, learn, and play while participating in design. His latest work investigates designerly and artistic approaches to overcoming oppression and other systemic contradictions.

Brazilian and Dutch nationalities, pronouns he/him/his.

Spoken languages: Portuguese, English, Spanish, and Dutch.

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EDUCATION

Apr 2011-Apr 2015 – **Doctor** (PhD), “Expansive Design: designing with contradictions”, University of Twente, Netherlands.

Mar 2006-Nov 2008 – **Master in Technology** (Science & Technology Studies) at Federal University of Technology Paraná, Brazil.

Mar 2001-Jul 2005 – **Bachelor in Social Communication** (Media Studies) with a major in Journalism at Federal University of Paraná, Brazil.

Mar 2000-Dec 2000 – **Senior high school**, Colégio Dom Bosco, Curitiba, Brazil.

Mar 1998-Dec 1999 – **High school**, Colégio Lamenha Lins, Curitiba, Brazil.

ACADEMIC EXPERIENCE

May 2021-2022 – **Guest lecturer** at the Graduate Program in Technology and Society from UTFPR. Activities includes research collaboration and co-authoring papers, sitting at thesis evaluation committees, and teaching courses related to the work of Álvaro Vieira Pinto.

Mar 2019-current – **Assistant Professor** (Professor Adjunto) at the Industrial Design Academic Department of Federal University of Technology – Paraná, Brazil, a tenured position awarded by the first public tender in Service Design and Experience Design held by 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. Curriculum building includes writing a proposal for a [new graduate program in Prospective Design](#). Outreach activities included the Design & Oppression network, a solidarity economy incubator, a theater of the oppressed group, and a COVID-19 information campaign in vulnerable communities. Research activities included founding the [Laboratory of Design against Oppression](#) (LADO), and developing a [research project on open innovation and Internet of Things](#) in collaboration with Bosch Brazil. Administrative activities includes participating in the [campus master plan committee](#), leading the Graphic Design's degree internationalization program, and sitting at its academic program committee (Colegiado do Curso).

- Aug 2016-current – **Guest lecturer** at the Graduate Program in Urban Management from PUCPR. Activities includes research collaboration and co-authoring papers, sitting at thesis evaluation committees, and teaching Urban Technopolitics graduate course.
- Jul 2016-Dec 2019 – **Guest lecturer** 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.
- Aug 2015-Feb 2019 – **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, all of them in the Digital Design bachelor program. The [Digital Trends Observatory](#), associated with Frederick's teaching in this bachelor, became the largest public repository of its type in the Portuguese language, with more than 1700 trends identified. 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](#).
- Apr 2011-Apr 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.
- Oct 2007-Mar 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).

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

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

PROFESSIONAL EXPERIENCE

Jan 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.

Jan 2005-Mar 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.

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

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

ARTISTIC EXPERIENCE

[Wicked Problems, Wicked Designs](#) (2021), remote forum theater staged at the Attending [To] Futures conference, 2021, KISD School. Roles: joker-director and actor.

[Artificial Intelligence in Higher Education](#) (2021), invisible theater staged at the UTFPR's Informatics student week of 2021. Roles: joker-director and actor.

[The Invasion of the Gringo Design Thinker](#) (2021), remote forum theater staged by the Design & Oppression Network Youtube channel. Roles: joker-director.

[Design and Precarious Work in Digital Platforms](#) (2020), remote forum theater staged at the USP design academic week of 2020. Roles: joker-director and actor.

RESEARCH FUNDING EXPERIENCE

[Design as a Practice of Freedom in Self-Managed Organizations](#) (2021-2023), Undergraduate research project from UTFPR, funding from UTFPR (R\$11400 ≈ U\$2255), 1 student scholarship. Roles: principal investigator, research manager.

Summary: Design as a practice of freedom is an approach that considers that all people project themselves into the world seeking to increase their freedom of action. As a pedagogy, it is a proposal to raise awareness of the world as a result of intentional human projects, which can be questioned and transformed. As a technique, it is a process of critical appropriation of technologies for liberating purposes. Previous research has shown that this type of practice is common in self-managed organizations, which adopt generalist, egalitarian, democratic, and solidarity-based management principles. This research project aims to describe and analyze the digital traces left by self-managed organizations on the Coral Platform between the years 2011 and 2021. The data collected will be analyzed and the practices of freedom will be reconstructed. This project expects to elucidate how the principles of self-management are defined and how they give rise to design practices that aim to expand the freedom of self-managed organizations.

[Business model design innovation](#) (2020), funding from Araucaria Foundation and Bosch Brazil (R\$14400 ≈ U\$2800), 1 student scholarship. Roles: research manager and supervisor.

Summary: This research develops a method for assessing the business potential of mobility innovations that are arising within and outside of Bosch, in an attempt to contribute to its Open Innovation effort. This will allow to discover innovations that have not yet been considered as such, to identify solutions that may generate value, to discover sustainability niches, to develop well-defined value proposals, to validate value propositions and, finally, to support the current business modelling practice. The method will be developed from the combination of design thinking, lean startup and open innovation recommended practices found in literature and in the Vale do Pinhão ecosystem. This research is expected to contribute with identifying the incompatibilities

between these approaches, as well as developing a hybrid approach capable of making innovation into business in a creative, engaging, and effective way.

[Open innovation ecosystem development](#), funding from Araucaria Foundation and Bosch Brazil (R\$14400 ≈ U\$2800), 1 student scholarship. Roles: research manager and supervisor.

Summary: This research aims at articulating the participation of Bosch in the entrepreneurial ecosystem of Curitiba city, Vale do Pinhão. Firstly, the current connections and partnerships with startups will be mapped, in particular, the Curitiba Connectory initiative. Second, these relationships will be evaluated based on the Open Innovation practices carried out by other actors of similar size within “Vale do Pinhão”, as well as the practices described by the literature. The critical evaluation of the actions carried out will serve as a basis to build an appropriate articulation strategy for this ecosystem. The strategy will be developed in 5 stages: 1) Analysis of the relationships that already generate value; 2) Mapping actors that are already related and those that are not yet related to Bosch in the ecosystem; 3) Elaboration of value proposals for strategic actors; 4) Prospecting for new relationships based on the Open Innovation paradigm; 5) Organization of meetings with strategic actors to articulate the new relationships. This project is expected to consolidate Bosch’s positioning and knowledge sharing strategy in the Vale do Pinhão ecosystem. The action research will culminate in a set of recommendations for the articulation innovation ecosystems.

[Organizational Learning in Open Innovation Ecosystems](#) (2018-2020), funding from Copel using P&D Aneel tax regulation, grant number PD-2866-0496/2018 (R\$3.6 million ≈ U\$1 million), 4 student scholarships. Roles: grant proposal writer, principal investigator, project manager, and platform designer.

Team: 5 professors, 2 PhD students, 2 master students, 12 staff.

Summary: Open Innovation inspire big companies to participate in entrepreneurial ecosystems, in the hope of promoting valuable organizational learning. Individual employees can learn together with individual entrepreneurs who are struggling to find a working business model, however, this learning might not be absorbed by the company. One of the reasons for that is the lack of studies on entrepreneurial learning, despite this being considered the only guaranteed result from investing in startups. This research studies how Copel, a major utility company from Brazil, learns from interacting with entrepreneurs in an Open Innovation platform. This platform is based on set of living lab experiments which cocreate, codesign and coexecute startup accelerator programs targeted at the energy sector. The overarching goal of the experiments is to try out different combinations of incentives, processes, infrastructures, policies, and technologies to interact with startups. The experiments results will be compared to generate a set of recommendations for Copel’s Open Innovation strategy.

UNDERGRADUATE TEACHING EXPERIENCE

Psychology of Creativity, 30hs, Design bachelor, UTFPR, 2023-current

[Research Methodology](#), 30hs, Graphic Design degree, UTFPR, 2019-current
[Design for Social Innovation](#), 60hs, Design bachelor, UTFPR, 2019-2022
 Theater Theory and Brazilian Theater, 70hs, Portuguese degree, UTFPR, 2021
 Games and Ludic Activity in Education, 60hs, Chemistry license degree, UTFPR, 2021
[Publication Design](#), 45hs, Organizational Communication degree, UTFPR, 2021
[Creativity](#), 30hs, Graphic Design degree, UTFPR, 2019
[Design and Culture](#), 45hs, Graphic Design degree, UTFPR, 2019
[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, 2017
[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)

[Designs of the Oppressed](#), 24hs, International Virtual Mobility Program “Destination Brazil”,

Andifes, 2021

Special Topics in Technology and Society: Alvaro Vieira Pinto I, Graduate Program in Technology and Society (PPGTE), UTFPR, 2021

Urban Technopolitics, 45hs, Graduate Program in Urban Management (PPGTU), PUCPR, 2021

[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

MASTER SUPERVISION EXPERIENCE

1. Matheus Corrêa de Souza, Modabilidade como característica de um videogame e seus potenciais impactos e oportunidades para desenvolvedores. (**Moddability as a characteristic of a video game and its potential impacts and opportunities for developers**). 2022. University of Brasília. Co-supervisor.
2. Gabriel Gonçalves Moreira. Um Jogo Educacional para Ensino do Processo de Teste de Software (**Educational Game for Teaching Software Testing Process**). 2021. Dissertation (Master in Informatics) - Pontifical Catholic University of Paraná. Co-supervisor.
3. Tania Mara Dors. **The Reflective Practice in a Software Development Studio**. 2019. Dissertation (Master in Informatics) - Pontifical Catholic University of Paraná. Co-supervisor.
4. *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.

UNDERGRADUATE RESEARCH ASSISTANT SUPERVISION EXPERIENCE

1. Mateus de Jesus João Paulo Filho. Em busca de uma prática de design emancipatória em organizações autogeridas [**Towards an emancipatory design practice in self-managed organizations**]. 2022. Scientific Initiation, Graphic Design Degree. UTFPR.
2. Isabela Luiza Molin de Siqueira. Processos Dialéticos para um Design Libertário [**Dialectical Processes for a Libertarian Design**]. 2022. Scientific Initiation, Bachelor in Design. UTFPR.
3. Deborah Eberle dos Santos, Design para a Liberdade e o projetar com pessoas deficientes [**Design for Freedom with people with disabilities**]. 2022. Scientific Initiation, Graphic Design Degree. UTFPR.

4. Jady Torralvo Alves. Design Ontológico Crítico em Organizações Autogeridas [**Critical Ontological Design in Self-Managed Organizations**]. 2022. Scientific Initiation, Bachelor in Design. UTFPR.
5. Rafaela Angelon. Poéticas Corporais no Projeto de Interações e Experiências [**Embodied Poetics in Designing Interactions and Experiences**]. 2020. Scientific Initiation, Bachelor in Design. UTFPR.
6. Larissa Paschoalin. Materialidade em Metaobjetos: um experimento de codesign em um projeto. 2020. Scientific Initiation, Graphic Design Degree. UTFPR.
7. Bruno Mattioli. Pesquisa de Experimentos de Validação em Modelos de Negócio [**Business Model Validation Experiments**]. 2020. Technology Initiation, Bachelor of Electrical Engineering. UTFPR.
8. João Victor Tarran. Mapeamento do Ecosistema de Inovação Aberta em Curitiba [**Mapping Open Innovation Ecosystem in Curitiba**]. 2020. Scientific Initiation, Bachelor in Design. UTFPR.
9. Mateus Filipe de Lima Pelanda. Metaobjetos em coletivos autogestionários [**Metaobjects in self-organized collectives**]. 2019. Iniciação Científica. 2019. Scientific Initiation, Bachelor in Design. UTFPR.

BACHELOR SUPERVISION EXPERIENCE

1. Adrie Leliana de Souza Campos e Gustavo dos Santos Polido. Inteligência Artificial no Trabalho de Design: Investigação sobre a Consciência Crítica e Ingênua do Pensamento Projetual [**Artificial Intelligence and Design Work: An Inquiry into Critical and Naïve Consciousness in Design Thinking**]. 2023. Final Work (Graphic Design degree) - Federal University of Technology Paraná. Supervisor.
2. Isabela Luiza Molin de Siqueira. Em Busca do Design Como Práxis Dialética: Metadesign e Infradesign da Plataforma Rios [**Toward Design as Dialectical Praxis: Metadesign and Infradesign in the Rios Platform**]. 2023. Final Work (Design degree) - Federal University of Technology Paraná. Supervisor.
3. Alanis Louise de Mello Zukowski and Maria Vitória Ribeiro Kosake. Colocando a Existência em Jogo na Educação Crítica em Design [**Existence at Stake in Critical Design Education**]. 2023. Final Work (Graphic Design degree) - Federal University of Technology Paraná. Supervisor.
4. Camila Kutiski. Do Design Difuso ao Design Consciente: Fortalecendo a Autonomia Projetual em uma Organização do Terceiro Setor [**From Diffuse Design to Conscious Design: Strengthening Design Autonomy in a Third-Sector Organization**]. 2023. Final Work (Graphic Design degree) - Federal University of Technology Paraná. Supervisor.
5. Polyana Andrade. Designers como produtores de cultura: estudo autoetnográfico de um processo de conscientização coletiva [**Designers as cultural producers: autoethnographic study of a collective conscientization process**]. 2022. Final Work

- (Graphic Design degree) - Federal University of Technology Paraná. Supervisor.
6. Barbra Eliza Domingues da Silva. Integração entre serviços públicos e privados para a prevenção de suicídios: uma proposta de design de serviços [**Integration of public and private service for preventing suicides: a service design approach**]. Final Work (Graphic Design degree) - Federal University of Technology Paraná. Supervisor.
 7. João Conrado Dembiski e João Victor Tarran Araújo. SURU'BA: Sistema Utilitário Recombinante Utópico-Universal Baseado na Autonomia (**Recombinatory Utopian Utility and Universal System**). 2022. Final Work (Design degree)- Federal University of Technology Paraná. Supervisor.
 8. Larissa Paschoalin. Metadesign de Serviços e Inovação Social em um Projeto de Capacitação Solidária. (**Service Metadesign and Social Innovation in a Solidarity Training Program**) 2021. Final Work (Graphic Design degree) - Federal University of Technology Paraná. Supervisor.
 9. Humberto William Salmazo. Memorial Céu Brasileiro Bot: Design Gráfico, Arte Generativa, Visualização de Dados e Automação no Twitter (**Céu Brasileiro Memorial: Graphic Design, Generative Art, Data Visualization and Twitter Automation**). 2021. Final Work (Graphic Design degree) - Federal University of Technology Paraná. Supervisor.
 10. Luciane de Carvalho Hulyk. Design Participativo e Economia Solidária: o papel da designer em um projeto editorial participativo (**Participatory Design and Solidarity Economy: the role of the designer in a participatory publication project**). 2021. Final Work (Graphic Design degree) - Federal University of Technology Paraná. Supervisor.
 11. 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 University of Technology Paraná. Supervisor.
 12. 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 University of Technology Paraná. Supervisor.
 13. 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 University of Technology Paraná. Supervisor.
 14. 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. Supervisor.
 15. Marcos Aurélio Balbinot Ferreira Da Silva. **Depressive thoughts: Animation about depression**. 2016. Final Work. (Digital Design degree) - Pontifical Catholic University of

- Paraná. Supervisor.
16. 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. Supervisor.
 17. 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. Supervisor.
 18. 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. Supervisor.
 19. Victor Gustavo Kubis, Vítor Ângelo de França Serçi 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. Supervisor.
 20. 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. Supervisor.
 21. 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. Supervisor.
 22. 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. Supervisor.
 23. 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. Supervisor.
 24. 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. Supervisor.

EXTERNAL EXAMINER IN DOCTORAL THESIS'S COMMITTEES

1. Tedesco, P; Falcão, T; Van Amstel, F. M. C.; Matos, E. Participatio. Participation in the evaluation committee of Dyego Carlos Sales de Moraes. Abordagem de Fomento à Participação Infantil em Processos de Design Participativo de Artefatos Digitais Educacionais na Educação do Campo [**Fostering Approach for Children Participation in Digital Artifact Participatory Design**]. Thesis (PhD in Computer Science) – Federal University of Pernambuco.

2. Matos, E; Van Amstel, Frederick M. C.; Garcia Chaves, C. V. F; Kronbauer, A; Junior, Ivaldir. Participation in the evaluation committee of Daniel Domingos Alves. Design de Interação em Desenvolvimento Distribuído de Software: práticas, desafios, recomendações e lacunas de pesquisa [**Interaction Design in Distributed Software Development Systems: practices, challenges, recommendations and research gaps**]. 2022. Thesis (PhD in Computer Science) – Federal University of Bahia.
3. Rezende, D. A.; Garcias, C. M.; Flores, C. C.; Carniello, M. F.; Van Amstel, Frederick M.C.. Participation in the evaluation committee of Danieli Aparecida From. Modelo de prestação de serviços públicos municipais conectados por meio da Internet das Coisas no contexto da Cidade Digital Estratégica [**A model for the provision of connected municipal public services through the Internet of Things in the context of the Strategic Digital City**]. 2022. Thesis (PhD in Urban Management) - Pontifical Catholic University of Paraná.
4. Carvalho, R. A. P.; Szaniecki, B. P.; Martins, B. M. R.; Van Amstel, Frederick M.C.; Prado Martins, L. Participation in the evaluation committee of Bibiana Oliveira Serpa. Por uma politização do design: caminhos entre o feminismo e a educação popular (**Towards a design politicization: paths between feminism and popular education**). 2022. Thesis (PhD in Design) - Rio de Janeiro State University.
5. Carvalho, R. A.; Mazzarotto, M.; Ibarra, M.C.; Van Amstel, Frederick M.C.. Participation in the evaluation committee of Sâmia Batista e Silva. Design nas bordas: juventude periférica, re-existências e decolonialidade em Belém do Pará (**Design at the border: peripheral youth, re-existences and decoloniality in Belém do Pará**). 2022. Thesis (PhD in Design) – Rio de Janeiro State University.
6. Baracho, Renata; Van Amstel, Frederick M.C.; Soergel, Dagobert. Participation in the evaluation committee of Danielle Rioga. **The Federal University of Minas Gerais International Graduate Students' Characteristics and Information Needs**. Thesis (PhD in Information Management & Organization) – Federal University of Minas Gerais.
7. Battaiola, A; Van Amstel, Frederick M.C .; 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.
8. 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.
9. 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.

EXTERNAL EXAMINER IN MASTER THESIS' COMMITTEES

1. Caetano, P. H.; Felice, M.; Bomfim, F. M. A.; Van Amstel, Frederick M.C. Participation in the evaluation committee of Wanessa Dose Bittar. Práticas Regenerativas: a cultura ecológica em projetos-rede digitais (**Regenerative practices: the ecologic culture in digital network-projects**). 2022. Dissertation (Master in Interdisciplinarity, Arts, Urbanities and Sustainability) - Universidade Federal de São João Del-Rei.
2. Meyer, G. E. C.; Scaletsky, C. C.; Costa, Fernando C.; VAN AMSTEL, Frederick M.C.. Participation in the evaluation committee of Fernando Guimarães Horlle. Cenários de design orientados por redes: abrindo caminhos metodológicos pela análise visual (**Design scenarios oriented by networks: opening methodological paths for visual analysis**). 2022. Dissertation (Master in Design) - Universidade do Vale do Rio dos Sinos.
3. Hounsell, M. S .; Kemczinski, A .; Gasparini, I .; Van Amstel, Frederick M.C .. Participation In evaluation committee 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.
4. 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 University of Technology Paraná.
5. 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.
6. 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.
7. 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 University of Technology Paraná.
8. 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.

9. 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 University of Technology Paraná.

PUBLIC COMPETITIONS FOR THE PROFESSOR CAREER' COMMITTEES

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.

INTERNAL ORGANIZATION COMMITTEES

[Campus master plan steering committee](#), UTFPR Curitiba, 2022-2023.

PIBEP Entrepreneurial Scholarship Program ruling committee, PUCPR, 2016-2017.

Prospective Design Graduate Program proposal committee, UTFPR, 2019-actual.

Graphic Design undergraduate course collegiate, UTFPR, 2021-actual.

EXTERNAL ORGANIZATION COMMITTEES

Chair of the Technology track, 14th Brazilian Research and Development Congress (P&D), 2022 (130 received / 84 accepted)

Guest member in the Working with Disparate Cultures and World Viewpoints sub-committee, Future of Design Education, 2021

Chair of the Portuguese track and scientific committee member for the 16th Participatory Design Conference, 2020 (19 received / 6 accepted)

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 (SBGames), 2018 (130 received / 70 accepted)

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

GRANT PROPOSAL REVIEW

Swiss National Science Foundation (SNSF), Switzerland (1 reviewed).

JOURNAL PEER REVIEW WORK

Arcos: design, cultura, material e visualidade (3 reviewed)
 CoDesign: International Journal of CoCreation in Design and the Arts (2 reviewed)
 Computers in Human Behavior (1 reviewed)
 Design and Culture (1 reviewed)
 Entertainment Computing (2 reviewed)
 Human Computer Interaction (3 reviewed)
 InfoDesign (5 reviewed)
 Journal of Digital Media & Interaction (1 reviewed)
 Journal on Interactive Systems (2 reviewed)
 La Tadeo Dearte (1 reviewed)
 RChD: Creación y Pensamiento (1 reviewed)
 Revista V!RUS Journal (1 reviewed)
 She Ji: The Journal of Design, Economics, and Innovation (1 reviewed)
 Strategic Design Research Journal (3 reviewed)
 Tecnologia e Sociedade (1 reviewed)
 Urbe (3 reviewed)

CONFERENCE PEER REVIEW WORK

15th International Conference of the European Academy of Design, 2023 (2 reviewed)
 7th Service Design and Innovation conference (ServDes), 2023 (3 reviewed)
 14th Brazilian Research and Development Congress (P&D), 2022 (14 reviewed)
 11th Relating Systems Thinking and Design (RSD), 2022 (3 reviewed)
 21th Brazilian Symposium of Human Factors in Computing (IHC), 2022 (3 reviewed)
 12th Ubiquitous Music Symposium (UbiMus), 2022 (2 reviewed)
 21th Brazilian Symposium of Entertainment and Games (SBGames), 2021 (1 reviewed)
 17th Participatory Design Conference, 2022 (5 reviewed)
 PIVOT 2021 Virtual Conference, Pluriversal SIG, Design Research Society, 2022 (4 reviewed)
 20th Brazilian Symposium of Entertainment and Games (SBGames), 2021 (1 reviewed)
 20th Brazilian Symposium of Human Factors in Computing (IHC), 2021 (3 reviewed)
 10th Information Design International Conference (6 reviewed)

4th Journey of Advanced Studies in Strategic Design, Graduate Program in Design, Unisinos, 2020 (17 reviewed)

19th Brazilian Symposium of Human Factors in Computing (HCI), 2020 (4 reviewed)

17th Brazilian Symposium of Human Factors in Computing (HCI), 2018 (4 reviewed)

16th Brazilian Symposium of Human Factors in Computing (HCI), 2017 (4 reviewed)

15th Brazilian Symposium of Entertainment and Games (SBGames), 2016 (4 reviewed)

PROFESSIONAL ASSOCIATIONS

Association for Computer Machinery (ACM), member, 2021-2022

Design Research Society (DRS), member, 2021-current

Brazilian Society of Computing (SBC), member, 2021-current

Brazilian Information Design Society (SBDI), member, 2021-current

Brazilian Association of Social Studies of Science and Technology – ESOCITE.BR, 2019-current

RESEARCH GROUP COLLABORATIONS

Laboratory of Design against Oppression (LADO), founder, UTFPR, 2021-current

Strategic Design Research Group, Graduate Program in Design, Unisinos, collaborator, 2020-current

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

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

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

SELF-MANAGED COLLECTIVES

[Laboratory of Design against Oppression](#) (LADO), 2021-current

The Laboratory of Design Against Oppressions (LADO) is an open, horizontal space for critical education, scientific research, and transformative action at UTFPR. Attentive to the objectives of student involvement and participation in university outreach, LADO is organized through self-management, including collective decision-making and distribution of power among the several working groups created to coordinate each of its experiments.

[Citational Justice Collective](#), 2021-current

A collective formed by academics in several institutions concerned with increasing

citational justice in Human Computer Interaction field.

P.D. Commoners, 2019-current

A collective design body formed by academics in several institutions across the world interested in commoning and designing: UTFPR, ITU Copenhagen, Aalto University, Aalborg University, and University of Trento. P.D. Commoners organized some [conference workshops](#) and published "[Commoning Design: a Pluriversal Slide-Deck](#)" (2020).

[Design & Oppression network](#), 2020-current

A network of students and professors fighting all kinds of oppression in and through design. The network includes an online weekly reading group, a series of Youtube videos, and an orchestrated participation in design events and conferences. The network is weaved by an expanding group of volunteer complicators spread across Brazil.

OUTREACH ACTIVITIES

[Laboratory of Design against Oppression](#) (LADO), 2021-current

The Laboratory of Design Against Oppressions (LADO) is an open, horizontal space for critical education, scientific research, and transformative action at UTFPR. Attentive to the objectives of student involvement and participation in university outreach, LADO is organized through self-management, including collective decision-making and distribution of power among the several working groups created to coordinate each of its experiments.

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

Conscious Periphery is an emergency outreach activity funded by UTFPR to fight misinformation about the COVID-19 in vulnerable communities around the university. To reach this aim, the students involved in the activity will collaborate with community leaders to find the right tune as well as with healthcare professionals to deliver the correct information. The messages will represent the contradictions that emerged from the COVID-19 crisis, aiming at a multisided approach to the practical problems.

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

Theater of the Techno-Oppressed is an outreach activity offered to UTFPR's local community. The activity aims at raising critical consciousness about the role of technology in our everyday life, in particular, the way it constrains our bodies to certain physical and/or political postures that accepts oppression as an inevitable deed.

[Solidarity Economy Incubator](#), 2019

TECSOL is UTFPR's Solidarity Economy Incubator. This outreach project assists disenfranchised communities to organize solidarity work relations, fair trade markets, and public policy advocacy for Solidarity Economy. Solidarity Economy is understood as an alternative mode of production which can work within Capitalism to overcome its limitations, such as poverty and dehumanization.

[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

A digital infrastructure built with free software collaborative tools. Created in 2011, it hosts more than 700 collaborative projects run by social movements, indigenous communities, art collectives, and popular educators associated with the Brazilian digital culture movement.

[BrOffice.org website](#), 2008

[Usabilidoido](#), 2003-current

AWARDS

3rd place in the Best Paper Award, 10th International Congress on Information Design, Brazilian Society of Information Design.

Best reviewer of the XIX Brazilian Symposium on Human Factors in Computer Systems (IHC 2021), Brazilian Society of Computing.

2nd place in the Best Short Paper Award, Arts& Design track, Brazilian Symposium on Games and Digital Entertainment, 2021.

2nd place in the Best Paper Award, Arts& Design track, Brazilian Symposium on Games and Digital Entertainment, 2019.

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

1st place in the public tender for the position of professor in Service Design and Experience Design at UTFPR, 2018.

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

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

COMPLEMENTARY COURSES FOLLOWED

The Rainbow of Desire. 20 hours. Center for Theater of the Oppressed (CTO), Brazil, 2023.

Theater of the Oppressed Games and Exercises. 8 hours. Center for Theater of the Oppressed (CTO), Brazil, 2021.

Invisible Theater. 15 hours. Center for Theater of the Oppressed (CTO), Brazil, 2020.

Augusto Boal and the Theater of the Oppressed in the Marxist Tradition. 8 hours. Center for

Theater of the Oppressed (CTO), Brazil, 2020.

The Joker role. 45 hours. Center for Theater of the Oppressed (CTO), Brazil, 2018.

Forum Theater. 15 hours. Center for Theater of the Oppressed (CTO), Brazil, 2018.

Aesthetics of the Oppressed. 15 hours. Center for Theater of the Oppressed (CTO), Brazil, 2017.

Activity theory and formative interventions. 56 hours. University of Helsinki, Helsinki, Finland, 2012.

Social Shaping of Innovation. 28 hours. University of Southern Denmark, SDU, Denmark, 2011.

KEYNOTES

[Diseño y la colonialidad del hacer](#), International Committee for Design History and Design Studies, Bogotá, Colombia, 2022.

[Domesticated futures and monster aesthetics](#), Decolonising Futures in Design Education, ELISAVA School of Design and Engineering, 2021

South Trajectories, Link, University of Auckland, 2021

[Decolonizing Design Research towards the Pluriverse](#), SDS2021 Sustainable Design Symposium, UFPR, 2021.

TALKS, GUEST LECTURES, AND PANELS

Making work visible in the theater of service design, Codesign in Services course, TUDelft, Netherlands, online, 2023.

Critical Consciousness in Design, University of Illinois Urbana-Champaign, US, 2023.

El hacer como quehacer: notas para un diseño libre, Master Designing for Emergent Futures, Elisava School, Spain, online, 2023.

[Can designers change systemic oppression?](#), Design and Systemic Change Symposium, Royal College of Art, UK, 2022.

Design and Oppression: historical complicities and solidarities between struggles, ESDI, Brazil, online, 2022.

[Ethics and aesthetics of the experience designed for the Other](#), A+D Visiting Artists, University of Illinois Urbana-Champaign, US online, 2022

[Confronting the Legacy of Oppression in Systemic Design](#), RSD11, UK, online, 2022

User experience as an ethical ideal, Coproduto community, Brazil, online, 2022

[Designing for / Designing against](#), Collective praxis as designing radicality, Loughborough University, UK, 2021

[Designing relations in Prospective Design](#), Transition Design Seminar, University of Texas, US,

online, 2021

Decolonizing the Design Studio, Research & Design Colloquium, UFC, Brazil, online, 2021

Ethics and aesthetics of experience designed for the Other, Product Arena, Brazil, online, 2021.

Learning Participatory Design with Children, NaRedeComLabGrim, UFC, 2021, Brazil, online.

Computer-mediated Education and Oppression, Academic Degree in Computing Week, UTFPR, Brazil, online, 2021.

Prospecting futures, Meetup Focal Points, Cubo Itaú, Brazil, online, 2021

[Relational design and the contradiction of oppression](#), Cátedra Diseño, Arte y Ciencia, Universidad Jorge Tadeu Lozano, Colombia, online, 2021

Anthropophagic Interaction Aesthetics, Jornadas DEMULTS, UFRPE, Brazil, online, 2021

Thinking (inside of) outside of the box, 7th Mechanical Engineering Academic Week, UTFPR, Brazil, online, 2021.

Going beyond User-Centered Design, Software Engineering Student Academic Week, PUCPR, Brazil, online, 2021.

[Researching-creating for liberation](#), IV Meeting of Research Seedbeds, Universidad de Ibagué, Colombia, online, 2021.

[Designing against oppression](#), Critical Design Roundtable, Cornell University, US, online, 2021.

Liberating futures domesticated by imperialist design, Prospective Design seminars, UTFPR, Brazil, online, 2021.

Radical Alterity in Experience Design, panel discussion on inclusive design, ACM International Conference on Interactive Media Experiences, US, online, 2021

Designing Interactive Spaces, Architecture and Interior Design Meeting, Uniavan, Brazil, online 2021.

Interaction Aesthetics and Computer-Mediated Oppression, ACM Brazil SIGCHI chapter, Brazil, online, 2021.

Feral Creative Practices, panel discussion, Uroboros Festival, Czech Republic, online, 2021

[Pluriversal Design Methods and Critical Ontological Design](#), Future of Design Education, Disparate Cultures and World Viewpoints workgroup, online, 2021.

[Designing for Liberation in Solidarity Economy Circuits](#), 1st Design and Economics unconference, Institute for Creativity and Technology, Ravensbourne University, UK, online, 2021

[Designing for Liberation](#), KISDTalks 2021, Köln International School of Design, Germany, online, 2021.

Design Decolonial, Encontro Design Ativista, Brazil, online, 2020

[Global South Futures of Design Education](#), Futures of Design Education, DRS Pedagogy SIG, online, 2020.

[Pedagogy of the Oppressed](#), Pluriversal Design Book Club, DRS Pluriversal Design SIG, online, 2020

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

[Latin American Service Design](#), Copenhagen Institute for Interaction Design (CIID), Costa Rica, online, 2020.

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

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

[Vernacular Interaction Design](#), Interaction 12, Ireland, 2012.

GUEST-EDITED JOURNAL SPECIAL ISSUES

Van Amstel, F. M. C., Gonzatto, R. F., & Noel, L.-A. (2023). Introduction to Diseña 22: Design, Oppression, and Liberation (2nd issue). *Diseña*, (22), Intro.

<https://doi.org/10.7764/disena.22.Intro>

Van Amstel, F. M., Noel, L.-A., & Gonzatto, R. F. (2022). Design, Oppression, and Liberation.

Diseña, (21), Intro. <https://doi.org/10.7764/disena.21.Intro>

PEER-REVIEWED JOURNAL PUBLICATIONS

1. Eleutério, Rafaella P.; Van Amstel, Frederick, M. C. (2023). Questões de cuidado na formação de uma coalizão de design feminista [**Matters of Care in forming feminist design coalitions**]. *Arcos Design*, 16(1). <https://doi.org/10.12957/arcosdesign.2023.71093>
2. de Souza, M. C., Pontes, T. B., & van Amstel, F. M. (2022). Modificabilidade: qualidade que emerge da negociação do espaço de possibilidades no design de jogos digitais [**Moddability: quality that emerges from negotiating the space of possibilities in digital game design**]. *Estudos em Design*, 30(3). <https://doi.org/10.35522/eed.v30i3.1526>
3. Van Amstel, Frederick M.C.; Botter, Fernanda; Guimarães, Cayley. Design Prospectivo: uma agenda de pesquisa para intervenção projetual em sistemas sociotécnicos. [Prospective Design: a research agenda for design interventions in sociotechnical systems]. *Estudos em Design*, 30 (2), 2022. DOI: <https://doi.org/10.35522/eed.v30i2.1458>
4. Gonzatto, R.F. and van Amstel, F.M.C. (2022), "User oppression in human-computer interaction: a dialectical-existential perspective", *Aslib Journal of Information Management*, Vol. 74 No. 5, pp. 758-781. <https://doi.org/10.1108/AJIM-08-2021-0233>
5. Paschoalin, Larissa and Van Amstel, Frederick M.C. (2021). Materialidade no codesign: análise interacional de um experimento com blocos de montar (Codesign Materiality: interactional analysis of a building blocks experiment). *Design e Tecnologia*, 11(23).

<https://doi.org/10.23972/det2021iss23pp82-92>

6. Van Amstel, Frederick M.C. (2021). The role of games in developing transformative agency. **Brazilian Journal of Socio-Historical-Cultural Research and Activity**, 3(2). <https://revistashc.org/index.php/shc/article/view/85>
7. Van Amstel, Frederick M.C and Gonzatto, Rodrigo Freese. (2021). Existential time and historicity interaction design. **Human-Computer Interaction**. DOI: [10.1080/07370024.2021.1912607](https://doi.org/10.1080/07370024.2021.1912607)
8. Van Amstel, Frederivan Amstel, F. M. C. (2021). Conservatism in Digital Trends: Findings from a differentialist analysis of influence graphs. **InfoDesign – Revista Brasileira De Design Da Informação**, 18(2). <https://bit.ly/3bpQMIr>
9. Angelon, Rafaela and Van Amstel, Frederick M.C. (2021). Monster aesthetics as an expression of decolonizing the design body. **Art, Design & Communication in Higher Education**, 20(1), pp. 83-102(20). DOI: https://doi.org/10.1386/adch_00031_1
10. Van Amstel, Frederick M.C.; Guimarães, Cayley; Botter, Fernanda. (2021). Prospecting a systemic design space for pandemic responses. **Strategic Design Research Journal**, 14(1), pp.66-80. DOI: <https://doi.org/10.4013/sdrj.2021.141.06>
11. Pelanda, M. F. L., & van Amstel, F. M. C. (2021). A fumaça digital: inversão infraestrutural do COVID-19 pela perspectiva Yanomami (The digital smoke: Infrastructural inversion of COVID-19 from the Yanomami perspective). **International Journal of Engineering, Social Justice, and Peace**, 8(1), 69-85. DOI: <https://doi.org/10.24908/ijesjp.v8i1.14735>
12. Vale, G.; Zanotto da Silva C., Cabral, M; Moniz, M; Rodrigues da Silva, C; Van Amstel, F.M.C. (2020) Perifa consciente: comunicação popular em comunidades vulneráveis de Curitiba (Conscious Periphery: popular communication in vulnerable communities of Curitiba). **Revista Tecnologia e Sociedade**, 16, 111-117. DOI: <http://doi.org/10.3895/rts.v16n44.12350>
13. 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. DOI: <https://doi.org/10.1080/14626268.2020.1802295>
14. Silva, R. L. P. da, Santos, M. R. dos, & Amstel, F. V. (2020). Quando o negro se movimenta, toda a possibilidade de futuro com ele se move (When the black's people moves, all possibility of future with him moves). **Albuquerque: Journal of History**, 11(21), 132-150. DOI: <https://doi.org/10.46401/ajh.2019.v11.9589>
15. 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. DOI: <https://doi.org/10.1016/j.futures.2017.01.006>
16. Van Amstel, F.M.C; 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. DOI: <https://doi.org/10.1016/j.destud.2016.06.002>
17. Van Amstel, Frederick M.C. and Garde, Julia. (2016) The Transformative Potential of Game Spatiality in Service Design. **Simulation & Gaming**, 47 (5), p. 628-650.

<https://doi.org/10.1177/1046878116635921>

18. Van Amstel, F.M.C.; 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. DOI: <https://doi.org/10.1080/21573727.2015.1117974>
19. 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. DOI: <https://doi.org/10.1080/21573727.2014.970177>
20. Van Amstel, F. M.C., 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. DOI: <https://doi.org/10.1080/09613218.2014.932621>
21. 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). DOI: <https://doi.org/10.1080/14626268.2013.772524>

PEER-REVIEWED CONFERENCE PAPERS

1. Gabriel Gonçalves Moreira, Andreia Malucelli, Sheila Reinehr, and Frederick van Amstel. (2022). ProTesters: a board game for teaching the testing process. In **XXI Brazilian Symposium on Software Quality (SBQS '22)**, November 07–10, 2022, Curitiba, Brazil. ACM, New York, NY, USA, 9 pages. <https://doi.org/10.1145/3571473.3571503>
2. Souza, Matheus Corrêa de, Silva, Tiago Barros e, Van Amstel, Frederick M. C. (2022). O espaço de possibilidades de jogo como objeto compartilhado entre game designers e jogadores [Game space of possibilities as a shared object between game designers and players]. **Proceedings Of The 14th Brazilian Congress Of Research And Development In Design**. Rio de Janeiro, ESDI/UERJ/ESPM. <http://dx.doi.org/10.5151/ped2022-1335464>
3. Souza, Eduardo; Van Amstel, Frederick; Serpa, Bibiana Oliveira; Silva, Sâmia Batista e; Mazzarotto Filho, Marco. (2022). Design e opressão: cumplicidades históricas e solidariedades entre lutas [Design and Oppression: historical cumplicities and solidarity across struggles]. **Proceedings Of The 14th Brazilian Congress Of Research And Development In Design**. Rio de Janeiro, ESDI/UERJ/ESPM. <http://dx.doi.org/10.5151/ped2022-c10>
4. Eleutério, Rafaella Peres; Amstel, Frederick M.C. van. (2022). Questões de cuidado na formação de uma coalizão de design feminista [Matters of care in the formation of a feminist design coalition]. **Proceedings Of The 14th Brazilian Congress Of Research And Development In Design**. Rio de Janeiro, ESDI/UERJ/ESPM. <http://dx.doi.org/10.5151/ped2022-4696530>
5. Poderi, G., Marttila, S. M., Saad-Sulonen, J., Van Amstel, F. M., Teli, M., Tonolli, L., D'Andrea, V. & Botero, A. (2022). Relationality, commoning, and designing. In **Proceedings of the Participatory Design Conference 2022-Volume 2** (pp. 255-258).

<https://doi.org/10.1145/3537797.3537879>

6. Saito, Carmem; Van Amstel, Frederick M.C.; Serpa, Bibiana; Angelon, Rafaela. (2022). **Coming to Terms with Design Wickedness: Reflections from a Theater-Forum on design thinking**. Design Research Society Conference (DRS 2022), Bilbao.
<https://doi.org/10.21606/drs.2022.668>
7. Batista e Silva, Sâmia; Serpa, Bibiana; Mazarotto, Marco; Gonzatto, Rodrigo Fresse; Van Amstel, Frederick M.C.; Carvalho, Ricardo Artur. (2022) **Weaving design as a practice of freedom: critical pedagogy in an insurgent network**. Design Research Society Conference (DRS 2022), Bilbao. <https://doi.org/10.21606/drs.2022.707>
8. Van Amstel, Frederick M.C.; Gonzatto, Rodrigo F.; Jatobá, Pedro G. (2021). Redesigning money as a tool for self-management in cultural production. **Proceedings of the II PIVOT 2021 Virtual Conference**. Design Research Society. - Jul 28, 2021.
<https://doi.org/10.21606/pluriversal.2021.0003>
9. Van Amstel, Frederick; Batista e Silva, Sâmia; Serpa, Bibiana Oliveira; Mazzarotto, Marco; Carvalho, Ricardo Artur; Gonzatto; Rodrigo Freese. (2021). Insurgent design coalitions: the history of the Design & Oppression network. **Proceedings of the II PIVOT 2021 Virtual Conference**. Design Research Society. - Jul 28, 2021.
<https://doi.org/10.21606/pluriversal.2021.0018>
10. De Souza, Matheus C.; Pontes e Silva, Tiago B.; Van Amstel, Frederick M.C. (2021) Design de jogos e modificabilidade: considerando a colaboração entre usuários e desenvolvedores como uma qualidade de projeto (**Game design and modifiability: considering collaboration between users and developers as a project quality**) In: Proceedings of the 20th Brazilian Symposium of Entertainment and Games (SBGames), Rio de Janeiro, Brazil.
11. Angelon, Rafaela; Van Amstel, Frederick M.C. (2021). O corpo como metaobjeto na escrita coletiva de um manifesto político sobre design (**The body as a metaobject in collective writing a political manifesto on design**). In: Proceedings of the International Information Design Conference (CIDI), UFPR, Curitiba, Brasil.
http://doi.org/10.5151/cidicongic2021-145-355600-CONGIC-Sociedade_a.pdf
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