Curriculum Vitae § Dr. Frederick M. C. van Amstel

Jan 25, 2026.

SUMMARY

Dr. Frederick (Fred) Marinus Constant 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.
> Website: http://fredvanamstel.com Email: usabilidoido@gmail.com
> Google Scholar profile: https://scholar.google.com/citations?hl=en&user=CSw33G4AAAAJ
> Linkedin profile: https://www.linkedin.com/in/usabilidoido/

EDUCATION

Apr 2011-Apr 2015 – **Doctor in Industrial Design Engineering** (equivalent of a PhD), "Expansive Design: designing with contradictions", University of Twente, Netherlands.

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

Mar 2001-Jul 2005 – **Bachelor in Social Communication** (equivalent of 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.

COMPLEMENTARY EDUCATION

From Forum Theater to Legislative Theater. Center for Theater of the Oppressed (CTO), Rio de Janeiro, 2025.

Newspaper Theater and Social Media. Center for Theater of the Oppressed (CTO), Rio de Janeiro, 2023.

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

Theater of the Oppressed Games and Exercises. 8 hours. Center for Theater of the Oppressed

(CTO), Rio de Janeiro, 2021.

Invisible Theater. 15 hours. Center for Theater of the Oppressed (CTO), Rio de Janeiro, 2020.

Augusto Boal and the Theater of the Oppressed in the Marxist Tradition. 8 hours. Center for Theater of the Oppressed (CTO), Rio de Janeiro, 2020.

Multiplication: the joker role. 45 hours. Center for Theater of the Oppressed (CTO), Rio de Janeiro, 2018.

Forum Theater. 15 hours. Center for Theater of the Oppressed (CTO), Rio de Janeiro, 2018.

Aesthetics of the Oppressed. 15 hours. Center for Theater of the Oppressed (CTO), Rio de Janeiro, 2017.

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

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

ACADEMIC EXPERIENCE

Feb 2019-Aug 2023 – **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).

Sep 2023-2025 – **Associate Professor** with tenure in the Graphic Design/Design & Visual Communications program, School of Art + Art History, University of Florida. As the Director of Graduate Studies for the Master of Fine Arts in Design & Visual Communications (MXD), Frederick contributed to consolidating MXD's pluriversal design education approach and expanding design research outputs to academic papers and community outreach projects. Service included curriculum revision for the Bachelor's in Fine Arts Graphic Design, search committees for the College of the Arts' Interim Associate Dean for Research and Assistant/Associate Professor of Design and Artificial Intelligence.

Aug 2015-Jan 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), Odysseia (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.

RESEARCH FUNDING EXPERIENCE

2023 – RESINCFRA: Towards inclusive co-production of global climate resilient infrastructure. Not awarded proposal (CA$ 12 million ≈ U$9 million) submitted to the International Joint Initiative for Research in Climate Change Adaptation and Mitigation, Government of Canada (NFRFI-2023-00515). Role: associate investigator.

> The project aims to address the urgent need for climate-resilient infrastructure in response to human-created climate change, which severely impacts resource-poor communities facing drought, flooding, extreme temperatures, and sea level rises. This groundbreaking initiative unites an inclusive, interdisciplinary community across various countries and sectors to influence infrastructure planning and provision. It combines expertise from international development, science and technology studies, management, participatory design, geography, social work, law, accounting, finance, and construction management. The project employs a participatory approach, allowing teams to leverage their expertise while benefiting from collective research efforts. By focusing on equitable partnerships with Global South partners, the consortium aims to create direct practical impacts, inform policies, and advance research and education on climate-resilient infrastructure.

> Institutions involved: Université du Québec à Montréal (Canada), Norwegian University of Science and Technology (Norway), University of Leeds (United Kingdom), University of Zululand (South Africa), Kwame Nkrumah University of Science and Technology (Ghana),

Federal University of Technology - Paraná (Brazil), University of Ottawa (Canada), University of Sherbrooke (Canada), and University of Brighton (United Kingdom).

2021-2023 – Design as a Practice of Freedom in Self-Managed Organizations. Undergraduate research project from UTFPR, funding from UTFPR (R$22800 ≈ U$4510), 2 student scholarships. 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.

2020 – Business model design innovation. 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.

2019-2020 – 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.

2018-2020, Organizational Learning in Open Innovation Ecossystems. 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 plaform 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.

ARTISTIC EXPERIENCE

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

2021 – Artificial Intelligence in Higher Education. Invisible theater staged at the UTFPR's Informatics student week of 2021. Roles: joker-director and actor.

2021 – The Invasion of the Gringo Design Thinker. Remote forum theater staged by the Design & Oppression Network Youtube channel. Roles: joker-director.

2020 – Design and Precarious Work in Digital Platforms. Remote forum theater staged at the USP design academic week of 2020. Roles: joker-director and actor.

UNDERGRADUATE TEACHING EXPERIENCE

2025 – Portfolio I: Ethical and socioenvironmental conduct

2025 – Design and Culture, 45hs, Design bachelor, UTFPR

2024 – Senior Studio, 70hs, Graphic Design bachelor, University of Florida

2023 – Psychology of Creativity, 30hs, Design bachelor, UTFPR,

2019-2023 – Research Methodology, 30hs, Graphic Design degree, UTFPR

2019-2022 – Design for Social Innovation, 60hs, Design bachelor, UTFPR,

2021 – 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

2019 – 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

2016-2018 – Digital Design Trends Laboratory, 40hs, Digital Design bachelor, PUCPR

2015-2018 – Interaction Design, 80hs, Digital Design bachelor, PUCPR

2015-2016 – Digital Design Final Work, 160hs, Digital Design bachelor, PUCPR

2016 – Information Architecture, 40hs, Digital Design bachelor, PUCPR

2016 – Design Thinking, 45hs, Graphic Design bachelor, PUCPR

2009-2010 – Usability and Ergonomics of User Interfaces, 30hs, Design bachelor, Unisul

2009-2010 – Feasibility Design, 30hs, Design bachelor, Unisul,

2006-2007 – Graphic Animation for the Internet, 80hs, Web Design degree, Opet,

2006-2007 – Writing for the Web, 60hs, Web Design degree, Opet, 2006

2006-2009 – Literary Analysis and Expression, 30hs, Design bachelor, Unisul

POST-GRADUATE TEACHING EXPERIENCE (PROFESSIONAL ORIENTED)

2017 – Service Design, 16hs, Post-graduation in Digital Business, Universidade Positivo

2008-2011 – 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

2010 – Interaction Design, 30hs, post-graduate program in Web Development, UEM

2010 – Ergonomics and Usability, 24hs, post-graduate program in Interior Design, Sustentare Business School

GRADUATE TEACHING EXPERIENCE (RESEARCH ORIENTED)

2025 – Prospective Design Studies, Master in Prospective Design, 60hs, UTFPR

2024 – Research & Practice, Master of Fine Arts in Graphic Design/Design & Visual Communications(MXD), 45hs, University of Florida

2024 – Graduate Seminar, Master of Fine Arts in Graphic Design/Design & Visual Communications(MXD), 45hs, University of Florida

2021 – Designs of the Oppressed, 24hs, International Virtual Mobility Program "Destination Brazil", Andifes

2021-2022 – Special Topics in Technology and Society: Alvaro Vieira Pinto, Graduate Program in Technology and Society (PPGTE), UTFPR

2018 – Human-Computer Interaction, 32hs, Graduate Program in Informatics (PPGIA), PUCPR

2016-2019 – Educational Game Design, 45hs, Graduate Program in Design (PPGDesign), UFPR

2015 – Collaborative Future Making, 45hs, Pelle Ehn's master class at the DesignLab, University of Twente, 2015

DOCTORAL SUPERVISION EXPERIENCE

1. Luis Garcia, **Developing Design Capabilities in Ecuadorian Governmental Institutions**, PHD in Transition Design. Carnegie Mellon University. External supervisor. (2024-ongoing).

MASTER SUPERVISION EXPERIENCE

1. Hien Phan, **Codesigning Diversity Alter/natively.** 2025. Master of Fine Arts in Design & Visual Communications (MXD) program. University of Florida. Committee chair. https://ufdc.ufl.edu/aa00127034/00001

2. Emma Dennison. **Spiritual Diversity in the Museum Workplace.** 2025. Master of Arts in Museum Studies. University of Florida. Committee chair. https://ufdc.ufl.edu/ufe0062412/00001

3. Narayan das Ghiotti. **Making fun of business: Participatory Design for Creative Confidence in Entrepreneurship**. 2025. Master of Fine Arts in Design & Visual Communications (MXD) program. University of Florida. Committee chair.

4. 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. Master in Design. University of Brasília. Co-supervisor.

5. 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.

6. Tania Mara Dors. **The Reflective Practice in a Software Development Studio.** 2019. Dissertation (Master in Informatics) - Pontifical Catholic University of Paraná. Co-supervisor.

7. 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. Carolyne Vitor dos Santos Cordeiro. Robótica Pedagógica Livre: Um estudo autoetnográfico na Plataforma Corais [**Free Pedagogical Robotics: An autoethnographic study on the Corais Platform**]. Scientific Initiation, Physics Education Degree, UTFPR.

2. Aline Grein Pires. Uso de plataformas livres para o fortalecimento da historicidade e resistência ao epistemicídio afropindorâmico [**Free platforms that strengthen the historicity and resistance to the Afropindoramic epistemicide**]. Scientific Initiation, Bachelor in Design, UTFPR.

3. Duana da Silva Mota. O Ponto de Convergência da Guerrilha Cinematográfica: Softwares Livres como Ferramenta de União dentro de Produções Independentes [**Convergence Point in Guerrila Filmmaking: Free Software as a Union Factor in Independent Productions**]. 2023. Scientific Initiation, Bachelor in Architecture, UTFPR.

4. 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.

5. Isabela Luiza Molin de Siqueira. Processos Dialéticos para um Design Libertário [**Dialectical Processes for a Libertarian Design**]. 2022. Scientific Initiation, Bachelor in Design. UTFPR.

6. 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.

7. Jady Torralvo Alves. Design Ontológico Crítico em Organizações Autogeridas [**Critical Ontological Design in Self-Managed Organizations**]. 2022. Scientific Initiation, Bachelor in Design. UTFPR.

8. Rafaela Angelon. Poéticas Corporais no Projeto de Interações e Experiências **[Embodied Poetics in Designing Interactions and Experiences]**. 2020. Scientific Initiation, Bachelor in Design. UTFPR.

9. Larissa Paschoalin. Materialidade em Metaobjetos: um experimento de codesign em um projeto. 2020. Scientific Initiation, Graphic Design Degree. UTFPR.

10. Bruno Mattioli. Pesquisa de Experimentos de Validação em Modelos de Negócio [**Business Model Validation Experiments**]. 2020. Technology Initiation, Bachelor of Electrical Engineering. UTFPR.

11. João Victor Tarran. Mapeamento do Ecossistema de Inovação Aberta em Curitiba [**Mapping Open Innovation Ecossystem in Curitiba**]. 2020. Scientific Initiation, Bachelor in Design. UTFPR.

12. 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]**. 20223. 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: Strenghtening 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 Memmorial: 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 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. 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 WorkDigital 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. Chapman, J.; Fox, S.; Theriault, N.; Van Amstel, F. M. C. External member for the evaluation committee of Esther Yeunhee Kang. **Sediments of Design: Reimagining the Temporal Dimension of Place Based Design in the United States.** 2024. Thesis (PhD in Transition Design) – Carnegie Mellon University.

2. Pinto, G.; Antunes., C.; Van Amstel, F. M. C.; Lima, M. F.; Gonzatto, R. F. Participation in the evaluation committee of Yuri Michelan Barcat. Uma sistematização da Obra Filosófica de Álvaro Vieira Pinto **[Systematizing Álvaro Vieira Pinto's work]**. 2024. Thesis (PhD in Science and Technology) – Federal University of Technology Paraná.

3. Tedesco, P; Falcão, T; Van Amstel, F. M. C.; Matos, E. Participation in the evaluation committee of Dyego Carlos Sales de Morais. 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]**. 2023. Thesis (PhD in Computer Science) – Federal University of Pernambuco.

4. 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.

5. 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.

6. 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.

7. 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.

8. 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.

9. 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.

10. 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.

11. 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. Participation in the evaluation committee of Verônica Anselmo Jorge. Práticas participativas no Ensino de Projeto em Design **(Participatory Practices in Design Teaching)**. 2023. Dissertation (Master in Architecture and Urbanism) – Universidade Federal de Uberlândia.

2. Participation in the evaluation committee of Ana Carolina Ribeiro Ferreira Da Costa. A realidade dissonante do design em plataformas digitais **(The dissonant reality of design in digital platforms)**. 2023. Dissertation (Master in Design) – Universidade de São Paulo.

3. 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.

4. 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.

5. 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.

6. Almeida, L. D. A .; Bonacin, R .; Merkle, Luiz E; Van Amstel, Frederick M.C .. Participation In The Evaluation Committee Of Bernardo Alves Villarinho Lima. Hibridações 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.

7. 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.

8. 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.

9. 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.

10. 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.

11. 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.

EXTERNAL EXAMINER IN PROMOTION COMMITTEES

2024 – Independent external assessor in promotion case to Associate Professor, Victoria University, Australia.

EDITORIAL ROLES

2025-current – Co-Editor of Design Issues.

2024-current – Editorial board member, CoDesign: International Journal of CoCreation in Design and the Arts.

2022-2023 – Guest editor for two special issues on Design, Oppression, and Liberation, Diseña.

GRANT PROPOSAL REVIEWER

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

JOURNAL ARTICLE PEER REVIEWER

AI & Society (1 reviewed)

Arcos: design, cultura, material e visualidade (3 reviewed)

CoDesign: International Journal of CoCreation in Design and the Arts (5 reviewed)

Computers in Human Behavior (1 reviewed)

Comunicação & Inovação (1 reviewed)

Contexts (2 reviewed)

Design and Culture (2 reviewed)

Entertainment Computing (2 reviewed)

Ground Works (1 reviewed)

Human Computer Interaction (3 reviewed)

InfoDesign (6 reviewed)

Journal of Digital Media & Interaction (1 reviewed)

Journal on Interactive Systems (2 reviewed)

Journal of Human-Technology Relations (1 reviewed)

La Tadeo Dearte (1 reviewed)

PUBLIC (1 reviewed)

RChD: Creación y Pensamiento (1 reviewed)

Revista V!RUS (2 reviewed)

Revista Brasileira de Informática na Educação (1 reviewed)

She Ji: The Journal of Design, Economics, and Innovation (1 reviewed)

Strategic Design Research Journal (3 reviewed)

Tapuya (1 reviewed)

Tecnologia e Sociedade (1 reviewed)

The Design Journal (1 reviewed)

Urbe (3 reviewed)

CONFERENCE PAPER PEER REVIEWER

2026 Design Research Society (DRS) conference, 2026 (5 reviewed)

19th Participatory Design Conference, 2026 (2 reviewed)

8th Service Design and Innovation conference (ServDes), 2025 (2 reviewed)

12th Information Design International Conference, 2025 (4 reviewed)

11th Nordic Design Research Society (NORDES) Conference (3 reviewed)

18th Participatory Design Conference, 2024 (5 reviewed)

2024 Design Research Society (DRS) conference, 2024 (21 reviewed)

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 (IHC), 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)

INTERNAL COMMITTEES

2025 - Graduate admission committee for the 2026 cohort, PPGDP, UTFPR.

2025 - International coordinator for the Graphic Design program, UTFPR.

2024 – Search committee for the Assistant/Associate Professor in Design and Artificial Intelligence, member, School of Art + Art History, University of Florida.

2024 – Art in State Buildings Committee, visual artist representative, University of Florida.

2024 – University Galleries Committee, School of Art + Art History, member, University of Florida.

2024 – Search committee for the Acting Associate Dean of Research, member, College of the

Arts, University of Florida.

2024 – Graduate Committee, School of Art + Art History, member, University of Florida.

2024 – Graduate admission committee, Master of Fine Arts in Design & Visual Communications (MXD) program, member, University of Florida.

2022-2023 – Campus master plan steering committee, member, UTFPR Curitiba.

2019-2023 – Prospective Design Graduate Program proposal committee, member, UTFPR.

2021-2023 – Graphic Design undergraduate course collegiate, member, UTFPR.

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

EXTERNAL COMMITTEES

2024 – Conversations Committee, Design Research Society (DRS 2024 Boston) conference (75 received / 31 accepted)

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

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

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

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

2018 – Public Competitions for the professor career' committees. Graphic Design With Emphasis On Accessibility. Federal University Of Paraná, 2018.

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

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

JURY MEMBERSHIP IN DESIGN AWARDS

Artful Integrators Award, Participatory Design Conference, Italy, 2026

ADA Awards 4th cycle, Pakistan, 2024

Concurso Peixe Grande, Brazil, 2013

Concurso Peixe Grande, Brazil, 2012

IF Design Awards, Brazil, 2010

Concurso Peixe Grande, Brazil, 2009

PROFESSIONAL ASSOCIATIONS

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

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

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

Brazilian Society of Computing (SBC), member, 2021-2022

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

RESEARCH GROUP COLLABORATIONS

Laboratory of Design against Oppression (LADO), founder, UTFPR, 2021-2023

Strategic Design Research Group, Graduate Program in Design, Unisinos, collaborator, 2020-2021

Labor, technology and digital capitalism, Graduate Program in Technology and Society (PPGTE), researcher, UTFPR, 2019-2023

Software Engineering, Graduate Program in Informatics, PUCPR, researcher, 2017-2021

Xuê: Participation, Interaction, and Computation, Graduate Program in Technology and Society (PPGTE), researcher, UTFPR, 2016-2020

SELF-MANAGED COLLECTIVES

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.

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).

Citational Justice Collective, 2021-2022

> A collective formed by academics in several institutions concerned with increasing citational justice in Human Computer Interaction field.

OUTREACH ACTIVITIES

2021-actual – Laboratory of Design against Oppression (LADO)

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.

2020 – Conscious Periphery COVID-19 communication

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.

2019-2023 – Theater of the Techno-Oppressed

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.

2019 – Solidarity Economy Incubator

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.

2015-2016 – Curitiba Traffic Education School visual identity, Smart Urban Mobility Lab

2015 – Organization change at Clinics Hospital of Paraná

2014 – High speed train social impact study by Architecture Sans Frontières UK,

2013 – Natuurhus Almelo Nature Center

2012-current – Futurologias design fiction museum

2011-current – Corais Platform

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.

2010-current – https://fredvanamstel.com

A spin-off of Usabilidoido (see below) in the English language, FredvanAmstel.com grew to become Frederick's main scientific dissemination and research outlet. It contains more than 376 pages, including 63 recorded lectures, and bonus material for research papers and articles.

2008 – [BrOffice.org website](#),

2003-current – [Usabilidoido](#)

Usabilidoido is a cross-media Science dissemination project that includes a weblog, a podcast, a Twitter account, a Slideshare gallery, an Instagram account, a Facebook page, and a Youtube channel. Topics range from usability, interaction design, experience design, participatory design, and other issues linked to Frederick van Amstel's research and practice. Launched in 2003, Usabilidoido is known as one of the first online resources about these topics in Portuguese. 1095 posts have been published so far. Among them, 142 are podcasts, mainly from audio recordings of Frederick's lectures and talks. The slides from these lectures and talks are available at Slideshare. As a result of this prolonged dissemination activity, Frederick has more than 5000 followers in his Twitter account.

AWARDS

2021 – 3rd place in the Best Paper Award, 10th International Congress on Information Design, Brazilian Society of Information Design.

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

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

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

2018 – 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.

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

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

KEYNOTES

1. [Existential crises in doctoral design research](#), DRS 2024, PhD Consortium, Boston, 2024
2. [Diseño y la colonialidad del hacer](#), International Committee for Design History and Design Studies, Bogotá, Colombia, 2022

3. Domesticated futures and monster aesthetics, Decolonising Futures in Design Education, ELISAVA School of Design and Engineering, 2021

4. South Trajectories, Link, University of Auckland, 2021

5. Decolonizing Design Research towards the Pluriverse, SDS2021 Sustainable Design Symposium, UFPR, 2021.

TALKS, GUEST LECTURES, AND PANELS

1. What is Decolonizing Design?, ADA Awards Seminar, online, 2025.

2. Systemic userism in service design, Design Justice and Emerging Technologies course, TU Delft, online, 2024.

3. Recognition practices in More-Than-Human Design: Insights from Hegel, joint talk with Fernando Secomandi, AI Future Labs Talks, TU Delft, hybrid, 2024.

4. Decolonizing Service Design Ethics and Aesthetics, Service Design Network SDN NextGen, online, 2024.

5. Decolonizing Design Futures, guest lecture at POLIMI, online, 2024.

6. Dancing Algorhythms in the Theater of the Techno-Oppressed, College of the Arts Fall 2023 Research Lightning Round, University of Florida, online, 2023.

7. Creativity is Not a Scarcity panel, Critical UX, Hmncntrd, US, online, 2023.

8. Cascading Oppression in Design, Workshop / Design Competitions: Climate Action in Kenya, TUDelft, online, 2023.

9. Assembly Design Participation & The Ethics of Collaboration, Parsons School of Design, US, online, 2023.

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

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

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

13. Can designers change systemic oppression?, Design and Systemic Change Symposium, Royal College of Art, UK, 2022.

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

15. Ethics and aesthetics of the experience designed for the Other, A+D Visiting Artists, University of Illinois Urbana-Champaign, US online, 2022

16. Confronting the Legacy of Oppression in Systemic Design, RSD11, UK, online, 2022

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

18. Designing for / Designing against, Collective praxis as designing radicality, Loughborough University, UK, 2021

19. Designing relations in Prospective Design, Transition Design Seminar, University of Texas, US, online, 2021

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

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

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

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

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

25. Relational design and the contradiction of oppression, Cátedra Diseño, Arte y Ciencia, Universidad Jorge Tadeu Lozano, Colombia, online, 2021

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

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

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

29. Researching-creating for liberation, IV Meeting of Research Seedbeds, Universidad de Ibagué, Colombia, online, 2021.

30. Designing against oppression, Critical Design Roundtable, Cornell University, US, online, 2021.

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

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

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

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

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

36. Pluriversal Design Methods and Critical Ontological Design, Future of Design Education, Disparate Cultures and World Viewpoints workgroup, online, 2021.

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

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

39. Design Decolonial, Encontrão Design Ativista, Brazil, online, 2020

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

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

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

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

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

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

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

GUEST-EDITED JOURNAL SPECIAL ISSUES

1. 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

2. 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. Phan, H. L. D., & van Amstel, F. M. C. (2025). The Contradiction of Institutional Diversity in the Design Student Body. **Diseña**, (27), Article.6. https://doi.org/10.7764/disena.27.Article.6

2. Secomandi, F., & Van Amstel, F. M. C. (2025). Coerced Recognition at the Service Interface: A Design Ethics Framework for Unveiling the User Oppression. **Journal of Human-Technology Relations**, 3, 1–25. https://doi.org/10.59490/jhtr.2025.3.7745

3. Guimarães, C., & Van Amstel, F. M. C. (2024). Prospectando qualidades relacionais na educação em Design através da quilt-terapia [Prospecting relational qualities in Design Education through quilt therapy]. **Arcos Design**, 17(1), 190–211.

https://doi.org/10.12957/arcosdesign.2024.77916

4. Bizotto dos Santos, W., Mazzarotto, M., & Van Amstel, F. (2024). Tomando um LADO: formação crítica e prática de liberdade no Laboratório de Design contra Opressões [Taking a side: critical formation and outreaching practice in Laboratory of Design against Oppression (LADO)]. **Arcos Design**, 17(1), 143–175. https://doi.org/10.12957/arcosdesign.2024.78425

5. Mazzarotto. M., Van Amstel. F. M. C., Serpa, B. O., Silva, S. B. (2023). Prospecting anti-colonial qualities in Design Education. **V!RUS Journal**, 26, 135-143. Translated from Portuguese by Giovana Blitzkow Scucato dos Santos. Available at: http://vnomads.eastus.cloudapp.azure.com/ojs/index.php/virus/article/view/833

6. Noel, L.-A., Ruiz, A., van Amstel, F. M. C., Udoewa, V., Verma, N., Botchway, N. K., Lodaya, A., & Agrawal, S. (2023). Pluriversal Futures for Design Education. **She Ji: The Journal of Design, Economics, and Innovation** (Vol. 9, Issue 2, pp. 179–196). https://doi.org/10.1016/j.sheji.2023.04.002

7. 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

8. 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

9. 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

10. 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

11. 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

12. 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

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