

Sixth Annual Design Conference

Friday April 10th
217 Clark Street

ART CENTER
Warrensburg, MO 64093

7:10 am

registration
opens

9:00 am

12:00 pm

PROFESSIONAL DEVELOPMENT WORKSHOPS

Additional fee required
Pre registration required

Fee: \$75

Enhance your skills and build your practice by attending a professional development workshop with industry leaders. Pre-registration and an additional fee is required. Registration will open later this summer.

Lawrence Azerrad
Ram Castillo
Janet Kestin
Rhonda Page
Vikki Rossy

9:00 am - 12:00 pm

Symposia

Choose From 3 Topics

Digital Craft

hosted by:

David Schwartz



Culture and Criticism

hosted by:

Andrea Lipps

In-House

hosted by:

Diane Domeyer



12:00

Lunch

(ON YOUR OWN)

Visit our
partners
booths in
the Design
Fair and get
introduced
to the newest
products on
the market
designed to
help you get
the job done.

DESIGN FAIR
OPENED

12:15pm - 1:45pm

ADOBE
MINI

Join Adobe in the
Design Fair throughout
the lunch breaks on
Tuesday and Wednesday
for 30-minute training
workshops on their
latest products and
services.

WORKSHOPS

Adobe Stock: Ideas at your Fingertips
Responsive Design

Mobile Apps and Creative Cloud for
Designers: Everything You Need to
Create Your Best Work

12:30 pm - 1:30 pm Roundtables

Pre-registration required

Sit down for a conversation with design legends and luminaries. Pre-registration is required.

You may only sign up for one roundtable during the conference. Registration will open later this summer.

Michael Bierut

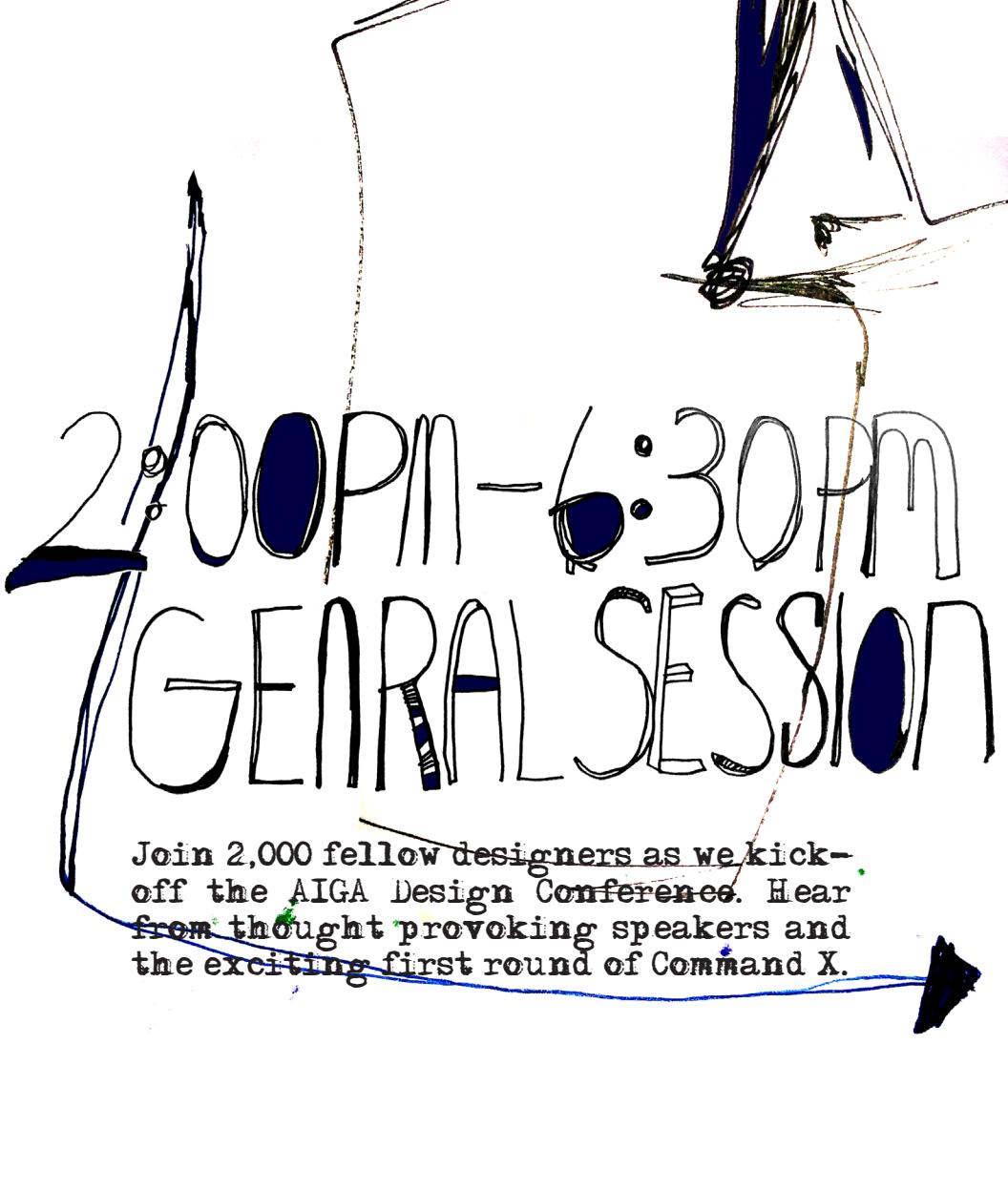
AIGA Medalist Liz Danzico

Jessica Hische

AIGA Medalist Dan Mall

Debbie Millman

Paula Scher



2:00PM - 6:30PM
GENERAL SESSION

Join 2,000 fellow designers as we kick-off the AIGA Design Conference. Hear from thought provoking speakers and the exciting first round of Command X.

General Session

CALM TECHNOLOGY:

DESIGNING
FOR
THE
NEXT
GENERATION
OF
DEVICES

2:15pm - 2:45pm

The world is made of information competing for attention. People cannot interact with everyday life in the same way they interact with a desktop computer. Calm technology describes a state of technological maturity where a user's primary task is not computing, but being human. The idea behind calm technology is to have smarter people, not things. Devices used to take advantage of location, proximity, and haptics to help improve people's lives instead of getting in the way; designers making apps ambient, while respecting privacy and security. This talk will cover how to use principles of calm technology to design the next generation of connected devices, exploring notification styles, compressing information into other senses, and designing for the least amount of cognitive overhead.



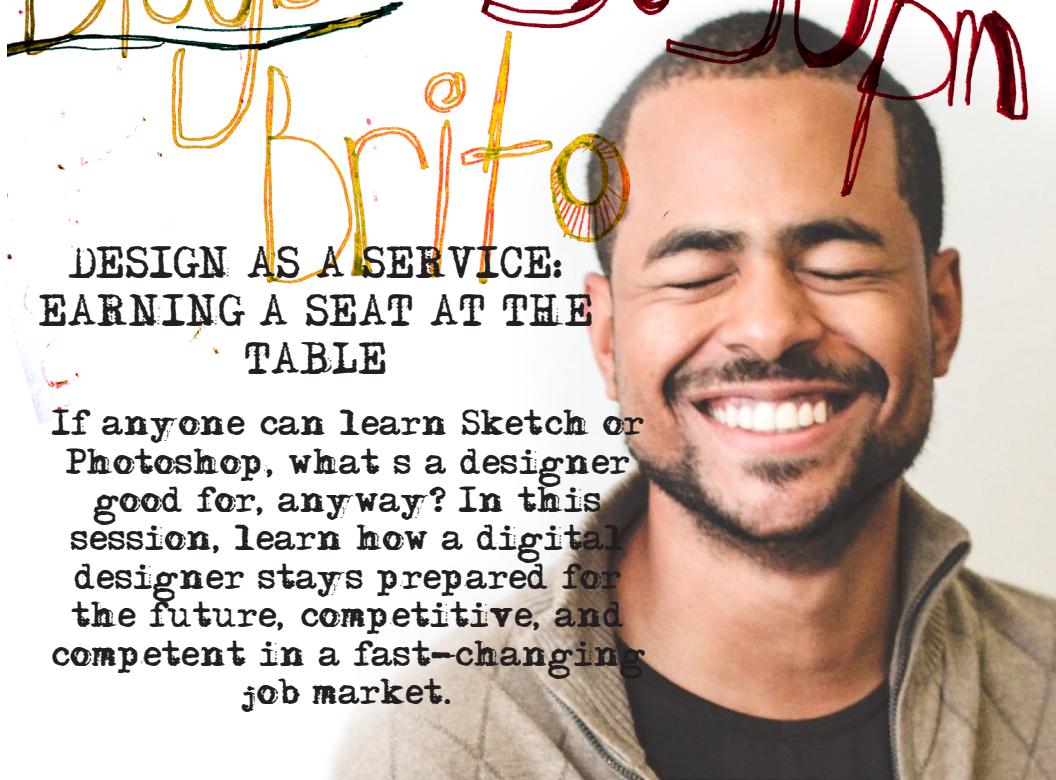
ambient
Case

3:00pm -

Diógenes 3:30pm
Up or
brrito

DESIGN AS A SERVICE:
EARNING A SEAT AT THE
TABLE

If anyone can learn Sketch or Photoshop, what's a designer good for, anyway? In this session, learn how a digital designer stays prepared for the future, competitive, and competent in a fast-changing job market.



3:30pm - 4:15pm



NETWORKING
and
Refreshments

Sponsored by Adobe

4:15 - 4:45 pm

Mike Monteiro

LET US NOW PRAISE ORDINARY PEOPLE

Companies promise to change the world, but how they intend to do that isn't always beneficial, and the changes don't always serve the public good. Rather than accept the world as designed by corporations, change needs to come from not just how our society is designed, but who is designing it.



4:45pm - 5:15pm

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Warrensburg

Emcee Sean Adams introduces and
judges. The first design projects
are presented.

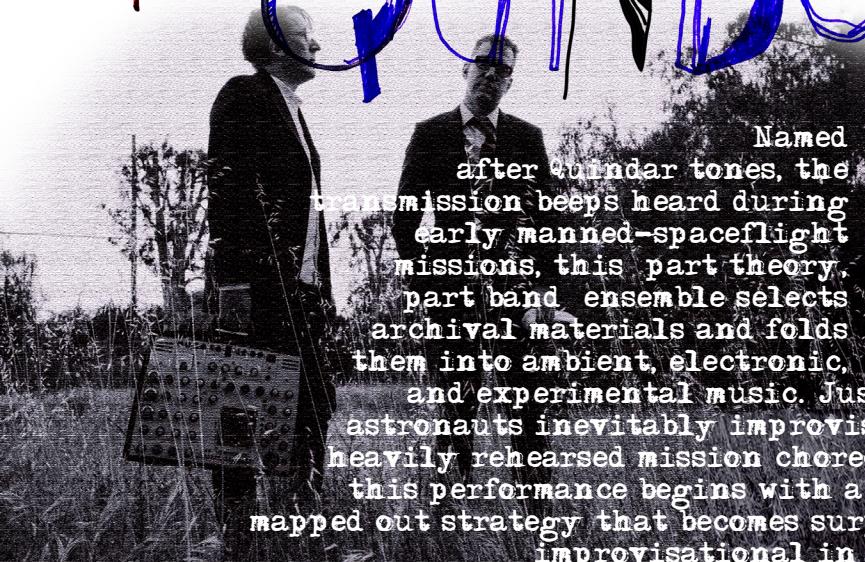
Sean Adams
Dana Arnett
Stanley
Hainsworth
Bonny Siegler

SPONSORED BY LG

5:15pm 5:45pm

Performance

BY QUINDAR



Named after Quindar tones, the transmission beeps heard during early manned-spaceflight missions, this part theory, part band ensemble selects archival materials and folds them into ambient, electronic, and experimental music. Just as early astronauts inevitably improvised within heavily rehearsed mission choreographies, this performance begins with a carefully mapped out strategy that becomes surprisingly improvisational in real-time.

5:45 pm - 6:00 pm

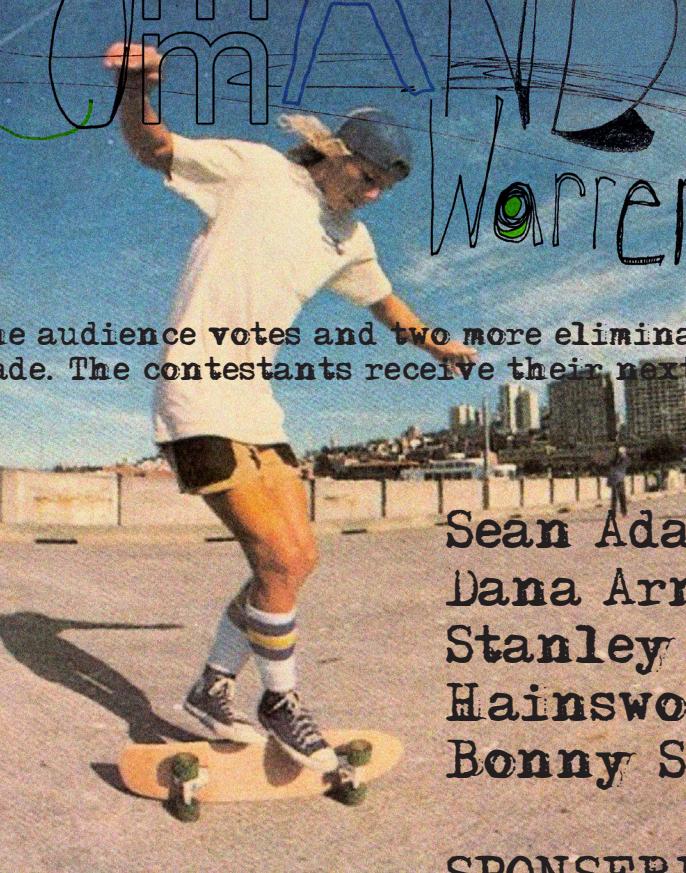
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The audience votes and two more eliminations are made. The contestants receive their next assignment.



Sean Adams
Dana Arnett
Stanley
Hainsworth
Bonny Siegler

SPONSORED BY LG



GEMM
6.00pm
+
6.30pm
OBRIEN

FROM THE COURTROOM TO THE STUDIO

For Australian lettering artist Gemma O'Brien, adaptation has shaped her career ever since she dropped out of law school in 2006 to study design. In this session, she will discuss how she continually reshapes her craft to fit new media and cultural trends, while discovering new ways to work by hand in the digital age.

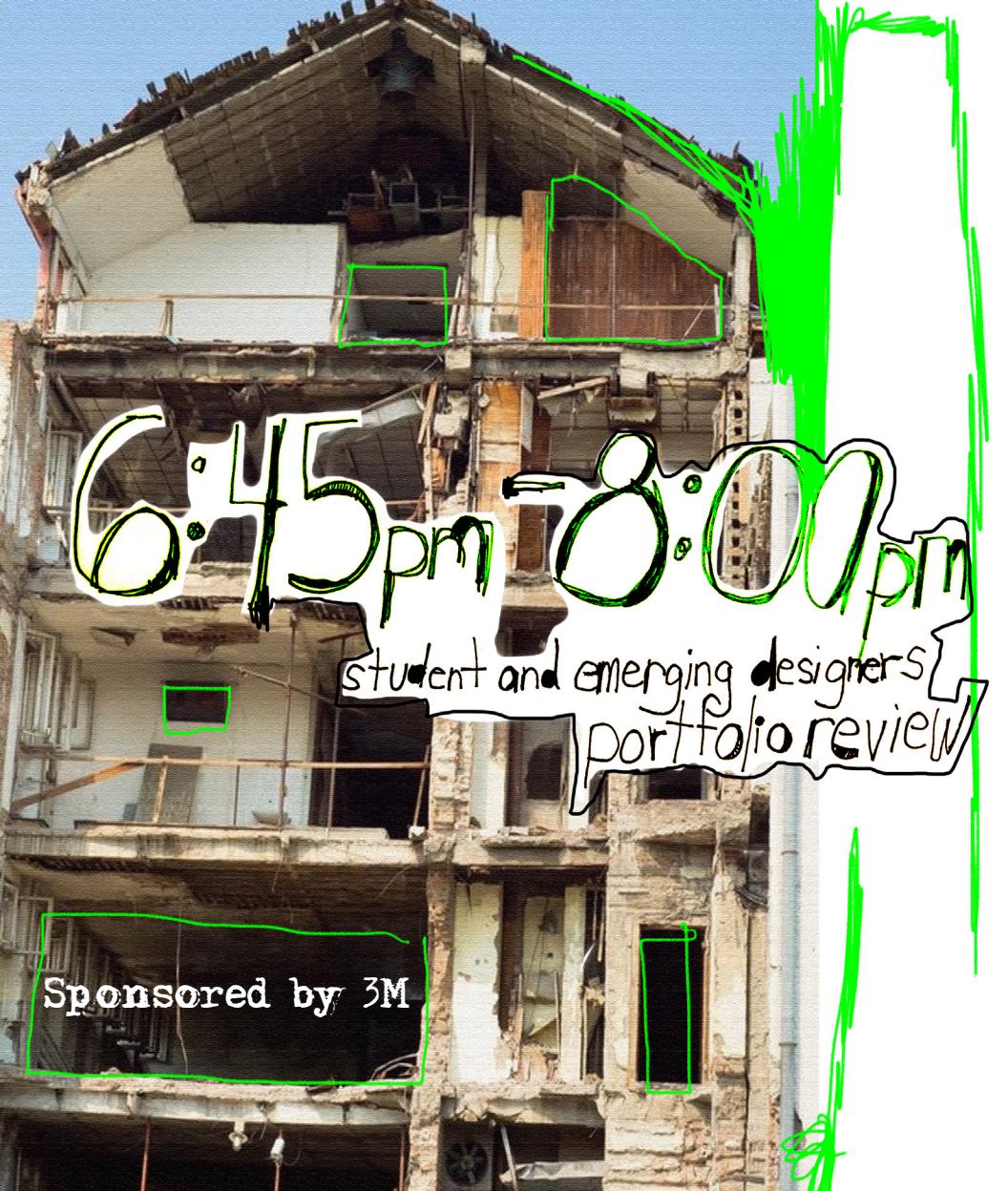


PI

OPENING NIGHT
RECEPTION

Jessica Helfand
Ram Castillo

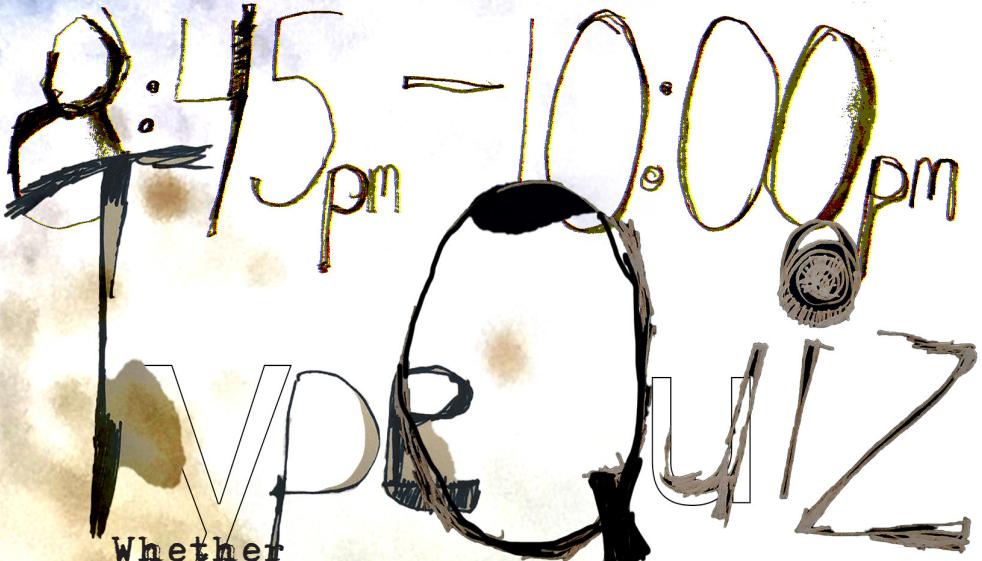
Tina Essmaker
Ryan Fitzgibbon



6:45pm - 8:00pm

student and emerging designers
portfolio review

Sponsored by 3M



Whether a true type geek or typographically challenged, those who know a little type trivia might be ready to take the 2018 AIGA Type Quiz. This year's quiz promises to be more fun and more rewarding than its predecessors. There will be prizes: T-shirts, fonts, books on type, posters, and more. The answers will be multiple-choice, so even those who don't know that a pica is not exactly one-sixth of an inch or that Matthew Carter is a Red Sox fan will have a one-in-four chance of getting the right answer. And, for typographic heavyweights, there will be a few varsity questions with even bigger prizes.

