

UCM

6TH

ANNUAL

DESIGN

CONF-

ERENCE

Friday April 10th

Art Center

217 Clark St.

Warrensburg, MO 64093

“Lets
Talk
Type”



7:00
A.M.

Registration
OPENS

9:00A.M.-12:00P.M.
Professional
Development
Workshops

Fee: \$75
Additional fee
& Preregistration required

ENHANCE
YOUR
SKILLS &
BUILD YOUR
PRACTICE

Enhance your skills & practice
by attending a professional
development workshop with
industry leaders.

Preregistration & an additional fee
is required. Registration will open
later this summer.



JANET KESTIN



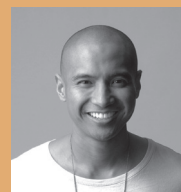
VIKKI ROSS



RHONDA PAGE



LAWRENCE AZERRAD



RAM CASTILLO

9:00A.M.-12:00P.M.
SYMPOSLIA
CHOOSE FROM THREE TOPICS

1 Culture & Criticism
Hosted by
Andrea Lipps

2 Digital Craft
Hosted by
David Schwartz

3 In-House
Hosted by
Diana Domeyer

LUNCH
[on your own]
@ 12:00P.M.



12:00 P.M. DESIGN FAIR OPENS

Visit our
partner's
booths in the
design fair
&
get introduced
to the newest
products on the
market designed
to help you get
the job done

12:45 - 1:45 P.M. ADOBE MINI WORKSHOPS

Join Adobe in the design fair throughout the lunch breaks on Tuesdays & Wednesday for 30-minute training workshops on their latest products and services.

Adobe Stock: Ideas at your fingertips responsive design

Mobile Apps and Creative Cloud for Designers: Everything you need to create your best work

ROUNDTABLES

12:30P.M. - 1:30P.M.
[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.



JESSICA HISCHE



DEBBIE MILLMAN



PAULA SCHER



MICHAEL BIERUT



DAN MALL



LIZ DANZICO

2:00 P.M.
- 6:30 P.M.

GENERAL SESSION

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

CALM TECHNOLOGY AMBER CASE



Designing for the
next generation
of devices

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.

3:00 P.M.

- 3:30 P.M.

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.

MIKE
MONTEIRO
4:15 -
4:45 P.M.

NETWORKING & REFRESHMENTS

Sponsored by Adobe | 3:30 - 4:15 PM

"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.

Command X: Warrensburg

4:45P.M. – 5:15P.M.

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



SEAN
ADAMS



BONNIE
SIEGLER



DANA
ARNETT



STANLEY
HAINSWORTH

Sponsored by LG

5:15P.M. Performance by – 5:45P.M. 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.

5:45P.M.

– 6:00P.M.

Command X: Warrensburg

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

SEAN ADAMS | DANA ARNETT | STANLEY HAINSWORTH | BONNIE SIEGLER

Sponsored by LG

GEMMA O'BRIEN

6:00P.M. – 6:30P.M.



FROM THE COURTROOM TO THE STUDIO

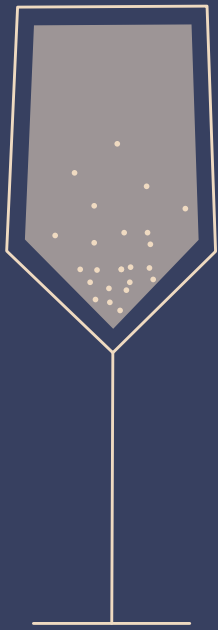
For Australian lettering artist Gemma O'Brien, adaptation has shaped her career ever since she dropped out of law school in 2006 to study design. In this session, she will discuss how she continually reshapes her craft to fit new media and cultural trends, while discovering new ways to work by hand in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

6:30P.M.

OPENING NIGHT RECEPTION

Sponsored by Amazon Design and Amazon Music

Join us in the Design Fair for the opening night reception, plus book signings from Jessica Helfand, Ryan Fitzgibbon, Tina Essmaker, and Ram Castillo.



HAPPY
HOUR
6:30



6:45P.M. – 8:00P.M.
Student & Emerging
Designers Portfolio
Review

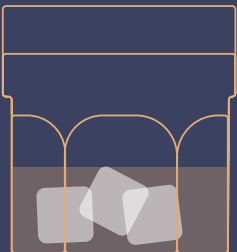
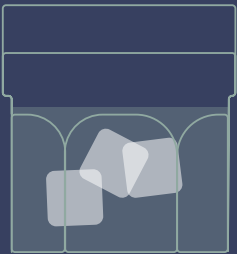
Sponsored by 3M



8:45P.M. – 10:00P.M.

Let's Talk Type QUIZ

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.





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