

My personal thoughts and vision about

Digital Design

Introduction

The new Digital Design Department will consist of skilled and engaged individuals with a research interest in digital design. Digital design research will combine design thinking with technological tools, material exploration, digital media and co-design. Even if work will be characterized by collaborative initiatives the foundation of the department is highly qualified individuals. Since the new departments are part of a complete re-organization of ITU from one to three departments, there will be an initial and strong focus on team building to avoid structural tensions from the past structure and to build mutual trust. As head of department I will welcome everybody to join the department regardless of his or her past affiliation. The development of the Digital Design department will mark a new beginning for everybody belonging to the department.

Trust and mutual understanding

Initial team building activities are necessary to establish trust and mutual understanding among department members. This will take place through meetings, seminars and retreats – occasionally with professional assistance. The purpose is to establish an enjoyable workplace environment through clear communication, mutual understanding and shared formulation of norms and goals. This is crucial to build an environment for constructive collegial critique in all contexts. The overall goal of these activities is to create a vision and strategy for the Digital Design department within the first year.

Management of resources

Management of departmental resources will be based on recognition and development of individuals' knowledge and experience, and on transparency and fairness in allocation.

Transparency means that resource management mechanisms are explicit to everybody in the department, and fairness means that the same principles apply to everybody. This is crucial to ensure a good environment for individual growth, for community building and collaboration.

Research

All researchers at the Digital Design department publish in peer-reviewed journals or conference proceedings relevant for Digital Design, engage in externally funded research, and build and maintain relationships with external partners. **Collaborative** initiatives support ambitious and efficient publication and funding work. Research in the Digital Design department will be characterized by contributing with new knowledge, while engaging in practice of business or society. All researchers contribute to research-based teaching at the department and across departments to support cross-disciplinarity. The department will attract and nurture outstanding researchers and PhD students with obvious potential to contribute to the overall strategy of ITU. Administrative research support should be assigned to the department, and so that the administration recognizes the work done by the researchers and vice versa. This is part of an enjoyable work environment for of both researchers and administrators.

Research-based education

The Digital Design Department will continuously strengthen and innovate its study programmes in accordance with ITU's overall strategy for research-based education strategy and notions of what constitutes an ideal study programme. Recruitment of faculty and external lecturers must carefully be aligned with the needs and directions of the study programmes. I will pay special attention to establish gender balance of both the students and the teachers of study programmes belonging to Digital Design. The department will tackle competence bottlenecks of the labor market through creation of new, demanding study programmes and by **creating a stronger technical base of all study programmes**, while still paying attention to inter-disciplinarity. Our education programmes should offer opportunities for ambitious students to engage in research activities as a base for recruitment of PhD students.

Relationship with academia, business and society

The Digital Design department will develop and maintain good relations to academia, business and society, and as head of department I consider it to be a core task to support building such relations to open opportunities for faculty and students, and to help make ITU a recognized and globally connected university in academia, business and society.

Communication

Strong external communication of research and education towards academic and society environments will create attention in the academic world and in society. Internal communication will be based on dialogue and transparency. As head of department I will be available for conversations when needed. I will strive to always communicate clear expectations and goals on both departmental level and individual level at the annual MUS and in everyday communication with members of the department.

Vision

The department of Digital Design will create and share knowledge that is profound and leads to ground-breaking information technology and services for the benefit of humanity. Efficient funding work should allow the existence of 1-2 research centers and 3-5 research groups in studio-based settings to establish a sustainable research environment that contributes to and changes society. Research-based teaching and well-qualified, engaged students with a strong technical base will make our graduates attractive in public and private sectors. A success criteria of the department of Digital Design after the first year will be the creation of a shared vision and a set of norms and values allowing us to focus resources and efforts of the new department.