



April 12-13

WELCOME!

The *Fashion and...Symposium* was established at the University of Minnesota in 2012 by Dr. Kim Johnson and Dr. Brad Hokanson as a forum to present and discuss current topics broadly related to fashion. The symposium supports diverse perspectives from a variety of disciplines in a venue that allows international participants to meet and develop new partnerships.

We hope you enjoy the opportunity to hear and see new research, teaching, and design developments and to interact with scholars from around the world. There will also be many opportunities for you to PLAY and learn!

Hospitality (meals, water, snacks) is in **109 Rapson**

Best Networker Wins Game!

- Write your first name on the colored dots in your folder (more available if needed!)
- Give a dot to anyone you have a conversation with on Friday. Place the dot on the BACK of your name tag.
- The goal is to collect the most dots and be the Best Networker!
- Saturday morning, we will temporarily collect the name tags to determine the lucky winners who will receive Visa Gift cards:

1st place winner @\$100

2nd place winner @\$50

3 lucky winners @\$25

If you are interested in hosting a future Fashion and...Symposium, please contact Dr. Juanjuan Wu, jjwu@umn.edu, for information. The host site proposes the topic for the symposium and is responsible for all operations and logistics.

If you need anything at all, please let us know,

Missy, Juanjuan, and Barry

Schedule

Time	Event
Friday, 8:00-9:00	Registration and Breakfast 109 Rapson
9-10	Keynote <i>How Play Fuels Innovation and Design</i> Dr. Barry Kudrowitz Courtyard
10:15-11:30	Research Presentations I* Rapson 253, 35 (See presentation schedule)
11:45-1:00	Research Presentations II* Rapson Courtyard, 35, 253 (See presentation schedule)
1-2:30	Lunch Break Malcom Yards Meet by Registration (travel by light rail, individual lunch purchases)
2:30-3:30	Leonardo's Basement Tour/Making Meet by the entrance of Malom Yards to walk over
OR 2:30-5:00	OR Target Headquarters VR Demonstration Meet by the entrance of Malom Yards to travel by light rail

	(must pre-register)
4:15-5:15	Research Presentations III* Rapson 58, 35 (See presentation schedule)
5:15-6:45	High Tea Party Character Sketching <i>Robin Schwartzman</i> Courtyard
7:30 (optional)	10,000 Dreams event Northup
Saturday	
8:30-9:45 (breakfast available at 8:00)	Fashion Practice Editors Breakfast panel Editor in Chief Sandy Black, <i>London College of Fashion, University of the Arts London, UK</i> Editors Caroline Stevenson, <i>London College of Fashion, University of the Arts London, UK</i> Juyeon Park, <i>Seoul National University, Korea</i> Juanjuan Wu, <i>University of Minnesota, USA</i> Fiona Dieffenbacher, <i>Parsons School of Design, USA</i> 109 & 100 Rapson
10-11	Improv workshop <i>Tane Danger & Barry Kudrowitz</i> Courtyard
11-12:15	Design Exhibition

	225 Rapson
12:15-1	Research Presentations IV* Rapson 58, 35 (See presentation schedule)
1-2	Lunch (To go boxes available) 109 Rapson
2:00 (optional)	10,000 Dreams event Northup

*Concurrent sessions

Thank you to our **Reviewers**

- ❖ Ji Youn Shin
- ❖ Terresa Moses
- ❖ Hyunjoo Im
- ❖ Linsey Griffin
- ❖ Malani Srivastava
- ❖ Brad Hokanson
- ❖ Eugene Park
- ❖ Sue Chu
- ❖ Lauren Kim
- ❖ Deb Lawton
- ❖ Karl Koehle
- ❖ Kim Loken

Thank you to the Design Exhibition Team

- ❖ Sara Wilcox
- ❖ Ran Wang
- ❖ Boowon Kim
- ❖ Jing Tian

A BIG Thank You to Ashley Anderson, our extraordinary administrative and on-the-ground support!

Fashion & Play Presentation Schedule	See maps for room locations Highlighted presentations reflect new changes	
Friday		
10:15-11:30		
Room 253	Presider: Kathryn Reiley	
	1 The Role of Appearance Management for Elite Female Athletes During Competition	
	V. Ann Paulins , Julie L. Hillery, & Rebeka Mikulášiková, The Ohio State University, USA Nancy L. Malcom, Georgia Southern University, USA	
	2 Research on the ‘Play’ of ‘Loong’ in Chinese Contemporary Fashion Design	
	Yan Chen, Yuling Du , Xiangyang Bian*, Donghua University	
	3 Vintage Dress in Role Playing to Convey Essential Film Characters	
	Dr. Kathryn Reiley and Dr. Barbara Heinemann, University of Minnesota, USA	
	4 Wearing Vintage Clothing as a Tool to Create a Unique Sense of Self	
	Emma Geisel, University of Minnesota	
	5 Futuristic, Classical, Fantasy: Traditional Cultural Elements in Character’s Costumes Design for Chinese Modern Games	
	Chen Jie, Zang Yilei, Zhou Honglei, Ma Yuru , Donghua University, China	
10:15-11:30		
Room 35	Presider: Brad Hokanson	
	1 Playful Education for Healing: Integrating Play into CHD Care.	
	Neda Barbazi , Ji Youn Shin, Amr El-Bokl ² , Gurumurthy Hiremath, Carlye Lauff, University of Minnesota, Twin Cities, USA and ² Boston Children’s Hospital, USA	

	Education and Play: Learning Puzzles, Games, & Other Fun	
2	Jaye Thompson, University of Minnesota, USA	
	The Evolution of Games as Learning Tools in Fashion Subjects	
3	Gozde Goncu Berk University of California, Davis, Juanjuan Wu, Sauman Chu* Marilyn DeLong, Ran Wang, Yiling Zhang University of Minnesota	
	Images, Play, and Creativity	
4	Brad Hokanson & Kara Rajcic, University of Minnesota, USA	
	Everyday Exaggeration: Caricature as Design	
5	Robin Schwartzman, Barry Kudrowitz , University of Minnesota	
11:45-1:00		
Courtyard	Presider: K. E. Rajcic	
	Making Space for Play: The student Makerspace Experience	
1	K. E. Rajcic, University of Minnesota	
	The Space In Between: Transitional Space in Play Arenas	
2	Alana Aamodt, Rhode Island School of Design	
	Immersive Nature	
3	Kevin Barden , Rivers Barden Architects, USA Ross Wienert , University of Houston / CONTENT Architecture, USA	
	The Application of "Five Senses" Interaction and Game Socialization in Children's Art Education Space	
4	Yaqi Qin, Geng Huang, Yuling Du Donghua University, China	
	Color Graph Representation for Brand Fashion Runway Images	
5	Yuyilan Chen ¹ , Linzhen Li ² , Weian Wang ³ , Chenqu Ma ¹ , ¹ Fashion & Art Design Institute, Donghua	

	University, Shanghai, China, 2Shanghai Institute of Visual Arts, Shanghai, China, 3 Hartwick College, USA	
11:45-1:00		
Room 253	Presider: Yiling Zhang	
	Cosplay as Symbolic Family Interactions: An Interpretative Phenomenological Analysis	
1	Zhang, Y. & Wu, J. , University of Minnesota, USA	
	Performing and Resistance: Role-Playing of Young Chinese Women on the cyber-motherhood Stage	
2	Na Zhao , South China Agriculture University Fan Mingming, Macau University of Science and Technology	
	Reclaiming Play as Creative Scholars in Academia: The Development of a Tactile Manifesto	
3	Katherine Greder , North Carolina State University Kelsie Doty, Kansas State University, Linsey Griffin, University of Minnesota, Kelly Cobb, University of Delaware	
	Interactive Design of Children's Cycling Garments Based on Incentive Mechanism	
4	Yifan Chen, Yu Mo, Yuru Ma , Yunyi Wang, Donghua University, China	
	Exploring the Whims of Wonder: The Impact of Curiosity-Driven Play on the Trend Shifts in Shui Ethnic Attire	
5	Chenqu Ma, Xiangyang Bian, Yifei Guo, Donghua University, China, Weian Wang , Hartwick College, USA	
11:45-1:00		
Room 35	Presider: Hyunjoo Im	
	A Rapid Review and Case Study of Co-Branding: The Power of Video Gaming in Fashion	
1	Osmud Rahman, Toronto Metropolitan University, Fashion at the Creative School, Canada	
	Typology of Gamified Sales Promotional Strategies	
2		

	Garim Lee, Indiana University, USA & Hyunjoo Im , University of Minnesota, USA	
	A Visual Analysis of Conceptual Designs for Fashion Window Displays Using Physical Prototyping and Virtual Reality Design Tools	3
	Shiman Li , Juanjuan Wu, Scott Spicer, Charlie Heinz University of Minnesota	
	Study on Gamification of Fashion Brands: Merchandising, Communication, and Virtual Fashion	4
	Qi Wu , Shi Yuxi, Beijing Institute of Fashion Technology, P.R. China	
	Effect of Face Expression and Interactivity on Donation Intention: Mediated Roles of Playfulness, Social Presence, Sympathy, and Perceived Response Efficacy	5
	Zhanming Chen , Hyunjoo Im, Terry Haekyung Kim, University of Minnesota, USA	
4:15-5:15		
Room 58	Presider: Osmund Rahman	
	Exploring the Design of Erotic Costumes and Role-Playing Behavior: A Case Study of Generation Z Women in China	1
	Yuling DU , Jinying MOU, Xiangyang BIAN, Donghua University, China	
	Cosplay: A Systematic Literature Review and Bibliometric Analysis	2
	Osmud Rahman, Toronto Metropolitan University, Fashion at the Creative School, Canada	
	Designers' practical guidance and the impact of design education: Assisting the public in guiding the "play" of self-discovery in artificial intelligence interactive images	3
	Xiangyang Bian & Yimeng Shi Fashion & Art Design Institute, Donghua University, Shanghai, China	

	Renaissance Queen: An Exploration of the Creative Interdisciplinary Nature of Drag via RuPaul's Drag Race	
	Barry Kudrowitz , University of Minnesota, USA, Monica Rush, Target, USA	
4:15-5:15		
Room 35	Presider: Swetha Anand	
	Pedagogy in Practice: The Enablement of Equitable Play Through Sports Equipment Design	
	Susan L. Sokolowski, University of Oregon, USA	
	Understanding the Benefits of Serious Games in Health Care Education	
	Swetha Anand and Cecilia X. Wang University of Minnesota, US	
	The Evolution of Play: Exploring Contemporary Dynamics of Child-Friendly Engagement in Community Development - A Case Study of Xinhua Community in Shanghai, China	
	Jie,Lin, Geng,Huang, Jinying Mou Donghua University,Shanghai,China	
	Immortal Role-Play Characters and Innovative Design of Modern Hanfu	
	Xiangyang Bian & Jinying Mou , Donghua University, China	
Saturday		
12:15-1:00		
Room 58	Presider: Marilyn DeLong	
	Dancing with Systems: A Solutions-Focused Philosophy for Integrating Circular Economy Principles into Design Education and Practice.	
	Kelsie Doty , Kansas State University, Katherine Greder, North Carolina State University, Kelly Cobb, University of Delaware, Linsey Griffin, University of Minnesota,	

	2	Making Good: Repair Through Novel Play	
		Andrea Sosa Fontaine, Kent State University, USA	
		An Exploratory Qualitative Study on Motivational Facilitators for Fashion Designers' Creativity and Perspectives on Copyright Protection of Fashion Designs in the United States	
	3		
		Keyon Lo and Marilyn DeLong , The University of Minnesota, USA	
12:15-1:00			
Room 35		Presider: Jean McElvain	
		Exposing for the Sun: Fiber Technology's Impact on 20th Century Swimwear	
	1		
		Jean McElvain , Laureen Berlin-Gibson, Sara Wilcox University of Minnesota, USA	
		Who Are You Designing For: Multi-Stakeholder Perspectives in Toy Prototype Development	
	2		
		Pa Chang Vang and Carlye Lauff University of Minnesota, Twin Cities, MN, USA	
		Improvisational (Play) Curriculum for Modern Dance Costume Design	
	3		
		Sandra Starkey, University of Nebraska-Lincoln	