

# Author instructions

Contributions to 'UnBoxed 2026 Learning on the Edge' are due on May 18th, 2026. Submissions happen through a Webropol survey available at [conference.dfgn.org](https://conference.dfgn.org).

Submissions are welcome from educators, experts, and practitioners with affiliations to universities or organisations with a Design Factory or those seeking to establish one (an invitation is required for the latter).

We recommend preparing your submission in advance in a separate document for easy reference and spell-checking.

## Submission pathways

---

- **Demonstrations and Fishbowls** follow a full submission process. Your written contribution is reviewed, refined, and published in the conference booklet and on the website.
- **Pitches** follow a lighter process. Your contribution appears on the conference schedule but not in the booklet.

### *A note on formats*

We review all submissions and assign final formats based on the overall programme. In some cases, particularly where several contributions share a similar topic, we may suggest presenting as a Pitch rather than your chosen format, as a short pitch followed by open conversation can sometimes serve the network better than parallel sessions. We will always discuss this with you before confirming the programme.

## What you need to prepare

---

### Experiences and fishbowls

#### *Basic information*

- A descriptive title for your contribution (5 - 15 words)
- Which track you are contributing to: Thinking, Touching, or Talking
- Which format you wish to present in: Experience or Fishbowl
- Names and institutional affiliations of all authors
- Contact email (this will not be published)

#### *Your practice, tool, or method in one sentence (max 200 characters)*

A concise summary of what you are sharing.

#### *Context (max 100 words)*

What challenge or opportunity related to your chosen track does your teaching practice, method, tool, or exercise tackle and how?

### *Practice description (max 300 words)*

What is your teaching practice, method, tool, or exercise about? Describe concretely what happens: what is done, by whom, where, and in which context. Include how often or in what kind of programme it has been used so far.

### *Lessons learned (max 100 words)*

What are your key takeaways? How has the practice worked in experience, and what kind of results or feedback have you seen? Include any development plans or recommendations for others considering a similar approach.

### *Optional*

- Links to further information related to your practice
- Photos or images related to your practice (please ensure you hold the rights to use them in a public booklet, and provide a caption for each)

## **Pitches**

### *Basic information*

- A descriptive title for your contribution (5–15 words)
- Which track you are contributing to: Thinking, Touching, or Talking
- Names and institutional affiliations of all authors
- Contact email (this will not be published)

### *What are you sharing? (max 150 words)*

Describe the practice, experiment, or question you want to introduce. This doesn't need to be a finished or fully developed piece of work. Early-stage ideas, provocations, and unresolved questions are welcome.

### *What do you want to spark a conversation about? (max 100 words)*

What do you hope participants take away or discuss after your pitch?

## **Questions?**

---

For descriptions of the tracks and submission formats, as well as a full overview of important dates, visit [conference.dfgn.org](https://conference.dfgn.org).

We are always happy to hear more from you and answer any questions you may have. Send us a message at [unboxed-dfgn@aalto.fi](mailto:unboxed-dfgn@aalto.fi).