

RESEARCH THEME

XLII Cycle – a.y. 2026/2027

Title of the doctoral research	Relational Environmental Design for Innovation and Learning in Digi-Logical and Sustainable Sociotechnical Systems
Proponent professor	Mario Bisson
Abstract	Contemporary environments and artifacts in relation to users operate as digital sociotechnical systems that progressively co-create and stabilize identities and meanings, across temporal spans well beyond episodic events (Carayon, 2006). Given their impact on social and cultural dynamics (Alsaleh, 2024), their design gains strategic relevance, particularly within organizational and learning contexts (Butt et al., 2024; Fischer et al., 2022), where constructing a shared semantic ground is essential for coordinating collective action, reducing interpretive ambiguity, and supporting emerging collaborative practices (Chen, 2026). The rise of agentive technologies further intensifies this need, introducing new asymmetries and relational instabilities while holistically affecting existing balances (Parker et al., 2025). Consequently, there is an urgent need for protocols and methodologies for the design of multimodal and multichannel narrative supports capable of translating post-digital, post-human, emotional design, and embodied cognition theories into operational practices for environmental and relational design. Adopting a methodology that combines theoretical integration, literature mapping, and iterative prototyping, the research aims to define operational design criteria and evaluation tools supporting the intentional configuration of hybrid and augmented environments that foster learning, innovation, creativity, and collective knowledge production.
Keywords	environmental design, collective meaning-making, socio-technical system