





and tools, and their impact on innovation, for supporting design for a connected world. The theme of ICoRD'21 has been "Design for Tomorrow." The world as we know it in our times is increasingly becoming connected. In this interconnected world, design has to address new challenges of merging the cyber and the physical, the smart and the mundane, the technology and the human. As a result, there is an increasing need for strategizing and thinking about design for a better tomorrow. The theme for ICoRD'21 serves as a provocation for the design community to think about rapid changes in the near future to usher in a better tomorrow. The papers in this book explore these themes, and their key focus is design for tomorrow: how are products and their development be addressed for the immediate pressing needs within a connected world? The book will be of interest to researchers, professionals and entrepreneurs working in the areas on industrial design, manufacturing, consumer goods, and industrial management who are interested in the new and emerging methods and tools for design of new products, systems and services.

This book gathers selected papers presented at the 2020 World Conference on Information Systems and Technologies (WorldCIST'20), held in Budva, Montenegro, from April 7 to 10, 2020. WorldCIST provides a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences with and challenges regarding various aspects of modern information systems and technologies. The main topics covered are A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human-Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; and N) Technologies for Biomedical Applications.

How can we design innovative food experiences that enhance food pleasure and consumer well-being? Through a wide variety of empirical, methodological, and theoretical contributions, which examine the art of designing innovative food experiences, this edited book explores the relationship between design thinking, food experience, and food well-being. While many aspects of food innovation are focused on products' features, in this book, design thinking follows an experiential perspective to create a new food innovation design logic that integrates two aspects: consumer food well-being and the experiential pleasure of food. It integrates a holistic perspective to understand how designing innovative food experiences, instead of food products, can promote healthy and pleasurable eating behaviors among consumers and help them achieve their food well-being. Invaluable for scholars, food industry professionals, design thinkers, students, and amateurs alike, this book will define the field of food







