

# UX Rotterdam - program 2026

Day one - Thursday 16th of April

Big Theater - capacity 650 people  
# Keynotes



Time	Program
<b>08.00</b>	<b>Doors open: Registration and Coffee</b>
09:00 – 09:20	Opening & Welcome
09:30 – 10:00	Chrissy Welch   Designing for the Age of Asking: How AI is Rewriting the Rules of Experience
10:00 – 10:30	Natalia Marmolejo   How Design can help shape new ways of working for HR that can result in changing policy
10:30 – 11:00	Hector Ayuso   Everything you have is what you give away
<b>11:00 – 11:30</b>	<b>Coffee Break</b>
11:30 – 12:00	Ivo van Hulsten   The Future Of Driver Experience At Porsche
12:00 – 12:30	Alain Dujardin   Designing with, not for: A co-design mindset for societal impact
<b>12:30 – 13:30</b>	<b>Lunch Break</b>
13:30 – 14:00	Julia Bastian   From Lagging Metrics to Leading Decisions
14:00 – 14:30	Katarina Bagherian   The Human Advantage for the Future of UX
14:30 – 15:00	Henk Haaima   Are AI agents taking over UX?
<b>15:00 – 15:30</b>	<b>Coffee Break</b>
15:30 – 16:00	Karolina boremalm   Who's Really in Control?
16:00 – 16:30	Ruddy Rodriguez   How design teams can extend strategic influence in the age of AI
16:30 – 17:00	Jeroen van Geel   Curiosity Unleashed The Key To True Innovation
17:10 – 17:25	Wrap-up Day 1

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Time	Program
<b>08.00</b>	<b>Doors open: Registration and Coffee</b>
09:30 – 10:00	Bart Jan Steerenberg   Developing creative growth for the next generation designers
10:00 – 10:30	Mei Zhang   The AI Design Toolkit: Mapping Design Methods with Gen AI Technology
10:30 – 11:00	Jean Jacques Sliepen   Start from Zero: Trust Yourself, Not the Process
<b>11:00 – 11:30</b>	<b>Coffee Break</b>
11:30 – 12:00	Merel Backers   Designing from the Inside Out
12:00 – 12:30	Marc Laros   Agentic AI as a new layer in the guest journey
<b>12:30 – 13:30</b>	<b>Lunch Break</b>
13:30 – 14:00	Harmen Van Balen   The power of design in an AI-shaped world
14:00 – 14:30	Merel Schöffel   Skill Kill: Craft in the age of automation
14:30 – 15:00	Ilayda Küçükosmanoğlu   Beyond the Checklist: Why Accessible Design Still Leaves People Behind
<b>15:00 – 15:30</b>	<b>Coffee Break</b>
15:30 – 16:00	Tiffany Chew   The Human Cost of Human-Centered Design
16:00 – 16:30	Anna Arteeva   Design After Screens: Crafting Experiences in the AI Era
16:30 – 17:00	Maarten Reijgersberg   The Renaissance of Mascots to Virtual Brand Ambassadors
17:10 – 17:25	Wrap-up Day 1

# UX Rotterdam - program 2026

Day one - Thursday 16th of April

Workshop main

#Workshops are first come, first seated (no pre-registration)



Time	Program
<b>08.00</b>	<b>Doors open: Registration and Coffee</b>
09:30 – 11:00	Flaminia Del Conte   Service Safari - Workshop part 1
<b>11:00 – 11:30</b>	<b>Coffee Break</b>
11:30 – 12:30	Flaminia Del Conte   Service Safari - Workshop part 2
<b>12:30 – 13:30</b>	<b>Lunch Break</b>
13:30 – 15:00	Hector Ayuso   Everything you have is what you give away - Workshop part 1
<b>15:00 – 15:30</b>	<b>Coffee Break</b>
15:30 – 16:30	Hector Ayuso   Everything you have is what you give away - Workshop part 2

# UX Rotterdam - program 2026

Day one - Thursday 16th of April

Workshop Doro

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Time	Program
<b>08.00</b>	<b>Doors open: Registration and Coffee</b>
09:30 – 11:00	Saskia Mosterman   Beyond the Touchpoint: Designing AI-Driven Journeys - Workshop part 1
<b>11:00 – 11:30</b>	<b>Coffee Break</b>
11:30 – 12:30	Saskia Mosterman   Beyond the Touchpoint: Designing AI-Driven Journeys - Workshop part 2
<b>12:30 – 13:30</b>	<b>Lunch Break</b>
13:30 – 15:00	Thomas Gorree   From Pixels to Performance: Winning with Business-Aware Design - Workshop part 1
<b>15:00 – 15:30</b>	<b>Coffee Break</b>
15:30 – 16:30	Thomas Gorree   From Pixels to Performance: Winning with Business-Aware Design - Workshop part 2

# UX Rotterdam - program 2026

Day one - Thursday 16th of April

Workshop Balkon op Zuid

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Time	Program
<b>08.00</b>	<b>Doors open: Registration and Coffee</b>
09:30 – 11:00	Bente Bak   The UX Comic workshop - Turning design struggles into laughter - Workshop part 1
<b>11:00 – 11:30</b>	<b>Coffee Break</b>
11:30 – 12:30	Bente Bak   The UX Comic workshop - Turning design struggles into laughter - Workshop part 2
<b>12:30 – 13:30</b>	<b>Lunch Break</b>
13:30 – 15:00	Krasi Bozhinkova   Signals Before Stats - Workshop part 1
<b>15:00 – 15:30</b>	<b>Coffee Break</b>
15:30 – 16:30	Krasi Bozhinkova   Signals Before Stats - Workshop part 2

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Day two - Friday 17th of April

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# Keynotes



Time	Program
<b>08.00</b>	<b>Doors open: Registration and Coffee</b>
09:00 – 09:20	Opening & Welcome
09:30 – 10:00	Alvin Chan   Pressure Is a Privilege: Designing systems that unleashes creativity
10:00 – 10:30	David Oldenburg   From Functional to Human: Designing the Future of EV Charging
10:30 – 11:00	Ash Oliver   upcoming keynote is still in the making
<b>11:00 – 11:30</b>	<b>Coffee Break</b>
11:30 – 12:00	Serena Westra   How designers can apply “experiment design” to test business ideas.
12:00 – 12:30	Wouter Dirks   Things are changing at such a rapid pace, upcoming keynote is still in the making
<b>12:30 – 13:30</b>	<b>Lunch Break</b>
13:30 – 14:00	Eelco Van Collenburg   Design with conviction in a time when creativity risks becoming generic.
14:00 – 14:30	Peter Boersma   How to make sure the right DesignOps initiatives are executed with the right people
14:30 – 15:00	Saskia Mosterman   Beyond the Touchpoint: Designing AI-Driven Journeys
<b>15:00 – 15:30</b>	<b>Coffee Break</b>
15:30 – 16:00	Nils Van Den Broek   Designing Beyond the Screen: Bringing the Human Scale Back to UX
16:00 – 16:30	Amrita Joerawan   An interactive keynote focused on mental health and career development
16:30 – 17:00	Jeeyoung Yang   Unshakeable: Design that Never Expires
17:10 – 17:25	Closing of the event

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Day two - Friday 17th of April



Workshop main

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Time	Program
<b>08.00</b>	<b>Doors open: Registration and Coffee</b>
09:30 – 11:00	Peter Boersma   How to make sure the right DesignOps initiatives are executed with the right people - Workshop part 1
<b>11:00 – 11:30</b>	<b>Coffee Break</b>
11:30 – 12:30	Peter Boersma   How to make sure the right DesignOps initiatives are executed with the right people - Workshop part 2
<b>12:30 – 13:30</b>	<b>Lunch Break</b>
13:30 – 15:00	Jeroen Den Uijl   How might we embed AI Solution Thinking into every designer's creative toolkit? - Workshop part 1
<b>15:00 – 15:30</b>	<b>Coffee Break</b>
15:30 – 16:30	Jeroen Den Uijl   How might we embed AI Solution Thinking into every designer's creative toolkit? - Workshop part 1

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Day two - Friday 17th of April

Workshop Doro

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Time	Program
<b>08.00</b>	<b>Doors open: Registration and Coffee</b>
09:30 – 11:00	Diantha Boll   Design for the blind, rethink the way we approach design - Workshop part 1
<b>11:00 – 11:30</b>	<b>Coffee Break</b>
11:30 – 12:30	Diantha Boll   Design for the blind, rethink the way we approach design - Workshop part 2
<b>12:30 – 13:30</b>	<b>Lunch Break</b>
13:30 – 15:00	Henk Haaima   Are AI agents taking over UX? - Workshop part 1
<b>15:00 – 15:30</b>	<b>Coffee Break</b>
15:30 – 16:30	Henk Haaima   Are AI agents taking over UX? - Workshop part 2

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Day two - Friday 17th of April

Workshop Balkon op Zuid

#Workshops are first come, first seated (no pre-registration)



Time	Program
<b>08.00</b>	<b>Doors open: Registration and Coffee</b>
09:30 – 11:00	Rinaldo Ugrina   Strategic Storytelling: How to Persuade, Inspire, and Move Ideas Forward - Workshop part 1
<b>11:00 – 11:30</b>	<b>Coffee Break</b>
11:30 – 12:30	Rinaldo Ugrina   Strategic Storytelling: How to Persuade, Inspire, and Move Ideas Forward - Workshop part 2
<b>12:30 – 13:30</b>	<b>Lunch Break</b>
13:30 – 15:00	Yorick Dekker   Speculative Design: Innovating Beyond Present Patterns - Workshop part 1
<b>15:00 – 15:30</b>	<b>Coffee Break</b>
15:30 – 16:30	Yorick Dekker   Speculative Design: Innovating Beyond Present Patterns - Workshop part 2