

Design Expo Biographies

S. Joy Mountford; consultant for user interface designs and innovation

S. Joy Mountford has been involved with designing interfaces for decades: she has applied her design skills to many types of applications from aircraft to personal computers to consumer devices to music systems. She has become an internationally recognized leader in user-centered interaction design. In 1980s she headed the Human Interface Group at Apple Computer and then moved to Interval Research, after which she led her own interaction design consulting company, building interactive products and Web sites designs for a range of clients. In 1990 she started the Interface Design Expo which sponsors interdisciplinary design at universities around the world. She has continued to find sponsorship for the Design Expo across various companies and now continues to lead this effort with Intel, the project being now in its 21st year.

In 2005, Joy joined Yahoo Inc. where she lead a team to re-design the worlds most trafficked Web page, Yahoo's Front Page, then lead the user experience and design efforts for Yahoo's Communications and Community products. As a VP of User Experience and Design she then started a Design Innovation Group in San Francisco, focusing on data visualisations that are useful, as well as beautiful. Her project interests center around building more extensive spaces to showcase powerful technologies in an appealing way. She is eager to increase everyone's awareness and understanding of their explicit and implicit data footprints in various ways and in different spaces.

Professor Bios

CCA: Colin Owen

Colin Owen was raised by wolves in the southern hinterlands. He was housebroken and washed at Rice University (BA in Arch, B. of Arch.), and then formulated into a proper design-beast at Art Center College of Design (MSID). His professional ghastriness has served a diverse set of clients including Wireless Generation, Nokia, NASA, Nike, Biodesign and Terrazign. He currently teaches at California College of the Arts in the Undergraduate Industrial Design Department and Graduate Design Department. He also serves as Acting Chair of the Industrial Design Department and spends sleepless nights in his lair building, consulting, tinkering and writing. He has not yet bitten any clients or students.

CCA: Rob Swinton

Robert believes that whether conceptual or commercial, the strongest design is validated by the strength of its character, the comfort of its use and the quality of its experience. He is motivated as a designer to create high quality products that balance the expression of concept and culture with the value of object integrity and implementation.

Robert is an Industrial Designer at Lunar in San Francisco - An interdisciplinary product design consultancy, where he is a part of a world class team of designers and engineers who make memorable products and experiences that are meaningful to people and create value for business. Robert also teaches Design Communication skills at the California College of Arts where he is the Drawing Coordinator for the Design Environment. Robert holds a BFA from the Cleveland Institute of Art. When not at work, Robert busies himself with independent design projects, keeping up with internet memes and learning to surf.

Delft: Ianus Keller

Ianus Keller (PhD) is a product designer and researcher specialized in bridging the gap between the digital and physical interaction with products and services. In 2005, Ianus Keller receives his PhD cum laude from the Delft University of Technology on the design and research entitled [For Inspiration Only, Designer interaction with informal collections of visual material](#). Before that he worked as a designer for the Dutch product design company Landmark Design & Technology. Currently Ianus Keller works as a designer with his company [For Inspiration Only](#) for companies such as Philips Consumer Electronics, Microsoft Research, AkzoNobel, WACOM and TomTom. Furthermore Ianus Keller teaches at several design schools in the Netherlands, including the the Willem de Kooning Academy and the Delft University of Technology where he is an assistant professor.

More biographical information on: <http://forinspirationonly.com/about/ianus>

Websites: <http://forinspirationonly.com> and <http://studiolab.io.tudelft.nl/keller/>

Delft: Walter Aprile

Walter Aprile (PhD) is an assistant professor at the Delft University of Technology, Faculty of Industrial Design Engineering and founding partner of the Interaction Design Lab in Milan, Italy. In 2008 he received his PhD in robotics from the Sant'Anna Institute in Pisa. He has worked as a visiting professor in Carnegie Mellon University and was an associative professor at the Interaction Design Institute in Ivrea.

More biographical information on: http://www.interactiondesign-lab.com/person.php?categoria_id=4&persona_id=45

Websites: <http://studiolab.io.tudelft.nl/aprile> and <http://waprile.weblog.tudelft.nl/>

Georgia Tech: Michael Nitsche

Michael Nitsche joined the School of Literature, Communication, and Culture as an Assistant Professor in 2004 and formed the Digital World & Image Group DWIG (<http://dwig.lcc.gatech.edu/>) shortly after. Michael holds a Ph.D. in Architecture from the

University of Cambridge and researches the design and usage of digital spaces from 3D polygon worlds to the physical play space inhabited by the player. He is especially interested in dramatic engagement and human expression in these digital environments.

His work combines theoretical analysis and practical experiments and his collaborations include work with the National Film and Television School London, Sony Computer Entertainment Europe, Turner Broadcasting, Alcatel Lucent, and others. He is author of *Video Game Spaces: Image, Play, and Structure in 3D Worlds* (MIT Press, 2008), and has published on Game Studies, virtual worlds, digital performance, games and film, and machinima in numerous publications.

More info at: <http://www.lcc.gatech.edu/~nitsche/>

RCA: James Auger

James Auger (b 1970, Derby, England) has a BA in Product design from Glasgow School of Art and an MA in Design Products from the Royal College of Art in London. Post RCA He worked as a Research Associate for Media Lab Europe, where the main focus of his research was a design-based investigation into technology mediated human experience.

James is currently based at the Royal College of Art in London where he teaches and is a PhD candidate in the Design Interactions department.

He is also a partner in the speculative design practice Auger-Loizeau whose projects have been published and exhibited internationally, including MoMA, New York, 21_21, Tokyo, The Science Museum, London and the Ars Electronica festival, Linz and is in the permanent collection at MoMA.

Prior to being a designer, James completed an engineering apprenticeship at Rolls-Royce (aero engines) and worked as a special effects technician for T.V and film.

UCLA: Rebeca Mendez

Artist and designer Rebeca Méndez was born and raised in Mexico, D. F., received her BFA and MFA from Art Center College of Design, Pasadena and is professor at UCLA in the Design | Media Arts department, Los Angeles. Her research focuses on critical reflections on visual communication practices, as well as on how cultures express themselves through the style of nature they produce at a given time and the medium out of which they construct this nature.

Méndez's photography and immersive video and sound installations have been exhibited in museums and galleries world wide including the Beall Center for Art & Technology in Irvine, Eli and Edythe Broad Art Center in Los Angeles, Alyce de Roulette Williamson Gallery, Pasadena, Centre Pompidou in Paris, Freitag Historical Museum in Hanover, Centro Cultural de Belém in Lisbon, San Francisco Museum of Modern Art, The

National Design Museum in New York, The Bard Graduate Center for Studies in the Decorative Arts, Design and Culture in New York, Stedelijk Museum in Amsterdam, Denver Art Museum, and Museo Jose Luis Cuevas in Mexico City. These last seven museums include Ms. Méndez's art and design work in their collections.

Through Rebeca Méndez Studio, she has collaborated with video artist Bill Viola, architects Frank Gehry and Thom Mayne, and film director Mike Figgis. Her clients include MIT Press, The Whitney Museum of American Art, The Guggenheim Berlin, The Getty Museum, MOCA, and Caltech. As creative director of Brand Integration Group (BIG), Ogilvy & Mather, (1999 – 2003) Rebeca led global brand identity projects for clients such as IBM, Motorola, BP (British Petroleum), AT&T Wireless, and Mattel.

Méndez lectures internationally and has been reviewed extensively by renowned publications worldwide such as The Los Angeles Times, Eye Magazine, Metropolis, I.D. Magazine, (US), Idea Magazine (Tokyo, Japan), Ronda Revista (Santiago, Chile), Plazm (US), ENE-O (Mexico, D. F.), Items (Amsterdam), and 34 Magazine (Istanbul, Turkey). Méndez has received extensive national and international recognition including two Platinum Awards from Graphis, two nominations for the National Design Award (Smithsonian), and in 2008, she was awarded an art residency at the Gunnar Gunnarson, Skriduklaustur in Iceland. She lives and works in Los Angeles, California.

<http://www.design.ucla.edu/people/faculty.php?ID=32>

USC: Scott Fisher

Scott S. Fisher is a media artist and interaction designer whose work focuses primarily on interactive environments and technologies of presence. Currently Professor and Chair of the Interactive Media Division of the School of Cinematic Arts at the University of Southern California, he is well known for his pioneering work in the field of virtual reality at NASA. Fisher's media industry experience also includes Atari, Paramount, and his own companies Telepresence Research and Telepresence Media. A graduate of MIT's Architecture Machine Group (now Media Lab), he has taught at MIT, UCLA, UCSD, and has been a project professor at Keio University in Japan. Fisher's work has been recognized internationally through numerous presentations, professional publications, and in the popular media. In addition, he has been an artist in residence at MIT's Center for Advanced Visual Studies, and his stereoscopic imagery and artwork have been exhibited in the U.S., Japan, and Europe.

<http://itofisher.com/sfisher/>
<http://interactive.usc.edu/>