

Design Expo Project Summaries

- [California College of Art](#) (Focus Area: Product Design for Image Capture)
 - Project: "[Capture](#)," a camera that allows you to capture and explore the entire surroundings.
 - Professors: Rob Swinton, Colin Owen, Karson Shadely
 - Student: Lucas Ainsworth
 - Project: "[EiO](#)," a real-life imaginary friend that invites parents to experience their child's world remotely.
 - Professors: Rob Swinton, Karson Shadely, Colin Owen
 - Student: Matty Martin
- [Delft University of Technology](#) (Focus Area: Design for Interaction)
 - Project: "[KeyPing](#)," an interactive and personalizable system that makes the elderly feel more connected with their beloved ones by enabling both direct and indirect social interaction.
 - Professors: Ianus Keller and Walter Aprile
 - Students: Mariska Rooth, Robert Leufkens and Tristan Weevers
 - Project: "[Tate](#)," a wearable computing device that supports children in their first year of becoming a high school freshman by connecting their online and offline social activities.
 - Professors: Ianus Keller and Walter Aprile
 - Students: Jasper Hartong, Caser van Huisstede and Bruno Scheele
- [Georgia Tech](#) (Focus Area: Mobile Applications)
 - Project: "[Better 'Hood](#)," an application framework that helps to organize your neighborhood and transform it into a living community by using geo-social-networking on mobile phones for instant and shared communication.
 - Professor: Michael Nitsche
 - Students: John Douglass, Christopher Morrell and Jacob Milam
 - Project: "[HappyMap](#)," a mobile application that allows you to express your emotions while comparing them to the world around you. HappyMap is designed to visualize, track, share and interpret the emotional well-being of its users.
 - Professor: Michael Nitsche
 - Students: Daniel Stensland, Daniel Miller and Yoko Ishioka
- [Royal College of Art](#) (Focus Area: Design Interactions)
 - Project: "[Expressions Dispatcher](#)," a device that examines whether emoticons are representative of human emotions.
 - Professors: James Auger and Tom Hulbert
 - Student: Andrew Friend
 - Project: "[Nuisance Machines](#)," where objects (lightbulbs with sensors) are aimed at placing people into groups randomly.
 - Professors: James Auger and Tom Hulbert
 - Student: Gerard Rallo
- [UCLA](#) (Focus Area: Immersive Spaces)
 - Project: "[Bloom](#)," mechanical flowers that grow or die depending on a person's environmental footprint. It is meant to improve one's relationship with the world by fostering an emotional connection between our everyday decisions and these plants.
 - Professor: Rebeca Mendez
 - Student: Christopher Tuyay
 - Project: "Impluse Circuit," a subway line where commuters gain awareness of natural body rhythms. A blue pulsating glow, emanating from all handles and poles, indicates the heart rate of both the collective and the individual, enabling a dynamic interaction between passengers.
 - Professor: Rebeca Mendez
 - Students: Laurel Bybee and Ashley Brown
- [USC](#) (Focus Area: Context-Aware Applications)

- Project: "[Pendulums](#)," a mobile application representing events in a building through a pendulum swinging across impediments.
 - Professors: Scott Fisher
 - Students: James Taylor and Emily Duff
- Project: "[Dungeon Master](#)," an alternate reality experience enabled by mobile applications and devices. In the game, the USC School of Cinematic Arts building turns into an alternate world.
 - Professors: Scott Fisher
 - Student: Taiyoung Ryu

The Design Expo is also showcasing three runner-up projects from CCA, UCLA and USC:

- CCA Project:
 - "[Punch](#)" a camera that creates an image by punching holes through paper, giving the user an immediate and tangible memento of the occasion.
 - Professors: Rob Swinton, Colin Owen, Karson Shadely
 - Student: Matthew Martin
- UCLA Project:
 - "[LOAD:THIS:SITE](#)" spreads awareness about the collapsed housing market. The barcodes will be placed outside foreclosed homes to create a physical "house caption." Use your mobile phone to snap a picture of the barcode, you will be connected a website where you will be able to read the story behind the house.
 - Professor: Rebeca Mendez
 - Students: Leigh Anne Abiouness
- USC Project:
 - "[StoryObjects](#)" gives a voice to everyday objects in the USC School of Cinematic Arts building, allowing them to share their embedded stories and histories. When a StoryObject detects a nearby mobile phone running the interfacing application, these stories are revealed and delivered via images, video and text.
 - Professors: Scott Fisher
 - Students: Jen Stein