



# curriculum vitae

## education

CRANBROOK ACADEMY OF ART, Bloomfield Hills, MI  
MFA in 3D Design, with additional research in 2D Design, May 2000

THE COOPER UNION FOR THE ADVANCEMENT OF SCIENCE AND ART, New York, NY  
Bachelor of Engineering in Mechanical Engineering, May 1989

## work experience

DILIGENT ROBOTICS, Austin, TX, *Design Advisor* May 2022-present, *Head of Design*, March 2017-May 2022  
Design strategy, brand development, and UX for Human Robot Interaction. Working with a groundbreaking, innovative robotics startup to create the future of AI-enabled social robots to collaborate with health care workers.

CARLA DIANA DESIGN, New York, NY, *Creative Consultant and Designer*, September 2012-March 2017  
Future visioning and design for emerging technology. Clients include Fujitsu, Omron and several robotics startups.

SMART DESIGN, New York, NY, *Associate Director, Interaction Design*, September 2008 – September 2012

- Design and team leadership for the behavior and aesthetics of products including a floor cleaning robot, a digital ecosystem for large format printers, Mobile device UI, smart TV interfaces, medical device UI, portable camera devices, and a kitchen-based e-reader. Clients include HP, Logitech, Samsung and Neato Robotics
- Design for future visioning projects for washing machines, mobile devices, and networked kitchen appliances.
- Leadership for the Smart Interaction Lab, an independent research endeavor for exploring expressive objects

FROG DESIGN, INC., San Francisco, CA, *Senior Design Technologist*, July 2005 – July 2006

- Interaction designer and strategist on a range of products including speed-cook ovens, entertainment systems, cameras and others. Clients included HP, Microsoft and TurboChef

PLANETii, USA, Brooklyn, NY, *Creative Director*, June 2001 – July 2002

- Management of a creative team of designers, art directors, illustrators, animators and programmers in the development of an eLearning product to teach Math K-12
- Applied 3D physical modeling techniques to the creation of information structures in virtual space

SARKISSIAN-MASON, New York, NY, *Art Director*, May 2000 - June 2001

- Creative direction, art direction and design for software, websites and interactive environments. Clients ranged from the Ford Motor Company to independent filmmaker Atom Egoyan

E-TOWN.COM: THE HOME ELECTRONICS GUIDE, New York, NY, *Tech Columnist*, August 1996 - May 1999

THE GOOD HOUSEKEEPING INSTITUTE, New York, NY, *Director of Engineering*, December 1992 - August 1996,  
*Staff Engineer*, May 1991 - December 1992

- Ran a consumer product research laboratory to evaluate the design, performance and safety of consumer products
- Wrote, edited and researched "Buyer's Guide" and "Institute Report" feature articles
- Appeared in television segments (on CNN, CBS, CNBC and Lifetime) to discuss consumer issues

MEMBREX, INC., Fairfield NJ, *Mechanical Design Engineer*, June 1989 - February 1991

- Designed components for the company's patented electro-mechanical filtration systems



## teaching

LAWRENCE TECHNOLOGICAL INSTITUTE, Southfield, MI, Associate Professor and Director of Product Design, August 2025-Present

CRANBROOK ACADEMY OF ART, Bloomfield Hills, MI, *Founding Head of 4D Design*, August 2018-July 2025  
Creator of a groundbreaking program on tangible interaction design and creative applications of emerging technology

PARSONS SCHOOL OF DESIGN, New York, NY, *Assistant Professor of Product Design*, August 2017-July 2018

UNIVERSITY OF PENNSYLVANIA, Philadelphia, PA, *Lecturer*, January 2013-June 2017  
Co-founder of the xLab, a Comcast-sponsored exploration of content-coupled connected products

SCHOOL OF VISUAL ARTS, New York, NY, *Adjunct*, July 2009-August 2014

GEORGIA INSTITUTE OF TECHNOLOGY, Atlanta, GA, *Visiting Assistant Professor*, August 2007-June 2008  
Team member for Simon, humanoid human-robot interaction project

SAVANNAH COLLEGE OF ART AND DESIGN, Savannah, GA, *Professor of Interactive Design*, September 2002-June 2007

- Co-wrote the curriculum for the new Interactive Design Department in 2002
- Established the College's first Physical Computing course to teach creative technology
- Guided student teams on corporate sponsored projects from the Gulfstream Corporation

PARSONS SCHOOL OF DESIGN, New York, NY, *Adjunct*, May 2002-July 2002

## courses taught

### PARSONS SCHOOL OF DESIGN

- PGIN5010 Design Semantics
- PGIN5020 Advanced Modeling Methods

### UNIVERSITY OF PENNSYLVANIA

- IPD521 Smart Objects for Play and Learning
- IPD528 Design of Contemporary Products: Smart Objects
- IPD551 & IPD552 Integrated Product Design Studio (Studio Design Process and Problem Framing)

### SCHOOL OF VISUAL ARTS

- Smart Objects (jointly listed MFA IxD and Product Design)
- The Practice of Interaction Design, Summer intensive
- Fundamentals of Interaction Design

### GEORGIA INSTITUTE OF TECHNOLOGY

- IDUS 8900 Information and Interface Design
- IDUS 8900 Design Aesthetics
- IDUS7000 Graduate Thesis Studio I & II

### SAVANNAH COLLEGE OF ART AND DESIGN

- ITGM440 Physical Computing
- ITGM709, ITGM403 Information and Interfaces
- ITGM 130 Digital Design Aesthetics
- SNDS355 Interactive Sound for the Web
- ITGM303 Programming for Interactivity
- ITGM355 Animation for the Web
- ITGM 260 Interactive Design



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## writing: books

MY ROBOT GETS ME: HOW SOCIAL DESIGN CAN MAKE NEW PRODUCTS MORE HUMAN, hardcover, 304 pages, published by Harvard Business Review Press, March 30, 2021.

LEO THE MAKER PRINCE: JOURNEYS IN 3D PRINTING, Children's book, 64 pages, The world's first kids' book on 3D printing, complete with downloadable objects, published by Maker Media, December 24, 2013

DESIGNING (INTERACTIONS WITH) ROBOTS. METHODS AND PERSPECTIVES, edited by Maria Luce Lupetti, Taylor and Francis, currently in final production phase, chapter contribution, "Designing Robots That Work and Matter"

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## writing: articles, essays and papers

FAST COMPANY, "Does the Robot Eye See the Real You? Pros/Cons of Camera-based Sensors", December 13, 2019

INTERACTION DESIGN EDUCATION SUMMIT ESSAYS, "4D Design at Cranbrook: Projections for a New Model of Interaction Design Education", April 23, 2019

RESNA ANNUAL CONFERENCE, E. Kina, M.J. Sobreprera, C.Diana, M.J. Johnson, "Creating an Emotive Robotic Face to Inspire Trust in Telepresence and Autonomous Rehabilitation Activities", June 2018

POPULAR SCIENCE, Best of What's New Issue, 2016  
Essay, "Don't Blame the Robots; Blame Us"

QUALCOMM SPARK, "Double vision: The challenge of creating a world for both humans and robots", June 29, 2016

THE GUARDIAN.CO.UK, "Industrial Designers Predict the Future of Transportation", essay and illustration, December 8, 2015

THE EDUCATION OF A GRAPHIC DESIGNER, Steven Heller, Allworth Press, October 20, 2015  
Contributed essay, "How Today's Prototyping Tools Enable a Holistic Design Approach",

QUALCOMM SPARK, "Robot Evolution from the Lab to the Living Room", June 5, 2015

THE ATLANTIC.COM, Object Lessons Series  
"The Dream of Intelligent Robot Friends", March 26, 2014

THE NEW YORK TIMES, Sunday Review  
"Our Walking Talking Objects" Op-Ed, January 27, 2013

DESIGN FOR ALL 100th ISSUE, Guest Essay "For All, By Design", April 2014

MAKE essays, "Building a Better Robot" and "Sheep Shape: Designing a Divine 3D Ovine for LEO", 2014

GIGAOM, Guest Essay  
"How can we design an Internet of Things for everyone (not just alpha geeks)?", August 18, 2013

SMART DESIGN Smart Thinking Website  
"One Dog's Adventures with the Internet of Things", August 2012



## writing: articles, essays and papers (continued)

SMART INTERACTION LAB Blog

Things We See/Things We Make, Editor and main contributor, June 2012- present

FAST COMPANY Co.Design

"How Women Are Leading The Effort To Make Robots More Humane", December, 2011

CHI2011

"The shape of Simon: creative design of a humanoid robot shell." Co-authored with Andrea Thomaz.

Proceedings of ACM CHI 2011 Conference on Human Factors in Computing Systems 2011. pp. 283-298.

CHI2011

"CHI Design Community", co-authored with Scott Pobiner. CHI EA '11,

Proceedings of ACM CHI 2011 Conference on Human Factors in Computing Systems 2011.

CREATIVITY AND COGNITION 2009

"Uberobjects: Père Ubu installation." Proceedings of the 2009 Conf. on Creativity and Cognition 2009. pp. 461-462.

CORE77, INDUSTRIAL DESIGN SUPER SITE, article

"Try this at home: a workshop with Tejo Remy", May 2010

CORE77, INDUSTRIAL DESIGN SUPER SITE

"Atoms for Bits: Designing Physical Embodiments for Virtual Content", June 2009

INTERACTIONS, THE JOURNAL OF THE ACM

"Book Review: A Kiss is Just a Kiss, A Sigh is Just a Deselection", January February 2009

CHI2008

"Fragile: a case study for evoking specific emotional responses."

Proceedings of ACM CHI 2008 Conference on Human Factors in Computing Systems April 5-10, 2008. pp. 2543-2552.

Diana, Carla, INTERACTIONS, THE JOURNAL OF THE ACM

"How I Learned to Stop Worrying and Love the Hackers", March April 2008

Diana, Carla, CORE77, INDUSTRIAL DESIGN SUPER SITE

"Device Art: Coming to America?", July 2007

GOOD HOUSEKEEPING MAGAZINE, New York, NY, January 1993 through August 1996

Wrote several "Buyer's Guide" Articles on household product design performance



## press

PROTO.LIFE, "Can We Learn To Embrace Robotic Caregivers?", quoted expert, June 15, 2023.

PRINT, "The Daily Heller: Carla Diana Peeks into AI and Pandora's Box", interview, April 14, 2023.

COSMOS MAGAZINE, "Domo arigato, Mr. Roboto: Gendering robots is a cognitive shortcut that can lead to short circuits", quoted expert, August 26, 2022

PSYCHOLOGY TODAY, "Minds of Their Own", about My Robot Gets Me book, May/June 2021, Page 10.

ENGINEERING.COM TV, Decoding the Design, Episode 1, "How to Socially Design Humanized Robots", April 2, 2021.

IRISH TECH NEWS, "My Robot Gets Me, Reviewed", March 23, 2021.

DESIGN OBSERVER, "Carla Diana, Mother of Robots" Interview, January 20, 2021

CORE77 INDUSTRIAL DESIGN SUPERSITE feature article, "Carla Diana on Embracing the Challenge of Creating a World for Both Humans and Robots", March 22, 2019

PRINT MAGAZINE, online, "Carla Diana Launches 4D Design At Cranbrook" by Steven Heller, November 16, 2018

BBC NEWS, article and video, "Meet Moxi, the hospital robot helping nurses" October 4, 2018

IEEE SPECTRUM, "Moxi Prototype from Diligent Robotics Starts Helping Out in Hospitals", Sept. 18, 2018

IEEE SPECTRUM, "Diligent Robotics Bringing Autonomous Mobile Manipulation to Hospitals", January 30, 2018

FORTUNE, "Robots and Voice Interfaces Making the Smart Home Chaotic", quoted, February 26, 2016

POPULAR SCIENCE, Simon robot cover feature, "Will Your Next Best Friend Be a Robot?", November 2014

WIRED.COM, "A Kids' Book Where Every Character Can Be 3-D Printed", December 31, 2013

FAST COMPANY CO. DESIGN, "A Children's Book That Is 'The Little Prince' of 3-D Printing", January 14, 2014

THE TELEGRAPH . CO.UK, "C.E.S. 2014: The top 12 best gadgets of CES 2014: #6 LEO the Maker Prince children's book", January 2014

THE NEW YORK TIMES SUNDAY REVIEW, "Our Walking, Talking Objects", January 27, 2013

PRODUCT DESIGN IN THE SUSTAINABLE ERA, 2-page feature "Inlet-Outlet", pp.52-53, Taschen Books, June 2010

TECHNOLOGY REVIEW, Simon robot featured on cover and in "TR35" feature on Andrea Thomaz, September 2009

THE NEW YORK TIMES MAGAZINE, "Consumed: Tinkerer's Toy", expert quote, June 22, 2008

ART PAPERS, "Breaking New Ground: Intersections at the Frontier of Art & Technology" features NEST, July 2008

3LUX: LETTERS, The Architecture Magazine, Germany, "Touching Permitted!" Volume 1, 2008, lux:art section, p. 38

PRINT Magazine, USA, "Do The Repercussion", Interaction 2004 issue, 4 page article, September/October 2004

COMPUTER GRAPHICS AND PUBLISHING Italy, "Chiamati a sperimentare", 2 part series, August 2004

PAGE DESIGN, Germany, "Site'nstrumente", 2 pages as part of special feature on interactive sound, August 2003



## exhibitions

MOBILITY TOWN: OUT OF OUR CARS / INTO THE WORLD, 5-Part Immersive Environment, May-June 2025

HATCH ART HAMTRAMCK, 4D Group Exhibition, Co-Curator and Artist Participant, February 1-23, 2025

GOOD HART ARTIST RESIDENCY, Good Hart, MI, 10th Anniversary Exhibition, September 2023

MOBILE DETROIT 2050, Lawrence Technological University, Detroit, MI  
Contributed AI-generated designs concepts of future transportation, September 2023

CRANBROOK ART MUSEUM, Bloomfield Hills, MI  
*LEO the Maker Prince* book and objects featured in the "With Eyes Opened" exhibition, September 2022

THIRD MAN RECORDS, Detroit, MI  
"Lickestra 2.0" installation and performance, May 10, 2019.

MODA (Museum of Design Atlanta), Atlanta, GA  
*Beautiful Users: Designing for People*, Display on Neato Robotics Interaction, June 26, 2016 to October 2, 2016

COOPER HEWITT MUSEUM, New York, NY  
*Beautiful Users: Designing for People*, Display on Neato Robotics Interaction, December 12, 2014 to April 19, 2015

SPECIALS AT C, New York, NY  
"The Lickestra" installation, February 2014

SVA VISIBLE FUTURES LAB, New York, NY  
"The Lickestra" installation, October 2013

MAD (MUSEUM OF ARTS AND DESIGN), New York, NY  
Open Studios Exhibition, December 10, 2010 to August 1, 2011

ST. ETIENNE DESIGN BIENNIAL, St. Etienne, France  
Demain c'est aujourd'hui, "Happy Toast: Food that feeds the emotions", for Smart Design, November 20, 2010

HOSFELT GALLERY, New York, NY  
Model Citizens Group Show, Directives Furniture line unveiling, May 15 to 17, 2010

UC BERKELEY ART MUSEUM, Berkeley, CA  
"Uberobjects" installation, part of the ACM Creativity and Cognition Conference, October 27 to 30, 2009

DORA MAAR HOUSE, MUSEUM OF FINE ARTS HOUSTON, Ménerbes, France  
"Uberobjects" installation, August 29, 2008

SPRUILL ARTS GALLERY, Atlanta, GA  
"NEST" full room sound and sculpture installation, May 5 to July 5, 2008

TELFAIR MUSEUM OF ART, Jepson Center, Savannah, GA,  
"NEST" full room sound and sculpture installation, January 23 to February 23, 2008

SUNY, OSWEGO, Oswego, NY, AT THE INTERSECTION SHOW, At the Intersection Conference events  
"Repercussion Live", 3 day installation, March 29 to April 1, 2007

GALERIE BLEUE, Savannah College of Art and Design, Lacoste, France  
"Fragile: Handle with Care", room sized sound and sculpture installation, February 16 to March 10, 2007

NUOVE MODALITA ESPRESSIVE NELL'ERA DEL DIGITALE, Villa Aragona Cuto, Palermo, Italy  
"Repercussion", "Terranium" and "Fido", July 27, 2004

ART DIRECTOR'S CLUB: YOUNG GUNS III, New York, NY  
"Fido", "Artificial//Real", "Artificial Life Experiments", group show, April 2001



## speaking engagements and workshops

HOSQ CULTURAL CENTER, Inaugural Talk, “Exploring the Intersection of Creativity and Technology”, Yerevan, Armenia, March 12, 2025

“BEYOND HUMAN: AI, OPERA, AND THE ART OF MACHINE EXPRESSION” Symposium with the University of Michigan AI Lab, Robotics, SMTD and Detroit Opera, Ann Arbor, MI, April 12, 2025

WASHINGTON UNIVERSITY IN ST. LOUIS, Sam Fox School of Design and Visual Arts, [“AI + Design Symposium: Learning from AI”](#), Presenter and Panelist, St. Louis, MO, March 29, 2024

CARNEGIE MELLON UNIVERSITY, The Frank-Ratchye STUDIO For Creative Inquiry, Invited Speaker, [“Designing Everyday Products with Social Robotics in Mind”](#), Pittsburgh, PA, March 26, 2024

LAWRENCE TECHNOLOGICAL UNIVERSITY, Invited speaker, Design X Technology Series, “Designing Everyday Products with Social Robotics in Mind”, Detroit, MI, February 15, 2024

FUTURESPACES WEBINAR SERIES: Exploring Innovation Across Digital and Physical Space, Invited speaker, [“Designing for the 4th Dimension”](#), February 2, 2024

VURVEY PODCAST, Interview, “Understanding Robots with Carla Diana”, March 8, 2024

DENVER STARTUP WEEK, Talk, [“Getting Off the Screen and Into the Real World”](#), Denver, CO, September 21, 2023

SKETCHING IN HARDWARE SUMMIT 2023, “A New Yorker in Detroit: Visions of Autonomous Vehicles as Public Transportation”, Boulder, CO, September 23, 2023

ACCENTURE LABS DISTINGUISHED RESEARCHER SERIES, “My Robot Gets Me: How Social Interaction Drives Design”, March 22, 2022

SKETCHING IN HARDWARE SUMMIT 2021, “What is Craft in the 4th Dimension”, Detroit, MI, October 8, 2022

THE ROBOPSYCH PODCAST, Robotics at the intersection of design and psychology, Co-host since January 2018

INTERACTION '20 “Social Robotics and Product Design: Crafting Rich Interactions”, Milan, Italy, February 5, 2020

SOCIETY FOR EXPERIENTIAL GRAPHIC DESIGN “How Education is Changing to Meet New Needs”, Brooklyn, New York, November 18, 2019

SKETCHING IN HARDWARE SUMMIT 2019, “Introducing Cranbrook 4D Design”, Detroit, MI, September 28, 2019

CALIFORNIA STATE UNIVERSITY LONG BEACH, Duncan Anderson Design Lecture Series  
“Designing in the Fourth Dimension”, March 21, 2019

INTERACTION '19 “You Talkin’ to Me: A Social Approach to Designing Products”, Seattle, WA, February 7, 2019

INTERACTION '19: EDU SUMMIT  
“4D Design at Cranbrook: Projections for a New Model of Interaction Design Education”, Seattle, WA, February 4, 2019

COOPER UNION, “Seeing Through the Lens of 4D Design”, New York, NY, October 25, 2018

BEYOND TELLERRAND UX Conference, “Robotics in Our Everyday Lives”  
Munich, Germany, January 16, 2018



## speaking engagements and workshops (continued)

SÓNAR+D FESTIVAL AND CONFERENCE, presentation “How Our Robots Will Charm Us And Why We Want Them To” and workshop, “Building Behavior Through Movement”, Barcelona, Spain, June 14-15, 2016.

BUILDING IoT Conference, Keynote Speaker , Cologne, Germany, May 3, 2017

TEDxBRUSSELS “No Limits”, Brussels, Belgium, March 6, 2017

STANFORD UNIVERSITY HCI Seminar, “Robotics in Our Everyday Lives: A Designer’s Perspective”, December 2, 2016

AAAI Association for the Advancement of Artificial Intelligence, Fall Symposium. Arlington, VA, November 17, 2016

TELL ME SOMETHING I DON’T KNOW: A New Freakonomics Radio Podcast, Contestant, September 22, 2016

CALIFORNIA STATE UNIVERSITY LONG BEACH, Duncan Anderson Design Lecture Series, “Robotics in Our Everyday Lives: A Product Designer’s Perspective”, May 5, 2016

RISD & BROWN HUMAN CENTERED ROBOTICS INITIATIVE, Invited Speaker, “Design Futuring”, March 9, 2016

BERKELEY UNIVERSITY, Jacobs Design Conversations Distinguished Lecture Series, “Robotics In Our Everyday Lives: A Product Designer’s Perspective”, January 29, 2016

TEDYOUTH 2015, “Made In the Future”, New York City, November 14, 2015

REASONS TO BE CREATIVE 2015

“Exploring the Near Future Through Hacking and Making”, September 7, 2015

DCONSTRUCT 2015

“Designing the Future Through Tangible Storytelling”, September 11, 2015

CREATIVE MORNINGS NYC

“Embracing a Robotic Future”, May 8, 2015

COOPER HEWITT MUSEUM, “Robot Invasion: Are Smart Products Running Your Life?”

“Robotics in Our Everyday Lives: A Product Designer’s Perspective”, February 27, 2015

COOPER HEWITT MUSEUM, Design Kids Workshop Series

Prototyping a Simple Robot: workshop for kids age 5 and up, April 11 & 18, 2015

MARYLAND INSTITUTE COLLEGE OF ART, MFA Graphic Design Lecture Series

“Embracing the Future Through Making, Technology and Creativity” , April 8, 2015

TEDxBANGAGLORE, India

“Bringing Meaning to Technology Through Storytelling”, August 3, 2014

CONNECTING: MAKERS ONLINE FILM, Featured commentary, May 2014

THE VERGE: THE FUTURE IS NOW, ONLINE SERIES, Featured profile, May 2014

UX LONDON 2014

“Making Meaning in an Internet of Things” talk, May 30, 2014

“E-Sketching for Interaction Prototyping” 3- hour workshop May 30, 2014

O’REILLY WEBCAST

“Behind the Scenes of LEO the Maker Prince: Journeys in 3D Printing”, April 30, 2014



## speaking engagements and workshops (continued)

### MAKERCON 2014

Panelist, "Robots Among Us" and "Changing Design: The Internet of Things and Product Development", May 14, 2014

### MAKER FAIRE BAY AREA 2014

"Behind the Scenes of LEO the Maker Prince: Journeys in 3D Printing", May 17, 2014

"Connecting: Makers Maker Faire Premiere", May 18, 2014

### GE DESIGN CONFERENCE 2014

Panelist, "Industrial Internet and the Internet of Things", May 13, 2014

### ROBOTS AND NEW MEDIA, Berkeley University, CA

"Design and Aesthetic In Robotics for Everyday Life", April 4, 2014

### FORT WORTH MUSEUM OF SCIENCE AND HISTORY, Celebrity Lecture Series,

"How Our Robots Will Charm Us (And Why We Want Them To)", February 20, 2014

### MOORE COLLEGE OF ART AND DESIGN, Invited Speaker,

"Smart Design: Data-Driven, Good Looking Interior Design and Architecture", October 18, 2013

### WOMEN INNOVATE MOBILE, APPLE STORE SOHO, New York, NY

Presenter and panelist "Meet the Innovators: Digital Life", October 16, 2013

### MAKER FAIRE NYC 2013, Queens, NY

Panel organizer and speaker, Live Stage, "3D Printing and the Future of Design Education", September 22, 2013

### MAKER FAIRE NYC 2013, Queens, NY

Speaker, Live Stage, "Designing Friendly Robots: Looks Do Matter!", September 21, 2013

Speaker, Innovation Stage, "The Rise of the Design Lab, Hacking and Making in a Professional Environment", September 22, 2013

### MAKE HARDWARE INNOVATION WORKSHOP, Queens, NY

Session speaker, "Design and the Internet of Things", September 18, 2013

### SKETCHING IN HARDWARE SUMMIT 2013, Xerox PARC, CA

Speaker, "Building an Interaction Lab", July 19, 2013

### GIGAOM INTERNET OF THINGS PODCAST

Interview, "How to design a connected device that isn't a jerk, plus IoT's recipe for success", May 23, 2013

### SXSW INTERACTIVE, Austin, Texas, March 2013

Participant, video-recorded roundtable at G.E.'s "Brilliant Brunch", March 2013

### INTERACTION '13 CONFERENCE, Toronto, Canada,

"Making Meaning in an Internet of Things", February 2013

### AIGA/NY@PARSONS, New York, NY

Panelist, "The New Future of Design", December 12, 2012

### NYC MEDIA LAB, NY, NY, "Future Interfaces" panel at Razorfish NY, February 2013

### MAKER FAIRE, New York, NY

Panelist, "Design and DIY: How Makers are Influencing Product Design", September 29, 2012



## speaking engagements and workshops (continued)

FABRICA RESEARCH CENTER, Treviso, Italy

“Bringing Objects to Life Through Form, Code and Electronics”, September 24, 2012

REASONS TO BE CREATIVE, New York, NY

“Bringing Objects to Life at the Intersection of the Physical and the Digital”, June 2012

TEDxDrexel, Philadelphia, PA

“Bringing Objects to Life Through Form, Code and Electronics”, May 15, 2012

TEDxEMORY, Atlanta, GA

“Expressive Devices and the Internet of Things”, April 21, 2012

PARSONS SCHOOL OF DESIGN, Interior Architecture Program, New York, NY

“Design, Technology and Sustainability: New Tools and Fresh Approaches”, July 6, 2011

IIT INVITED SPEAKER SERIES, Chicago, IL

“Interaction Design at the Intersection of Objects, Information and Spaces”, September 16, 2011

IIT WORKSHOP, Chicago, IL

“Interaction with RFID and the Internet of Things”, September 17, 2011

COOPER HEWITT MUSEUM, New York, NY

FlyNYC Kite Design Workshop, August 20, 2011

2010 SKETCHING IN HARDWARE SUMMIT Philadelphia, PA

“Making Objects Expressive with Dynamic Behaviors”, July 29, 2011

CHI2011 CONFERENCE, Vancouver, Canada

“The Shape of Simon: The Creative Design of a Humanoid Robot Shell”, May 7-12, 2011

“Art and Interaction”, Panelist

Design Community Chair

2010 DESIGN AND EMOTION CONFERENCE, Chicago, IL

“Finding Love in Everyday Objects”, Presentation and Workshop, October 4, 2010

2010 SKETCHING IN HARDWARE SUMMIT, Los Angeles, California

“The Challenges of Design for NUI”, July 24, 2010

CHI2010 CONFERENCE, Atlanta, GA

Lecture and panel discussion, “Design at CHI: Information in the Palms of Our Hands”, April 14, 2010

HORITZO TV, Barcelona, Spain

“Carpeta Compartida”, Artist Showcase pilot program, November 14, 2009

NIU GALLERY, Barcelona, Spain

“De la realitat a la virtualitat i viceversa”, September 10, 2009

FLASH ON THE BEACH, Brighton, U.K.

“Robots! The Interface Designer’s Holy Grail” Featured speaker, October 2, 2008

DORA MAAR HOUSE, MUSEUM OF FINE ARTS HOUSTON, Ménerbes, France

Artist talk, August 29, 2008

AWARE HOME, GEORGIA INSTITUTE OF TECHNOLOGY

Guest speaker, “From Virtual to Real and Back”, April 18, 2008



## speaking engagements and workshops (continued)

CHI2008 CONFERENCE, Alt Chi Program, Florence, Italy

"Fragile: A Case Study for Evoking Specific Emotional Responses", April 5-10, 2008

GEORGIA INSTITUTE OF TECHNOLOGY, Crossing Boundaries in Design Lecture ID Series, Atlanta, GA

"From Real to Virtual and Back", Guest speaker, January 30, 2008

FLASH ON THE BEACH, Brighton, U.K.

"From Real to Virtual and Back", Featured speaker, November 5, 2007

CONNECTING '07, ICSID/IDSA International Congress, San Francisco, CA,

"E-Sketching", Workshop Presentation, October 2007

DORKBOT ATLANTA, Atlanta, GA

"Crafting Control: The Joy of Interacting in Real Time", Featured speaker, October 2007

TELFAIR MUSEUM OF ART, JEPSON CENTER, Art and Technology Week 2007

"Electronics for Kids" workshop, January 2007

SUNY, Oswego, NY, At the Intersection Conference

"Art, Work, Interaction", Plenary speaker, March 2007

SYRACUSE UNIVERSITY, Guest Lecture Series, Syracuse, NY

Artist talk and technology lecture, Syracuse, NY March 2005

NUOVE MODALITA ESPRESSIVE NELL'ERA DEL DIGITALE, Palermo, Italy

Featured speaker and artist, July 2004



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## awards, grants, and residencies

2023 KNIGHT NEW WORK DETROIT, artist award for “Mobility Town” installation at Michigan Central in 2025

HONG KONG RESEARCH GRANT COUNCIL (GRF) Project 11607623: MOTION RESEARCH: Performing and Designing with Human-Robot Collaborative Movements and Choreographies. Co-investigator with Dr. Ray LC, (City University of Hong Kong School) with Anna CY Chan (HKAPA), Wendy Ju (Cornell Tech), Oct 2023 to Sept 2025

GOOD HART ARTIST RESIDENCY, Good Hart, MI, June 14-June 28, 2021

MAD (MUSEUM OF ARTS AND DESIGN), New York, NY, Open Studios Residency, December 10 to March 21, 2011

MUSEUM OF FINE ARTS HOUSTON BROWN FOUNDATION FELLOWSHIP, residency at the Dora Maar House in Ménerbes, France, August 1, 2008 to September 1, 2008

INTERSECTIONS: THE GRAND CONCOURSE BEYOND 100, Honorably Mention for “Percussive Lampposts”, March 2009

GREENER GADGETS 2009, Core77.com, Finalist for the “Inlet Outlet”, March 2009

PRINT MAGAZINE DIGITAL DESIGN COMPETITION: INTERACTION 2004, Winner, September 2004

SAVANNAH COLLEGE OF ART AND DESIGN, Presidential Fellowship for Faculty Development, 2004

HORIZON INTERACTIVE DESIGN AWARDS, Winner, sound category, for repercussion.org, March 2004

THIRDPLACE GALLERY, Special Sony Award for “Jack”, December 2003

ART DIRECTOR'S CLUB, New York, NY, Distinctive Merit Award for Repercussion.org, March 2003

FLASH FORWARD FILM FESTIVAL, San Francisco, CA, Experimental Category Winner, March 2003

FLASH IN THE CAN FILM FESTIVAL, Toronto, CA, Finalist, April 2003

DETROIT CADDY 2001, New Media, Bronze Award for EgoFilmArts.com, credit: Creative Director

PHOENIX ADDY 2001, New Media, Gold Award for EgoFilmArts.com, credit: Creative Director

PHOENIX ADDY 2001, New Media, Gold Award for Ford Racing Auto Show Campaign, credit: Art Director

ART DIRECTOR'S CLUB, New York, NY, Chosen as a "Young Gun", April 2001

ART DIRECTOR'S CLUB, New York, NY, Distinctive Merit Student Award for WideOpen Interactive, April 2000

ART DIRECTOR'S CLUB, New York, NY, Distinctive Merit Student Award for CD Soundspace, April 2000

:OUTPUT, INTERNATIONAL YEARBOOK, Frankfurt, Germany, Gold Award for WideOpen, March 2000

:OUTPUT, INTERNATIONAL YEARBOOK, Frankfurt, Germany, Gold Award for CD Soundspace, March 2000



## **reviewing, judging and committee service**

NEW INC, NEW MUSEUM INCUBATOR PROGRAM, Dedicated Mentor 2024-25

UTAH ARTIST FELLOWSHIP, Design Arts Juror, Spring 2024

MICHIGAN ART + TECHNOLOGY RESIDENCY, Review Panelist, Spring 2024

DESIGNING FOR TOUCH, by Josh Clark, A Book Apart, October 29, 2015, Reviewer and Cover Blurbs

DESIGNING FOR EMERGING TECHNOLOGIES, by Jonathan Follett, O'Reilly Media, Nov. 2014, Reviewer, Cover Blurbs

TEI2015 ARTS TRACK, Reviewer

IxD12 INTERACTION DESIGN 2012 CONFERENCE STUDENT COMPETITION JUDGE

SMART DESIGN INTERACTION LAB, Director and Founder, July 2011- present

COOPER HEWITT MUSEUM "THIS IS DESIGN" TASK FORCE, June 2010 – present

DESIGNBOOST NYC, Cooper Hewitt Museum, invited participant, June 16-17, 2011

CHI2011 CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS, Design Community Co-Chair

TEI TANGIBLE AND EMBEDDED INTERACTION 2011, Reviewer

PHILADELPHIA MUSEUM OF ART COLLAB STUDENT DESIGN AWARD 2010, Judge

CHI2010 CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS, Reviewer

ACM CREATIVITY AND COGNITION 2009, Reviewer

TEI2010 TANGIBLE AND EMBEDDED INTERACTION, Reviewer

CHI2009 CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS STUDENT COMPETITION, Judge

ART DIRECTOR'S CLUB ANNUAL AWARDS 2009, Interactive Category Judge

IEEE TABLETOPS AND INTERACTIVE SURFACES, Reviewer 2008

BALTIMORE ADDY 2002 AWARDS, Judge