

“Design Ecology”

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12:30 - 2:00pm
Room 3-133

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Abstract

I've termed this approach Design Ecology. By this I mean the study of reactive design that seamlessly inhabits multiple devices and locations to provide a fluid and structured experience with changing information. Our relationship with information should be appropriately situated in both spatial and social contexts; thus, while traditional design methods focus on single products and users, we believe that looking at the interplay between multiple people and multiple devices will yield significant results. Both hardware and software applications should be aware of the changing contexts in which they operate and will need to be aware of and adapt to users.

Bio:

As the principal of Small Design Firm, I've been engaged in the creation of new and engaging experiences. At MIT, I am examining the underlying issues that relate to the design of information, experience, and interaction. New technology is rapidly upending traditional models of design practice. Future designers will need to incorporate a deep understanding of evolving technology and of human cognition to fully realize a future in which information is accessible, understandable and useful without overwhelming our ability to grasp it.