

## BIO

Leonardo Bonanni is Founder and CEO of Sourcemap.com: the open directory of supply chains and environmental footprints. Consumers use the site to learn about where products come from, what they're made of, and how they impact people and the environment. Companies use Sourcemap to communicate transparently with consumers and tell the story of how products are made. Thousands of maps have already been created for food, furniture, clothing, electronics and more.

Behind the public-facing website is a revolutionary social network approach to supply chain management. Sourcemap works with organizations to increase visibility into their supply chains through a new generation of web-based software for traceability and risk management. The real-time social networking platform makes it possible to gather information from all of the stakeholders in a global supply chain so that – one day soon – you'll be able to scan a product on a store shelf and know exactly who made it.

Sourcemap has been featured by the BBC, NPR, the Globe and Mail and the Boston Globe and received awards from Scientific American, Ars Electronica, and ID magazine among others. Leo was recently named one of 2011's "100 Most Influential People in Business Ethics" by the Ethisphere Institute. He holds a Ph.D. from the MIT Media Lab's Tangible Media Group, an MS and a Master of Architecture from MIT, a BA from Columbia, and he teaches sustainable product design at Parsons and at MIT.

## WORK EXPERIENCE

2011- **Founder + CEO, Sourcemap Inc.**

2000- **MIT Media Lab**

2011- **Visiting Scientist, Tangible Media Group**

Sustainability and supply chains expertise

2010-11 **Postdoctoral Associate, Tangible Media Group**

Research and publication strategy

2005-10 **Research Assistant, Tangible Media Group**

Designing new interfaces for sustainability

2003-5 **Research Assistant, Counter Intelligence Group (The MIT Kitchen of the Future)**

Inventing appliances for in-home recycling and energy and water conservation.

2000-1 **Research Staff, House\_n (The MIT House of the Future)**

Designing and machining a kinetic kitchen for universal access.

2001-9 **L.A.B. Consulting, Cambridge, MA.**

Design and technology for exhibitions [Louvre, Metropolitan Museum, Boston Museum of Science, Ars Electronica], furniture [Hanssem], electronics [France Telecom R&D], interfaces [DNP], restaurants [NXXT Chicago] and kitchens [Cleanup Corp.].

1998 **Impresa Daniela Valentini, Florence, Italy.** Fine art restoration.

1997-9 **LOT-EK Architecture, New York.** Postindustrial design studio.

## EDUCATION

2010 **Ph.D. in Media Arts and Sciences, Massachusetts Institute of Technology**

*Thesis:* Beyond Transparency: Collective Engagement in Sustainable Design

*Readers:* Hiroshi Ishii, Chris Csikszentmihályi, Bill Mitchell, Greg Norris.

*Abstract:* This thesis proposes a crowdsourced approach to sustainability reporting through the democratization of sustainable design. A web-based social network called *Sourcemap* was built to link supply chain stakeholders through open information on supply chains and environmental impact assessment. Developed in partnership with regional organizations, large businesses and SME's, Sourcemap shows that an open social media platform can support sustainable decision-making at the enterprise level and on a regional scale. The public supply chain publishing platform has already engaged thousands of producers, experts, consumers and oversight groups, suggesting that supply chain transparency can be a force for social and environmental sustainability.

2005 **M.S. in Media Arts and Sciences, Massachusetts Institute of Technology** *Thesis:* Design of Intelligent Interiors.

*Thesis Readers:* Ted Selker, John Maeda, Michael Hawley.

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2003 **M. Arch., Massachusetts Institute of Technology** *Thesis*: Autonomous Pedestrian Interfaces for Community Networking.

1999 **B. A., Columbia University** *Major*: Architecture + Visual Arts, Cum Laude.

## HONORS + AWARDS

2012 Finalist, Hatch Pitch Competition at SXSW Interactive, Houston, TX.

Finalist, SXSW Interactive Accelerator, Houston, TX. <http://srce.mp/AC39vl>

100 Most Influential People in Business Ethics, Design and Sustainability Category, Ethisphere Institute. <http://srce.mp/ygWU6e>

2011 Winner, Web/IT Track, MIT 100K Executive Summary Competition, Cambridge, MA.

2010 Best Published Journal Article in *IJICIG*, IGI Global's Fourth Annual Excellence in Research Journal Awards.

Gold Prize, Open Source Software World Challenge, Seoul.

Runner Up, Scientific American World Changing Ideas Contest. <http://srce.mp/A4IoJy>

Honorary Mention, Ars Electronica, Digital Communities, Linz, Austria. <http://srce.mp/ygxyDe>

Lauréat Netexplo, French senate, Paris.

ID 40, ID Magazine, Jan./Feb.

2008 Highlands & Islands Enterprise Fellow, MIT Media Lab.

2006 Finalist, Kendall Square Interactive Design Competition, Cambridge, MA.

2004 3rd Place, ACM SIGGRAPH Student Research Competition, Los Angeles.

MasterCard Fellow, MIT Media Lab.

2001 Grand Prix, Hanssem International Interior Design Competition, Seoul.

## BOARDS, COMMITTEES + PROFESSIONAL ORGANIZATIONS

2010- Advisory Board Member, MIT Food+Agriculture Collaborative.

2010 Program Committee Member, CloudCom Special Session on Sustainability and Social Impacts.

2009- Editorial Review Board Member, International Journal of Creative Interfaces and Computer Graphics (IJICIG).

2004- Member, Association for Computing Machinery.

## LANGUAGES

Fluent in French and Italian.

## TEACHING

2010 **Instructor, 'Parsons Sourcemap Collab'**

Parsons The New School for Design Graduate Course, Fall 2010 [CRN 7062 PUDD 4550D]

Created a class aimed at developing sustainable design software to be deployed across Parsons degree programs.

2007-9 **Instructor, 'Future Craft: Radical Sustainability in Product Design'**

MIT Media Lab Graduate Course, Fall 2007 [MAS.962], Fall 2008 [MAS.961], Fall 2009 [MAS.963]

Created a curriculum on the social implications of product design, including eco-design, sustainable supply chains and radical transparency. See <http://futurecraft.org/>

## GUEST TEACHING

Leonardo A Bonanni, PhD: email [leo@sourcemap.com](mailto:leo@sourcemap.com), tel. +1 617 851 2857, twitter [@sourcemap](https://twitter.com/sourcemap), skype [leonardo\\_bonanni](https://www.skype.com/people/leonardo_bonanni)

- 2011 Guest Lecture: "Sustainable Communications for Design," Parsons School of Design, Instructor: Jennifer Sharpe, New York, Oct. 3.  
*Workshop*: "Supply Chains and the Creative Sector," CreativeD, Dublin, Jun. 10.  
*Webinar*: "Sourcemap for Green Building Professionals," Nexus Webinar, Boston, MA, Mar. 8.
- 2010 *Guest Lecture*: "If Products Could Tell Their Stories," NYU ITP, Instructor: Jen van der Meer. New York, May 11.  
*Guest Review*: "Networked Cultures and Participatory Media: Media City," MIT Visual Arts Program Course 4.330/4.331, Instructor: Amber Fried Jimenez, Cambridge, MA, May 10.  
*Guest Lecture*: "Collective Intelligence," MIT Media Lab Graduate Course MAS.672, Instructors: Hiroshi Ishii and Pattie Maes, Cambridge, MA, Apr. 8.  
*Guest Lecture*: "Material Ecologies Workshop," Harvard Graduate School of Design Course 6327, Instructor: Jane Hutton, Cambridge, MA, Feb. 2.  
*Workshop*: "Parsons Sourcemap Workshop," Parsons The New School for Design, New York, Jan. 29.
- 2009 *Guest Review + Lecture*: "Putting Design on the Map," Design Interactions, Royal College of Art, Instructor: Anthony Dunne, London, Feb. 19.
- 2008 *Workshop*: "Nightmarket dot web," Nightmarket Workshop, Tainan, Taiwan, Aug. 13-17.  
*Guest Lecture*: "Fashion Metamorphosis," Nuova Accademia di Belle Arti, Milano, Italy, Apr. 27.  
*Guest Lecture*: "Smart Objects/Smart Spaces," Hofstra University, New York, Mar. 27.
- 2004 *Workshop*: "Fabricate This," ACADIA Conference, Cambridge, Ontario, Nov.  
*Workshop*: "Summer House," CSK CAMP Keihanna, Japan, Aug. 15.

## INVITED TALKS

- 2012 Civic Media Lunch, MIT Media Lab, Mar. 8.  
Media Lab @ Tokyo, Jan. 17. <http://srce.mp/xzdwUZ>
- 2011 "Sustainable Engagement in a Hyper-Transparent World," Business of Social Responsibility, San Francisco, Nov. 3.  
<http://srce.mp/scHohF>  
Keynote, Stockholm Green Hackathon, KTH, Stockholm, Sweden, Oct. 21.  
Luncheon speaker, MIT Sloan Net Impact, Cambridge, MA, Oct. 18.  
MIT Media Lab Panel at the Indian Institute of Technology Global Conference, New York, Oct. 1.  
"New Media for Sustainability and Fair Trade," Craft Conscious: Re-shaping global futures in the innovation age, Crafts Council of Ireland, Dublin, Jun. 9.  
"Crowdsourcing Certification for Sustainable Supply Chains," Certification, Consumption and Change Conference, Washington DC, May 24.  
"Radical Transparency and the Future of Fair Trade," 10 Conference, Seattle, May 18.  
"Supply Chains as Social Networks: Lessons from Sourcemap," Production and Operations Management Society (POMS) Conference, Reno, NV, Apr. 28.  
"Next-Generation Carbon Mapping," Skoll World Forum on Social Entrepreneurship, Oxford, UK, Mar. 31.  
"Social Entrepreneurship," USA Day, EDHEC Business School, Lille, France, Feb. 8.
- 2010 "La Toile du Développement Durable (The Sustainable Web)," Fondation EADS, Paris, Dec. 6.  
"Carbon Mapping: Radical Transparency and Truth in Advertising," Net Impact, Ann Arbor, MI, Oct. 30.  
"Next Generation Carbon Mapping," Opportunity Green Conference, Los Angeles, Sep. 23.  
"Ouvrir la Boîte Noire du Monde Industriel (Opening the Black Box of Industrial Practices)," La Cantine, Paris, Jun. 23.  
"Innovation numérique au service du développement durable (Digital Innovation for Sustainability)," Club Audiens, Paris, Jun. 21.  
"The Tools and Tool-Makers of the Bazaar," Prototype: Craft in the Future Tense, Dundee, Scotland, Jun. 10.  
"Sourcemap," Greener Gadgets, New York, Feb. 24. <http://srce.mp/wwaaj7>  
"Sourcemap: a Free and Open Tool to Design and Market Sustainable Products," French Senate, Paris, Feb. 4.  
"Sourcemap: a Virtual Trip Through Product Supply Chains," The Entertainment Gathering, Monterey, CA, Jan. 21.  
"Tracing the Creation and Impact of Consumer Products," Lucid NYC, New York, Jan. 13.
- 2009 "Da Vinci Detective," World Science Festival, New York, Jun. 12.
- 2008 "Introducing Sourcemap," Future of News Conference, Cambridge, MA, Jun. 10.

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"Digital Restoration," Italian Cultural Institute, New York, Nov. 7.

"Personal Archaeology," Hallmark, Kansas City, Aug. 5.

2007 "Blogjects," Pratt Institute, New York, Nov. 16.

2005 "Fashion on Demand," Moda+Tecnologia, Florence, Dec 5.

Second Place Medina International Magazine Smart Village Competition, Cairo.

## REFEREED JOURNAL ARTICLES

**Bonanni, Leonardo.** By a Long Land and a Long Sea Carriage: Unraveling the Reach of Product Design. *Thresholds: Journal of Visual Culture*, #36, Winter 2010.

**Bonanni, Leonardo.** Re-Machining Domesticity: a Technological Subversion of Standards. in *Thresholds: Journal of Visual Culture*, #19, Spring 2005, pp. 53-6.

**Bonanni, L.,** and Lee, C.H. The kitchen as a graphical user interface. *Digital Creativity*. pp. 110-114. Routledge, 2005.

## REFEREED BOOK CHAPTERS

**Bonanni, L.,** Lee, C.H., Selker, T. Cooking with the Elements: Intuitive Immersive Interfaces for Augmented Reality Environments. *Lecture Notes in Computer Science*. Costabile, M. F., and Paternò, F. Eds. Springer Berlin / Heidelberg, 2005. pp. 1022-5.

G. C. Magnoli, **L. A. Bonanni** & R. Khalaf. (2002) Designing a DNA for adaptive architecture: a new built environment for social sustainability. *Design and Nature: Comparing Design in Nature with Science and Engineering*, vol. 3. Brebbia, C.A., Sucharov, L.J. and Pascolo, P. Eds. Wessex Institute of Technology Press, 2002.

## REFEREED PAPERS

*Short Paper + Talk:* Arroyo, E., **Bonanni, L.,** Valkanova, N. Embedded interaction in a Water Fountain for Motivating Behavior Change in Public Space. In *Proceedings of the 30th international Conference on Human Factors in Computing Systems* (Austin, Texas, USA, May 2012).

*Workshop + Talk:* **Bonanni, L.,** Busse, D., Blevis, E., Turpeinen, M., Taylor, J. Visible – Actionable – Sustainable: Sustainable Interaction Design in Professional Domains. In *Proceedings of the 29th international Conference on Human Factors in Computing Systems* (Vancouver, British Columbia, Canada, May 2011).

*Abstract + Talk:* **Bonanni, L.,** Ebner, H., Hockenberry, M., Sayan, B., Zapico, J., Brandt, N., Csikszentmihályi, C., Ishii, H., Turpeinen, M., Young, S. 2010. The Open Sustainability Project: a Linked Data Approach to LCA. *LCAx* (Portland, Oregon, USA, Nov 2-4, 2010).

*Full Paper + Talk:* **Bonanni, L.,** Hockenberry, M., Zwarg, D., Csikszentmihalyi, C., and Ishii, H. 2010. Small business applications of SourceMap: a web tool for sustainable design and supply chain transparency. In *Proceedings of the 28th international Conference on Human Factors in Computing Systems* (Atlanta, Georgia, USA, April 10 - 15, 2010). CHI '10. ACM, New York, NY, pp. 937-46.

<http://srce.mp/zlM39r>

*Short Paper + Talk:* **Bonanni, L.,** Xiao, X., Hockenberry, M., Subramani, P., Ishii, H., Seracini, M., and Schulze, J. 2009. Wetpaint: scraping through multi-layered images. In *Proceedings of the 27th international Conference on Human Factors in Computing Systems* (Boston, MA, USA, April 04 - 09, 2009). CHI '09. ACM, New York, NY, pp. 571-4.

*Short Paper + Talk:* Vaucelle, C., **Bonanni, L.,** and Ishii, H. 2009. Design of haptic interfaces for therapy. In *Proceedings of the 27th international Conference on Human Factors in Computing Systems* (Boston, MA, USA, April 04 - 09, 2009). CHI '09. ACM, New York, NY, 467-70.

*Short Paper + Talk:* **Bonanni, Leonardo,** Hockenberry, Matthew, Pak, Alex and Ishii, Hiroshi (2009) Tools for Collective Simulation. In: *Proceedings of WebSci'09: Society On-Line*, 18-20 March 2009, Athens, Greece.

*Short Paper + Talk:* **Bonanni, L.** and Ishii, H. 2009. Stop-motion prototyping for tangible interfaces. In *Proceedings of the 3rd international Conference on Tangible and Embedded interaction* (Cambridge, United Kingdom, February 16 - 18, 2009). TEI '09. ACM, New York, NY, pp. 315-6.

*Short Paper + Talk:* **Bonanni, L.,** Vargas, G., Chao, N., Pueblo, S., and Ishii, H. 2009. Spine builder: a tangible interface for designing hyper-linked objects. In *Proceedings of the 3rd international Conference on Tangible and Embedded interaction* (Cambridge, United Kingdom, February 16 - 18, 2009). TEI '09. ACM, New York, NY, pp. 263-6.

*Short Paper + Talk:* **Bonanni, L.,** Parkes, A., and Ishii, H. 2008. Future craft: how digital media is transforming product design. In *CHI '08 Extended Abstracts on Human Factors in Computing Systems* (Florence, Italy, April 05 - 10, 2008). CHI '08. ACM, New York, NY, pp. 2553-64.

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*Panel:* Hockenberry, M. and **Bonanni, L.** 2008. Renaissance panel: the roles of creative synthesis in innovation. In *CHI '08 Extended Abstracts on Human Factors in Computing Systems* (Florence, Italy, April 05 - 10, 2008). CHI '08. ACM, New York, NY, pp. 2237-40.

*Short Paper + Talk:* **Bonanni, L.**, Alonso, J., Chao, N., Vargas, G., and Ishii, H. 2008. Handsaw: tangible exploration of volumetric data by direct cut-plane projection. In *Proceeding of the Twenty-Sixth Annual SIGCHI Conference on Human Factors in Computing Systems* (Florence, Italy, April 05 - 10, 2008). CHI '08. ACM, New York, NY, pp. 251-4.

*Short Paper + Talk:* **Bonanni, L.** and Vaucelle, C. 2006. Affective TouchCasting. In *ACM SIGGRAPH 2006 Sketches* (Boston, Massachusetts, July 30 - August 03, 2006). SIGGRAPH '06. ACM, New York, NY, p. 35.

*Short Paper + Talk:* **Bonanni, L.** and Vaucelle, C. 2006. A Framework for Haptic Psycho-Therapy. In the Extended Abstracts of IEEE ICPS Pervasive Health Systems, Lyon, France.

*Short Paper:* **Bonanni, L.**, Vaucelle, C., Lieberman, J., and Zuckerman, O. 2006. PlayPals: tangible interfaces for remote communication and play. In *CHI '06 Extended Abstracts on Human Factors in Computing Systems* (Montréal, Québec, Canada, April 22 - 27, 2006). CHI '06. ACM, New York, NY, pp. 574-9.

*Short Paper:* **Bonanni, L.**, Vaucelle, C., Lieberman, J., and Zuckerman, O. 2006. TapTap: a haptic wearable for asynchronous distributed touch therapy. In *CHI '06 Extended Abstracts on Human Factors in Computing Systems* (Montréal, Québec, Canada, April 22 - 27, 2006). CHI '06. ACM, New York, NY, pp. 580-5.

*Short Paper:* Lee, C. J., **Bonanni, L.**, Espinosa, J. H., Lieberman, H., and Selker, T. 2006. Augmenting kitchen appliances with a shared context using knowledge about daily events. In *Proceedings of the 11th international Conference on intelligent User interfaces* (Sydney, Australia, January 29 - February 01, 2006). IUI '06. ACM, New York, NY, pp. 348-50.

*Full Paper + Talk:* **Bonanni, L.**, and Selker, T. 2005. Waterbot: exploring feedback and persuasive techniques at the sink. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (Portland, Oregon, USA, April 02 - 07, 2005). CHI '05. ACM, New York, NY, pp. 631-9.

*Short Paper + Talk:* **Bonanni, L.**, Lee, C. H., Selker, T. (2005a), CounterIntelligence: Augmented Reality Kitchen, in Proc. CHI '05 pp. 2239-45

*Short Paper + Talk:* **Bonanni, L.**, Lee, C., and Selker, T. 2005. Attention-based design of augmented reality interfaces. In *CHI '05 Extended Abstracts on Human Factors in Computing Systems* (Portland, OR, USA, April 02 - 07, 2005). CHI '05. ACM, New York, NY, pp. 1228-31.

*Short Paper + Talk:* **Bonanni, L.**, Sarcia, S., Paudel, S., Selker, T. Dishmaker: Personal Fabrication Interface. In CHI '05 Extended Abstracts on Human Factors in Computing Systems (Portland, OR, USA, April 02 - 07, 2005). CHI '05. ACM, New York, NY, p. 2231.

*Short Paper + Talk:* **Bonanni, L.**, Lee, C., Sarcia, S., and Wetzel, J. 2004. SmartSink: context-aware work surface. In *ACM SIGGRAPH 2004 Posters* (Los Angeles, California, August 08 - 12, 2004). R. Barzel, Ed. SIGGRAPH '04. ACM, New York, NY, p. 71.

*Short Paper:* **Bonanni, L.**, Lee, C., and Selker, T. 2005. A framework for designing intelligent task-oriented augmented reality user interfaces. In *Proceedings of the 10th international Conference on intelligent User interfaces* (San Diego, California, USA, January 10 - 13, 2005). IUI '05. ACM, New York, NY, pp. 317-9.

*Magazine Article:* **Bonanni, Leonardo** and Wang, Joy. Life is Hard, Home is Soft. Grand Prix in the International Hanssem Interior Design Competition, 2001. Korean publications: Concept #30 (cover article). Japanese publication: Axis, January 2002.

*Short Paper:* Ju, W., **Bonanni, L.**, Fletcher, R., Hurwitz, R., Judd, T., Post, R., Reynolds, M., and Yoon, J. 2002. Origami Desk: integrating technological innovation and human-centric design. In *Proceedings of the 4th Conference on Designing interactive Systems: Processes, Practices, Methods, and Techniques* (London, England, June 25 - 28, 2002). DIS '02. ACM, New York, NY, pp. 399-405.

## INVITED ARTICLES

**Bonanni, Leonardo.** Mapping Transparency: Why it pays to be open. Issue #42, GDR Creative Intelligence, 2011. <http://srce.mp/y0Gxx8>

**Bonanni, Leo.** Sourcemap: Eco-Design, Sustainable Supply Chains and Radical Transparency. In XRDS, the ACM Magazine for Students, Jun. 2011. <http://srce.mp/xUjWf7>

**Bonanni, Leonardo** and Parkes, Amanda. Virtual Guilds: Collective Intelligence and the Future of Craft. The Journal of Modern Craft, Volume 3, Number 2, July 2010, pp.179-90. Berg Publishers 2010. <http://srce.mp/wf8aOX>

**Bonanni, L.**, Seracini, M., Xiao, X., Hockenberry, M., Costanzo, B.C., Shum, A., Teil, R., Speranza, A., and Ishii, H. Tangible Interfaces for Art Restoration. International Journal of Creative Interfaces and Computer Graphics (IJCICG). Falchuk, B. and Marcos, A. Eds. Volume 1, Issue 1, pp.54-66. IGI Publishing 2010. {Awarded *Best Published Journal Article in IJCICG in IGI Global's Fourth Annual Excellence in Research Journal Awards*} <http://srce.mp/AwXZdz>

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**Bonanni, Leonardo.** Living with Hyper-Reality. Ambient Intelligence in Everyday Life. Lecture Notes in Artificial Intelligence. Yang Cai and Julio Abascal, Eds. Volume 3864. pp. 130-141. Springer 2006.

**Bonanni, L.,** Arroyo, E., Lee, C., and Selker, T. 2005. Exploring feedback and persuasive techniques at the sink. *interactions* 12, 4 (Jul. 2005), pp. 25-28.

## EXHIBITIONS

- 2009 Impetus: Works from the MIT Media Lab, Ars Electronica, Linz, Austria, Sep. 3-8.  
2006 Collisions 10, Art Interactive Gallery, Cambridge, MA, Nov. 18-Dec. 3.  
Sartorial Flux, A+D Gallery, Chicago, Sep. 7- Oct. 21.  
Seamless Fashion Show, Boston Museum of Science, Feb. 2.  
Collisions 9, Art Interactive Gallery, Cambridge, MA, Jan. 28-Feb. 12.  
2001 SIGGRAPH Emerging Technologies, Los Angeles, Aug. 12-17.  
1994 The Art of Memory: Holocaust Memorials in History, Jewish Museum, New York, Jun.-Aug.

## BOOK, NEWSPAPER + MAGAZINE PRESS

- 2011 "Products' carbon footprints easier to track with MIT grad's start-up," Karen Weintraub, The Boston Globe, Aug. 29. <http://srce.mp/ozUJK>  
2010 "Sourcemap" and "Wetpaint," Human Nature, Gerfried Stocker and Christine Schöpf, Eds. Hatje Cantz, pp. 331-2.  
"Sourcemap, le Web 2.0 au service de l'écologie," Marie-Catherina Beuth, Le Figaro, Apr. 2. <http://srce.mp/wprkgM>  
"Checking the Tag," Report on Business, The Globe and Mail, Apr., p. 7.  
"Sourcemap," The I.D. 40: 40 Transformative Design Projects and the People Behind Them. ID Magazine, Jan./Feb., p. 70.  
2009 "Kitchen of the Future," Interactive Architecture, Michael Fox and Miles Kemp, Eds. Princeton Architectural Press.  
2008 Flanagan's Smart Home, Workman Publishing, p. 134.  
Fashionable Technology, Sabine Seymour, Ed., Springer, pp. 105-6.  
"Tomorrow Arrives," arsSutoria, Issue #344, Feb. 2008, p. 170.  
2007 Staedter, Tracy, "Yo! Turn Me Off!" in Fast Company, Issue 107, p. 40.  
"Finies, les corvées de vaisselle? (Washing Dishes, Over?)" in Stuff France, Apr., p. 69.  
2006 Cassidy, Tina "Who needs a hug?" in The Boston Globe, Feb. 2.  
2005 Schwab, Emily "Even the kitchen sink" in The Boston Globe, May 4.  
Martino, Francesca "DishMaker: la macchina che fa i piatti (the machine that makes dishes)," Corriere Della Sera (Italy), Oct. 17.  
Curtis, Jack "Dishes on Demand: A Media Lab device creates and recycles tableware on the fly," Technology Review, Oct., p. 9.  
"Inventata una macchina che ricicla i piatti di plastica," in Newton (Italy), Nov. 18.  
2004 Sample, Ian. "Chips with everything," The Guardian, Feb. 5.

## TELEVISION & RADIO

- 2010 "Transparency, Empowerment, and Interactivity" ABC Radio National, Oct. 28.  
"Leonardo Bonanni: M.I.T., langue artificielle, Sourcemap..." on Place de la toile, Radio France, Jun. 25.  
"Tracking Environmental Footprints" on PRI's "The World," NPR, Feb. 4.  
2006 "Kitchen Questions" on The Splendid Table, NPR, Mar. 3.  
"Saturday Morning News" CNN, Jan. 14.  
"Mad Labs" National Geographic Channel, Apr. 23.  
2005 "Il volo delle oche" Radio 24 (Italy), Sep. 14.  
"Dishmaking Machine: Recycling Imagination." HGTV Kitchen Design.  
2004 "Kitchens of the Future." Discovery Channel Canada, May 25.  
"Cooking up a digital future." BBC World, Aug. 31.

"Future Kitchens" on Shop Talk, BBC Radio, May 4.

## ONLINE PRESS

- 2012 "Mapping the Journey from Farm to Fork: Sourcemap Forbes.com, Feb. 6. <http://srce.mp/wkwRDY>  
"100 Most Influential People in Business Ethics." Ethisphere Institute, Jan. 18. <http://srce.mp/ygWU6e>  
"Sourcemap Crowdsources Data About the Food You Eat." Beth Hoffman, Food + Tech Connect, Jan. 16. <http://srce.mp/yxWNO2>
- 2011 "Sourcemap Aims to Take Supply Chain Visibility to the Next Level," Tilde Herrera, Greenbiz, Dec. 7. <http://srce.mp/yslIIP>  
"Radical Transparency Amid Office Depot's Paper Supplies" in GreenBiz, Feb. 24. <http://srce.mp/y9Rbym>  
"Sourcemap: Track Products From Their Origins with a Publicly-Populated Mapping System" in Cool Hunting, Jan. 24. <http://srce.mp/xifSek>
- 2010 "Radical Product Transparency Via Carbon Mapping" in Treehugger, Sep. 26. <http://srce.mp/zwnT86>  
"Sourcemap Makes Data Visualizations Transparent" PBS Idealab, Mar. 31.  
"Can Greener Gadgets Save us from E-Waste?" Scientific American Observations, Feb. 28.
- 2009 "Tras la pista de la huella ecológica" in BBC Mundo, Oct. 13.  
"Sourcemap" in Visual Complexity, Oct. 9. <http://srce.mp/xDJ87j>  
"MAPPED: Where Do Computers Come From?" in The Huffington Post, Oct. 5. <http://srce.mp/zhYuAu>  
"See Where Stuff Comes From with SourceMap," in Treehugger, Oct. 4.  
"Where's My iPod Made? SourceMap Has the Answer," in Fast Company, Oct. 4.  
"Carbon footprint system piloted," in the BBC, Sep. 25.  
"HOW TO: Use the Web for Socially Responsible Shopping," in Mashable, Jul. 26.
- 2008 "Looking for a Restaurant in Wicker Park or Nearby?" in Metropolitismag.com, May 28.
- 2007 "Night at the Media Lab: video" on BoingBoing, Aug. 20.  
"The secret life of MIT's Media Lab robots" on Engadget, Aug. 20.  
"Fashion of the Future" in Forbes.com, Mar. 15.  
"SmartSink is always the right height" on Engadget, Feb. 15.
- 2006 "The Intelligent Spoon" in MAKE blog, Apr. 12.  
"Can't Cook? Employ the Intelligent Spoon" on Engadget, Apr. 12.  
"Computational Couture" in CNET, Jan. 27.
- 2005 "Dishmaker: Never Wash Another Dish? " on Gizmodo, Oct. 18.  
"Machine Makes Dishes on Demand" by Kim Zetter on Wired News, Oct. 12.  
"Waterbot and Feedback-Triggered Change" in Worldchanging, Jul. 31.