

EDUCATION

Massachusetts Institute of Technology, Cambridge, MA.

- 2010 *PhD Candidate*, Tangible Media Group, MIT Media Laboratory.
Forthcoming Thesis: *A Continuous Approach to Physical Design*.
- 2005 *Master of Science Thesis: Design of Intelligent Interiors*.
- 2003 *Master of Architecture Thesis: Autonomous Pedestrian Interfaces for Community Networking*.

Columbia University, New York.

- 1999 *Bachelor of Arts, Cum Laude*. Architecture Major/Visual Arts Minor.

WORK

2000- **MIT Media Laboratory**, Cambridge, MA.

- '07- *Instructor*, "Future Craft: Emerging Processes for Object Design"
Developed and teach a graduate-level curriculum on the social aspects of product design - see <http://futurecraft.org>
- '05-'09 *Research Assistant*, Tangible Media Group
Developed Tangible User Interfaces for communication, psychotherapy, design and art restoration
- '03-'05 *Research Assistant*, Counter Intelligence Group (the MIT Kitchen of the Future)
Developed a context-aware kitchen with living food and in-home recycling
- '01-'02 *Designer*, Personal Information Architecture
Designed an installation for origami instruction using RFID-augmented paper
- '00-'01 *Designer*, House_n (the MIT House of the Future) '00-'01.
Designed a context-aware universal kitchen countertop

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

Design Consultant to clients including France Telecom R & D (US), Dai Nippon Printing (Japan), Cleanup (Japan), and Hanssem (Korea).

1997-99 **LOT-EK Architecture**, New York.

Construction Coordinator, video projection room at the '99 Chicago Art Fair. *Lighting Designer*, "TV-TANK" exhibit at Deitch Gallery. *Architectural Intern*.

1998 **Impresa Daniela Valentini** (Fine Art Restoration), Florence, Italy.

Restoration Intern, repaired sculptures and uncovered frescoes.

AWARDS + EXHIBITIONS

- 2009 **Ars Electronica** Special Exhibition, Linz, Austria (Forthcoming).
- 2006 **Collisions 10** Art Interactive Gallery, Cambridge MA Nov. 18-Dec. 3, 2006.
- 2006 **Sartorial Flux** A+D Gallery, Chicago IL Sep. 7- Oct. 21, 2006.
- 2006 **Seamless Fashion Show** Boston Museum of Science, Feb 2, 2006.
- 2006 **Collisions 9** Art Interactive Gallery, Cambridge, MA, Jan 28-Feb 12, 2006.
- 2004 **ACM SIGGRAPH** Student Research Competition, Los Angeles.
- 2001 **SIGGRAPH 2001 Emerging Technologies**, Los Angeles.
- 2001 **Grand Prix**, Hanssem International Interior Design Competition, Seoul.
- 2001 **Second Place** Medina International Magazine Smart Village Competition, Cairo.
- 1994 **The Art of Memory: Holocaust Memorials in History**, Jewish Museum, New York.

JOURNAL ARTICLES & BOOK CHAPTERS

Tangible Interfaces for Art Restoration, in the Int'l Journal of Creative Interfaces & Computer Graphics, #1, Winter 2009 (Forthcoming).

By a Long Land and a Long Sea Carriage: Unraveling the Reach of Product Design, in Thresholds: Journal of Visual Culture, #35, Summer 2009 (Forthcoming).

Living with Hyper-Reality, in Yang Cai and Julio Abascal (eds.) Ambient Intelligence in Everyday Life, Lecture Notes in Artificial Intelligence, LNAI 3864, Springer, 2006.

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

The Kitchen as a Graphical User Interface. Short paper in Art and Animation Catalog, SIGGRAPH 2004, Los Angeles CA. Reprinted in Digital Creativity Journal.

MAGAZINE ARTICLES

Exploring Feedback and Persuasive Techniques at the Sink, in ACM Interactions Vol. XII.4, July/August 2005, pp. 25-8.

Life is Hard, Home is Soft. Grand Prix in the International Hanssem Interior Design Competition, 2001. Korean publications: Concept #30 (cover article), Space Magazine #219, Design, #205, Plus, #173. Japanese publication: Axis, January 2002, Tokyo.

CONFERENCE PAPERS

SourceMap: Tool for Collective Simulation. In the Proceedings of Web Science, Athens, Greece, March 18-20, 2009.

WetPaint: Scraping Through Multi-Layered Images. In the Proceedings of Computer Human Interaction (CHI), Boston, MA, April 4-9, 2009.

Design of Haptic Interfaces for Therapy. In the Proceedings of Computer Human Interaction (CHI), Boston, MA, April 4-9, 2009.

Stop-Motion Prototyping for Tangible Interfaces. In the Proceedings of Tangible and Embedded interaction (TEI), Cambridge, UK, February 13 -16, 2009.

Spine Builder: a Tangible Interface for Designing Hyperlinked Objects. In the Proceeding of Tangible and Embedded interaction (TEI), Cambridge, UK, February 13 -16, 2009.

Future Craft: How Digital Media is Transforming Product Design. In the Extended Abstracts of Computer Human Interaction (CHI) Florence, 5-10 April 2008.

HandSaw: Tangible Exploration of Volumetric Data by Direct Cut-Plane Projection. In the Abstracts of Computer Human Interaction (CHI) Florence, 5-10 April 2008.

Renaissance Panel: the Roles of Creative Synthesis in Innovation. In the Extended Abstracts of Computer Human Interaction (CHI) Florence, 5-10 April 2008.

Affective TouchCasting. In the Extended Abstracts of SIGGRAPH '06, Boston.

A Framework for Haptic Psycho-Therapy. In the Extended Abstracts of IEEE ICPS Pervasive Health Systems, Lyon, France, 2006.

PlayPals: Tangible Interfaces for Remote Communication and Play. In the Extended Abstracts of Computer Human Interaction (CHI) Montreal, 22-27 April 2006.

TapTap: A Haptic Wearable for Asynchronous Distributed Touch Therapy. In the Extended Abstracts of Computer Human Interface (CHI) Montreal, 22-27 April 2006.

KitchenSense: Augmenting Kitchen Appliances with a Shared Context using Knowledge about Daily Events. In the Abstracts of Intelligent User Interfaces (IUI) '06, Melbourne, Australia.

Waterbot: Exploring Feedback and Persuasive Techniques at the Sink. In the Abstracts of Computer Human Interaction (CHI), Portland, OR, 2005.

Cooking with the Elements: Intuitive Immersive Interfaces for Augmented Reality Environments. In the Abstracts of INTERACT '05, Rome, Italy.

Dishmaker: Personal Fabrication Interface. In the Extended Abstracts of Computer Human Interaction (CHI), Portland, OR, 2005.

Counter Intelligence: Augmented Reality Kitchen. In the Extended Abstracts of Computer Human Interaction (CHI), Portland, OR, 2005.

Attention-Based Design of Augmented Reality Interfaces. In the Abstracts of Computer Human Interaction (CHI), Portland OR, 2005.

Smart Sinks: Real World Opportunities for Context-Aware Interaction. In the Abstracts of Computer Human Interaction (CHI), Portland OR, 2005.

A Framework for Designing Intelligent Task-Oriented Augmented Reality User Interfaces. In the Abstracts of Intelligent User Interfaces (IUI) 2005, San Diego CA.

Origami Desk: Integrating Technological Innovation and Human-Centric Design. In the Abstracts of Design of Interactive Systems (DIS) '02, London. In the Extended Abstracts of SIGGRAPH 2001.

Designing a DNA for Sustainable Architecture: A New Built Environment for Social Sustainability. Sustainable Development through Smart Growth, Manila, 2001 and Int'l Conference on Design & Nature, 2002, Udine, Italy.

INVITED TALKS & WORKSHOPS

World Science Festival, New York, June 12, 1009, 'Da Vinci Detective.'

Italian Cultural Institute, New York, November 7, 2008, 'Digital Restoration.'

Nightmarket Workshop, Tainan, Taiwan, August 13-17, 2008, 'Nightmarket.web.'

Hallmark Think fwd>>, Kansas City, August 5, 2008, 'Personal Archaeology.'

Nuova Accademia di Belle Arti (NABA), Milano, April 27, 2008, 'Fashion Metamorphosis.'

Hofstra University, New York, March 27, 2008. 'Smart Objects/Smart Spaces.'

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

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

ACADIA conference, Cambridge, Ontario, Nov. 2004. 'Fabricate This.'

CSK CAMP Keihanna, Japan, August 2004. 'Summer House.'

BOOKS, NEWSPAPERS & MAGAZINES

Interactive Architecture, Michael Fox and Miles Kemp, Editors. Princeton Architectural Press, 2009.

Fashionable Technology, Sabine Seymour, Editor. Springer, 2008.

"Tomorrow Arrives" in *arsSutoria*, Issue #344, February 2008, pp. 170.

Staedter, Tracy. "Yo! Turn Me Off!" in *Fast Company*, Issue 107, page 40.

"Finies, les corvées de vaisselle? (Washing Dishes, Over?)" in *Stuff France*, April 2007, page 69.

Cassidy, Tina "Who needs a hug?" in *The Boston Globe*, February 2, 2006.

Schwab, Emily "Even the kitchen sink" in *The Boston Globe*, May 4, 2005.

Martino, Francesca. "DishMaker: la macchina che fa i piatti (DishMaker: the machine that makes dishes)" In *Corriere Della Sera* (Italy), 17 October 2005.

Curtis, Jack. "Dishes on Demand: A Media Lab device created and recycles tableware on the fly." In *Technology Review*, October 2005, page m9.

"Inventata una macchina che ricicla i piatti di plastica (A machine that recycles plastic plates has been invented)" in *Newton* (Italy), November 18, 2005.

Sample, Ian. "Chips with everything" in *The Guardian*, February 5, 2004.

TELEVISION & RADIO

"Saturday Morning News" *CNN*, January 14, 2006.

"Mad Labs" *National Geographic Channel*, April 23, 2006.

"Kitchen Questions" on *The Splendid Table*, NPR, March 3, 2006.

"Il volo delle oche" Radio 24 (Italy), September 14, 2005.

"Dishmaking Machine: Recycling Imagination." *HGTV Kitchen Design*.

"Kitchens of the Future." *Discovery Channel Canada*, May 25, 2004.

"Cooking up a digital future." *BBC World*, August 31, 2004.

"Future Kitchens" on *Shop Talk*, BBC Radio, May 4, 2004.

BLOGS

"Looking for a Restaurant in Wicker Park or Nearby?" in *Metropolismag.com*, May 28, 2008.

"Untimely Death Bus Schedule" on *Information Aesthetics*, March 29, 2007.

"The secret life of MIT's Media Lab robots" on *Engadget*, August 20, 2007.

"Can't Cook? Employ the Intelligent Spoon" on *Engadget*, April 12, 2006.

"SmartSink is always the right height" on *Engadget*, February 15, 2007.

"Dishmaker: Never Wash Another Dish?" on *Gizmodo*, October 18, 2005.

"Night at the Media Lab: video" on *BoingBoing*, August 20, 2007.

"Machine Makes Dishes on Demand" by Kim Zetter on *Wired News*, October 12, 2005.

"The Intelligent Spoon" in *MAKE blog*, April 12, 2006.

"Computational Couture" in *CNET*, January 27, 2006.

"Waterbot and Feedback-Triggered Change" in *Worldchanging*, July 31, 2005.

"Fashion of the Future" in *Forbes.com*, March 15, 2007.