

Industrial Engineering Seminar Announcement

Daniel Belcher

M.S. Student, Design Computing
College of Architecture & Urban Planning
University of Washington

“Virtual Interfaces as Applied to Architectural and Urban Design”

At the 2008 CHI conference in Florence, Italy, the focus was on the importance of a meta-design (design of design) to Human Computer Interaction (HCI). This turn within the field of HCI, usability, and user-centric design shows an increasing realization that good design accounts for large part of our experience of interface, not simply appropriate affordances and adherence to Fitts' law (as important as they may be). Meta-Design is not new, but striking a balance between the art and the science in HCI may be critical to the realization of compelling and powerful user-interfaces. Dan Belcher will talk a bit about his experience at the CHI conference and the Urban Mixed Realities workshop, as well as some recent attempts to bridge AR and Architecture.

Tuesday, May 13, 2008

1:30 – 2:20 p.m.

101 Loew Hall