# Haakon Faste

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## Education

*Ph.D. 2010*  **Scuola Superiore Sant'Anna**, Pisa, Italy — Innovative Technologies of Information and Communication Engineering and Robotics, program in Perceptual Robotics, 100/100 with Honors

*B.A. 1998*  **Oberlin College**, Oberlin, OH — Art with High-Honors, Minor in Physics

## Professional Experience

*2020 – present*  **Ford Motor Company** — Design Director, Digital Product Design and D-Ford, Palo Alto, CA
Design strategy and leadership of an internal human-centered innovation team tasked with modernizing Ford's efforts in autonomy, micro-mobility, electrification and connected services. Co-led a company-wide effort to establish a unified experience design and delivery organization spanning customers (large and small commercial fleets, retail and luxury) and channels (web, mobile, in-vehicle) resulting in 60 new design openings, 250 planned hires, and associated management structure. Guided dozens of human-centered design projects from scoping through research, prototyping, design reviews and executive approval. Particular focus on driver-assist features, internal innovation tools, service design, rapid prototyping, hiring, mentorship, and agile software design and development.

*2013 – 2022*  **California College of the Arts** — Associate Professor of Interaction Design, San Francisco, CA (earned tenure in 2017)
Teaching, administration and founding faculty in the graduate and undergraduate interaction design programs. Student advising, grant writing and curriculum development. Served on search committees for Dean of Design, Chair of DMBA Program, Chair of Graphic Design, Director of Libraries, Associate Chair of Interaction Design, and Assistant Professor of Interaction Design. Courses taught include: Interaction Design 1 (Foundations), TimeStudio 2 (Behavior), History of Interaction Design, Conceptual Systems, Senior Thesis. Research published at ACM DIS, CHI, Fast Company, and Educause Review. Guest lectures and workshops on design research and education.

*2016 – 2019*  **The Wrecking Crew** (Design Wrecking Crew LLC) — Co-Founder and Principal, San Francisco, CA
With a behavioral economist partner, co-founder and principal of a boutique design strategy firm with an emphasis on behavior design and financial services innovation. Directed all aspects of company leadership, including developing strategic and operational plans, program management, business development, hiring, culture, and design excellence. Lead designer / strategist on projects for T-Mobile, Experian, Umpqua Bank, and several startups. Grew the business to annual revenue of $1M. Every project we worked on shipped.

*2013 – 2015*  **Motiv** (www.mymotiv.com) — Co-Founder, Director of Interaction Design, San Francisco, CA
Co-Founder and experience design direction at a wearable computing technology startup. Heavily involved in all aspects of concept development, brand strategy, software design, hiring, design team oversight and company leadership. Co-author of provisional U.S. technology patent. Grew the company from incorporation through $6.2M Series A funding round from Kleiner Perkins Caufield Byers.

*2013 – 2014*  **Speck Design** — Director of Interaction Design, Palo Alto, CA
Building and directing an Interaction Design and User Experience practice in a small (25 person) industrial design, research, and mechanical engineering firm. Regular program management and internal strategy sessions. Led website redesign effort including content strategy, visual design, software development, and marketing/communications. Business development and interaction design lead on projects for clients including AAA, NetApp, SRI, Cytori, Panasonic, Stryker, Vitaria, Allstate, Samsung and Google.

*2010 – 2013*  **Carnegie Mellon University** — Assistant Professor of the Practice, Human-Computer Interaction Institute (HCII), Pittsburgh, PA
Fundamental research and software development projects focusing on open innovation, design education, collaborative creativity, embodied interaction, and technologically mediated human experience. Teaching and curriculum development for all required graduate design courses in Human-Computer Interaction (HCI). Numerous published peer-reviewed technical papers and reports. Guest lectures and workshops on design research, synthesis, ethnography, and innovation. Advisor to graduate and undergraduate students. Founder and director of a design research lab comprising 30+ graduate students collaborating on a wide range of community-oriented technology projects. Author of numerous grant applications for federal government and local foundation support.

*2009 – present*  **Rolf A. Faste Foundation for Design Creativity** — Founder and Executive Director, Palo Alto, CA
Rolf Faste (1943-2003) was professor of Mechanical Engineering and director of the Joint Program in Design at Stanford University from 1983-2003. His thoughts on creative thinking touched thousands of students and had a pioneering impact on design education. The Faste Foundation is a non-profit center for creativity research dedicated to furthering Rolf's work for the betterment of human society and mind. Activities include the documentation and dissemination of resources for design education, development of open source design software, and conservation of the Faste design archives and collection. Director of strategy, management, administration and fundraising.

*2007 – 2010*  **Scuola Superiore Sant'Anna** — PhD Research, PERCRO Perceptual Robotics Laboratory, Pisa, Italy
Fundamental research on perceptual robotic interfaces and virtual environments. Design and development of anticipatory feedback interface prototypes and immersive experiences for embodied learning and skill transfer in virtual environments. Coursework including: Computer Graphics for Virtual Environments; Fundamentals of Mechanics of Robots; Geometry of Mechanical and Biological Motion; Embedded Mechatronics; Consciousness and Embodied Intelligence; Biorobotics; Advanced Italian; Beginning and Intermediate German. Research published at ACM Creativity & Cognition 2009, SPIE 2009, Enactive 08 and 07, and ICHIM 07.

*2004 – 2007*  **IDEO** — Strategic Design Consulting, Palo Alto, CA
Interaction designer and Software Experiences practice lead. Design strategy, implementation, technology innovation and IP strategy on creative projects for some of the world's most innovative corporations. Disciplines including computing, wireless communication, knowledge management, data visualization, automotive, medical, consumer products, services, branding and interactive spaces. Project lead, client liaison, interaction design and human factors for clients including Cisco Systems, MSN, PepsiCo, Bank of America, eBay, Samsung, Yahoo!, General Electric, Procter & Gamble, Microsoft, Intel, Advanced Bionics, Toyota and Hasbro.

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*2002 – 2003*  **LCD Intermedia Agency** — Interaction Design, Florence, Italy
Interaction design, advertising, 3D rendering and motion graphics for Italian companies including Mediaset, ItaliaUno, Ferrari, Siemens Mobile and Accademia Marketing. Design direction for numerous independent marketing efforts. All interactions conducted entirely in Italian.

*1999 – 2001*  **Nettmedia** — Interaction Design, New York, NY
Senior interaction designer on web, advertising, 3D rendering and motion graphics projects for online media clients including the New York Yankees, DavidBowie.com, Rolling Stone, Click2Music, Ultrastar, Nettwerk, Geffen Records and the Whitney Museum of American Art. Led Flash development efforts on numerous dynamic broadband interactive websites. Graphic design for corporate identity, print collateral and branding campaigns published in Artbyte and Communication Arts magazines.

*1998 – 1999*  **Fakespace Labs** — Virtual Interface Design, Mountain View, CA
Research and development focusing on conceptual design and prototype construction of haptic and optical devices for interacting with immersive virtual environments. Product design, engineering, Vellum, AutoCAD, machining and assembly of hardware systems and displays. Author and illustrator of an ongoing series of paper, lectures, presentations and reports for NASA, Alias/Wavefront and the Banff New Media Institute. Interface design and adaptation of Softimage, Maya, MultiGen and Strata 3D for interaction with stereoscopic displays and input devices. Clients including Ford, Arco, and Los Alamos National Laboratory.

*1997*  **Skyline Products** (now IDEO) — Product Design, Palo Alto, CA
Idea generation and presentation design for toy and product concepts, including electronic prototypes and industrial design models. Animation and live action video director of several short digital films. Manager of digital animation lab installation and hardware.

*1994 – 1997*  **1185 Design** — Graphic Design, Palo Alto, CA
*(summers)*  Conceptual design, information architecture, programming, animation and packaging design on several interactive CD-ROMs for clients including Cisco Systems, Informatica and Scholastic Books. Graphic design, corporate identity and print collateral for clients including Pointcast, Sun Microsystems, SEGA, Infoseek, SaveSmart, the Djerassi Foundation and Wilson Sonsini Goodrich & Rosati LLP.


## Design Consulting and Management Experience

*2020 – present*  **Ford Motor Company** — Digital Product Design, Ford Greenfield Labs, Palo Alto
~6 years, automotive: leadership, project management, user research, ideation, physical/digital prototyping, specifications, strategy.

*2019 – 2020*  **WaitWhat | Omidyar Network** — with Collective Creativity
16 weeks, media: user research, workshop design, facilitation, strategy.

*2017 – 2019*  **T-Mobile** — with the Wrecking Crew
~2.5 years, financial services: project management, user research, ideation, wireframes, specifications, digital prototyping, strategy.

*2017*  **Phyn LLC** — with the Wrecking Crew
4 weeks, consumer hardware: project management, branding, physical/digital prototyping, electronics development.

*2016 – 2017*  **Experian** — with the Wrecking Crew
~1.5 years, financial services: user research, ideation, scenario storyboards, wireframes, specifications, digital prototyping, strategy.

*2016*  **Helmsley Charitable Trust** — with GOOD Corps
5 weeks, nonprofit: graphic design.

*2015 – 2016*  **Chevrolet** — with Eleven Inc.
3 weeks, automotive: ideation, strategy.

*2014*  **Stryker** — with Speck Design
30 weeks, medical: project management, user research, ideation, scenario storyboards, strategy.

**Samsung** — with Speck Design
13 weeks, product design: ideation, scenario storyboards, visual design, physical prototyping, strategy.

**Google** — with Speck Design
4 weeks, information technology: business development, project management, scenario storyboards, strategy.

**McGinley Orthopaedic Innovations** — with Speck Design
4 weeks, medical: ideation, wireframes, physical prototyping, visual design.

**Allstate** — with Speck Design
6 weeks, automotive: ideation, strategy.

**Vitaria** — with Speck Design
8 weeks, medical: project management, wireframes, information architecture, visual design, specifications.

**Cytori** — with Speck Design
8 weeks, medical: project management, user research, ideation, wireframes, physical/digital prototyping, evaluation, specifications.

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**Panasonic** — with Speck Design
7 weeks, robotics: project management, user research, ideation, scenario storyboards, digital prototyping, strategy.

**Speck Design** — internal project
12 weeks, design: project management, wireframes, ideation, visual design, graphic design, strategy.

**Audi** — workshop leader / design director, California College of the Arts
4 weeks, design: project management, interaction design, physical/digital prototyping, strategic advising.

*2013*  **NetApp** — with Speck Design
20 weeks, information technology: ideation, scenario storyboards, visual design, interactive production, graphic design, strategy.

**AAA** — with Speck Design
6 weeks, automotive: user research, ideation, scenario storyboards, wireframes, specifications, digital prototyping, strategy.

**Intermediate Unit 1** — with Carnegie Mellon University
2 weeks, education: project management, user research, ideation, strategy.

*2012*  **Metagenics** — with MAYA Design
8 weeks, wellness: user research, ideation, visual design, strategy.

**Highmark** — with MAYA Design
6 weeks, healthcare: user research, ideation, usability testing, visual design, digital prototyping.

**Dun & Bradstreet** — with MAYA Design
26 weeks, financial services: user research, ideation, wireframes, usability testing, visual design, digital prototyping, strategy.

*2010*  **National Semiconductor** — with D2M
8 weeks, information technology: user research, ideation, information architecture, physical/digital prototyping, evaluation, strategy.

*2008*  **PERCRO Perceptual Robotics Laboratory** — internal project
8 weeks, engineering research: user research, ideation, information architecture, graphic design.

*2006 – 2007*  **Cisco Systems** — with IDEO
48 weeks, information technology: project management, user research, ideation, scenario storyboards, wireframes, usability testing, visual design, specifications, digital prototyping, graphic design, physical prototyping, strategy.

*2006*  **Microsoft** — with IDEO
8 weeks, software: ideation, scenario storyboards, wireframes, visual design, digital prototyping, graphic design.

*2005*  **Microsoft** — with IDEO
22 weeks, software: project management, user research, ideation, scenario storyboards, wireframes, usability testing, visual design, specifications, digital prototyping, graphic design, strategy.

**PepsiCo** — with IDEO
6 weeks, food & beverage: user research, ideation, scenario storyboards, physical prototyping, strategy.

**Bank of America** — with IDEO
6 weeks, financial services: user research, ideation, scenario storyboards, strategy.

**eBay** — with IDEO
6 weeks, eCommerce: user research, ideation, strategy.

**IDEO** — internal project
2 weeks, design: ideation, graphic design, physical prototyping, strategy.

**Samsung** — with IDEO
8 weeks, mobile: ideation, scenario storyboards, strategy.

**Yahoo!** — with IDEO
8 weeks, software: project management, ideation, scenario storyboards, wireframes, visual design, specifications.

*2004*  **General Electric** — with IDEO
1 week, medical: user research, ideation, physical prototyping, strategy.

**Boston Market** — with IDEO
6 weeks, food & beverage: ideation, scenario storyboards, visual design, graphic design, strategy.

**IDEO** — internal project
8 weeks, design: user research, ideation, physical prototyping, strategy.

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**P&G** — with IDEO
1 week, consumer products: graphic design.

**P&G** — with IDEO
3 weeks, consumer products: ideation, graphic design, physical prototyping.

**Microsoft** — with IDEO
6 weeks, software: user research, ideation, scenario storyboards, wireframes, visual design, digital prototyping, strategy.

**Toyota** — with IDEO
10 weeks, automotive: user research, ideation, scenario storyboards, concept visualization and rendering, strategy.

**Klutz Books** — independent consulting
4 weeks, publishing: project management, specifications, graphic design.

**Lucy** — independent consulting
2 weeks, music industry: project management, graphic design.

**Wild Divine** — with Unovo
2 weeks, gaming: physical prototyping.

**Coie Perkins LLP** — with Unovo
2 weeks, legal: scenario storyboards.

*2003*  **Unovo** — internal project
4 weeks, design: project management, usability testing, visual design, digital prototyping, interactive production, graphic design.

**Oliso** — with Unovo
6 weeks, consumer products: ideation, usability testing, physical prototyping.

**Duncan** — with Unovo
6 weeks, consumer products: ideation, wireframes, visual design, digital prototyping, physical prototyping.

*2002*  **Accademia Marketing** — with LCD Intermedia Agency
10 weeks, print media (Tubi di Gió): project management, visual design, graphic design, physical prototyping, strategy.

**Accademia Marketing** — with LCD Intermedia Agency
10 weeks, print media (Cosevolute): project management, visual design, graphic design, physical prototyping, strategy.

**Accademia Marketing** — with LCD Intermedia Agency
40 weeks, print media (Giornuovo): project management, ideation, visual design, graphic design, physical prototyping, strategy.

**Siemens Mobile** — with LCD Intermedia Agency
4 weeks, communications: visual design, digital prototyping, interactive production, graphic design.

**Ferrari** — with LCD Intermedia Agency
2 weeks, automotive: visual design, digital prototyping, interactive production, graphic design.

**Italia Uno** — with LCD Intermedia Agency
2 weeks, broadcasting: visual design, digital prototyping, interactive production, graphic design.

**MediaSet** — with LCD Intermedia Agency
2 weeks, broadcasting: visual design, graphic design.

*2001*  **Nettmedia** — internal project
6 weeks, design: ideation, visual design, digital prototyping, interactive production, graphic design, physical prototyping.

**The Whitney Museum of American Art** — with Nettmedia
10 weeks, cultural: project management, ideation, visual design, digital prototyping, interactive production, graphic design.

*2000*  **Geffen Records** — with Nettmedia
4 weeks, music industry: visual design, digital prototyping.

**Click2Music** — with Nettmedia
4 weeks, music industry: visual design, digital prototyping, graphic design.

**Rolling Stone** — with Nettmedia
2 weeks, music industry: visual design, digital prototyping.

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**David Bowie** — with Nettmedia
10 weeks, music industry: ideation, visual design, digital prototyping, interactive production, graphic design.

**New York Yankees** — with Nettmedia
6 weeks, professional sports: visual design, digital prototyping, interactive production.

*1999*     **Banff New Media Institute** — with Fakespace Labs
1 week, research: project management, ideation, usability testing, physical prototyping, strategy.

**Los Alamos National Laboratory** — with Fakespace Labs
25 weeks, research: ideation, scenario storyboards, usability testing, graphic design, physical prototyping.

*1998*     **Arco** — with Fakespace Labs
4 weeks, energy: ideation, usability testing, graphic design, physical prototyping.

**Ford** — with Fakespace Labs
6 weeks, automotive: ideation, scenario storyboards, usability testing, physical prototyping.

**Alias | Wavefront** — with Fakespace Labs
12 weeks, software: ideation, scenario storyboards, usability testing, physical prototyping.

**NASA** — with Fakespace Labs
10 weeks, engineering research: ideation, scenario storyboards, usability testing, physical prototyping.

*1997*     **1185 Design** — internal project
12 weeks, graphic design: project management, visual design, graphic design.

*1996*     **Tiger Electronics** — with Skyline Products
2 weeks, product design: ideation, scenario storyboards, graphic design, physical prototyping.

**Matel** — with Skyline Products
4 weeks, product design: ideation, scenario storyboards, graphic design, physical prototyping.

**Hasbro** — with Skyline Products
4 weeks, product design: ideation, scenario storyboards, graphic design, physical prototyping.

*1995*     **Wilson Sonsini Goodrich & Rosati LLP** — with 1185 Design
1 week, legal: graphic design.

**Djerassi Foundation** — with 1185 Design
2 weeks, philanthropy: graphic design.

**SaveSmart** — with 1185 Design
3 weeks, eCommerce: graphic design.

**Infoseek** — with 1185 Design
2 weeks, information technology: graphic design.

**SEGA** — with 1185 Design
1 week, gaming: graphic design.

**Sun Microsystems** — with 1185 Design
1 week, information technology: graphic design.

**Pointcast** — with 1185 Design
2 weeks, information technology: graphic design.

**Informatica** — with 1185 Design
6 weeks, information technology: interactive production, graphic design.

*1994*     **Scholastic Books** — with 1185 Design
6 weeks, publishing: interactive production, graphic design.

**Cisco Systems** — with 1185 Design
4 weeks, information technology: graphic design.

**Adobe** — with 1185 Design
1 week, software: graphic design.

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## Published Conference, Workshop and Journal Papers

*2019*

**The Creativity Kernel: an Open Platform for Distributed Design Intelligence**
Piyum Fernando, Stacey Kuznetsov, Haakon Faste
*ACM Designing Interactive Systems (DIS) Extended Abstracts*

*2017*

**Intuition in Design: Reflections on the Iterative Aesthetics of Form**
Haakon Faste
*Proc. ACM CHI*, pp. 3403–3413.

*2016*

**A Post-Human World is Coming. Design Has Never Mattered More**
Haakon Faste
*Co.Design*, Fast Company, June 9, 2016

*2014*

**STEM Academy: Insights from the Participatory Design of an Online Curriculum**
Haakon Faste, Nancy Tsupros, Amy Jones Lewis, Stevie Kline
*Educause Review*, July/August 2014, pp. 58-59.

**Implications of Location and Touch for On-Body Interfaces**
Chris Harrison, Haakon Faste
*Proc. ACM Designing Interactive Systems*, pp. 543-552. (Honorable Mention)

**Legacy in the Age of the Internet: Reflections on How Interactive Systems Shape How We Are Remembered**
Rebecca Gulotta, William Odom, Haakon Faste, Jodi Forlizzi
*Proc. ACM Designing Interactive Systems*, pp. 975-984.

*2013*

**Community Engagements with Living Sensing Systems**
Stacey Kuznetsov, Will Harrigan-Anderson, Scott E. Hudson, Haakon Faste and Eric Paulos
*Proc. ACM Creativity & Cognition*

**Brainstorm, Chainstorm, Cheatstorm, Tweetstorm: New Ideation Strategies for Distributed HCI Design**
Haakon Faste, Nir Rachmel, Russell Essary, Evan Sheehan
*Proc. ACM CHI*, pp. 1343-1352

**Digital Artifacts as Legacy: Exploring the Lifespan and Value of Digital Data**
Rebecca Gulotta, William Odom, Haakon Faste, Jodi Forlizzi
*Proc. ACM CHI*, pp. 1813-1822 (Best Paper Honorable Mention)

**Design-Driven Narrative: Using Stories to Prototype and Build Immersive Design Worlds**
Eric Spaulding, Haakon Faste
*Proc. ACM CHI*, pp. 2843-2852

**Looking Past Yesterday's Tomorrow: Using Futures Studies Methods to Extend the Research Horizon**
Jennifer Mankoff, Jennifer Rode, Haakon Faste
*Proc. ACM CHI*, pp. 1629-1638 (Best Paper Honorable Mention)

**Digital Decay: (Dis)Repair, Reflection, and Forgetting**
Rebecca Gulotta, Haakon Faste, Jodi Forlizzi
*Workshop Proc. of CHI 2013: Reclaiming Repair: Maintenance and Mending as Methods for Design*

**Co-Worker Transparency in a Microtask Marketplace**
Peter Kinnaird, Laura Dabbish, Sara Kiesler, Haakon Faste
*Proc. ACM Computer Supported Cooperative Work (CSCW)*

*2012*

**Demystifying "Design Research": Design is Not Research, Research is Design**
Trygve Faste, Haakon Faste
*Proc. IDSA Education Symposium*, Industrial Designers Society of America

**How Learning Works in Design Education: Educating for Creative Awareness Through Formative Reflexivity**
Kathryn Rivard, Haakon Faste
*Proc. ACM Designing Interactive Systems*, pp. 298-307 (Honorable Mention)

**Photographic Social Media: A Framework For Design**
Clifton Lin, Haakon Faste
*Proc. ACM Designing Interactive Systems*, pp. 244-247

**The Untapped Promise of Digital Mind Maps**
Haakon Faste, Honray Lin
*Proc. ACM CHI*, pp. 1017-1026

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Curation, Provocation, and Digital Identity: Risks and Motivations for Sharing Provocative Images Online
Rebecca Gulotta, Haakon Faste, Jennifer Mankoff
*Proc. ACM CHI*, pp. 387-390

Designing an Improved HCI Research Laboratory: A Massive Synthesis of Likes and Wishes
Haakon Faste
*ACM CHI Extended Abstracts*, pp. 485-488

Revelado: Exploring the Preservation our Digital Data
Rebecca Gulotta, Haakon Faste, Jodi Forlizzi
*Workshop Proc. of CHI 2012: Momento Mori: Technology Design for the End of Life*

2011     Opening "Open" Innovation
Haakon Faste
*Proc. ACM Designing Pleasurable Products and Experiences (DPPI)*, pp. 421-428

Digital Mind Mapping: Innovations for Real-time Collaborative Thinking
Honray Lin, Haakon Faste
*ACM CHI Extended Abstracts*, pp. 2137-2142

Ethical Challenges in Online Health Community Research
Rebecca Gulotta, Jennifer Mankoff, Haakon Faste, Kateryna Kuksenok
*Workshop Proc. of CHI 2011: Ethics, Logs and Videotape: Ethics in Large Scale Trials & User Generated Content*

2009     Towards the Ultimate Aesthetic Experience
Haakon Faste, Massimo Bergamasco
*Proc. ACM Creativity and Cognition*, pp. 367-368

Passages: an Immersive 3D Interface for ArtAbilitation
Fiammetta Ghedini, Haakon Faste, Marcello Carrozzino, Massimo Bergamasco
*International Journal of Arts and Technology*

A Strategic Map for High-Impact Virtual Experience Design
Haakon Faste, Massimo Bergamasco
*Proc. SPIE*, vol. 7238, pp. 723-805

2008     Kinesthetic Thinking: Heightening Enactive Experience
Haakon Faste, Elvira Todaro, Massimo Bergamasco
*Proc. 5th International Conference on Enactive Interfaces*, Pisa, Italy

Passages: An Artistic 3D Interface for Children's Rehabilitation and Special Needs
Fiammetta Ghedini, Haakon Faste, Marcello Carrozzino, Massimo Bergamasco
*Proc. ICDVRAT International Conference Series on Disability, Virtual Reality, and Associated Technologies*

2007     The Hand Dance: A Didactic Performance Platform
Elvira Todaro, Haakon Faste, Otniel Portillo-Rodriguez, Massimo Bergamasco
*Proc. ICHIM International Cultural Heritage Informatics Meeting*, Toronto, Canada

Business Models for Enactive Interfaces
Elisabetta Sani, Emanuele Ruffaldi, Haakon Faste, Massimo Bergamasco
*Proc. 4th International Conference on Enactive Interfaces*, Grenoble, France

Towards a Flexible Real-time Gesture Recognition System for Virtual Environment Control
Otniel Portillo-Rodriguez, Oscar Sandoval-González, Haakon Faste, Jesús Velázquez Lechuga, Gerardo Saucedo Basilio, Elvira Todaro, Carlo Alberto Avizzano, Massimo Bergamasco
*Proc. 4th International Conference on Enactive Interfaces*, Grenoble, France

1999     Physical Presence: Palettes in Virtual Spaces
George Williams, Haakon Faste, Ian McDowall, Mark Bolas
*Proc. SPIE*, Vol. 3639, p. 374-384

## Book Chapters

2016     Posthuman-Centered Design
Haakon Faste, in Helen Armstrong (ed.), *Digital Design Theory: Readings from the Field*
Princeton Architectural Press

2007     Control Metaphors; Manual Tasks; Usability
Haakon Faste, in Luciani, A. and Cadoz, C. (eds.), *Enaction and Inactive Interfaces: A Handbook of Terms*
Enactive Systems Books, 2007

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**Human Computer Interaction in Skill Knowledge and Management** (Chapter 7)
Haakon Faste, in *Literature Review on the Definition of Skills in the Context of Multimodal Interfaces*
SKILLS Reporting and Documentation Project Series

**Enactive Network of Excellence, Digest 2006: Multimodal Interfaces**
Massimo Bergamasco, Fiammetta Ghedini, Haakon Faste (eds.)
Enactive Consortium Press, project IST-2004-002114-ENACTIVE

## Unpublished Manuscripts

2010 | **Posthuman Factors: How Perceptual Robotic Art Will Save Humanity from Extinction**
Haakon Faste
Dissertation, Scuola Superiore Sant'Anna, Pisa. Committee: Massimo Bergamasco, Marcello Carrozzino, Antonio Frisoli, Franco Tecchia

2003 | **Zengineering: A Philosophy of Design**
Rolf A. Faste, Haakon Faste (ed.)
(300 page manuscript)

## Teaching Experience

2019 (summer) | **Interaction Design Studio: Experience**, MDes Interaction Design Program, California College of the Arts, San Francisco, CA
Professor

2017 – 2018 (fall) | **Interaction Design Foundations**, MDes Interaction Design Program, California College of the Arts, San Francisco, CA
Professor

2016 – 2019 (spring) | **Interaction Design Senior Thesis 2**, BFA Interaction Design Program, California College of the Arts, San Francisco, CA
Professor

2015 – 2018 (spring) | **Conceptual Systems Laboratory**, BFA Interaction Design Program, California College of the Arts, San Francisco, CA
Course designer and professor

2016 (fall) | **O'Reilly Design Thinking Workshop**, UCSF Mission Bay, San Francisco, CA
Instructor (with Kristian Simsarian), 2-day workshop

2014 – 2017 (fall) | **Interaction Design 1: Foundations**, BFA Interaction Design Program, California College of the Arts, San Francisco, CA
Professor

2013 – 2019 (fall) | **TimeStudio 2: Behavior**, BFA Interaction Design Program, California College of the Arts, San Francisco, CA
Professor

2014 – 2015 (spring) | **Introduction to Interaction Design**, BFA Interaction Design Program, California College of the Arts, Oakland, CA
Professor

2014 (spring) | **Selfless Design Studio**, BFA Interaction Design Program, California College of the Arts, San Francisco, CA
Course designer and professor

2013 (fall) | **History of Interaction Design**, BFA Interaction Design Program, California College of the Arts, San Francisco, CA
Professor

2013 (spring) | **Software Development for Social Good**, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA
Co-instructor (with Bernardine Dias and David Kosbie)

2012 – 2013 | **Spontaneous Design Studio**, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA
Course designer and professor

2011 – 2013 (fall) | **Interaction Design Fundamentals**, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA
Professor

2010 – 2013 (spring) | **Interaction Design Studio**, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA
Professor

2009 | **Multimedia Communication Design**, Libera Accademia di Belle Arti, Rimini, Italy
Guest lecturer in design for undergraduate majors in art and design

**Advanced Painting**, Art Department, Florence University of the Arts, Florence, Italy
Lecturer in painting for undergraduate study-abroad students

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| *2007 – 2009* | **Intermediate Painting**, Art Department, Florence University of the Arts, Florence, Italy<br>Lecturer in painting for undergraduate study-abroad students |
| *2007* | **Design Innovation**, Masters Program in Management Innovation, Scuola Superiore Sant'Anna, Pisa, Italy<br>Guest lecturer in human-centered design and interaction strategy for graduate students in business management |

## Invited Presentations and Lectures

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| *2023* | **Dream Realization: Opportunities for the Future of Design and Manufacturing Education**<br>ATLAS Institute, University of Colorado Boulder, Boulder, CO |
| | **Dream Realization: Opportunities for the Future of Design and Manufacturing Education**<br>School of Engineering, Stanford University, Stanford, CA |
| *2020* | **Interaction Design and Wearable Robots**<br>D-Ford, Ford Motor Company, Palo Alto, CA |
| | **Open, Embodied, and Speculative Design: From Wearable Robots to Crowd Creativity**<br>Department of Design, University of Texas at Austin, Austin, TX |
| *2019* | **Open, Embodied, and Speculative Design: From Crowd Creativity to Wearable Robots**<br>NASA Ames Research Center, Mountain View, CA |
| *2017* | **Interaction Design**<br>Tenure award lecture, California College of the Arts, San Francisco, CA |
| *2016* | **Cognitive Systems: Designing Interactions that Think With Us**<br>Digital Culture Speaker Series, Arizona State University, Tempe, AZ |
| | **Cognitive Systems: Designing Interactions that Think With Us**<br>Design@Large Speaker Series, University of California, San Diego, CA |
| *2015* | **Hybrid Lab Update**<br>Intel Design School Network, Art Center College of Design, Pasadena, CA |
| | **Posthuman-Centered Design**<br>School of Computer Science, University of California, Berkeley, CA |
| | **Posthuman-Centered Design**<br>Human-Computer Interaction Seminar, School of Computer Science, Stanford University, Stanford, CA |
| | **Value Driven Design: Creativity, Convention, and the Origins of Design Thinking**<br>Design Strategy Lecture Series, DMBA Program, California College of the Arts, San Francisco, CA |
| *2014* | **Speculative Reasoning in Design**<br>Panelist, Human-Computer Interaction Korea conference (HCIK2015), Seoul, Korea |
| | **Education and the Future of Interaction Design**<br>SWA Principals Meeting, Bay Conference Center, Tiburon, CA |
| | **Design Educators Workshop: Rethinking Design Education**<br>Panelist, AIGA Design and Business Conference, New York, NY |
| | **Interaction Design Education**<br>Speck Design, Palo Alto, CA |
| | **Principles and Practices of User Experience Design**<br>United States Transportation Command, St. Louis, MO |
| | **Value-Driven Design: From Self-Transformation to Social Impact**<br>Interaction Design Lecture Series, California College of the Arts, San Francisco, CA |
| *2013* | **Design Research**<br>Human-Computer Interaction course (CS-150, Prof. Eric Paulos), University of California, Berkeley, CA |
| | **Open Design: Innovation Education as an Altruistic Infrastructure**<br>Theory and Practice of Tangible User Interfaces course (INFO-262, Prof. Kimiko Ryokai), University of California, Berkeley, CA |

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**Hybrid Lab 2.0**
Intel Design School Network, Royal College of Art, London, UK

**Open Design: Innovation Education as an Altruistic Infrastructure**
Madeira Interactive Technologies Institute, University of Madeira, Funchal, Portugal

**Interaction Design Innovation**
Department of Design, San Jose State University, San Jose, CA

**Interaction Design Innovation**
Interaction Design Program, California College of the Arts, San Francisco, CA

**Design Research in HCI: Strategies for a Better Future**
Human-Computer Interaction Institute, Carnegie Mellon University, Pittsburgh, PA

**Design-Driven Research: Creativity, Information, and Empathy Everyware**
Information Systems Department, New Jersey Institute of Technology, Newark, NJ

*2012*    **Demystifying "Design Research"**
MAYA Design, Pittsburgh, PA

**Selected Works: 1994 – Present**
NASA Jet Propulsion Laboratory, Pasadena, CA

**Industrial Design**
School of Art, Design and Art History, James Madison University, Harrisonburg, VA

**Design Research**
RAND Corporation, Pittsburgh, PA

**Interaction Design**
College of Music and Fine Arts, Loyola University New Orleans, New Orleans, LA

**Designing Creative Systems**
Department of Management Sciences, University of Waterloo, Ontario, Canada

**Designing Creative Systems**
Carnegie Museum of Art, Pittsburgh, PA

**Designing Creative Systems**
School of Information, University of Michigan, Ann Arbor, MI

**Designing Creative Systems**
School of Design, Carnegie Mellon University, Pittsburgh, PA

*2011*    **Posthuman Factors**
First Annual Workshop on Marginal Theory
Duquesne University, Pittsburgh, PA

**Ambithink: Leveraging the Crowd for Human-Centered Design Innovation**
Crowdsourcing Meetup
Stanford University D-School, Stanford, CA

**Selected Works: 1994 – Present**
Oberlin College Art Department, Oberlin, OH

**Posthuman Factors**
Ignite Pittsburgh, Pittsburgh, PA

*2010*    **A Strategic Map for High Impact Perceptual Robotic Art**
Rossum's Robotic Art Group, Pittsburgh, PA

**Towards the Ultimate Aesthetic Experience**
Human-Computer Interaction Institute, Carnegie Mellon University, Pittsburgh, PA

*2009*    **Virtual Coaster: An Immersive Stereoscopic Demonstrator**
2009 PhD Symposium
Scuola Superiore Sant'Anna, Pisa, Italy

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**A Strategic Map for High Impact Perceptual Robotic Art**
Seminar series on Theory and Methods of Mass Media
Libera Accademia di Belle Arti, Rimini, Italy

2008     **The Ultimate Aesthetic Experience**
XXV Oscar Signorini Prize Exhibition, Fondazione D'Ars, Milan, Italy

**Opportunities in Perceptual Robotic Design, Branding, Art, Life and Death**
Scuola Superiore Sant'Anna, Pisa, Italy

2007     **Robotic Art Creatures and Other Believable Living Machines**
MAMbo Museo d'Arte Moderna di Bologna, Bologna, Italy

**Robotic Art Creatures and Other Believable Living Machines**
Scuola Superiore Sant'Anna, Pisa, Italy

**A Case Study in Human-Centered Design**
Masters Seminar in Management Innovation, Scuola Superiore Sant'Anna, Pisa, Italy

**A Case Study in Human-Centered Design**
Polo Sant'Anna Valdera, Pontedera, Italy

2006     **Virtual Experience Design for Cultural Heritage Networks**
IDEO, Palo Alto, CA

**Spherical Inspirations**
IDEO, San Francisco, CA

## Selected Exhibitions

2025     **Milan Fashion Week**, Evaro Italia Spring/Summer 2026 collection launch, Milan, Italy

2023     **New York Fashion Week**, Evaro Italia Spring/Summer 2024 collection launch, New York, NY

2019     **Vancouver Fashion Week**, Evaro Italia Resort 2020 collection launch, Vancouver BC, Canada

2018     **POLARIX** (film screening), Timken Hall, California College of the Arts, San Francisco, CA

2014     **Science, Technology and the Future of Art**, Pacific Art League, Palo Alto, CA, curated by Gail Wight

**Beyond Mobility**, Audi Innovation Research Exhibition, CCA SF Gallery, San Francisco, CA

2013     **Working Title**, Faculty Exhibition, Oliver Art Center, California College of the Arts, Oakland, CA

**5to. Festival Internacional de Video Arte de Camagüey**, Camagüey, Cuba

2012     **Fractures**, Christine Fréchard Gallery, Pittsburgh, PA

2009     **Magmart International Videoart Festival**, Casoria Contemporary Art Museum, Naples, Italy

**Assemblage + Collage + Construction**, Museum of Art and History, The McPherson Center, Santa Cruz, CA

2008     **XXV Oscar Signorini Prize Exhibition—Robotic Art**, Fondazione D'Ars, Milan, Italy

**Music for Robots: A Screensaver for the Robotic Mind** (solo exhibition), Pisa, Italy

**Integration and Conflict**, Tuscany (various sites), Italy, curated by Giocamo Bazzani

2007     **Airfields** (solo exhibition), Sanchez Art Center, Pacifica Center for the Arts, Pacifica, CA

**Beyond Movement: The History and Future of Gesture Analysis**, Scuola Superiore Sant'Anna, Pisa, Italy

**Enaction in Arts**, Fourth European Conference on Enactive Interfaces, Grenoble, France

**Future Film Festival**, Future Film Short 2007, Bologna, Italy

**Moscow International Film Festival**, Modern-Shamanism, Open Video Program, Moscow, Russia

**Venice International Film Festival** (Biennale della Cinema di Venezia), Venice, Italy

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|---|---|
| *2006* | **Terror?**, Intersection for the Arts, San Francisco, CA |
| | **Arts on Fire X**, Sanchez Art Center, Pacifica Center for the Arts, Pacifica, CA, curated by Lawrence Rinder |
| | **Project Creo: Ephemera**, The Arts Center, St. Petersburg, FL, curated by Melissa Christiano |
| | **IDEO Prototypes the Future**, Palo Alto Art Center, Palo Alto, CA, curated by Signe Mayfield |
| *2005* | **Theory** ($45,000 public commission), Shoreline Park, City of Mountain View, CA |
| *2004* | **Gravitazioni: Capezzana 2004**, Tenuta di Capezzana, Capezzana (Pistoia), Italy |
| *2003* | **Cosmos: XI Biennale of Europe and the Mediterranean**, Athens, Greece |
| | **Campioni della Creatività Giovanile**, Palazzo Vivarelli Colonna, Florence, Italy |
| *2002* | **Disturbi Contemporanei**, Ex-Cartoleria Aldobrandini, Florence, Italy |
| | **La Biennale della Toscana**, Parco Mediceo di Pratolino, Florence, Italy |
| | **Concorso Fotografico: Foto a Caso**, Università degli Studi di Firenze, Florence, Italy |
| | **Variazioni di Stato**, Palazzo della Provincia, Trapani (Sicily), Italy |
| *2001* | **Wings for Prometheus** (public installation), Galapagos Art Space, Brooklyn, NY |
| | **Paintings and Drawings** (solo exhibition), Studio 59, Brooklyn, NY |
| *2000* | **Series in Grey** (solo exhibition), Studio 59, Brooklyn, NY |
| | **Winter Invitational**, Core Gallery, New Paltz, NY |
| | **Wings and Bricks**, Vermont Studio Center, Johnson, VT |
| | **Grid**, Exile, Long Island City, NY |
| *1999* | **Lovell Lake Project** (5 site specific installations), Sanbornville, NH |
| | **Siggraph '99** (collaborative virtual reality hardware installation), ACM Siggraph 1999, Los Angeles, CA |
| | **Clockwise from Top** (collaborative performance/installation), The Headlands Center for the Arts, Sausalito, CA |
| | **Steel on Canvas** (solo exhibition), Fakespace, Mountain View, CA |
| | **conCURRENTly**, Yerba Buena Center for the Arts, San Francisco, CA |
| | **Transport** (collaborative performance/installation), Coup Club, San Francisco, CA |
| | **Infusion** (collaborative performance/installation), Club Six, San Francisco, CA |
| | **Wings** (collaborative performance/installation), The LAB, San Francisco, CA |
| | **Fantastic Visions: Abstract and Surreal**, Danville Fine Arts Gallery, Danville, CA |
| *1998* | **Dimensional Paintings** (solo exhibition), Fisher Hall Gallery, Oberlin, OH |

## Curatorial Experience

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|---|---|
| *2015 – 2019* | **Professor / thesis advisor**, Interaction Design BFA Thesis Exhibition, California College of the Arts, San Francisco, CA |
| *2015* | **Juror**, Student Design Competition, ACM Conference on Human Factors in Computing Systems (CHI), Seoul, South Korea |
| *2011* | **Juror**, Creative Showcase and Interactive Art Track, Advances in Computer Entertainment Technology (ACE), Lisbon, Portugal |
| *2010* | **Juror**, Art Track, ACM Conference on Tangible, Embedded and Embodied Interaction (TEI), Madeira, Portugal |
| *2007* | **Co-curator**, Beyond Movement: The History and Future of Gesture Analysis, Scuola Superiore Sant'Anna, Pisa, Italy |
| | **Curation Team**, IDEO Selects: Works from the Permanent Collection, Cooper-Hewitt National Design Museum, New York, NY |

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2005      **Juror**, ZeroOne International Exhibition of Electronic Arts / IDEO residency program, San Jose, CA

2001      **Senior Interaction Designer**, "Bitstreams" website, Whitney Museum of American Art / Nettmedia, New York, NY

## Professional Committees

2015      **Associate Chair, Design**, ACM Conference on Human Factors in Computing Systems (CHI), Seoul, Korea

     **Publications Chair**, ACM Conference on Tangible, Embedded, and Embodied Interfaces (TEI), Stanford, CA

     **Program Council**, Interaction15 conference, IxDA Interaction Design Association, San Francisco, CA

2014      **Program Committee**, International Conference on Advances in Computer Entertainment Technology (ACE), Madeira, Portugal

     **Program Committee**, International Conference on Universal Design (UD), Lund, Sweden

     **Pictorials Chair**, ACM Conference on Designing Interactive Systems (DIS), Vancouver, Canada

     **Section Editor**, *Interaction Records*, Peer-Commentary Journal in Human-Computer Interaction

     **Program Committee**, Design Research Society Conference (DRS), Umeå, Sweden

2013      **Program Committee**, International Conference on Advances in Computer Entertainment Technology (ACE), Enschede, Netherlands

     **Program Committee**, ACM Conference on Creativity & Cognition, Sydney, Australia

     **Associate Chair, Design**, ACM Conference on Human Factors in Computing Systems (CHI), Paris, France

2012      **Program Committee**, International Conference on Advances in Computer Entertainment Technology (ACE), Nepal

     **Works-in-Progress Program Committee**, ACM Conference on Human Factors in Computing Systems (CHI), Austin, TX

     **Program Committee**, ACM Conference on Designing Interactive Systems (DIS), Newcastle, UK

2011      **Program Committee**, International Conference on Advances in Computer Entertainment Technology (ACE), Lisbon, Portugal

     **Program Committee**, IASTED International Conference on Human-Computer Interaction, Baltimore, MD

     **Program Committee**, Desire Conference on Creativity and Innovation in Design (DESIRE), Eindhoven, the Netherlands

     **Scientific Committee**, ACM Conference on Designing Pleasurable Products and Interfaces (DPPI), Milan, Italy

     **Works-in-Progress Program Committee**, ACM Conference on Human Factors in Computing Systems (CHI), Vancouver, WA

## Mentorship

2018 – 2019      MDes Interaction Design Project Advisor, California College of the Arts, San Francisco, CA

2015 – 2019      Interaction Design BFA Senior Thesis Advisor, California College of the Arts, San Francisco, CA

2013 – 2019      Undergraduate Program Expert, Interaction Design Program, California College of the Arts

2018 (summer)      Director, Future Cognition Collaborative (8 week summer fellowship program), The Wrecking Crew, San Francisco

2012 – 2013      Craig Fahner, MFA Thesis Committee, College of Fine Arts, Carnegie Mellon University

     Alan Herman, Undergraduate Advisor, Self-Defined Major, Carnegie Mellon University

2010 – 2013      Rebecca Gulotta, PhD Co-Advisor, Human-Computer Interaction (HCI), Carnegie Mellon University

2011 – 2012      Eric Spaulding, Masters Thesis Advisor, School of Design, Carnegie Mellon University

2012 (spring)      Ragat Agrawal, Graduate Independent Study, HCI, Carnegie Mellon University

     Russ Essary, Graduate Independent Study, HCI, Carnegie Mellon University

     Brittany Hamtil, Graduate Independent Study, HCI, Carnegie Mellon University

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Chris Harrison, Graduate Independent Study, HCI, Carnegie Mellon University

Nir Rachmel, Graduate Independent Study, HCI, Carnegie Mellon University

Evan Sheehan, Graduate Independent Study, HCI, Carnegie Mellon University

Christian Strømmen, Graduate Independent Study, HCI, Carnegie Mellon University

Katy Tsai, Graduate Independent Study, Interaction Design, Carnegie Mellon University

Priscilla Mok, Graduate Independent Study, Interaction Design, Carnegie Mellon University

Somya Jampala, Graduate Independent Study, Interaction Design, Carnegie Mellon University

Parita Kapadia, Graduate Independent Study, Interaction Design, Carnegie Mellon University

Eric Spaulding, Graduate Independent Study, Interaction Design, Carnegie Mellon University

Allison Tran, Undergraduate Independent Study, Interaction Design, Carnegie Mellon University

Katherine Frazer, Undergraduate Independent Study, Interaction Design, Carnegie Mellon University

Seung Eun Lee, Undergraduate Independent Study, Information Systems, Carnegie Mellon University

Alan Herman, Undergraduate Independent Study, Independent Major, Carnegie Mellon University

*2011 (fall)*    Asim Mittal, Graduate Independent Study, HCI, Carnegie Mellon University

Eric Spaulding, Graduate Independent Study, Interaction Design, Carnegie Mellon University

Wes Johnson, Graduate Independent Study, Interaction Design, Carnegie Mellon University

Luci Laffitte, Undergraduate Independent Study, Interaction Design, Carnegie Mellon University

Katherine Frazer, Undergraduate Independent Study, Interaction Design, Carnegie Mellon University

Wen-Yu Chang, Undergraduate Independent Study, HCI, Carnegie Mellon University

*2011 (summer)*    Kathryn Rivard, Graduate Independent Study, HCI, Carnegie Mellon University

Chen Yi, Graduate Independent Study, HCI, Carnegie Mellon University

Saeed AlShahrani, Graduate Independent Study, HCI, Carnegie Mellon University

*2011 (spring)*    Pablo Bariola, Graduate Independent Study, HCI, Carnegie Mellon University

Chong Han Chua, Graduate Independent Study, HCI, Carnegie Mellon University

Clifton Lin, Graduate Independent Study, HCI, Carnegie Mellon University

*2010 (fall)*    Andrew Gillespie, Graduate Independent Study, HCI, Carnegie Mellon University

Honray Lin, Graduate Independent Study, HCI, Carnegie Mellon University

## Grants, Awards and Honors

*2019*    **Red Dot Award: Product Design 2019**, for work with the Wrecking Crew on the Phyn Plus smart water assistant, Los Angeles, CA

*2017*    **CES 2017 Innovation Award** (wearable technologies category), Motiv Ring, Consumer Electronics Show (CES), Las Vegas, NV

*2016*    **University Research Program Grant**, $25,000 from Ford Motor Company to support a 6-week sponsored design studio project

*2014*    **Intel Technology Education Grant**, $38,000, to fund art and design technology education at California College of the Arts

**Honorable Mention**, ACM Conference on Designing Interactive Systems (DIS), Vancouver, Canada

**CCA Faculty Travel Grant**, awarded to attend the Designing Interactive Systems (DIS) conference, Vancouver, Canada

*2013*    **Best Paper Honorable Mention**, ACM Conference on Human Factors in Computing Systems (CHI), Toronto, Canada

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|  | **Best Paper Honorable Mention**, ACM Conference on Human Factors in Computing Systems (CHI), Toronto, Canada |
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| *2012* | **Benedum Foundation Grant**, $15,000, to create online courses available to Pennsylvania High School students across 25 districts |
|  | **Honorable Mention**, ACM Conference on Designing Interactive Systems (DIS), Newcastle, UK |
| *2009* | **Best Presentation Award**, PhD Symposium Competition, Scuola Superiore Sant'Anna, Pisa, Italy |
| *2008* | **XXV Oscar Signorini Prize—Robotic Art** (2° classification), Fondazione D'Ars, Milan, Italy |
| *2007* | **Full Scholarship** (Doctorate in Engineering), Scuola Superiore Sant'Anna, Pisa, Italy |
| *2006* | **2007 Exhibition Award**, Arts on Fire X, Pacifica Center for the Arts, Pacifica, CA |
| *2004* | **Glass Casting Workshop**, Artist in Residence, Pilchuck Glass School, Stanwood WA |
| *2002* | **Honorable Mention** (Color Photography), Foto a Caso, Florence, Italy |
| *2001* | **Full Fellowship Artist in Residence**, MacDowell Colony, Peterborough, NH |
|  | **Josephine Bay Paul Fellow**, Millay Colony for the Arts, Austerlitz, NY |
| *2000* | **Artist in Residence**, Fellowship, Vermont Studio Center, Johnson, VT |
| *1999* | **Guest Artist**, Banff New Media Institute (virtual reality / immersive technology think tank), Banff, Alberta, Canada |
| *1998* | **High Honors in Art**, Oberlin College, Oberlin, OH |

## Press

| *2026* | Field, Doug, "Ford's Simple Vision for Smart Tech: Make It for Everyone"<br>*From the Road*, January 8, 2026, https://www.fromtheroad.ford.com/us/en/articles/2026/ford-affordable-smart-vehicle-technology-strategy |
| --- | --- |
|  | Miller, Caleb, "Ford Will Debut Eyes-Off Autonomous Driving on Its Upcoming $30K EV"<br>*Car and Driver*, January 8, 2026, https://www.caranddriver.com/news/a69946404/ford-eyes-off-autonomous-driving-universal-ev/ |
|  | Irwin, John and Martinez, Michael, "Ford to offer eyes-off, hands-free driving system on Universal EV Platform in 2028"<br>*Automotive News*, January 7, 2026, https://www.autonews.com/ford/an-ces-2026-ford-doug-field-panel-0107/ |
|  | Wayland, Michael, "Ford enters race to offer eyes-off driving tech, starting with $30,000 EV in 2028"<br>*CNBC*, January 7, 2026, https://www.cnbc.com/2026/01/07/ford-eyes-off-driving-ev-2028.html |
| *2019* | Simsarian, Kristian, "Design Education Can Change the World"<br>*Interactions*, March-April 2019, http://interactions.acm.org/archive/view/march-april-2019/design-education-can-change-the-world |
|  | Davis, Sarah, "Legacy-Minded and Future-Oriented"<br>*Breathing Wind*, Episode 5, https://open.spotify.com/episode/55l0glgmPkbpiVxXUiLBaz?si=jHotDpsJQPKNaX_p8NyHKg |
| *2017* | Cocker, Guy, "Motiv Ring hands-on review: Like wearables but hate watches? The Motiv Ring offers heart-rate, sleep and activity tracking on a device you wear on your finger"<br>*Stuff*, January 10, 2017, http://www.stuff.tv/motiv/review |
|  | Song, Victoria, "If You Like Fitness, Motiv Wants You to Put a Ring On It"<br>*PC Magazine*, January 4, 2017, http://www.pcmag.com/news/350775/if-you-like-fitness-motiv-wants-you-to-put-a-ring-on-it |
|  | Omar, Mishal, "CES 2017 Reveals the Sleek Yet Functional Motiv Ring"<br>*TrendHunter*, January 4, 2017, http://www.trendhunter.com/trends/motiv-ring |
|  | Graham, Jefferson, "At CES 2017, here are the 'Innovation Award' winners"<br>*USA Today*, January 4, 2017, http://www.usatoday.com/story/tech/2017/01/04/28-coolest-ces-products/96098496/ |
|  | Ingraham, Nathan, "Motiv crammed a full fitness tracker into a ring: The tiny wearable is slated to ship in a few months"<br>*Engadget*, January 3, 2017, https://www.engadget.com/2017/01/03/motiv-crammed-a-full-fitness-tracker-into-a-ring/ |
|  | Heater, Brian, "Motiv crams a fitness band's worth of functionality into a ring"<br>*TechCrunch*, January 3, 2017, https://techcrunch.com/2017/01/03/motiv-ring/ |

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Sawh, Michael, "Motiv Ring wants to track fitness from your finger"
*Wareable.com*, January 3, 2017, https://www.wareable.com/smart-jewellery/motiv-ring-price-specs-release-date-3693

Chokkattu, Julian, "Step counters are so 2015. The Motiv smart ring tracks your 'active minutes'"
*Digital Trends*, January 3, 2017, http://www.digitaltrends.com/wearables/motiv-ring/

McGarry, Caitlin, "Forget the wrist: Motiv's ring puts a fitness tracker on your finger"
*Macworld*, January 3, 2017
http://www.macworld.com/article/3154087/consumer-electronics/forget-the-wrist-motivs-ring-puts-a-fitness-tracker-on-your-finger.html

Chacksfield, Marc, "Motiv is a ring that thinks it's a fitness tracker"
*TechRadar*, January 3, 2017, http://www.techradar.com/news/motiv-is-a-ring-that-thinks-its-a-fitness-tracker

Williams, Brett, "This smart ring wraps fitness tracking and more right around your finger"
*Mashable*, January 3, 2017, http://mashable.com/2017/01/03/motiv-smart-ring/

*2016*    Webb, Jenn, "Haakon Faste on designing for a 'post-human' world: perceptual robotics, post-evolutionary humans, and designing our future with intent"
*The O'Reilly Radar Podcast*, https://www.oreilly.com/ideas/haakon-faste-on-designing-for-a-post-human-world, September 22, 2016

Drumm, Perrin, "How Digital Design Will Shape What it Means to be Human"
*AIGA Eye on Design*, June 8, 2016

*2015*    Laura Braun, "CCA Students Drive Audi Design Challenge"
*Glance*, vol. 23, no. 2, California College of the Arts, Spring 2015

Laura Braun, "Technology Meets Humanities at Interaction 15 (IxD15) Conference"
Featured news article, www.cca.edu, February 26, 2015

*2014*    Laura Braun, "CCA Students Drive Audi Design Challenge with Innovation and Creativity"
Featured news article, www.cca.edu, October 9, 2014

Future Cities Lab, "Audi AIR Workshop 2014"
www.future-cities-lab.net, June 18, 2014

Jeff Maeshiro, "CCA+AIR (Audi Innovation Research) Fellowship: Beyond Mobility"
*Archinect*, June 11, 2014

*2013*    Daniel Baumann, Dan Byers, and Christina Kukielski (eds.), *2013 Carnegie International*
exhibition catalogue, Carnegie Museum of Art, 2013

*2012*    Kiran Lockhande, "Usability vs. Design: The Artistry of the Functional"
*The Muse Dialogue: a journal for contemplation and discussion on the arts*, December 14, 2012

Carnegie Mellon University, "Build a Bot"
Homepage story, http://www.cmu.edu/homepage/computing/2012/winter/build-a-bot.shtml, 01-13-2012

*2011*    Massimo Bergamasco, *Humans and Exoskeletons*
Mnemosyne, 2011

*2009*    Dave Obee, "The Artist Behind the Coho Legacy"
*Times Colonist*, Victoria, Canada, June 30, 2009

Laura Sansavini, "D'Ars, XXV Premio Signorini"
*D'Ars*, n. 197, pp. 55-57, March 1, 2009

*2008*    Penelope.di.pixel, "All'origine erano i Robot..."
www.ArtsBlog.it, December 31, 2008

Pier Luigi Capucci, "XXV Oscar Signorini Prize—Robotic Art: Winners and Motivations"
*NOEMANews* n. 451, December 22, 2008

Massimo Bergamasco (ed.), *Beyond Movement: The History and Future of Gesture Analysis*
exhibition catalogue, Alinea Editrice, December, 2008

Valeria S. Lombardi, "Testo Critico su 'Hiding'"
*eosarte*, December 8, 2008

*2007*    Annie Luciani and Claude Cadoz, *Enaction in Arts*
exhibition catalogue, November 19, 2007

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Damien Grimbert, "Art et Technologie(s)"
*Le Petit Bulletin*, Publié dans le n°63, October, 2007

A conversation with Bill Vorn (on robotic art creatures and other believable living machines)
Scuola Superiore Sant'Anna, Pisa, Italy, September 17, 2007

J.T. Morrow, "Arts on Fire XI"
*The Dirty Palette*, May 6, 2007

2006     Signe Mayfield, "IDEO Prototypes the Future,"
exhibition catalogue, *Palo Alto Art Center*, June 22, 2006

J.T. Morrow, "Arts on Fire X"
*The Dirty Palette*, May 6, 2006

"Arts on Fire X"
*The Pacifica Tribune*, p. 1A, April 26, 2006

2005     "Weekend Preview"
*Palo Alto Weekly*, November 9, 2005

2003     Mary Beckinsale, "Notes from the Director,"
"Cosmographies, Cosmopolitanism and Digi-Cosmos...",
*SACI newsletter*, vol. 30, December, 2003

Gaida Primavera, "Three champions of young creativity honored for the Biennial of Europe,"
*Il Corriere di Firenze*, May 20, 2003

Arianna Vallesi, "XI Biennial of Europe and the Mediterranean,"
exhibition catalogue, *Biennale des jeunes créateurs de l'Europe et de la Méditerranée*, April 25, 2003

2002     Gianfrancesco Apollonio, "Arte Come Mestiere: Prima Biennale dell'istruzione artistica,"
exhibition catalogue, October 31, 2002

Mead, Lowell Douglas, "Haakon Faste: Landscape with Wings,"
exhibition catalogue, *La Biennale della Toscana*, October 31, 2002

Vinny Scorsone, "Palazzo Riccio, si inaugura 'Variazione di Stati,'"
*Guida Città Trapani*, August 28, 2002

M.A., "Giovani artisti svelano degrado: Finite i lavori'"
*La Repubblica*, January 31, 2002

2001     Jonah Brucker-Cohen, "American on online: at the Whitney, tech-influenced art
states its case in both the real and virtual worlds,"
*Time Out New York*, no. 288, March 29 – April 5, 2001, p. 162

Charlie Casey, "Theater Review: Prometheus Bound,"
*Union Chronicle*, vol. 51, no. 8, February 23, 2001

1999     M.P. Rowland, "Lovell Lake arts group builds 'Millennial Monument' in historic house,"
*Daily Democrat*, December 30, 1999

1997     Anne Paine, "Centerpiece: Student artists wrap the library,"
*ATS*, July, 1997

Nicole Palmer, "Film co-op gets their cameras rolling: new equipment propels creative film projects,"
*The Oberlin Review*, vol. 125, no. 14, February 14, 1997