

Curriculum Vita
Jim Budd

March 2011

Chair & Associate Professor
School of Industrial Design
Georgia Institute of Technology
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Teaching/Research

- **Chair & Associate Professor, Georgia Tech, Atlanta, GA, USA, 2010 -**
Redefine the goals and objective of the School of Industrial Design in recognition of the University's stature as a Tier 1 Research Institution. Develop focused strengths for the School in collaboration with other units on campus including the Center for Assistive Technology and Environmental Access (CATEA), Mechanical Engineering, Interactive Computing and the Graphics Visualization Unit (GVU)
- **Associate Professor, Emily Carr University of Art & Design Vancouver, B.C., Canada, 2008 - 2010**
Develop and teach Industrial Design courses with a particular focus on interactive products and systems
Head new research lab focused on wearables and interactive products
Research, design, develop, prototype and conduct user testing of new ideas and applications for wearable technologies, interactive products and systems
- **Associate Professor, Carleton University, Ottawa, Ont., Canada, 2006 - 2008**
Develop and teach Industrial Design courses with a particular focus on interactive products and systems
Assist with development of new graduate program in design
Research, design, develop, prototype and conduct user testing of new ideas and applications for interactive products and systems
- **Associate Professor, Simon Fraser University Surrey, BC, Canada, 2002 - 2006**
Develop and teach Interaction Design courses with a particular focus on physical (versus virtual) interactive products and systems (Graduate & Undergraduate)
Research, design, develop, prototype and conduct user testing of new ideas and applications for interactive products and systems
- **Associate Professor, Technical University of British Columbia, Surrey, BC, Canada, 2001-2002**
Develop and teach interdisciplinary project-based courses integrating Interactive Arts, Information Technologies and Management & Technologies (Graduate & Undergraduate)
Research and develop new applications of electronic communications and computing technologies incorporating interactive arts and information technologies
- **Associate Professor, Georgia Institute of Technology, Atlanta, Georgia, USA, 1997-2001**
Teach Industrial Design Studios (Graduate & Undergraduate)
Implement new curriculum + teach Computer Applications Courses
Research and develop new applications of electronic communications and computing technologies for Industrial Design Education
- **Associate Professor of Electrical & Computer Engineering (Visiting), University of Illinois at Urbana-Champaign, Champaign, Illinois, USA, Summer 1996**
Developed Asynchronous Learning Network for online courses for Industrial Design
- **Associate Professor (Visiting), University of Illinois, Champaign, Illinois, USA, 1995-1997**
Teach Senior Industrial Design Studios
Implement new curriculum and teach Computer Applications Courses
Research and develop new applications of electronic communications and computing technologies for Industrial Design Education
- **Instructor, University of Calgary, Calgary, Alberta, Canada, Fall 1994**
Computer Applications for Industrial Design (Graduate Level)
- **Adjunct Professor of Industrial Design, University of Calgary, Calgary, Alberta, Canada, 1989-1998**
- **Instructor, University of Calgary, Calgary, Alberta, Canada, Winter Session 1990**
Industrial Design Studio (Graduate Level)
- **Instructor, University of Calgary, Calgary, Alberta, Canada, Fall Session 1989**

Block Course in Exhibit Design (Graduate Level)

- **Teaching Assistant, Industrial Design Studio, University of Alberta, Edmonton, Alberta, Canada, 1979-1980**

Professional

- **President/Design Director, J. Budd & Associates Design, Calgary, Alberta, Canada, 1985 - 2004**
Design & prototype industrial instrumentation and monitoring equipment, computer control consoles, telecommunications equipment, commercial trade show exhibits & interpretive exhibits
- **Manager, Software Research & Development Group, University of Calgary, Calgary, Alberta, Canada 1985-87**
Commercialization of software products developed by the Computer Science Department
Establish technology transfer mechanism between the university and Industry
- **Manager, High Technology Section, Gov't of Alberta, Edmonton, Alberta, Canada, 1983-85**
Work with industry in Alberta to identify opportunities for the application and utilization of advanced technologies
Assist in the development and implementation of new programs for technology development
- **Manager, Product Development Program, Gov't of Alberta, Edmonton, Alberta, Canada, 1980-83**
Counsel manufacturers on both the technical and business aspects of the design and development of new and/or improved products
- **Designer, Ball/Berezowsky Associates, Montreal, Quebec, Canada, 1976-79.**
Design and prototype major & portable appliances, residential furniture, trade show exhibits
- **Computer Programmer, Dickson & Hay, Guelph, Ontario, Canada, 1975-76.**
Develop small business applications
- **Designer, Imperial Furniture, Stratford, Ontario, Canada, 1973.**
Design contract and retail furniture

Education

- **Master of Visual Arts, Major in Industrial Design, University of Alberta, Edmonton, Alberta, Canada, 1982.**
- **Diploma of Applied Arts, Major in Industrial Design, Conestoga College, Kitchener, Ontario, Canada, 1975.**
- **Undergraduate Studies in Architecture, Carleton University, Ottawa, Canada, 1971-72.**
- **Undergraduate Studies in Systems Design Engineering, University of Waterloo, Waterloo, Ontario, Canada, 1970.**

Additional Seminars & Courses

- **Working with Arduino** (Session Leader: David Cuartielles/Malmo University, Sweden), Simon Fraser University, Surrey, BC. 2005
- **Mastering Educational Technology and Learning (METL 100)**, Technical University of British Columbia, Surrey, BC. 2002
- **Computer Animation (Alias)**, University of Illinois, Champaign, Illinois. 1996.
- **Computer Aided Design (ComputerVision)**. Alberta Microelectronic Centre, Edmonton, Alberta. 1985.
- **Plastics Part Design Seminar**. Borg-Warner Chemicals, Vancouver, British Columbia. 1985.
- **CAD Using Micros (AutoCad)**. Alberta Microelectronic Centre, Edmonton, Alberta. 1984.
- **Robotics Workshop**. Ontario Robotics Centre, Peterborough, Ontario. 1984.

Journal Publications, Conference Proceedings & Presentation, Posters & Invited Lectures

- **Budd, J., Hallgrimsson, B., Radburn-Ong, S., Roberts, C., Harber, C., Katzur, E., Wakkary, R., Hatala, H., Muise, K., Corness, G., Mohabbati, B., Stockholm, J.** "Kurio: A Tangible Interactive Museum Guide." 2009 IDSA National Education Conference. Miami, USA. September 2009
- **Hatala, M., Tanenbaum, K., Wakkary, R., Muise, K., Mohabbati, B., Corness, G., Budd, J., Loughin, T.** "Experience Structuring Factors Affecting Learning in Family Visits to Museums." In: Cress, U., Dimitrova, V., Specht, M.(Eds.): "Learning in the Synergy of Multiple Disciplines", Proceedings of the 4th European Conference on Technology Enhanced Learning (ECTEL09), LNCS5794, Springer-Verlag, Sept/Oct 2009, pp.37-51
- **Wakkary, R., Hatala, M., Muise, K., Tanenbaum, K., Budd J.** "Kurio: A Museum Guide for Families", Tangible and Embedded Interaction 2009, Cambridge, UK, ACM Press, in press
- **Budd, Jim**, "Leveraging Design Education to Help Fuel the Economy." Innovation, the Quarterly Journal

- of the Industrial Design Society of America (IDSA), Dulles, VA, Winter 2009
- **Hallgrimsson, Bjarki, Jim Budd and Adrian Chan**, "The Smart Rollator Project: A Collaborative Student Project Benefiting From a Multi-Departmental Approach." 2008 IDSA National Education Conference. Phoenix, USA. September 2008
 - **Budd, Jim, Lois Frankel and Paul Thibaudeau**, "ViSiO: A New Design Approach to Connect the Visually Impaired with the World." 2007 IDSA National Education Conference. San Francisco, USA. October 2007
 - **Budd, Jim, Krystina Madej, Jenna Stephens-Wells, Janice De Jong, Laura Mulligan and Ehren Katzur**. "PageCraft: Learning in Context – A tangible interactive storytelling platform to support early narrative development for young children." IDC'07 (International Conference on Interaction Design and Children). 2007. Aalborg, Denmark: ACM Press
 - **Budd, Jim, Krystina Madej, Jenna Stephens-Wells, Janice De Jong, Laura Mulligan and Ehren Katzur**. "PageCraft: A tangible interactive storytelling platform to meet the needs of kids on the go." Proceedings of the MobileNation Conference and Workshop. 2007. Toronto, Canada
 - **Budd, Jim, Krystina Madej, Jenna Stephens-Wells, Janice De Jong, Laura Mulligan and Ehren Katzur**. "Exploring New Design Methods for Interactive Product Design." RGD Conference on Designing the User Experience. Ottawa, Canada. May 2007
 - **Budd, Jim**. "Observations from Experience: Challenges in Developing Curriculum to support Interactive Product Design", Sketching in Hardware Workshop, Detroit, Michigan, June 2006
 - **Budd, Jim, Dale Evernden and Jason Boileau**. "Animating Rover: Exploring the 'Human' Aspect of Interactive Products", Industrial Design Society of America (IDSA). August 2005
<http://www.idsa.org/webmodules/articles/articlefiles/NEC05-J-Budd_D-Evernden_J-Boileau.pdf>
 - **Woodbury, Rob, Jim Budd, John Bowes and Jane Fee**. "Design Programs at the Simon Fraser University School of Interactive Arts and Technology, Simon Fraser University, CANADA", The 2nd CDEI International Conference on Design Education, Innovation and Practice, Kananaskis, Alberta, July 2005
 - **Budd, Jim**. "What Will it Take to Pass the Test of Time?: Applications of New Technologies May Necessitate New Design Processes", Invited Presentation, IDSA Western District Conference, Vancouver, BC. April 2005
 - **Budd, Jim and Ron Wakkary**. "The Integration Project: A New Educational Model for Interactive Product Design." Innovation, Winter (2005): pp. 58-63
 - **Budd, Jim and Ron Wakkary**. "The Integration Project: A New Educational Model for Interactive Product Design", Industrial Design Society of America (IDSA). August 2005
<http://www.idsa.org/webmodules/articles/articlefiles/NEC05-J-Budd_R-Wakkary.pdf>
 - **Budd, Jim**. "A Changing Landscape: Industrial Design Education and Practice", Invited Presentation, College of Architecture, The Georgia Institute of Technology (Georgia Tech), Atlanta, Georgia. February 2005
 - **Wakkary, Ron, Thecla Schiphorst, and Jim Budd**. "Cross Dressing and Border Crossing: Exploring Experience Methods across Disciplines. Extended abstracts of the 2004 conference on Human Factors and Computing Systems. 2004. Vienna, Austria, pp.1709–1710.
 - **Budd, Jim, and Ron Wakkary**. "A New Educational Model for Interactive Product Design: Validating, Utility, Performance and Experience", CHI-ICSID Conference, Vienna, Austria, April 2004
 - **Budd, Jim, Ron Wakkary, Russell Taylor and Dale Evernden**. "From Industrial Design to Experience Design: Searching for New Common Ground." ICSID 2nd Education Conference: Critical Motivation and New Dimensions, Hanover: iF Design Forum, 2003. pp. 137-141.
 - **Budd, Jim and Dale Evernden**. "When the World Talks Back: Exploring the Future of Interactive Products." Industrial Design Society of America (IDSA). 15 December 2003
<http://www.idsa.org/webmodules/articles/articlefiles/Jim_Budd_Dale_Evernden.pdf>.
 - **Budd, Jim and Russell Taylor**. "Managing E-Loyalty through Experience Design." 7th Annual Advance for Design, San Francisco, USA. July 2003
 - **Cyr, Dianne, John Bowes, Jim Budd, Joe Ilsever and Russell Taylor**. "Managing E-Loyalty through Experience Design: Cross Cultural Perspectives." 5th Annual International workshop on Internationalisation of Products and Systems (IWIPS 2003), Berlin, Germany. July 2003
 - **Leo, Doreen and Jim Budd**. "The Experiential Interface: Creating Emotionally Engaging Spaces." ComSpace (Creating Communicational Spaces), Department of Art & Design, University of Alberta, 15 December 2003 <http://www.ualberta.ca/COMSPACE/coneng/html/papers/Leo_Budd.pdf>.
 - **Budd, Jim and Dale Evernden**. "Exploring The Future of Interactive Products." CADE 2003 (Computers in Art & Design Education), The Hull School of Art & Design, Hull, England.
 - **Budd, Jim**. "Humanizing Technology: Products with Personality." ASI Symposium (Spotlight

- Speaker). Vancouver, British Columbia. March 2002.
- **Budd, Jim, Andy Runton, and Sebastian Toomey.** "Interactive Digital Tools for Design Collaboration." CADE 2001 (Computers in Art & Design Education) Glasgow, Proceedings – Digital Creativity: Crossing the Border. Glasgow: The Glasgow School of Art, 2001. pp. 67-73.
 - **Budd, Jim.** "Digital Literacy for Industrial Designers." Design Gumbo: Industrial Designers Society of America, International Design Education Conference, Champaign, Illinois: The School of Art & Design, University of Illinois at Urbana-Champaign, 2001. pp. 51-64.
 - **Budd, Jim and D. Rosen.** "The Rapid Prototyping Project." IDSA National Education Conference Proceedings. January, 2001.
 - **Budd, Jim.** "Visualization: Virtual & Physical - The effect of 3-D Printing on Industrial Design." The Proceedings of the Rapid Prototyping Symposium (CD Rom). Atlanta: RPMI, Georgia Institute of Technology, 2000.
 - **Budd, Jim, Andy Runton, and Surya Vanka.** "'idesign' A Third Generation Asynchronous Learning Network for Industrial Design: 'The Global Design Community at Your Fingertips'." Chicago '99: Design Education Conference: Repeating the Future. Chicago: The Institute of Design, 2000. pp. 18-36.
 - **Budd, Jim, Andy Runton, and Surya Vanka.** "The ID On-line Asynchronous Learning Network: A 'Virtual Studio' for Interdisciplinary Design Collaboration." CADE 1999 (Computers in Art & Design Education), Middlesborough, Proceedings - Digital Creativity 10.4 (1999); pp. 205-214.
 - **Budd, Jim.** "Asynchronous Learning Networks for Industrial Design Education and Collaboration." Sheffield Hallam University. Sheffield, UK. April 1999.
 - **Budd, Jim and Surya Vanka.** "SCALE and ALN (Asynchronous Learning Networks)." Advanced Information Technologies Group (AITG) Summer Seminar. University of Illinois. Champaign, Illinois. 1997.
 - **Budd, Jim and Surya Vanka.** "Inter-class Collaboration using Asynchronous Learning Networks." Sloan Centre for Asynchronous Learning, Seminar Series. University of Illinois, Champaign, Illinois. 1996.
 - **Budd, Jim and James K. O'Grady.** "Optimize Your Competitive Advantage in the Global Marketplace." Society of Manufacturing Engineers. Industry Seminar Series. Edmonton, Alberta, Canada. 1994.
 - **Budd, Jim and James K. O'Grady.** "Optimize Your Competitive Advantage in the Global Marketplace." Electronic Industry Association of Alberta (EIAA). Industry Seminar Series. Calgary, Alberta, Canada. 1994.
 - **Budd, Jim.** "Industrial Design as a Competitive Tool for Industry." Alberta Microelectronic Centre. Industry Seminar Series Calgary & Edmonton, Alberta, Canada. 1992.
 - **Budd, Jim.** "The Current State of Industrial Design in Alberta." Alberta Research Council. Industry Seminar Series. Calgary & Edmonton, Alberta, Canada. 1988.

Book Chapters

- **Budd, Jim, Krystina Madej, Jenna Stephens-Wells, Janice De Jong, Laura Mulligan and Ehren Katur.** "PageCraft: A tangible interactive storytelling platform to meet the needs of kids on the go" in Martha Ladly and Philip Beesley (ed), Mobile Nation, Waterloo, ON: Riverside Architectural Press, 2008 pp.223-228
- **Leo, Doreen and Jim Budd.** "The Experiential Interface: Creating Emotionally Engaging Spaces." ComSpace in J. Frascara (ed), Designing Effective Communications: Creating Contexts for Clarity and Meaning, (Allworth Press, 2006) pp.256-269.

Other Publications & Research Reports

- **Budd, Jim.** Principal Investigator: Innovative RFID Solutions for Healthcare. (The Social and Interactive Media Centre, Emily Carr University of Art & Design, Vancouver, Canada 2010.)
- **Budd, Jim and Sara Salevati.** "Interaction Design: An Evolving Approach to Design for User Experience" in Current: Design Research Journal Issue 01. (Emily Carr University of Art & Design, 2010) pp. 16-17.
- **Budd, Jim, Krystina Madej, Jenna Stephens-Wells, Janice De Jong, Laura Mulligan and Ehren Katur.** "PageCraft: A tangible interactive storytelling platform to meet the needs of kids on the go" in M. Ladly, R. Wakkary and P. Beesley (ed), MobileNation: Creating Methodologies for Mobile Platforms, (Canadian Design Research Network and Riverside Architectural Press, 2007) pp. 97-100.
- **Budd, Jim.** "Georgia Institute of Technology, Industrial Design Program." Columbus: AutoDesSys

- University Joint Study Annual Report 2000-2001. pp. 9, 117.
- **Budd, Jim.** "Georgia Institute of Technology, Industrial Design Program." Columbus: AutoDesSys University Joint Study Annual Report 1999-2000. AutoDesSys Inc., 2000. pp. 33.
 - **Budd, Jim.** "3D Modeling & Electronic Conferencing: Essential Tools for Collaboration in the Digital Design Studio." Columbus: AutoDesSys University Joint Study Annual Report 1998-99. AutoDesSys Inc., 1999. pp. 88-91.
 - **Budd, Jim.** "Georgia Institute of Technology, Industrial Design Program." Columbus: AutoDesSys University Joint Study Annual Report 1997-98. AutoDesSys Inc., 1998. pp. 109.
 - **Budd, Jim.** "University of Illinois at Urbana-Champaign, Industrial Design Program." Columbus: AutoDesSys University Joint Study Annual Report. 1996-97. AutoDesSys Inc., 1997. pp. 7, 134, 135.
 - **Budd, Jim.** "University of Illinois at Urbana-Champaign, Industrial Design Program." AutoDesSys University Joint Study Annual Report 1995-96. AutoDesSys Inc., 1996. pp. 119.
 - **Budd, Jim.** "J. Budd & Associates Ltd." History of Industrial Design in Alberta (CD Rom). Calgary: D. Gadbois, Ed. University of Calgary, 1996

Workshops

- **Budd, Jim, and Lois Frankel.** Co-Chairs for a "Special Conference Track on Interactive Product Design", The Interactive Design Forum was a series of presentations designed to bring together experienced experts, educators and designers to showcase and discuss the implications of new technologies for the field of Industrial Design. IDSA, National Education Conference, Alexandria, Virginia. August, 2005
- **Budd, Jim and Matt Cottam.** Workshop Coordinators for a "Workshop on Interactive Product Design", A hands-on workshop focusing on methodologies for incorporating interactive technologies into the design curriculum, IDSA, National Education Conference, Pasadena, California. October, 2004
- **Wakkary, Ron, Thecla Schiphorst and Jim Budd.** Workshop Coordinators for "Cross-Dressing and Border Crossing: Exploring Experience Methods Across Disciplines" A hands-on workshop to explore unique methodological frameworks for designing technologically mediated experiences. CHI Conference Vienna, Austria, April 2004
- **Budd, Jim.** Workshop Coordinator for "Ambient Technology: Everyday Applications of Interactive Products and Systems." An intensive two-week workshop at the University of Malmo to explore the evolving relationship between people and technology, Malmo, Sweden. October 2003

Awards & Grants

Government Research Sponsorship

- **Natural Science and Engineering Research Council of Canada.** Grant to the Centre for Mobile Interaction to support collaborative applied research with industry (\$2,250,000). Maria Lantin, Glen Lowry & Jim Budd, Emily Carr University. 2009/13
- **Social Sciences and Humanities Research Council of Canada.** Research/Creatations Grants in the Fine Arts. "Catch & Release: An Interactive Storyscape" (\$167,500). Ruth Beer & Jim Budd, Emily Carr University and Kit Grauer, University of British Columbia. 2009/11
- **Ontario Centres of Excellence Connection Program.** Grant to support 4th year undergraduate projects conducted in collaboration with Industry sponsors. The Ontario Centres of Excellence Program will match cash and in-kind contributions from Industry Sponsors (Total project funding \$64,000; OCE contribution \$32,000). Jim Budd, Carleton University. 2007/08
- **Canadian Heritage New Media R&D Initiatives.** "ec(h)o-VUE: An Interactive Museum Guide" (\$365,000). Ron Wakkary and Marek Hatala, Simon Fraser University and Jim Budd, Carleton University. 2007
- **Teaching & Research Stipend,** "Workshop on Ambient Technologies at K3 (The School of Art, Culture and Communication at Malmo University)" (\$3,500), The Swedish Foundation for International Cooperation in Research and Higher Education (STINT), Stockholm, Sweden. 2003
- **Social Sciences and Humanities Research Council of Canada.** Initiatives for the New Economy. "E-Loyalty through Experience Design" (\$286,000). Diane Cyr, Thecla Schiphorst, John Bowes, Jim Budd and Russell Taylor, Simon Fraser University Surrey. 2002.
- **Georgia Food Processing Advisory Council (FOODPAC).** "Quality Enhancement of Fried Foods Through Computer Visualization of the Frying Process" (\$159,974). To investigate the potential to utilize computer visualization technology to enhance the quality of fried foods. M. Chinon, P Mallikarjunan, M. Ngadi, W. Bullock, J Budd, T. Purdy, P. Presti. Georgia Institute of Technology. July 1997 – June 1998.

Commercial Research Sponsorship

- **Kodak Corporation.** “People and Imaging Opportunities” (\$45,000) To provide market research and new ideas for the design and development of products and services focused on the project theme “People and Imaging Opportunities.” Lorraine Justice and Jim Budd. Georgia Institute of Technology. 2001.
- **Viking Corporation.** Stand Mixer Design (\$45,000) To develop product concepts and a detailed product model for a new stand mixer. Lorraine Justice and Jim Budd. Georgia Institute of Technology. 2001.
- **Intergraph.** “New Workstation for Digital Publishing.” (\$36,000). To provide marketing research and product concept development for a next generation computer workstation for the graphic arts and publishing industries. William Bullock, Jim Budd and Kenneth Kahn. Georgia Institute of Technology. 1999.
- **Dell Computer.** “A Study of Future Workplace Needs for Information Appliances” (\$24,000). To identify market opportunities for future computing devices and develop design concepts to address these opportunities. William Bullock, Jim Budd and Kenneth Kahn. Georgia Institute of Technology. March 1998

Infrastructure Awards

- **Tech Fee Award,** Georgia Institute of Technology. To support the establishment of a new Interactive Product Design (\$70,000), Jim Budd. 2011
- **Infrastructure Grant,** Carleton University. To establish an Interactive Product & Sensor Lab for the School of Industrial Design (\$40,000), Jim Budd. 2007
- **Research Infrastructure Grant,** Carleton University. To support Interactive Product Design (\$25,000). Jim Budd. 2006
- **President’s Research Grant,** Simon Fraser University Surrey, “A User-Centered Approach to the Design of Intelligent Interactive Products and Systems” (\$9,900). Jim Budd. July 2005
- **Research Infrastructure Grant,** Technical University of British Columbia. To support research, design and development of interactive products and systems (\$40,000). Jim Budd. 2001
- **Office of Instructional Technologies,** Georgia Institute of Technology. “idesign” Network: Funding to support continued development of “idesign Network,” (\$8,500). August 1999 – June 2000.
- **Office of Instructional Technologies,** Georgia Institute of Technology. “idesign” Network. (\$5,000). Funding for Graduate Research Assistant to continue development of “idesign Network.” June 1999 – August 1999.
- **Georgia Tech Foundation Grant,** Georgia Institute of Technology. “An Asynchronous Learning Network (ALN) for Industrial Design Education” (\$10,677). Developed a pilot project to demonstrate the feasibility of using an asynchronous learning network to enhance Industrial Design education at Georgia Tech. July 1998 - June 1999.
- **Georgia Tech Foundation,** Georgia Institute of Technology. (\$10,500). Funding support for continued development of the ‘idesign’ Electronic. Network to support Industrial Design education and research. 1998.
- **Advanced Learning Technologies in Higher Education,** University of Illinois at Urbana-Champaign. (\$20,000). Awarded for the development of Asynchronous Learning Network to support Industrial Design education and research. 1997.
- **Sloan Centre for Asynchronous Learning,** University of Illinois at Urbana-Champaign. (\$12,000). Awarded for the development of an 'Asynchronous Learning Network' for the Industrial Design Program. The initiative combines the use of web-based resource materials with electronic conferencing to enhance the learning environment. Jim Budd, Surya Vanka. 1996
- **Advanced Information Technologies Group (AITG) Invitational Seminar & Stipend,** University of Illinois at Urbana-Champaign. (\$1500). Awarded for "Collaboration" an initiative to integrate Web-based instructional materials that have been developed within the School of Art & Design. Jim Budd, Nan Goggin, and Surya Vanka. 1996.
- **Educational Technologies Board Grant,** University of Illinois at Urbana-Champaign. (\$4500). Awarded for research support in the development of a collaborative studio project involving a senior industrial design class and a senior architecture class based on the extensive use of 'Form-Z' for 3-D computer modeling and 'FirstClass' for electronic conferencing. 1996.
- **Educational Technologies Board Grant,** University of Illinois at Urbana-Champaign. (\$5000). Awarded for the development of an electronic Curriculum Planning Guide to assist students in the Industrial Design Program optimize the choice of courses. Jim Budd and Peter Isherwood. 1996.

Courses Taught

Georgia Institute of Technology (Georgia Tech)

- ID 4012 - ID/ME Capstone Design Studio
- ID 6201 - Graduate Design Studio II

Emily Carr University of Art & Design – Undergraduate Courses

- DESN 411 - 4th Year Industrial Design Core Studio
- DESN 421 - 4th Year Industrial Design Core Studio
- DESN 311 - 3rd Year Industrial Design Core Studio (Interactive Products)
- DESN 210 - 2nd Year Integrated Design Core Studio
- INDD 316/416 - Advanced Interaction Design (Design Elective)

Carleton University – Undergraduate Courses

- IDES 4310 - 4th Year Industrial Design (Major) Studio
- IDES 4001 - 4th Year Industrial Design Seminar
- IDES 4301 - 4th Year Industrial Design (Minor) Studio
- IDES 3302 - 3RD Year Industrial Design Studio
- IDES 3306/4306 - Interactive Product Design (Directed Study)

Simon Fraser University Surrey - Undergraduate Courses

- IAT 232 - Prototyping and Human Factors
- IAT 338 - Interactive Prototypes
- IART 313-315 - Physical Interaction Design
- IART 322-324 - Interactive Arts Project (Three 5-week modules/one semester)
- IART 401-406 - Integration Project (Six 5-week modules- this course runs for two semesters)
- IART 407-409 - Object Interaction (Three 5-week modules-this course runs for one semester)
- IART 410-412 - MetaSystems (Three 5-week modules-this course runs for one semester)

Simon Fraser University Surrey - Graduate Courses

- IAT 832 - Exploring Interactivity
- IART 603 - Interface & Navigation
- IART 696 - Smart Robots
- IART 696 - Ambient Technology

Georgia Institute of Technology (Georgia Tech)

- ID 3001 - Junior Industrial Design Studio
- ID 4011 - Advanced Design I
- ID 4012 - Advanced Design II
- ID 6200 - Graduate Industrial Design Studio
- ID 4952 - 3-D Computer Modeling
- ID 4951 - Computer Illustration
- ID Special Studies - Digital Portfolio
- ID Special Studies - Industrial Design & the Web

University of Illinois at Urbana-Champaign

- ARTID 277 - Senior Industrial Design Studio I
- ARTID 278 - Senior Industrial Design Studio II
- ARTID 371 - Computer Illustration
- ARTID 372 - 3-D Computer Modeling

University of Calgary

- EVDS 6xx - Computer Applications in Industrial Design
- EVDS 6xx - Industrial Design Studio

Course Development

Simon Fraser University Surrey

- IAT 338 – Interactive Prototypes, 2005, Planning, design and co-development of a new 13 week

course combining electronics, modelmaking and computer programming skills in the development of operational prototypes of autonomous interactive products and systems.

- **IAT 232 - Prototyping and Human Factors**, 2004, Planning, design and co-development of a new 13 week course combining modelmaking skills together with human factors theory applied in the development of a series of hands-on prototyping exercises.
- **IAT 231 - Visualizing Interactivity**, 2004, Planning and design of a new 13 week course combining the basics of drawing and sketching to communicate ideas for new products and concepts for interactive products and systems focusing on the relationship between people and their environment and the way people interact with their environment.
- **IART 410-412 - MetaSystems**, 2002. Planning design and development of a seminar-type course focusing on the development of a more comprehensive approach to current and emerging issues and trends in design.
- **IART 401-406 - Integration Project**, 2001. Planning, design and development of a sequence of six modules for a fourth year interdisciplinary collaborative product development course (for students in Interactive Arts, Information Technologies and Management & Technology) which includes planning, concept development, detail design, feasibility assessment, prototyping and user testing
- **IART 407-409 - Object Interaction**, 2001. Planning, design and development of two of three modules for a course exploring concepts related to interactivity and a range of processes for prototyping these concepts
- **IAT 832 – Exploring Interactivity**, 2004/05. Planning, design and co-development of a new 13 week graduate course which examines the changes in the field of interaction design, the evolution of new human centered design methods, prototyping methodologies, as well as strategies for assessment and evaluation.

Georgia Institute of Technology

- **Redesign, consolidation and implementation** of entire curriculum for the Industrial Design Program at Georgia Tech as part of the school's conversion from a Quarterly-based system to a Semester-based system. 1998.
- **Redesign curriculum for ID4002 and ID4003**. Senior Level ID Studios (Introduced major capstone project commencing with comprehensive research & concept development phase in Winter Quarter and proceeding to detail design, prototyping and presentation in Spring Quarter). 1997.
- **Redesign computing curriculum for ID Program**. (Integrated approach to the use of computer applications vs applications in isolation) 1998.
- **Redesign curriculum for Junior Level ID Studio I** (Concentration on product design methodology). 1998.
- **Redesign curriculum for Junior Level ID Studio II** (Issues related to corporate identity, packaging, and product displays in the context of Industrial Design). 1998

Teaching Innovation

Simon Fraser University Surrey

- **Designed, developed and implemented the 'Integration Project'** - a full academic year long capstone interdisciplinary collaborative undergraduate course in which small teams comprised of students from Management of Technology, Interaction Design and Information Design work together to design, develop, prototype and test new ideas based on the innovative application of new technologies to support specified human needs. 2001/2004

Georgia Institute of Technology (Georgia Tech)

- **Designed, developed and implemented a prototype asynchronous learning network (ALN) for Industrial Design Education**. The system features an innovative user-friendly interface which supports immediate access to an extensive array of electronic resources. Since its installation in Fall of 1998 the system has been used to support ID instruction in several courses. This system is constantly being expanded to provide enhanced access to teaching and learning resources for all students and faculty in the ID Program. Georgia Institute of Technology. 2000.

University of Illinois at Urbana-Champaign

- **Co-developed a program-wide asynchronous learning network for the Industrial Design Program**. The University of Illinois at Urbana-Champaign. 1997.

Interdisciplinary Teaching Activities

- **INTD 401-406. Integration Project** – This is a full academic year long capstone interdisciplinary collaborative undergraduate course in which small teams comprised of students from Management of Technology, Interaction Design and Information Design work together to design, develop, prototype and test new ideas based on the innovative application of new technologies to support specified human needs. Simon Fraser University 2002/2004.
- **Arch 8570.** Taught through the ID Lab. Industrial Design grad students and senior Management students and Interaction Design Students provided a market assessment and new product concepts based on the Theme 'People and Imaging Opportunities' for Eastman Kodak Corporation. Georgia Institute of Technology 2001.
- **Arch 8570.** Taught through the ID Lab. Industrial Design grad students and senior Management students identified market opportunities and product concepts a new workstation for the graphic arts industry for Intergraph. Georgia Institute of Technology. 1999.
- **Arch 8570.** Taught through the ID Lab. Industrial Design grad students and senior Management students provided a market assessment and new product concepts for future computing devices for Dell Computer. Georgia Institute of Technology 1998.
- **ID 4101. Senior ID Studio.** Senior ID and senior ME students developed product concepts for future computing devices for Dell Computer. Georgia Institute of Technology. 1997
- **ID 371/Arch 371.** Senior ID students and Senior Arch Students worked in Teams on the design development of a "Niche Market Bank." University of Illinois at Urbana-Champaign.1995

Supervision/Advising

Graduate Students – Emily Carr University of Art & Design

- **Sara Salevati, MAA.** Interaction Design, Emily Carr University of Art & Design, "Storyboarding Methods for Designers", 2010.

Graduate Students – Simon Fraser University Surrey

- **Ben Yu Ping Lin, MAsc.** Interactive Arts & Technology, Simon Fraser University Surrey, "Narrative Interface: the Design of Interface Elements to Enhance Narrative Experience in Videogames." 2007
- **Jason Toal, MAsc. Interactive Arts and Technology,** Simon Fraser University Surrey, "Observing Cassette culture: User Interface Implications for Digital Music Libraries." 2007
- **Gilly Mah, MAsc. Interactive Arts & Technology,** Simon Fraser University Surrey "Is There Value in Co-Designing with End Users." 2007
- **Joe Ilsever, PhD.** Simon Fraser University Surrey, "Validation, Measurement and Modeling of Web site Credibility: An Assessment of Web Site Design Metrics and its Contribution to Customer Flow Experience and E-loyalty." 2004.

Graduate Students – Georgia Institute of Technology

- **Roland Nicholas, MSc. Industrial Design,** Georgia Institute of Technology, "Curvilinear Packaging," 2001
- **Noah McNeeley, MSc. industrial Design,** Georgia Institute of Technology. "Baby Food Processor," 2001
- **Tripp Edwards, MSc. Industrial Design,** Georgia Institute of Technology, "Modular Back Pack for Children," 2000
- **Andrew Runton, MSc. Industrial Design,** Georgia Institute of Technology, "Products with Personality: Applying the Language of Character Design to Industrial Design," 2000.
- **Sebastian Toomey, MSc. Industrial Design,** Georgia Institute of Technology, "The E-motional Interface," 2000
- **Jeff Yaschur, MSc Industrial Design,** Georgia Institute of Technology, "Human-Powered Campus Transportation Vehicle," 2000

Graduate Students – University of Illinois at Urbana-Champaign

- **Patrick Santerra, MA Industrial Design,** University of Illinois at Urbana-Champaign, "Portable Water Filtering System," 1997
- **Paul Kwok, MA Industrial Design,** University of Illinois at Urbana-Champaign "Motorcycle Helmet for Singapore," 1996
- **David Klein, MA Industrial Design,** University of Illinois at Urbana-Champaign, "Electric Rice Cooker," 1995

Teaching Assistants

- **Joel Flynn**, Simon Fraser University Surrey, 2005
 - IART 407-409 – Object Interaction
- **Travis Kirton**, Simon Fraser University Surrey 2005
 - IAT 232 – Prototyping and Human Factors
- **Michelle Irving**, Simon Fraser University Surrey, 2004
 - IART 313-315 Physical Interaction Design
- **Dale Evernden**, Simon Fraser University Surrey. 2003
 - IART 694 – Ambient Technology
- **Suzanne Boyden**, Georgia Institute of Technology. 1990-2000
 - 3-D Computer Modeling
- **Rachel Switzsky**, University of Illinois at Urbana-Champaign. 1996
 - 3-D Computer Modeling
- **David Klein**, University of Illinois at Urbana-Champaign. 1995
 - Senior Design Studio

Research Assistants

- ^a **Grayson Byrd**, Georgia Tech: Design development, detail design and production of animated walkthrough for new Interactive Product Design Lab for the School of Industrial Design, 2011
- ^a **Halley Profita**, Georgia Tech: Design development of sensor and microprocessor-based demos and introductory instructional materials for new interactive product design courses, 2011
- ^a **James Schuster**, Georgia Tech: Assist with research, design and development of successful proposal for new interactive product design lab for the School of Industrial Design + Design development of sensor and microprocessor-based demos and introductory instructional materials for new interactive product design courses, 2010/11
- **Jimmy Sze**, Emily Carr University of Art & Design: Concept development, storyboarding and detail design of components for an interactive RFID patient tracking system in collaboration with the BC Children's Hospital. This project is support by NSERC (Natural Science and Engineering Research Council of Canada), 2009
- **Jay Pozo**, Emily Carr University of Art & Design: Design, technical support and development of interactive systems for "Catch & Release" – a research-creations project support by SSHRC (Social Science and Humanities Research Council of Canada), 2009
- **Ehren Katzur**, Carleton University: Technical design and development of a system of sensors and the controlling software to manage a tangible computing system to support interactive narrative development for young children. 2007
- , Carleton University: Design development of curriculum materials and resources for an introductory industrial design course to teach the basics of electronics, sensors technology and programming of interactive product design. 2007
- **Paul Thibaudeau**, Carleton University: Conducted background research and prepared an annotated bibliography for a series of new initiatives investigating the potential application of participatory design methods to help foster more new product possibilities for the visually impaired. 2007
- **Nima Motemedi**, Simon Fraser University (SIAT): Design development of a series of participatory workshops to investigate response to interactive products in a home-like setting. 2005
- **Jack Sam**, Simon Fraser University (SIAT): Design development of a series of rapid prototyped enclosures for interactive products. 2005
- **Jason Boileau**, Simon Fraser University (SIAT): Design development of a series of interactive products including a robotic face capable of a range of expressions and an interactive radio-type device as an interface for a 'smart' environment. 2004
- **Dale Evernden**, Simon Fraser University (SIAT): Review design literature on experience design and the relationship of the elements contributing to experience design for the development of tools to support more effective user participation in the design process. This work is undertaken in conjunction with our funded SSHRC research project "Managing E-Loyalty through Experience Design." 2003
- **Gerald Wartak**, Simon Fraser University (SIAT): Development of new tools to support the user participation in the design process. This work is undertaken in conjunction with our funded SSHRC research project "Managing E-Loyalty through Experience Design." 2003
- **Michelle Sotto**, Simon Fraser University (SIAT): Visual representation of the relationship of the elements and processes contributing to experience design. This work is undertaken in conjunction with our funded SSHRC research project "Managing E-Loyalty through Experience Design." 2003

- **Dale Evernden**, Simon Fraser University (SIAT): Literature search in support of my personal research related to interactive products with personality + assistance with the design and fabrication of a series of related prototypes. 2003
- **Doreen Leo**, Simon Fraser University (SIAT): Literature search for articles addressing issues related to design and trust, design metrics, experience design, design and loyalty, usability, interface & design, brand experience + assist with construction of project website. 2002
- **Gilly Mah**, Simon Fraser University (SIAT): Literature search for articles addressing issues related to design and trust, design metrics, experience design, design and loyalty, usability, interface & design, brand experience. 2002
- **Gilly Mah**, Simon Fraser University (SIAT): Literature search on products with personality + concept development for a searchable database to support the design and development of interactive products. 2002
- **Dale Evernden**, Simon Fraser University (SIAT): Review design literature on experience design and begin to construct a visual representation of the relationship of the elements contributing to experience design in conjunction with our funded SSHRC research project "Managing E-Loyalty through Experience Design." 2002
- **Dale Evernden**, Simon Fraser University (SIAT): Literature search in support of my personal research related to interactive products with personality + assistance with the design and fabrication of a series of related prototypes. 2002
- **Brad Paras**, Simon Fraser University (SIAT): Scenario development and computer modeling and animation to simulate interactive products related to my personal research on interactive products with personality. 2002.
- **Siv Schuurman**, Simon Fraser University (SIAT): Scenario development and computer modeling and animation to simulate interactive products related to my personal research on interactive products with personality. 2002.
- **Andy Runton**, Georgia Institute of Technology (COA): Worked on the design development of the 'iDesign Asynchronous Learning Network' at Georgia Tech. 1998-2000
- **Rachel Switzky**, University of Illinois at Urbana-Champaign: Worked on the design development of the 'ID Online Asynchronous Learning Network' at the University of Illinois at Urbana-Champaign. 1996
- **Andrew Bedinni**, University of Illinois at Urbana-Champaign: Worked on the design development of the 'ID Online Asynchronous Learning Network' at the University of Illinois at Urbana-Champaign. 1996
- **Steve Unterfranz**, University of Illinois at Urbana-Champaign: Developed Tutorial Resources for the 'ID Online Asynchronous Learning Network' at the University of Illinois at Urbana-Champaign. 1996.

Teaching Awards and Recognition

Personal Awards

- **Gold Award in the Concept Category, Northwest Design Invitation 2009** sponsored by the Northwest Chapter of IDSA, 2009, for "Kurio: Interactive Museum Guide" (Design Team Award)
- **Design Educator Award, Dell Regeneration Design Competition**, 2008 International Green Computing Technology Design Competition, Carleton University, 2008
- **Faculty Advisor, Winning Submission, Microsoft Next-Gen PC Design Competition, 2007** (Student Submission: Christianne LeBlanc, Jessica Livingston & Maarianne Goldberg, "Blok")
- **Excellence in Teaching Award**, Industrial Design Program, Georgia Institute of Technology, 2000.
- **Outstanding Interdisciplinary Activity Award**, College of Architecture, Georgia Institute of Technology, 2000.
- **The Incomplete List of Teachers Ranked as Excellent by Their Students** for the fall semester 1996, University of Illinois
- **The Incomplete List of Teachers Ranked as Excellent by Their Students** for the spring semester 1996, University of Illinois
- **Design Canada Scholarship**. Award to support Advanced Studies in Industrial Design. 1979.
- **Education Experience '75**. Grant to Design and Fabricate a series of Creative Playgrounds, Government of Ontario. 1975.
- **Union Carbide Student Interior Design Competition**. Mobile Exhibit Concept (3rd Prize for Most Innovative Submission). National Interior Design Show. 1974.
- **Best Exhibit at Show** (3rd prize for Conestoga College Exhibit). Ontario Scholarship for Academic Achievement. 1974.

Student Awards

- **Scott Bodaly, 1st Place**, Hydro Sustainable Design Competition sponsored by the ET Foundation USA

- 2008, for the design of “Dissolve Computing: A fully recyclable computer”, (developed in IDES 4310, Carleton University, 2008)
- **Brian Bazett and Michael Gregoriev, 1st Place**, Bell Canada National Student Design Competition 2007 for the design of “In-Touch” a new telecommunications device (developed in IDES 3302, Carleton University, 2007)
 - **Warren Chang and Liam Levesque, 3rd Place**, Bell Canada National Student Design Competition, 2007 for the design of “Seek” a new telecommunications device (developed in IDES 3302, Carleton University, 2007)
 - **Christianne LeBlanc, Jessica Livingston & Maarianne Goldberg, 1st Place**, Microsoft Next-Gen PC Design Competition, 2007 for the design of “bloc”, a computer system utilizing a tangible interface + a traditional keyboard and mouse designed specifically for children (developed in IDES 4301, Carleton University, 2006)
 - **Annette Maxwell, Gerald Wartak, Agnes Misurny, Ryan Miranda, 2nd place Winners** for Canada in the Microsoft Imagine Cup Competition, 2004 for the design and development of ‘conTXT’ a new SMS Messaging System (developed in IART 400-406 Integration Project, Simon Fraser University, 2003/04)
 - **Dale Evernden, Brad Paris, Brandon Heuser, Jeff Raimondo, Finalists** in the BC New Venture Development Competition, 2003 for their project concept for ‘Voracity’ a new cellphone based game (developed in IART 400-406 Integration Project, Simon Fraser University, 2002/03)
 - **Kevin Reim, Award of Distinction**, AutoDesSys Joint Universities Program Awards for effective use of 3-D Modeling Tools in Product and Industrial Design, Georgia Institute of Technology, 2000
 - **Paul O’Connor, Honorable Mention**, AutoDesSys Joint Universities Program Awards for effective use of 3-D Modeling Tools in Product Development, University of Illinois, 1996

Service

Georgia Institute of Technology (Service to the College of Architecture)

- **Member, Provost Task Force for The Georgia Tech Savannah Campus**, 2011.

Georgia Institute of Technology (Service to the College of Architecture)

- **Member, 5th Year Review Committee** for Dr. T. Galloway, Dean College of Architecture Georgia Institute of Technology. 2000.
- **Chair, College of Architecture Awards and Scholarship Committee**. 1998-2000
- **Co-Chair, College of Architecture Task Force on Workshop Facilities**. 1999

Georgia Institute of Technology (Service to the industrial Design Program)

- **Industrial Design Representative, Information Technologies Committee**. 1999.
- **Chair, Search Committee for new tenure-track Industrial Design Position**. 1999.
- **Webmaster for ID Program**. 1999-2001.
- **Coordinated upgrade of ID Studio facilities** including acquisition of 70 new drawing tables and fabrication of new dividers/bulletin boards. 1999.
- **Faculty Representative** for Georgia Tech IDSA Student Chapter. 1999-2001.
- **Organized and Coordinated ID Program Exhibit** at Scitrek Museum. 1998-1999.
- **Member, Search Committee for new Director for Industrial Design Program**. 1998.
- **Coordinated acquisition and installation of new “Dell” Computing lab**. 1998.

Emily Carr University of Art & Design

- **Member of the Academic Senate**, 2009/10
- **Chair, Senate Curriculum Planning and Review Committee**, 2009/10
- **Member, Senate Committee for Academic Planning and Priorities**, 2009/10
- **Faculty Representative** for the Emily Carr University Industrial Design Society of America (IDSA) Student Chapter, 2009 -
- **Member, VP/Provost Search Committee** (2009)
- **Member (of four separate) Faculty Search Committees** (2008-2010)

Carleton University

- **Member, Graduate Faculty Committee**, 2007/08
- **Faculty Representative** for the Carleton University Industrial Design Society of America (IDSA) Student Chapter, 2008
- **Member, Research Management Committee (CDRN) Canadian Design Research Network**

- **Carleton University Representative** (CDRN) Canadian Design Research Network

Simon Fraser University (Service to the University)

- **Member of the Academic Senate**, 2003/06
- **Member, Senate Committee on International Activities**, 2003/05
- **Member, Senate Committee on Continuing Studies**, 2003/06
- **Member, Faculty of Applied Science Curriculum Committee**, 2004/07
- **Member, SFU TechOne (Foundation Program) Ad-hoc Advisory Committee**, 2003/05
- **Member, SFU Surrey Campus Committee** - one of three sub-committees involved in preparation of an assessment and recommendations for a long term plan for SFU Surrey Campus

SFU, Surrey (Service to the School of Interactive Arts & Technology)

- **Chair, Undergraduate Curriculum Committee**, 2004/07
- **Member, Faculty Search Committee** – to conduct an international search to fill 12 new faculty positions within the School of Interactive Arts & Technology, 2004/05
- **Member of the Curriculum Development Committee** for years 3 & 4 of the new Interaction Design Stream, 2004/05
- **Member of the Curriculum Development Committee** for years 1 & 2 of the new Interaction Design Stream, 2003/04
- **Established SFU Italian Design Field School Summer Program** in collaboration with Professor Russell Taylor (SFU Surrey) and Randall Martin (SFU International), 2004
- **Established International Student Exchange Program in Interaction Design with University of Malmo** in collaboration with Professor Russell Taylor (SFU Surrey), Professor Simon Niedenthal (K3, Malmo) and Randall Martin (SFU International), 2003
- **Member, Director's ad-hoc Program Advisory Committee** - a multi-disciplinary faculty group appointed by the Acting Program Director to provide consultation on issues of general importance to the Surrey Program. 2002/03
- **Member, Academic Appointments Committee** - to conduct a search, interview and propose recommendations for the appointment of two interim appointments for faculty for the IT Program for the academic year commencing Fall 2002 and two full-time appointments to commence late Spring or Summer 2003.

Service to the Academic Community

- **Reviewer for SSHRC Standard Research Grants**. 2004.
- **Reviewer for SSHRC Major Collaborative Research Initiatives**. 2002.
- **Member of the External Validation Team** for a new Graphic Design for Marketing Degree at Kwantlen University College, Vancouver, BC. 2002.
- **Juror. Dean's Exhibition**. Faculty of Environmental Design. University of Calgary. Calgary, Alberta, Canada. 1989.

Intellectual Property

- **Joint author - U.S. Design Patent #351,243**. (ITT Jabsco Remote Control Searchlight).

Professional Affiliations

- **American Institute of Graphic Designers (AIGA)**
 - Academic Member, 2003
- **Design Management Institute (DMI)**
 - Academic Member, 2000-2001
- **Electronic Industry Association of Alberta (EIAA)**
 - Member of the Executive, 1991- 93
 - Vice President, 1993/94
 - President, 1994/95
 - Past President, 1995/96
- **Industrial Design Society of America (IDSA)**
 - IDSA - Member, 1989 - present