TRENDS

in Society and Information Technology

HIROSHI ISHII, Jerome B. Weisner Professor of Media Arts & Science, MIT Media Lab

"Transform: Beyond Tangible Bits, Towards Radical Atoms"

Friday, December 4, 2015
3 to 4 p.m.
6011 Donald Bren Hall

A reception will follow the talk at 4 p.m. in the 5th floor atrium.
Free and open to the public; no RSVP required.

ABSTRACT Whereas today's mainstream Human Computer Interaction (HCI) research addresses functional concerns Tangible Bits and Radical Atoms are driven by vision. This is because today's technologies will become obsolete in one year, and today's applications will be replaced in 10 years, but true visions – we believe – can last longer than 100 years. Tangible Bits seeks to realize seamless interfaces between humans, digital information, and the physical environment by giving physical form to digital information, making bits directly manipulable and perceptible.   Radical Atoms takes a leap beyond Tangible Bits by assuming a hypothetical generation of materials that can change form and properties dynamically, becoming as reconfigurable as pixels on a screen. I will present the trajectory of our vision-driven design research from Tangible Bits towards Radical Atoms, and a variety of interaction design projects that were presented and exhibited in Media Arts, Design, and Science communities.

BIO Hiroshi Ishii is a Jerome B. Wiesner Professor of Media Arts and Sciences at the MIT Media Lab. He was named Associate Director at the Media Lab in May 2008. He is the director of the Tangible Media Group that he founded in 1995 to pursue new visions of Human Computer Interaction (HCI): "Tangible Bits" and "Radical Atoms." Ishii and his team have presented their visions at a variety of scientific, design and artistic venues emphasizing that the development of vision requires the rigors of both scientific and artistic review. In 2006 Ishii was elected to the CHI Academy by ACM SIGCHI. Prior to joining the MIT Media Lab from 1988-1994, Ishii led a CSCW research group at NTT Human Interface Laboratories Japan, where he and his team invented the TeamWorkStation and the ClearBoard.

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Co-Sponsored by the Institute for Virtual Environments and Computer Games