Dear Masters Students, You are totally going to beast mode exam week. <3

Wozzop

Week 20, May 16, 2016
KITCHEN CLEANING
APD

WORKSHOP CLEANING
TD1

STAY IN THE LOOP

APD1  |  Project 2: Strategic Design
APD   |  Degree project in Product Design
BA1   |  Design, New and Traditional Technology
BA2   |  Design Project 2
BA3   |  Design as Artistic Process 3
IDI   |  Design History
IxD1  |  Project 2: General Product
IxD2  |  Degree project in Interaction Design
TD1   |  Project 2: Strategic Design
TD2   |  Degree project in Transportation Design

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#lifeatuid

Check out the UID vimeo pages:
vimeo.com/uid, vimeo.com/ixdumea, & vimeo.com/groups/apdumea

THE WEEK THAT WAS / #LIFEATUID

@daanhekking Jakob enjoying our latest present from BOSCH.

@thimael Now I am convinced that you can find anything in the interaction lab

@mimigle the summer boat opening. #lifeatuid outside uid

@rebeckrosendal My final model is coming together. Putting some final paint on.

Share your projects, fikas and class moments with UID by sending your photos to: wozzop@gmail.com

We love hearing from you!

CREDITS

Thanks for your contributions.

Future articles & photos can be sent to: wozzop@gmail.com by Friday evenings.

We love hearing from you!

Editor: Mindy Lee
Graphic Designer: Nicole Waniowska
Contributions: all the #lifeatuid contributors!

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SkinTrack Turns Your Arm Into a Touchpad.

The biggest problem with smartwatches, beyond the fact no one really knows what to do with them, is their small screens. Scrolling through text or swiping a notification is particularly frustrating when your finger obscures whatever it is you’re trying to see. This is why you can’t tap out a text message, let alone play games.

But some really smart designers at Carnegie Mellon’s Human Computer Interaction Group found a way of making your arm part of the user interface. Over the past few years, they’ve come up with several novel ways of thinking beyond the edges of your typical smartwatch screen. Tilting and twisting the bezel lets people control the watch like a joystick. Skin Buttons projected buttons onto the wearer’s forearm. Now there’s SkinTrack, a project that explores how your arm might function as an input device. Still the system is 99 percent accurate, when wearing a shirt.

In the project video, a finger swipes and pokes at a screen. As the finger navigates a hairy forearm, a cursor reacts to the movement on the smartwatch screen. There’s no projection and little lag between the finger’s movement and movement on the screen. But some really smart designers at Carnegie Mellon’s Human Computer Interaction Group have found a way of making your arm part of the user interface.

Over the past few years, they’ve come up with several novel ways of thinking beyond the edges of your typical smartwatch screen. Tilting and twisting the bezel lets people control the watch like a joystick. Skin Buttons projected buttons onto the wearer’s forearm. Now there’s SkinTrack, a project that explores how your arm might function as a touchscreen for wearables.

In the project video, a finger swipes and pokes at a screen. As the finger navigates a hairy forearm, a cursor reacts to the movement on the smartwatch screen. There’s no projection and little lag between the finger’s movement and movement on the screen. Other projects that explore similar interactions use a camera to track finger motion. Those systems track continuously, says Gierad Laput, who co-wrote the paper describing SkinTrack, “but then, you have a Kinect on your shoulder.” Carnegie Mellon’s method works differently. Instead of a camera, the researchers developed a ring that sends a high-frequency alternating-current signal into your finger. When your finger touches or hovers above your arm, that signal propagates outward along your skin to a wristband embedded with electrodes. By measuring something called phase difference, which this technology does by comparing the times at which the oscillating signal arrives at two pairs of electrodes, SkinTrack can determine the position of your finger with impressive accuracy.

The team offered some fairly straightforward applications for SkinTrack. In one example, the user stretches the slingshot in Angry Birds across his forearm. Another shows the wearer using his arm to create app shortcuts. Swiping down scrolls through music, while swiping right selects. It’s not perfect—without a projection to show you exactly what you’re touching, there’s an element of guesswork involved in using your arm as an input device. Still, the system can tell when you’re touching and hovering above your arm with 99 percent accuracy, when wearing a shirt.

Laput says SkinTrack is a natural extension of his previous research, most of which explores using the area beyond the touchscreen (i.e. your body) to improve the user experience. For Laput, the body is just another input and sensing platform. “Looking at the bigger picture, you can make your arm into an actual sensor,” he says. “If you imbue your arm with computation, you’re basically augmenting the human experience.” Laput’s vision for this subtle variety of cyborgism revolves around two ideas: using the arm as an input device, and using the body to augment other activities. That idea is best illustrated by CMU’s Em Sense project, which uses the body’s natural conductivity to sense what a hand is touching. This allows your devices to surface context-specific applications without you having to pull anything up.

The technology isn’t quite ready for consumers. Right now, SkinTrack must be calibrated to each user because electricity passes through each body differently. Laput says the system will work better once a projection can give visual feedback, but that’s still years away. They’re also researching how the electrical signals might impact things like Pacemakers.

Limitations aside, the lab’s projects provide a compelling vision of how the human body might be used as an interface. Stroking your arm to open Spotify might sound weird today, but the day is coming when it’ll seem as natural as tapping a screen.
# Master's Exam Schedules

## MFA Transportation Design

**Exam schedule 2016**

**Auditorium May 16-17**

<table>
<thead>
<tr>
<th>External exam advisor</th>
<th>Anders Gummesson (Volvo Cars)</th>
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<tbody>
<tr>
<td>Degree tutor</td>
<td>Mikael Hedinson</td>
</tr>
<tr>
<td>Examiner</td>
<td>Damian Horst</td>
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**External degree tutor:**

Oscar Björk, Industrial Designer, UID

Anders Smith, Industrial Designer (UDI)

**Exam advisor:**

Oscar Björk, Industrial Designer, UID

Anders Smith, Industrial Designer (UDI)

**APD**

**Procedures:**

- 45 min presentation (max)
- 15 min Q&A
- 15 min feedback & result

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**Monday, May 16**

**Introduction**

10:00 - 11:10

<table>
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<th>Time</th>
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<tbody>
<tr>
<td>13:00-14:30</td>
<td>Narayna Subramaniam</td>
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<tr>
<td>14:45-16:15</td>
<td>Keng Liu</td>
</tr>
<tr>
<td>16:30-18:00</td>
<td>Gaurang Naoro</td>
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**Tuesday, May 17**

**Introduction**

0900-1030

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<tr>
<td>10:45-11:15</td>
<td>Zihao Wang</td>
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<tr>
<td>12:00-13:30</td>
<td>Jost Siebert</td>
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<td>13:30-15:00</td>
<td>Peter Alwin</td>
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**THURSDAY, 19th**

**Introduction**

09:00 - 10:30

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<td>Joakim Bergbom</td>
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<td>13:00 - 14:30</td>
<td>Maji Hedlund</td>
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<tr>
<td>14:30 - 16:00</td>
<td>Itteris Egbadon</td>
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<td>16:00 - 17:30</td>
<td>Bogdan Ionita</td>
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**FRIDAY, 20th**

**Introduction**

08/5 - 09:45

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**Thursday, 19th**

**Introduction**

09:00 - 10:30

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**Introduction**

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**Interaction Design Program 2016-05-11**

**Examination Degree Project Course**

**Project studio**

Examiner: Monica Lind Karlsson, UID

Advisor: Niklas Norden, UID

**Tuesday, 17 May**

Emily Keller

9:15-10:00

**Jöelle Nasca**

11:00-12:45

Food for Tomorrow: Speculating on the future of culinary science at home

**Joohwei Xu**

13:00-13:45

Open studio - Design for participatory art in the museum

**Tao Mu**

15:00-15:45

CODE ROADS: Teaching kids coding through tangible learning

**Wednesday, 18 May**

**Jenni Tornesva**

9:15-10:00

**Rebecca: Listen to the sounds**

**Mirano Vahamazan**

11:09-11:45

**Xs**

**Marcel Pont**

**Poetics**

A toolkit to start conversations about connected things with our clients

**James Mckinsey**

15:00-15:45

**Expressive Agents: Creating a dialogue with physical control**

**Thursday, 19 May**

**Kevin Gault**

9:15-10:00

**Connecting Camerons: Poiesis a new tool on connected consumer electronics**

**Milica Dodevski**

11:00-11:45

**The School of Sleep: Improving the sleep health of urban dwellers**

**Mathias Kring**

12:00-13:45

**All of us - a service framework to help employers open up to and participate in organizational change practices**

**Regina Vegele**

13:45-15:45

**The Astronomy: Design considerations for learning astronomy**

**Friday, 20 May**

**Madhura Tomar de Souza**

8:30-9:15

**Materia: Promoting social friction in coworking spaces with the use of artificial intelligence**

**Thuy Nguyen**

10:00-10:45

**Mindful Food: Empowering food decisions**
DEGREE CELEBRATION!

PARTY AT UID.
- 4TH JUNE, 21:00 -
150 KR

Graduates and teachers go for free.
You have to register!

DEGREE CELEBRATION!

DINNER AT VÄVEN, P5.
- 4TH JUNE, 18:00 -
550 KR
3 COURSE DINNER + PARTY INCLUDED

Graduates and teachers go for free.
You have to register!