



Designing for Emerging Technologies: UX for Genomics, Robotics, and the Internet of Things

Jonathan Follett

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The recent digital and mobile revolutions are a minor blip compared to the next wave of technological change, as everything from robot swarms to skin-top embeddable computers and bio printable organs start appearing in coming years. In this collection of inspiring essays, designers, engineers, and researchers discuss their approaches to experience design for groundbreaking technologies.

Design not only provides the framework for how technology works and how it's used, but also places it in a broader context that includes the total ecosystem with which it interacts and the possibility of unintended consequences. If you're a UX designer or engineer open to complexity and dissonant ideas, this book is a revelation.

Contributors include:

- Stephen Anderson, PoetPainter, LLC
- Lisa Caldwell, Brazen UX
- Martin Charlier, Independent Design Consultant
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- Camille Goudeseune, Beckman Institute, University of Illinois at Urbana-Champaign
- Bill Hartman, Essential Design
- Steven Keating, MIT Media Lab, Mediated Matter Group
- Brook Kennedy, Virginia Tech
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- Barry Kudrowitz, University of Minnesota
- Gershon Kutliroff, Omek Studio at Intel
- Michal Levin, Google
- Matt Nish-Lapidus, Normative
- Erin Rae Hoffer, Autodesk
- Marco Righetto, SumAll
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- Scott Stropkay, Essential Design
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