

CREATIVE WORK / RESEARCH

Currently, I have many areas I am interested in pursuing in terms of creative work / research. I am working on a variety of projects that could be larger in scope and also provide me with outcomes that could be displayed online or in shows and both submitted for publication and presented at conferences. The first area of interest is in how design thinking, and sometimes specific forms of design, can be used to represent complex issues of community health and, in turn, aide is solving larger social issues. For example, I just completed a project in which I collaborated with a physician and a sustainability expert on an animation that is being presented at health conferences. The animation represents issues of sustainable health in which a more holistic approach to an individual's health is illustrated from a planetary level, to community, to an individual's behavior and to their cellular level. This touches on many areas of interest for me, including information design, service design/design for good, and design for healing.

I also recently have been talking with the director of the AIGA's Design for Good about doing a collaborative project in the Duluth Community that uses design-thinking to work on larger community problems, such as homelessness or providing access to healthy food for low income families. We would like to contact city and community organizations, apply for grant funding and get students involved in a project that utilizes design processes and outcomes to assist in a chosen issue.

Finally, I recently have been working with a cross-disciplinary group on the UMD campus on creating mobile applications for learning. Next semester, a graphic design student who applied for and received UROP funding and I will be learning about interface design for mobile applications and working with the larger cross-disciplinary group on a mobile application designed for augmenting a student's study abroad experience. From this project and more of my own individual research, I hope to gain a greater understanding of how design for mobile applications can be integrated into our interactive design curriculum and how we can use mobile applications in our own classrooms to enhance the educational experience of designers.

