

# 36th annual Design Interaction Symposium

## 36<sup>th</sup> annual Design Interaction Symposium

- 8:30 Registration: Coffee and donuts
- 9:00 Welcome: Dr. Vini Nathan, Dean CADC / Clark Lundell, SIGD  
Randy Bartlett, INDD / IDSA President Will King  
Corky Nell, GDES / AIGA President Sarah Shine
- 9:30 Courtney Garvin, Son&Sons
- 10:30 Break
- 10:45 Tim Lindsey, Xaviant
- 11:45 Comments: Corky Nell, Randy Bartlett
- 12:00 Tour of Wallace Center, AIGA, IDSA, Garvin + Lindsey
- 12:30 Cook Out: Wallace Lawn
- 1:00 One-on-one reviews in INDD + GDES studios
- 2:30 Closing Remarks by Speakers in Wallace 107  
Adjourn

## the School of Industrial + Graphic Design (SIGD)

**Dr. Vini Nathan** Dean + McWhorter Chair, College of Architecture, Design and Construction

**Clark Lundell** Head, School of Industrial + Graphic Design

**Rebecca Boyd** Office Administrator / **Sylvia Jackson** Administration Support

**Chad Bailey** Unit Info Tech Manager / **David Gowan** Laboratory Specialist

**Robert Capps** Assistant Laboratory Specialist

### Industrial Design Faculty

**Bret Smith** Interim Assoc. Dean, Professor

**Tin Man Lau** Professor

**Rich Britnell** Professor

**Randy Bartlett** Professor, INDD chair

**Chris Arnold** Associate Professor

**Shea Tillman** Associate Professor

**Jerrod Windham** Associate Professor

**Shu-Wen Tzeng** Associate Professor

**Ethan Perdue** Visiting Professor

**Sheri Schumacher** Visiting Professor

### Graphic Design Faculty

**Wei Wang** Professor

**John Morgan** Professor

**Ray Dugas** Professor Emeritus

**Ross Heck** Professor

**Carlton Nell** Professor, GDES chair

**Kelly Bryant** Professor

**Samantha Lawrie** Associate Professor

**Courtney Windham** Assistant Professor

**Robert Finkel** Assistant Professor



Friday + September 26 + 2014  
9:00 am – 12:00 noon  
rooms 107 + 111  
Wallace Hall



**Tim Lindsey** earned his BIND at Auburn University. Over the course of Tim's 17 year career in video games, he has worked as an environment artist, technical artist, level designer, game designer and director for a number of renowned game studios, including Idol Minds, Bethesda Softworks, HiRez Studios, CCP Games and now, Xaviant. Tim's most notable work was on The Elder Scrolls IV: Oblivion, where he was responsible for the Oblivion Planes. He also contributed to the World of Darkness MMO and multiple EVE Online expansions as the Level Design Director for CCP. As the Design Director at Xaviant, Tim is responsible for creating the Lichdom: Battlemage vision. Tim works with the art, design, and engineering disciplines to ensure that a unified effort delivers an immersive, exciting and powerful gameplay experience.

**Courtney Garvin** studied industrial design at the Rhode Island School of Design where she received her BFA. She began her career working as a freelance exhibit designer at the Boston Children's Museum and later as an interactive designer at Ziff-Davis Interactive in Cambridge, MA. In 1999 Courtney received her MFA in graphic design from Yale University. Her thesis on color theory focused on



examining the psychological, cultural and personal meanings of color and color's relationship to language.

Since 2000, her work has spanned across all aspects of design; from strategy and design to final production and implementation. Courtney's projects have included corpo-

rate communication, publications, branding, environmental, exhibit, packaging, multimedia, web and interface design.

Currently, Courtney is a senior designer at the branding firm, Son&Sons in Atlanta, Ga. Her clients have ranged from large brands such as Accenture, The Coca-Cola Company, FedEx, Charles Schwab, The Walt Disney Company, Hewlett-Packard, InterfaceFlor, and musician will.i.am to small clients, start-ups and non-profits such as the Turner Foundation, Librii (a start-up launching in Accra, Ghana) and Atlanta City Councilman Kwanza Hall.

Her design work has received recognition from the American Institute of Graphic Arts and her work has appeared in numerous publications including *ID*, *Communication Arts*, *HOW* and *Print* magazines. In addition, she is an adjunct professor at the Savannah College of Art and Design, where she teaches courses in advanced typography and media theory.

#### **IDSA Student Officers**

Advisor Jerrod Windham  
President Will King  
Vice President Leslie Dixon  
Secretary Shelby Taylor  
Treasurer Re'Ann McCoy  
Events Amelia Wilson

#### **AIGA Student Officers**

Advisors Courtney Windham + Robert Finkel  
President Sarah Shine  
Vice President Jessica Jackson  
Secretary Angimero LeBron  
Moth Talks Coordinator Patrick Daugherty  
Design I Ambassador Jenna Ritterling  
History Ambassador Teague Roberts  
Intro Ambassador Laura Walks

**Welcome** to the 36th annual Design Interaction Symposium. Please join us for a cookout on the Wallace Hall lawn following the morning's presentations.

