36th 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, Soni&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
Shu-Tillman  Associate Professor
Jerrod Windham  Associate Professor
Shu-Wen Tseng  Associate Professor
Ethan Perdue  Visiting Professor
Sheri Schumacher  Visiting Professor

Graphic Design Faculty
Wei Wang  Professor
John Morgan  Professor
Ray Dugas  Professor Emeritus
Rose Heck  Professor
Carlton Nell  Professor, GDES chair
Kelly Bryan  Professor
Samantha Lawrie  Associate Professor
Courtney Windham  Assistant Professor
Robert Finkel  Assistant Professor

School of Industrial + Graphic Design

36th annual Design Interaction Symposium
Friday + September 28 + 2014
9:00 am - 12:00 noon
rooms 107 + 111
Wallace Hall

cadc.auburn.edu  +  www.facebook.com/AuburnSIGD
Tim Lindsey earned his BFA 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 corporate 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.