The Future: By Design

a2ru
Emerging Creatives Student Summit
2023

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Welcome!

Thank you for joining a2ru's 2023 Emerging Creatives student summit, "The Future: By Design"! We are delighted to work with you all in partnership with the University of Cincinnati's Digital Futures. The essence of these days is what you, the students, experience and generate. We are extremely grateful to have you here and cannot wait to see what your teams design together for our shared future.

Sincerely,

Executive Director, a2ru

CODE OF CONDUCT

These guidelines apply to all Emerging Creatives participants.

a2ru wants all participants to feel safe and respected at our gatherings. As such, we reserve the right to remove an individual from the student summit if they engage in any of the following actions:

- biased, demeaning, intimidating, coercive, harassing, or hostile conduct or commentary, whether seriously or in jest, based on sex, gender identity or expression, sexual orientation, race, ethnicity, national origin, religion, marital status, veteran status, age, physical appearance, disability, power differential, or other identities
- producing or distributing photographs of presentations or materials without permission
- intentionally talking over or interrupting others as a means of disregarding/undermining/ obfuscating them (as distinct from unintentional interruptions motivated by enthusiasm or sudden insight)
- retaliation against reporting of conduct concerns or assisting in conflict resolutions
- personal attacks of any kind
- commenting on personal appearance

INCLUSIVITY

a2ru values all people. We are committed to cultivating an inclusive environment, and strive to be a diverse and equitable community in which people's differences--whether race, class, gender identity, age, sexual orientation, religion, ethnicity, disability, or nationality--are valued and respected. Our primary goal is to advance the arts in higher education, but we recognize that higher education is, sadly, not accessible to everyone.

Higher education has historically played a role in reinforcing our society's ableist, classist, racist, and sexist structure. Because of this, we can no longer work just to create a space for our community to cultivate its passion for art and research in universities; we must also push for a world in which all people have the freedom to access those universities and the opportunities they afford.

SEXUAL HARASSMENT

Sexual harassment is behavior that demeans, humiliates, or threatens an individual on the basis of their sex. It is unwanted attention that a recipient experiences as offensive or disruptive to personal well-being. Sexual harassment can include crude behavior (such as offensive statements, jokes, or gestures); dismissive or insulting modes or address (such as referring to a woman not by her name but as "honey"); unwelcome sexual attention (such as unwanted touching or repeated requests for dates); and coercion.

Sex-based harassment also takes nonsexual forms when an individual is targeted because of gender or gender expression. It singles out some members of the community as acceptable targets and as unworthy of respect. Harassment never occurs in a vacuum. Frequently, alienating behaviors including race- and religion-based harassments intertwine with sexual harassment. Working to discern, for instance, whether a comment about appearance is aimed primarily at someone's gender, sexuality, religion, or race mistakes how harassment can leave its impact on multiple levels.

SEXUAL HARASSMENT CONTINUED

If you have experienced any unwelcome behaviors, please contact the executive director to discuss next steps. She will not discuss your report with anyone else, and reporting the incident does not obligate you to pursue any further action. a2ru's goal is to listen, to offer support, and to jointly determine the best strategy for addressing the reported harassment. We recognize that we have limited ability to respond formally to charges of sexual harassment. However, we can ensure our community is a safe space, and we have an ethical responsibility to respond to reports of sexual harassment among our membership.

OUR TEAM

MARYROSE FLANIGAN

Executive Director

Maryrose Flanigan is the executive director of the Alliance for the Arts in Research Universities (a2ru), where she oversees a network of universities which are committed to advancing arts-based and interdisciplinary research, practice, and teaching in higher education. She serves on a presidential advisory group for the arts initiative at a2ru's headquarters at the University of Michigan and is part of the advisory cohort for the Imagining America's Leading and Learning Initiative: Shifting Institutional Culture to Fortify Public Scholarship, funded by the Andrew W. Mellon Foundation.

SHANNON FITZSIMONS MOEN

Associate Director

Shannon Fitzsimons Moen's professional practice bridges the performing arts and higher education; in administrative, artistic, and educational roles, she has honed her ability to connect artists, educators, audiences, and ideas in unexpected and illuminating ways that spark dynamic discovery and growth.

Educated at Hamilton College and Northwestern University, Shannon holds an MA in Higher, Adult, and Lifelong Education from Michigan State University.

VERONICA STANICH

Research Program Manager

Veronica Dittman Stanich holds a PhD in Dance Studies from the Ohio State University. Her interview- and observation-based research investigating audience responses to postmodern dance has been published in Dance Chronicle and Dance Research, and presented to the Congress on Research in Dance. Her work on the a2ru research team has resulted in workshops, whitepapers, and other resources concerning arts integration impacts; issues around tenure and promotion for the arts, design, and interdisciplinary practices; and interdisciplinary collaboration. Veronica is the Managing Editor of Ground Works, a2ru's online platform for arts-integrated research.

OUR HOST

JENNIFER KRIVICKAS

Associate Vice President for Research: Programs & Initiatives

Jennifer serves as Associate Vice President for Research: Programs & Initiatives in the UC Office of Research. Jennifer provides executive leadership for the Programs & Initiatives unit of the Office of Research which includes Office of Research Marketing & Communications, Research Advancement, and two Research Technology units.

Jennifer's portfolio includes strategy and administration of the Next Lives Here-Urban Futures Pathway programs which includes Digital Futures, UC's first interdisciplinary research facility that is designed to foster use-inspired, applied computational R&D. Not tethered to any one college, Digital Futures harnesses the power of the intellect, imagination and advanced technology to drive our region's economy and impact people's lives both locally and globally.

SCHEDULE

DAY 1
MARCH 2

3:00 PM	Registration opens
4:00 PM	Framing Activities
4:20 PM	Panel
5:15 PM	Team Formation
6:15 PM	DINNER (Provided)
6:45 PM	Get to know your team

DAY 2
MARCH 3

7:45 AM	BREAKFAST (Provided)
8:45 AM	Overview of day
9:00 AM	Tour of Digital Futures Lab
11:00 AM	Activity 1: Strategic Brainstorming
11:45 AM	LUNCH (Provided)
1:00 PM	Activities 2&3: Strategic Brainstorming
2:00 PM	Work Session 1
2:45 PM	BREAK

DAY 2
MARCH 3

3:00 PM	Work Session 2
3:30 PM	Team Charter
4:00 PM	Head to Contemporary Art Center (CAC)
4:30 PM	Self-guided tour of Ecologies of Elsewhere
5:30 PM	Exhibit Q&A with CAC Staff (Black Box Theater)
6:30 PM	CAC Trip Ends

Please note: There will not be a bus back to the Digital Futures building following the visit to the Contemporary Arts Center. We encourage you to use the opportunity to explore downtown Cincinnati and its great restaurants.

DAY 3
MARCH 4

8:30 AM	Breakfast (Provided)
9:15 AM	Overview of Day
9:30 AM	Work Session 3
10:30 AM	Conflict Management Strategies
11:00 AM	BREAK
11:15 AM	Work Session 4
12:00 PM	LUNCH (Provided)
1:00 PM	Feedback Sessions

DAY 3
MARCH 4

2:30 PM	Process feedback with peers
3:00 PM	BREAK
3:20 PM	Work Session 5
4:15 PM	Check-ins
5:00 PM	END OF DAY

DAY 4
MARCH 5

8:00 AM	BREAKFAST (Provided)
8:45 AM	Overview and Work Session 6
9:45 AM	BREAK
10:00 AM	Industry Fair
12:00 PM	Closing

EMERGING CREATIVES

Isidora Ignacia Aliaga Morán

Pontificia Universidad Católica de Chile

I have a great interest in the interdisciplinarity of the arts, especially when they help to improve study efficiency and reduce the social gaps that arise in a classroom.

Phoebe Alicardi

Kent State University

Phoebe Alicardi is a Senior studying Fashion Design at Kent State University. She enjoys challenging herself to think more innovative and has designed with multiple medias in mind like technology and bio-materials.

Pranav Asawa

Kent State University

Hello, My name is Pranav Asawa. I am an international student from India studying mechanical engineering technology at Kent State University.

Carter Austin
University of Maryland

I am a Junior studying Mechanical Engineering and Cinema & Media Studies in the process of declaring my third degree in Industrial Design. I am part of the QUEST Honors, Jimenez-Porter Writer's House, and Peace Corps Preparation Programs. I'm super interested in learning more about the intersection between STEM and the arts and have a lot of different ideas of how I'd like to accomplish this professionally. In my free time, I like skiing, reading and writing, and doing small projects that range from hands on hardware projects to film editing.

Jonathan Back
Texas A&M University

Hi! My name is Jonathan and I'm a sophomore studying Visualization with a minor in Computer Science at Texas A&M University. I'm currently in a team working on a research project to create a conversational AI in VR, but I plan on pursuing a career in the field of UX Design/Front-end Development. In my free time I like to play volleyball, rock climb, and listen to good music. I'm looking forward to learn and meet new people at the summit!

Sriya Bapatla
Rutgers University

Hi my name is Sriya Bapatla and I am a junior studying mechanical engineering at Rutgers University! I plan to pursue my PhD in mechanical or biomedical engineering after I graduate and hope to one day work in surgical robotics. I love to spend time outdoors, especially hiking and running.

Arthur Menezes Brum

University of Cincinnati

Arthur Menezes Brum is a GA for Strange Tools Lab and a graduate student in the Master of Art Education Program (DAAP) at the University of Cincinnati. He received his BFA from the University of Cincinnati 2007 (DAAP), MFA from Yale School of Art in 2010. Yale University Art Gallery Fellow 2008-2010. He taught Art and Social Practice at the Harry Van Arsdale Jr. Center For Labor Studies (SUNY), His current areas of inquiry are in Deconstruction, Art, and Education as well as the Problematization of Twice-Exceptional Students.

Nicholas Cindrich

Kent State University

My name is Nicholas Cindrich, I am from Pittsburgh Pennsylvania studying Mechatronics Engineering Technology at Kent State University. I am representing Kent State's Design Innovation Fellows and am excited to be able to participate in this event. Problem Solving, Innovating, team collaboration, and pushing myself to learn new things is a passion of mine, and I'm excited to bring my drive/work ethic to my team.

Hannah Cha
Stanford University

I am a second-year undergraduate at Stanford from Los Angeles, and a Symbolic Systems major, with a concentration in Human Computer Interaction. I am also minoring in Art Practice and Comparative Studies in Race and Ethnicity. Being a creative artist tackling social issues through art, empathy, and design, I use artistic measures to bridge diverse communities, uplift marginalized voices, and spread awareness. I am also committed to addressing racial and gender bias and disparities that arise from algorithms and machine learning. Ultimately, I am deeply invested in the intersection of art, technology, and social justice, and love creating and experimenting!

Parker Coloma
University of Nevada, Las Vegas

Hi, I'm Parker, I'm a photographer and creative from Las Vegas. Currently I'm attending UNLV pursuing my bachelor's of fine arts and I work as as graphic designer for a film distribution company.

Negar Dehghan
Penn State University

I am an M.F.A student in Graphic Design at Penn State University, and I have previously majored in Architecture and Landscape Architecture. I am Passionate about Human-centered design, Interaction design, and User Experience (UX) design. My research mainly focuses on Interactive experiences, problem-solving, and designing for Immersive Environments. I believe that my previous academic journey in Architecture has helped me to gain a unique perspective on design and creativity.

a2ru

CREATE ○ CONNECT ○ CHANGE

Robert Eads

Texas A&M University

Robert Eads is an active computer science apprentice at Texas A&M University in his junior year. He's a dedicated developer who enjoys learning new languages and experimenting with unfamiliar technologies. He is currently exploring different facets of mixed reality and looking to gain experience in the field of software engineering and virtual reality development. He has developed in virtual reality for the past two summers including an internship at General Motors and publishing "Stutter Speak", a public speaking simulator for people who stutter, to the Meta Quest App Lab platform.

Cristian Fonseca García

Pontificia Universidad Católica de Chile

Hello! My name is Cristian Fonseca García, I am 23 years old and I am a native of the city Arica in the north of my country Chile. I am a student of Chemistry Pedagogy in the Pontifical Catholic University of Chile. I am a dancer of the "Carnaval Internacional con la Fuerza del Sol", celebrated every year in my city. In my free time I like to read comics and play video games.

Cecelia Favorito
University of Cincinnati

Curious artist and industrial design student exploring the human dimension of space, place, and culture.

Caroline Greiner
Georgia Institute of Technology

Caroline Greiner is an MS Mechanical Engineering student. She earned a BS in Biomedical and Health Sciences Engineering from the University of North Carolina at Chapel Hill in 2021. Greiner is passionate about engineering education. She's worked as a teaching assistant for 4+ years in design and manufacturing engineering courses and is currently researching how augmented reality can be used in makerspaces. Outside of schoolwork, Greiner enjoys meshing art and science in science communication projects and spending time outside. After graduation, she hopes to find a job in medical device product design.

Meg Grey
University of Georgia

Meg Grey is a Graduate Assistant in Interdisciplinary Arts Research. She is an actor, director, dramaturg, and stage manager; however, her true passion lives with theatre education. With over ten years of experience in educational programming and theatre production, Meg's personal philosophy is rooted in creating a positive environment for learning, and she has dedicated herself to projects that value accessibility and sensory friendly programming. Her studies are focused on facilitating dialogue among theatre professionals about neurodiversity in the arts, and collaborations with artists to create multisensory experiences through media and theatre.

Zezhi Guo

University of Illinois at Urbana–Champaign

Jimmy Guo is a senior student majoring in Industrial Design and minoring in Informatics at the University of Illinois Urbana Champaign. His research interests involve Interaction Design and User Experience Design. As a UX designer, Jimmy is passionate about transferring the communication process between people and society into the interaction between humans and technologies.

Travis Hahn

Penn State University

Travis Hahn is a composer and researcher based in State College, PA. He has written in a variety of genres and styles which primarily explore a mix of 20th and 21st-century compositional systems and techniques with a focus on examining and implementing modern-era philosophical concepts. These range from numerical analysis coupled with absurdism to combinatorics and humanist hegemony. However, he sometimes delves into contemporary psychoanalysis for a metaphorical underpinning–such as the concept of splitting and narcissistic personality disorder. His research interest is currently the field of psychoacoustics and how it may be explored further for use in music therapy.

Nicole Hatch

Texas A&M University

Nicole Hatch will be graduating this May with her Master of Science in Visualization from Texas A&M University. Currently, she is working with Dr. Jian Tao and NIST to create real-time digital twins that support first responders and improve public safety. With an interest in game design and tool-making, she has developed various projects, including an award-winning educational game meant to foster critical thinking skills in teens and young adults.

John Haley

Rochester Institute of Technology

Hello! My name is John Haley. I am a second year Game Design and Development student from the Rochester Institute of Technology (RIT). I have several released games under my belt including my mobile game Cafe Cat available and several other games released on Itch.io. I lead the Neurotechnology Club's Games Team which works to combine the field of game design and Neurotechnology. I have also founded the VR/AR Club at RIT where I lead another Game related team. I mostly work as a Gameplay Programmer and Game Designer and I am excited to be here!

Esperanza Hope Jaduri

Pontificia Universidad Católica de Chile

Hi! I'm Esperanza Hope, a fifth-year Law student from Santiago de Chile. I love writing, music, reading books, history, and learning new things. I believe that sustainable development and innovation are two of the most important topics in our current society. I am so excited to participate in this summit and meeting all of you!

Akash Khanikor

University of Cincinnati

My name is Akash Khanikor and I am studying physics and economics at University of Cincinnati. My main interests are design thinking, cross disciplinary problem solving and scientific outreach. I look forward to being a part of this conference and collaborating with people from all over the nation.

Yue Hu

University of Michigan

I'm a product designer, an imagineer, an ENFP. I am passionate about creating invisible, humanistic, and interesting digital experiences for different platforms (mobile, desktop, IoT, XR) and love making fun things like games and immersive experiences. Currently, I am a graduate student @UMich, studying HCI and pursuing a certificate in Extended Reality. In my spare time, I go backpacking, camping, surfing, hiking, swimming, tubing, kayaking, skiing…basically everything to explore the mother nature .

Dusan Ivelic Luna

Pontificia Universidad Católica de Chile

I'm a 21-year-old design student who comes from a very distant city in Chile. Ever since I was a kid I've experimented with different mediums of art and expression and dreamed of meeting different countries and people. After high school I decided that I wanted to be a designer, not only to put my drawing skills to use, but also because I had a special interest on the fields of UX and service design, and most importantly because I realized I wanted to solve problems as a professional.

Derek Huber

University of Houston

Derek Huber is an undergraduate in his final semester at the University of Houston working toward a B.S. in Biology. He is a member of the American Optometric Association and the NSF IUCRC BRAIN Center as a researcher in the non-invasive brain machine interface lab. His research revolves around the relationship between medicine and the arts by utilizing brain-computer interfaces to artistically represent neurological data captured from performers such as musicians and dancers. He hopes to further understand and bridge the gap between science and art to help map brain activity during creative expression.

Rodney Kimbangu

Virginia Tech

Congolese artist and visual storyteller with a background in Painting and Film Production. With about five years of experience in film production and photography, his work has appeared in magazines, galleries, National Geographic, and numerous film festivals worldwide. Now pursuing a terminal degree in Creative Technologies at Virginia Tech, his work focuses on Photogrammetry, Augmented, and Virtual Realities to recreate and display displaced Congolese/African artifacts as a means of softly repatriating them by attempting to give them back to the disenfranchised communities they came from using technology.

Ariella Knight

Rochester Institute of Technology

Ariella Knight is an MFA Industrial Design candidate at the Rochester Institute of Technology in New York. With a broad arts/tech background her current work focuses on access and sustainability and explores how social and disruptive design can facilitate equitable systems and products. Most recently, her Compostable Kidswear project centered the apparel's end-of-life cycle and explored how using biodiverse fibers such as milkweed and cattail could decouple fabric blends in outdoor kids' clothing and decentralize materials. Other interests include communication systems around self-identity and products that support self-advocacy. More info at ariellaknight.com.

Jaimie Krankel

University of Michigan

I am a first year student studying engineering with a minor in art. I'm interested in the intersection between engineering and art, especially through design aesthetics. I've always liked making things in general, but I'm usually found picking up new hobbies (currently it's jewelry making, but I've also gone through some calligraphy, crocheting, web design... um... etc...). I love meeting new people and can't wait to meet the other participants!

Karla Lagunas

University of Nevada, Las Vegas

A painter and performer, Karla Lagunas determines medium by connecting threads unraveled through earnest research. Through performance she examines gender, race, immigration, class, and neurodiversity. Her paintings are reactive installations, pushing painting towards a sculptural realm, exploring the limits of art objects. A Las Vegas native, Lagunas' work has shown in a range of local exhibition spaces from Clark County galleries to obscure Mojave landscapes. She performs experimental collaborative work for local theater companies and was co-organizer of the non-hierarchical performance art event RADAR. Currently an MFA candidate at UNLV where she holds a BA in Art and Art History.

Kate Lloyd

University of Montana

I am a Digital Artist with an emphasis on all things sound and interactivity. It is through community, connection and leadership that this language of the heart is taught. Media/Digital Arts encompasses these traits through many voices, all uniquely expressed and yet all carrying a similar message; experience, strength and hope.

Nijal Munankarmi

University of Texas at Arlington

I'm a 2nd year MFA student, originally from Nepal. I lived in Nepal and Scotland before moving to the US. My core thesis for the degree is about how we can save a language slowly getting replaced by other languages. My work is mainly transmitted through modern and popular techs to target future generations. Rather than the present, I'm trying to solve problems for the future.

Julian Leff

Kent State University

Hi, I'm from Akron, Ohio. I'm a freshman studying Computer Information Systems at Kent State. I am involved with our school's makerspace, the Design Innovation Hub. I have an interest in Artificial Intelligence, nature, and the creative process to help other people and solve problems. In my free time, I enjoy hiking, gaming, and reading. It's nice to meet you all!

Anna Leitson

Kent State University

I'm Anna, and I'm a freshman at Kent State University. I have two majors, one being an American Sign Language interpreting degree. The other is an education degree focusing on integrated mathematics and innovation.

Sophia Lammi

University of Cincinnati

I am a first year fashion design and French double major at the University of Cincinnati. I love art and music of all kinds, and enjoy baking, painting, learning languages, and exploring new places. I'm very interested in accessibility, inclusivity, and sustainability.

Shanel Locke
University of Montana

Shanel is a Navy veteran, mother, professional chef, and artist. Shanel started taking classes in the media arts department online when she was teaching art in K-12 schools when COVID began. Shanel needed an outlet for all the stress and missed higher education. She came across game design when she started taking classes involving coding and technical art. After realizing games were such an important and wonderful medium that could be used as a tool to talk about important issues in a safe environment. Shanel decided to pursue her master's degree. She hopes to produce a video game that will show the challenges in American education (at least from her perspective), the loneliness/isolation of the job, and how one's gender/sexual orientation can change how people respect a teacher in a school environment.

Yiping Ma
University of Illinois at Urbana–Champaign

Hi, my name is Yiping Ma and prefer to be called Vicky. I'm a first year graduate student at UIUC, majoring in Industrial Design.

Tyler Musgrave
University of Michigan

Tyler Musgrave, a 3rd year PhD candidate at the University of Michigan, Ann Arbor. Her research interests involve art/research and critical digital studies fusing black feminist, transformative justice and diasporic frameworks to her research. Currently, she is working on an animation series to bring to light the experiences of Black women and femme on social media platforms, involving harm and harassment.

Supratim Pait

Georgia Tech

I work in between arts, tech & design. I have Bachelors in CS, worked as a UX and Visual Designer for two years before diving into the arts side of HCI in pursuing my Masters in Digital Media at Georgia Tech. Working with ideas with creative people is some of my favourite things to do. I would describe myself as a generalist and interdisciplinary person. I paint, draw, design & code sometimes. My areas of current interest include redefining or aiding ways of how we indulge in creative practices like painting through tech & create multi-sensorial new media pieces. Oh, and I love cheesecake.

James Perla

University of Maryland

James Perla is a PhD student in the department of English at the University of Maryland, whose research focuses on digital studies, sound studies, and contemporary literature. Perla's prospective work investigates the epistemology of duplication and its effects on the perception of value: the value of art, labor, and human beings. This research draws upon interests in cultural studies, Black Studies, and posthumanism. In addition to his academic pursuits, Perla is audio documentarian, a musician, and an avid soccer fan. Perla holds a BA and MA in English Literature from the University of Virginia.

Donald Rabin
University of Houston

Donald Rabin is a passionate artist who plans to serve his community to the best of his capabilities. He is pursuing a Doctorate of Musical Arts in Flute Performance and a Masters of Arts Leadership degree at the University of Houston. He has performed for NBC's Documentary "SkyBlossom," Fox News "Good Morning Chicago," and is a 2022-2023 Houston Symphony Community-Embedded Fellow. An advocate for Interdisciplinary Artistry, he is the Mitchell Center Interdisciplinary Fellow, the first Arts & Health Fellow, and was project manager of "Come Together Houston". Donald's goal is to create performance experiences that promote artistry, unity, and philanthropy.

Shrimantee Roy
Texas A&M

I am pursuing MS in Visualization from Texas A&M and have an undergrad degree in Computer Science Engineering. I am highly interested in learning and developing creative interactive visualizations and aim to effectively merge the two worlds of art and technology.

Brendan Saychaleune
Rutgers University

I am a graphic design student attending Mason Gross School of Arts with experience in Adobe Photoshop, Adobe Illustrator, Adobe Indesign as well as drawing and digital photography.

Aadya Sharma

University of Maryland

I'm Aadya, an artist studying Mechanical Engineering. I love doing henna, skating, backpacking, and long late night conversations (so please come and talk to me anytime). Sculpture and photography are my primary mediums, but this year I've been delving into filmmaking and dance. As for my Mech. E. background - I was a TA for the introductory engineering class for 3 semesters and absolutely loved it! In college I realized that ultimately, our lifestyle in this capitalist world prevents any real change. I think this conference will help develop ideals of regeneration, and I'm really excited to learn from everyone!

Emilee LaReeda Taylor

University of Cincinnati

I'm an artist with a fascination with the future of the internet. I have an Associate's in Electronic Media Technology and I'm currently studying blockchain tech and crypto-economics. Research Assistant and video editor at Kautz Uible CryptoEcon Lab. ArtWorks Jr. Civic Artist working on the 'New Monuments Initiative'

Rebekah Solorzano

University of Nevada, Las Vegas

I am an undergraduate art student just a few months away from graduating with my Bachelor of Fine Arts. I am honored to be selected and join a2ru and the many collaborative workshops.

Akira Takeuchi

Rochester Institute of Technology

I'm a Ph.D. student doing research on musical acoustics, especially for 3D sound recording and mixing. My main works are using recorded sound, for example, music recording for broadcasting, 3D audio work using multiple speakers, sound design for animation, and sound installation in public bathrooms. I'm also a musician, playing the Saxophone, composing, and arranging, so I also have several works that consist of my performance and audio skills. My main research topics are acoustics of musical instruments, 3D audio, and audio recording/mixing techniques. I'm currently conducting human auditory perception research by using brain signal measurement.

Atlas Vernier

Virginia Tech

Mx. Atlas Vernier is a researcher and innovator at Virginia Tech pursuing dual degrees in Industrial & Systems Engineering and French. They are a leader in immersive technologies and interdisciplinary collaboration. Their work includes solution development for connection and collaboration in virtual environments and utilizing motion capture and photogrammetry data to develop immersive augmented and virtual reality experiences. Their previous work at NASA Langley Research Center strengthened their passion for immersive environments, interdisciplinary communication, and collaborative robotic autonomy. Ultimately, Atlas aims to lead an international interdisciplinary team focusing on furthering in-space and on-Earth technological capabilities.

Shriya Wani

Rochester Institute of Technology

Shriya Wani is a third year at RIT majoring in 3D Digital Design and minoring in Computer Science. She is a student manager at the CAD FabLab, a digital fabrication lab on campus. Shriya is an aspiring technical artist interested in creating new and innovative tools in computer graphics. She wants to combine her skills in programming and art and is excited to see the coming evolution in XR, Virtual Production, and 3D Graphics.

Lewis Thelen

University of Cincinnati

I am a masters student in the University of Cincinnati's Art Education program with a bachelor's in philosophy and cognitive science. My current interests are in embodiment/affect, machine learning and the philosophy of Gilles Deleuze.

Daniel Webber
Georgia Tech

I am a metal room master at the GT Invention Studio. I do specialty workshops, trainings, and maintenance so anyone can do anything they want in our metal shop. I'm also the head of MakeGT, an organization promoting creativity on our campus, which has led me to give workshops on promoting creative thinking. In terms of my artistic interests, I spend a good deal of my free time experimenting with novel ideas and drafting boardgames.

Tomas Williamson
Virginia Tech

A visual media producer who specializes in working in photography and videography.

Geoffrey Zhang
University of Maryland

Geoffrey Zhang (he/him) is a student at the University of Maryland double majoring in government and politics and information science. Growing up in Silicon Valley, Geoffrey has seen firsthand how innovative designs in technology have the potential to improve people's lives but also leave the vulnerable behind. Geoffrey hopes to bring what he has learned about socio-technical systems to the Emerging Creatives conference, fostering conversations between technical and social-minded people to ensure science and technology are equitable in advancing the interests of communities. In his free time, Geoffrey like practicing his photography, working in the makerspace, and hanging out with his friends.

MENTORS

J.R. CAMPBELL

Executive Director, Design Innovation Initiative
Kent State University

J.R. Campbell is helping to cultivate the Design Innovation Initiative at Kent State University to support design thinking, project-based learning, technology-infused maker communities and the curation of cross-disciplinary collaborative teams to tackle "wicked" problems. Campbell's first degree was a BS in Environmental Design (1994), followed by an MFA in Textile Arts and Costume Design (1996), both from the University of California, Davis. He then taught textiles, computer-aided fashion design and color theory in San Francisco before being appointed assistant professor in the Department of Textiles and Clothing at Iowa State University in 1998.

J.R. CAMPBELL (cont'd.)

Executive Director, Design Innovation Initiative
Kent State University

He was tenured and promoted to associate professor there in 2004. In July 2005, he moved to Scotland to become the "Research Fellow" at the Centre for Advanced Textiles at the Glasgow School of Art, where he directed research for the Centre, located in the School of Design. While in Glasgow, Campbell completed a postgraduate certificate (PGCert) course in supervising postgraduate (doctoral) research degrees for professionals in art, design and communication from the Centre for Learning and Teaching in Art and Design at University of the Arts London, which was granted in November 2006. He has been a visiting scholar and conducted workshops at the Beijing Institute of Fashion Technology in China and the Auckland University of Technology's Textile Design Laboratory in New Zealand. Campbell came to Kent State University to start his position as professor and director of The Fashion School in July 2009. In July 2018, he moved to take on the role of executive director for the Design Innovation Initiative.

CHRIS HOLTHE

Director, Design Innovation Hub and Ecosystem
Kent State University

Chris Holthe is the Director of the Design Innovation Hub and Ecosystem at Kent State University where he oversees the co-working and maker-innovation spaces in the DI HUB and facilitates communications across Kent State's entire network of DI NODES (20+ different makerspace/resource partner environments across the university). Chris received both a bachelor's in History and master's in Library and Information Science from the University of Illinois Urbana-Champaign and holds a master's certificate in Nonprofit Leadership and Management from Arizona State University.

CHRIS HOLTHE (cont'd.)

Director, Design Innovation Hub and Ecosystem
Kent State University

In addition, he has over ten years of experience developing technology-based services, programming, and spaces including makerspaces, 3D printing labs, digital media studios, and extended reality labs. Previously, Chris has served as Training and Maker Services Manager at the University of Houston and as Experiential Learning Librarian at Northern Arizona University. His research interests include design thinking, equity and access in academic makerspaces, and extended reality applications for education. Chris is an avid foodie, hiker, and sci-fi aficionado.

SARAH MCMAHON

Outreach Program Officer, Design Innovation Hub
Kent State University

Sarah McMahon is an artist and educator born and raised in northeast Ohio. She is currently the Outreach Program Officer for the Design Innovation Hub, Kent State University's largest maker space where she is working on developing and implementing collaborative workshops and challenge-based events, and learning crazy fun tools and technology.

As a teaching artist for the non-profit Arts in Stark, Sarah was introduced to the maker mindset through the experiential learning approach of arts integration. She has been dedicated to cross-disciplinary methods ever since, continuing similar work as the Artist in Residence at Spring Garden's Waldorf School in the 2021-2 school year.

SARAH MCMAHON (cont'd.)
Outreach Program Officer, Design Innovation Hub
Kent State University

She has shown her work both regionally and nationally, receiving the Ohio Arts Council Individual Excellence Award in 2021, and serves as an instructor with Praxis Fiber Workshop in Cleveland. She completed her MFA in Textiles from Kent State University's School of Art, where she continued to teach in weaving and Surface Design until taking the dive into Design Innovation. She is an avid gardener, cook, hiker, and book worm.

LAUREN ZWONIK
Graduate Assistant, Las Vegas Philharmonic
University of Nevada, Las Vegas

Lauren Zwonik, she/her, is a flutist from Vermont. She is currently pursuing her Doctor of Musical Arts at University of Nevada, Las Vegas with Dr. John McMurtery. She is the first student awarded with the Graduate Assistantship in Arts Administration with the Las Vegas Philharmonic. She earned her Master of Music at West Virginia University and Bachelor of Music at the Crane School of Music.

PANELISTS

DIEGO CUADROS

Associate Professor, Digital Epidemiology
University of Cincinnati

Dr. Diego Cuadros is an Associate Professor of Digital Epidemiology at the University of Cincinnati. Dr. Cuadros earned his Ph.D. degree in Biology at the University of Kentucky and holds a B.Sc. degree in Biology from the National University of Colombia. Before joining UC in 2016, he worked as a Postdoctoral Research Associate at Weill Cornell Medical College in Qatar and a Research Fellow at the University of KwaZulu-Natal in South Africa. Dr. Cuadros is an epidemiologist with strong mathematical and computational skills specialized in quantitative epidemiology, particularly in the study of spatial patterns of disease distribution. He has an extensive experience in the study of the spatial epidemiology of communicable and noncommunicable diseases in different regions of the world, including Africa, Latin America, and North America.

ALEJANDRO LOZANO ROBLEDO

Director, Future Mobility Design Lab at Digital Futures
Annualized Adjunct Professor of Mobility Systems Design
University of Cincinnati

Mobility is all about PEOPLE. Growing up in Bogotá, Colombia, it used to take Alejandro 15 minutes to ride the bus to school in the morning but a full 2 hours to return home during rush hour traffic. He has always been fascinated by the untapped potential of our cities and has focused his research on the future of cities and how we move around them. Emerging trends and technologies such as autonomy, smart cities, shared economy, AI, and transit-oriented development, are fundamentally shifting the paradigm for the future and NOW is the most exciting time to be a Designer and Researcher.

ALEJANDRO LOZANO ROBLEDO (cont'd.)

Director, Future Mobility Design Lab at Digital Futures
Annualized Adjunct Professor of Mobility Systems Design
University of Cincinnati

At the Future Mobility Design Lab, he partners with multi-disciplinary researchers in fields such as aerospace engineering and urban planning, also industry partners such as Boeing and BTS, government partners such as the US DOT, and Non-Profit partners such as Uptown Consortium, to co-create innovative proposals that address real-world opportunities and improve the quality of life through mobility.

Alejandro has taught in the Industrial Design program at DAAP since 2018 and has lead the Mobility Systems Design program since 2020, regularly partnering with companies such as Gravity Sketch to develop new workflows for Design Education using emerging technologies such as VR/AR/MR.

Alejandro has worked with companies such as Boeing in aviation, with more than 6 design patents awarded and the International Crystal Cabin Award earned. He has presented his research at several national and international multi-disciplinary conferences, and worked with companies such as Steelcase, Crown Equipment, Toyota Boshoku, Hankook, Ford, GM, and Stellantis.

RENEÉ SEWARD

Endowed Associate Professor and Program Coordinator
Communication Design program at
College of Design, Architecture, Art, and Planning.
University of Cincinnati

Reneé is an Endowed Associate Professor and Program Coordinator of the Communication Design program at the University of Cincinnati's College of Design, Architecture, Art, and Planning. She is a graduate of the Graphic Design program at the University of Cincinnati in 2002 and received her Master's from North Carolina State in 2008.

Reneé has been teaching typography, exhibition design, graphic design in the Communication Design program for the last fifteen years. Her students have won countless awards from Graphics, Graphic Design USA, and Creative Communication Awards Design competitions over the years.

RENEÉ SEWARD (CONT'D.)

Endowed Associate Professor and Program Coordinator
Communication Design program at
College of Design, Architecture, Art, and Planning.
University of Cincinnati

Her research focuses on developing digital and physical tools that seek to address our society's literacy problem. Currently, she is the co-lab leader of the Digital Futures Learning by Design Lab that conducts rigorous and robust research on all aspects of digital innovations to advance inclusive experiences in literacy and learning across the lifespan. Additionally, she has a company that sells her reading tool called See Words Reading®. Renee came up with See Words because a friend's child who attributed his reading struggle to the letters' layout on a page. Reneé, as a designer, felt that she could help with the problem. Renee is a Cincy Innovates winner and has been acknowledged as a Rising Tech star by ComSpark, awarded by the Business Courier Best Software of the Year, and the University of Cincinnati Emerging Entrepreneur of the Year. Recently, a font her team has designed called SeeType just won an STA-100 award, and a SEGD Global Design Merit award. She has given a TEDx talk on Eradication Literacy Through the Power of a Font.

FREQUENTLY ASKED QUESTIONS

FAQ's

Where is the summit?

All summit events, with the exception of the field trip on March 3rd, will be held in the Digital Futures building at 3080 Exploration Ave. in Cincinnati, OH.

Is there a dress code?

No. We recommend casual and comfortable clothing. Some students like to dress more professionally for their final presentation, but this is not necessary.

Will meals be provided?

Dinner on March 2, breakfast and lunch on March 3-4, and breakfast on March 5 will be provided. All meals will be vegetarian. We'll also have snacks!

I have a dietary restriction. Will there be food for me?

Any dietary restriction noted on your registration form has been accounted for in our food orders and we will make sure you get first pass on dietary-specific foods.

Is this a fragrance–free event?

As part of our continued commitment to providing accessible events, we ask that summit attendees be as fragrance-free as possible during the summit. Commonly worn fragrances include: perfume, cologne, after-shave and scented personal care products such as shampoos, hair products, soaps, hand creams.

FAQ's

Will there be gender-neutral restrooms available?

Yes, there is a gender-neutral restroom on the first floor in the same area as gender-specific restrooms.

Anything else I should know?

In an effort to reduce our carbon footprint, we will not be providing bottled water. There are water drinking and refill stations in the Digital Futures building.

If I have questions, who can I contact?

Should you need any assistance throughout the weekend, please email a2ru Conference Director Charisse Willis at a2ruconnect@umich.edu.

Is there a number I can call in the case of an emergency?

Yes. You can call a2ru Associate Director Shannon Fitzsimons Moen if you have an emergency: 773-420-7302