

36th annual Design Interaction Symposium

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- 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.

