Toward Highly Reconfigurable Interactive Devices

Abstract: The static shape of computers is the bottleneck of today's interactive systems. I argue that we need shape-changing computers that are malleable and reconfigure into any shapes and provide affordances that unleash users interactive potential. However, despite tremendous breakthroughs in advanced materials, their implementation is far off because we don’t understand how to support interactions with them. In this talk I will present my work toward creating malleable and reconfigurable interactive devices, as well as future challenges (more at http://anneroudaut.fr/).

Short bio: Anne Roudaut is a Senior Lecturer, Leverhulme Trust fellow and co-leader of the Bristol Interaction Group at the University of Bristol (UK). Her research is rooted within Human Computer Interaction with leaves growing toward Material Engineering and Soft Robotics. Her research approach is a blend of theory, experimentation, and software/hardware design and her goal is to help designers create the best possible interfaces and devices we will soon have in our hands. Before arriving in Bristol she spent two years as a research assistant at the Hasso Plattner Institute and she did her Ph.D at Telecom ParisTech.