Tangible, Embedded and Embodied Interaction (TEI 2011)

Date : January 21, 2011

Conference Preview
The curves crossed several years ago: the number of processors embedded in "things" outpaced those in "computers". Quickly we're growing accustomed to cities, rooms, furniture, clothing, appliances, and all manner of ordinary places and objects "enhanced" with computational behavior. As computation seeps seamlessly into everyday things, interaction moves on from point-and-click and entangles our bodies as well as our minds. The TEI community investigates interaction where physical and computational things can no longer be simply separated.

Don Norman, a TEI 2011 panelist, named in February 2010 by *Business Week* as among the most influential designers worldwide, notes of TEI "The more I learn about it, the more I believe it is essential". A longtime advocate for ease of use and design consultant for more than 20 years, Dr. Norman is well placed to spot future trends that will impact society and transform our lives.
TEI is a young, rapidly growing and vibrant conference. It brings together a diverse community of interaction designers, electronic engineers, artists, psychologists, computer scientists and hands-on hackers. It confronts the emerging future of the miniaturization of digital technology and its integration into the everyday objects and surroundings that make up our lives. The conference will draw more than 250 professionals from more than 20 countries. TEI 2011 promotes a unique and provocative vision of a future in which smart objects and environments are designed on human terms—emphasizing and embracing physicality, naturalness and context.
Featuring over 150 works, TEI 2011 is the premier worldwide forum for cutting edge research on interaction with tangible and embedded artifacts and systems. These works will be presented in several different venues: a panel discussion, paper sessions, interactive demonstrations, an art exhibition, workshops, hands-on studios, and a design challenge - a wearable computing fashion show.
Mark D Gross, conference co-chair, professor of architecture at Carnegie Mellon University, and robotics startup co-founder, points out: "TEI is where the most creative designers and technology experts meet and envision the future. It's no wonder that some of the world's most influential companies attend: they know that their livelihood depends on it".
Presentations of Special Interest
Among the many papers presented at TEI 2011, the session on Craft and Fabrication reports on the latest in personal, empowered, end-user fabrication, covering techniques and technologies that enable people to construct computational artifacts in textiles, interactively design paper furniture and explore novel interfaces for expressing form.
The Wearable Computing Fashion Show, organized by MIT Media Lab's Leah Buechley under the theme of "Superhero Costumes", showcases creative visions of the future coming from 13 student teams competing for 3000 USD of prizes,
Over 50 interactive demonstrations and art explorations spanning from the state of the art tabletop computing to next-generation sensor prototypes will be shown in a diverse and spectacular demo-

session.

For complete information please consult the Advance Program About the TEI Conference. The annual conference on Tangible, Embedded and Embodied Interaction is the premier worldwide forum for cutting edge research on interaction with tangible artifacts and systems. It is concerned with the creation of compelling experiences that bridge bits and atoms through research in HCI, design, interactive arts, tools and technologies.

TEI 2011 will take place on January 23rd-26th, in Funchal, Madeira, Portugal at the CS Madeira Atlantic Resort & Sea Spa. It offers one day of pre-conference workshops and hands-on studios and three days of varied sessions that explore the future of human interaction with physical, tangible objects and systems. It features a full program of plenary talks, a large demo session, an interactive art exhibit and a wearable computer fashion show.

TEI 2011 is sponsored by the ACM Special Interest Group on Computer Human Interaction (SIGCHI). Financial supporters include the US National Science Foundation, Microsoft Research, Lilypad Arduino, Stratasys, Philips, Disney, and Nokia Research. The conference is hosted by the Madeira Interactive Technologies Institute, a spinoff of the Carnegie Mellon | Portugal international partnership.

Conference Program

For details and event schedules within the conference, please view the Advance Program.