PEOPLE

FACULTY/STAFF

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STUDENT WEBSITES

FACULTY SEARCH

JIM BUDD

PROFESSOR

CHAIR, SCHOOL OF INDUSTRIAL DESIGN

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○ Overview

○ Research and Creative Activity

○ Teaching

Jim Budd is the Chair of Georgia Tech᾿ s School of Industrial Design. He brings 15 years of academic and research leadership in human-centered, interactive product design, as well as two decades of corporate design experience to the school. Most recently, he was associate professor of industrial and interaction design at Emily Carr University of Art and Design in Vancouver, British Columbia, Canada, where he headed the Wearables and Interactive Products Lab.

Budd's Full CV

Teaching/Research

○ **Associate Professor, Emily Carr University of Art & Design** Vancouver, B.C., Canada, 2008 - 2010. Develop and teach Industrial Design courses with a particular focus on interactive products and systems. Head new research lab focused on wearables and interactive products. Research, design, develop, prototype and conduct user testing of new ideas and applications for wearable technologies, interactive products and systems

○ **Associate Professor, Carleton University**, Ottawa, Ont., Canada, 2006 - 2008. Develop and teach Industrial Design courses with a particular focus on interactive products and systems. Assist with development of new graduate program in design. Research, design,

develop, prototype and conduct user testing of new ideas and applications for interactive products and systems.

- **Associate Professor, Simon Fraser University** Surrey, BC, Canada, 2002 - 2006. Develop and teach Interaction Design courses with a particular focus on physical (versus virtual) interactive products and systems (Graduate & Undergraduate) Research, design, develop, prototype and conduct user testing of new ideas and applications for interactive products and systems.

- **Associate Professor, Technical University of British Columbia,** Surrey, BC, Canada, 2001-2002. Develop and teach interdisciplinary project-based courses integrating Interactive Arts, Information Technologies and Management & Technologies (Graduate & Undergraduate). Research and develop new applications of electronic communications and computing technologies incorporating interactive arts and information technologies.

- **Associate Professor, Georgia Institute of Technology**, Atlanta, Georgia, USA, 1997-2001. Teach Industrial Design Studios (Graduate & Undergraduate). Implement new curriculum + teach Computer Applications Courses. Research and develop new applications of electronic communications and computing technologies for Industrial Design Education.

- **Associate Professor of Electrical & Computer Engineering (Visiting), University of Illinois at Urbana-Champaign**, Champaign, Illinois, USA, Summer 1996. Developed Asynchronous Learning Network for online courses for Industrial Design

- **Associate Professor (Visiting), University of Illinois**, Champaign, Illinois, USA, 1995-1997. Teach Senior Industrial Design Studios. Implement new curriculum and teach Computer Applications Courses. Research and develop new applications of electronic communications and computing technologies for Industrial Design Education.

Education

- Master of Visual Arts, Major in Industrial Design, University of Alberta, Edmonton, Alberta,Canada, 1982.

- Diploma of Applied Arts, Major in Industrial Design, Conestoga College, Kitchener, Ontario,Canada, 1975.

- Undergraduate Studies in Architecture, Carleton University, Ottawa, Canada, 1971-72.

- Undergraduate Studies in Systems Design Engineering, University of Waterloo, Waterloo, Ontario,Canada, 1970.

Professional Affiliations

- Industrial Design Society of America (IDSA)
IDSA - Member, 1989 - present

Selected Journal Publications, Conference Proceedings & Presentation, Posters & Invited Lectures

- **Budd, J., Hallgrimsson, B., Radburn-Ong, S., Roberts, C., Harber, C., Katzur, E., Wakkary, R., Hatala, H., Muise, K., Corness, G., Mohabbati, B., Stockholm, J**. " Kurio: A Tangible Interactive Museum Guide." 2009 IDSA National Education Conference. Miami, USA. September 2009

- **Hatala, M., Tanenbaum, K., Wakkary, R., Muise, K., Mohabbati, B., Corness, G., Budd, J., Loughin, T**. "Experience Structuring Factors Affecting Learning in Family Visits to Museums." In: Cress, U., Dimitrova, V., Specht, M.(Eds.): "Learning in the Synergy of Multiple Disciplines", Proceedings of the 4th European Conference on Technology Enhanced Learning (ECTEL09), LNCS5794, Springer-Verlag, Sept/Oct 2009, pp.37-51

- **Wakkary, R., Hatala, M., Muise, K., Tanenbaum, K., Budd J.** " Kurio: A Museum Guide for Families" , Tangible and Embedded Interaction 2009, Cambridge, UK, ACM Press, in press

- **Budd, Jim,** " Leveraging Design Education to Help Fuel the Economy." Innovation, the Quarterly Journal of the Industrial Design Society of America (IDSA), Dulles, VA, Winter 2009

- **Hallgrimsson, Bjarki, Jim Budd and Adrian Chan**, " The Smart Rollator Project: A

Collaborative Student Project Benefiting From a Multi-Departmental Approach." 2008 IDSA National Education Conference. Phoenix, USA. September 2008

○ **Budd, Jim, Lois Frankel and Paul Thibaudeau,** " ViSiO: A New Design Approach to Connect the Visually Impaired with the World." 2007 IDSA National Education Conference. San Francisco, USA. October 2007

○ **Budd, Jim, Krystina Madej, Jenna Stephens-Wells, Janice De Jong, Laura Mulligan and Ehren Katzur.** " PageCraft: Learning in Context — A tangible interactive storytelling platform to support early narrative development for young children." IDC' 07 (International Conference on Interaction Design and Children). 2007. Aalborg, Denmark: ACM Press

○ **Budd, Jim, Krystina Madej, Jenna Stephens-Wells, Janice De Jong, Laura Mulligan and Ehren Katzur**. " PageCraft: A tangible interactive storytelling platform to meet the needs of kids on the go." Proceedings of the MobileNation Conference and Workshop. 2007. Toronto, Canada

○ **Budd, Jim, Krystina Madej, Jenna Stephens-Wells, Janice De Jong, Laura Mulligan and Ehren Katzur.** " Exploring New Design Methods for Interactive Product Design." RGD Conference on Designing the User Experience. Ottawa, Canada. May 2007

Book Chapters

○ **Budd, Jim, Krystina Madej, Jenna Stephens-Wells, Janice De Jong, Laura Mulligan and Ehren Katzur.** " PageCraft: A tangible interactive storytelling platform to meet the needs of kids on the go" in Martha Ladly and Philip Beesley (ed), Mobile Nation, Waterloo, ON: Riverside Architectural Press, 2008 pp.223-228

○ **Leo, Doreen and Jim Budd**. " The Experiential Interface: Creating Emotionally Engaging Spaces." ComSpace in J. Frascara (ed), Designing Effective Communications: Creating Contexts for Clarity and Meaning, (Allworth Press, 2006) pp.256-269.

Selected Awards & Grants

○ **Natural Science and Engineering Research Council of Canada**. Grant to the Centre for Mobile Interaction to support collaborative applied research with industry ($2,250,000). Maria Lantin, Glen Lowry & Jim Budd, Emily Carr University. 2009/13

○ **Social Sciences and Humanities Research Council of Canada**. Research/Creations Grants in the Fine Arts. " Catch & Release: An Interactive Storyscape" ($167,500). Ruth Beer & Jim Budd, Emily Carr University and Kit Grauer, University of British Columbia. 2009/11

○ **Ontario Centres of Excellence Connection Program**. Grant to support 4th year undergraduate projects conducted in collaboration with Industry sponsors. The Ontario Centres of Excellence Program will match cash and in-kind contributions from Industry Sponsors (Total project funding $64,000; OCE contribution $32,000). Jim Budd, Carleton University. 2007/08

○ **Canadian Heritage New Media R&D Initiatives**. " ec(h)o-VUE: An Interactive Museum Guide" ($365,000). Ron Wakkary and Marek Hatala, Simon Fraser University and Jim Budd, Carleton University. 2007

○ **Infrastructure Grant, Carleton University.** To establish an Interactive Product & Sensor Lab for the School of Industrial Design ($40,000), Jim Budd. 2007

Courses Taught

Emily Carr University of Art & Design — Undergraduate Courses

○ DESN 411 - 4th Year Industrial Design Core Studio

○ DESN 421 - 4th Year Industrial Design Core Studio

○ DESN 311 - 3rd Year Industrial Design Core Studio (Interactive Products)

○ DESN 210 - 2nd Year Integrated Design Core Studio

○ INDD 316/416 - Advanced Interaction Design (Design Elective)

Carleton University – Undergraduate Courses

- IDES 4310 - 4th Year Industrial Design (Major) Studio
- IDES 4001 - 4th Year Industrial Design Seminar
- IDES 4301 - 4th Year Industrial Design (Minor) Studio
- IDES 3302 - 3RD Year Industrial Design Studio
- IDES 3306/4306 - Interactive Product Design (Directed Study)

Simon Fraser University Surrey - Undergraduate Courses

- IAT 232 - Prototyping and Human Factors
- IAT 338 - Interactive Prototypes
- IART 313-315 - Physical Interaction Design
- IART 322-324 - Interactive Arts Project (Three 5-week modules/one semester)
- IART 401-406 - Integration Project (Six 5-week modules- this course runs for two semesters)
- IART 407-409 - Object Interaction (Three 5-week modules-this course runs for one semester)
- IART 410-412 - MetaSystems (Three 5-week modules-this course runs for one semester)

Simon Fraser University Surrey - Graduate Courses

- IAT 832 - Exploring Interactivity
- IART 603 - Interface & Navigation
- IART 696 - Smart Robots
- IART 696 - Ambient Technology

Georgia Institute of Technology (Georgia Tech)

- ID 3001 - Junior Industrial Design Studio
- ID 4011 - Advanced Design I
- ID 4012 - Advanced Design II
- ID 6200 - Graduate Industrial Design Studio
- ID 4952 - 3-D Computer Modeling
- ID 4951 - Computer Illustration
- ID Special Studies - Digital Portfolio
- ID Special Studies - Industrial Design & the Web

University of Illinois at Urbana-Champaign

- ARTID 277 - Senior Industrial Design Studio I
- ARTID 278 - Senior Industrial Design Studio II
- ARTID 371 - Computer Illustration
- ARTID 372 - 3-D Computer Modeling

University of Calgary

- EVDS 6xx - Computer Applications in Industrial Design
- EVDS 6xx - Industrial Design Studio

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