2024 ADMISSION REVIEW COMMITTEE

FACULTY

Thanassis Rikakis
Dean

Jean-Michel Arnoult
Entrepreneur-in-Residence

Carsten Becker
Lecturer, Extended Reality

John Bruneau
Lecturer, Extended Reality, Interactive Technologies

Stephen Child
Associate Professor of Teaching, Product Innovation

Michael Crowley
Assistant Dean of Faculty Affairs
Professor of Teaching, Transformative AI

Grant Delgatty
Associate Professor of Practice, Product Innovation

Patrick Dent
Associate Dean of Academic Affairs
Professor of Teaching, Interactive Technologies

Adam Hughes
Lecturer, Product Innovation

Malcolm Jones
Director of Health Innovation

Michael Kanazawa
Distinguished Visiting Lecturer

Yihyun Lim
Assistant Professor of Practice, Design Strategy

Matthew Manos
Director of Challenge Based Learning
Associate Professor of Practice, Design Strategy

Tina Sharkey
Lecturer, Business of Innovation

Aaron Siegel
Assistant Professor of Teaching, Interactive Technologies

SeoYoon Sung
Research Assistant Professor, Learning Innovation

Chris Swain
Assistant Professor of Teaching, Business of Innovation

Douglas Thomas
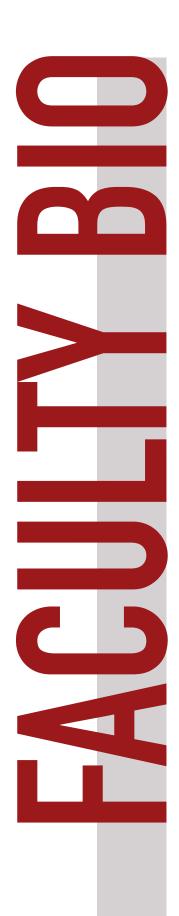Associate Professor, Design Strategy, Business of Innovation

Alexander Titus
Research Assistant Professor, Transformative AI

Davina Wolter
Assistant Dean, IDEA Initiatives
Associate Professor of Practice, Design Strategy, Extended Reality

Thanassis Rikakis

Dean

Dr. Thanassis Rikakis is dean of the USC Iovine and Young Academy for Arts, Technology and the Business of Innovation.

Prior to joining the Academy from Virginia Tech, Dean Rikakis was professor of Bioengineering, professor of Performing Arts, and co-led the Virginia Tech Carilion Smart Rehabilitation Lab and the Interactive Neurorehabilitation Lab. He was the founding director of the Calhoun Discovery Program (CDP) and director of the Calhoun Center for Higher Education Innovation.

Prior to establishing the CDP, Dr. Rikakis served as Virginia Tech's executive vice president and provost and has held leadership positions at Carnegie Mellon University, where he founded the Integrative Design, Arts and Technology (IDeATe) network; Columbia University where he served as associate director for research and development of the Computer Music Center; Aristotle University of Thessaloniki (Greece); and Arizona State University where he was the founding director of the School of Arts, Media and Engineering. His leadership in establishing new educational programs builds upon his research interests which include systems design, engineering, and the arts with a special focus on interactive neurorehabilitation, adaptive learning, experiential media, and cyber-human intelligence.

Dr. Rikakis has authored 45 publications spanning the fields of computing, engineering, health, education, design, and the arts. Additionally, Dr. Rikakis has composed 30 original music compositions that have been performed internationally.

Jean-Michel Arnoult

Entrepreneur-in-Residence

Jean-Michel Arnoult (JM) is a faculty member and entrepreneur-in-residence at the USC Iovine and Young Academy. Arnoult is the Venture Partner at King Tide, a design and development studio based in Los Angeles, with offices in Mexico City. He is also a mentor for Techstars Boulder, as well as a scout for several venture capital funds in the US and Latin America.

Arnoult has been advising venture-backed startups for over ten years, guiding founders on strategy, fundraising, and sustainable growth. UNest, NICKLpass, Champions Round, Wispok and Finvero are among the startups he currently works with.

Previously, Arnoult worked at Microsoft where he was part of the team that launched Bing. Later, on a mission to democratize investing in private companies, he co-founded and led Crowdfunder, a leading equity crowdfunding platform.

Carsten Becker

Lecturer, Extended Reality

As a creative director for experiences and media campaigns, Carsten Becker has advised a diverse clientele of innovation brands, tech companies, non-profit organizations, and media outlets on impactful and tangible representations of ideas that provide dialog with audiences through engagement and interaction.

Leading teams at agencies across immersive storytelling, visual design, brand identity, film marketing, and sports, Becker gathered a vast amount of insights into the creative process. He has worn the hats of strategist, visual designer, technologist, pitch-maker, department head, problem-solver, and studio owner.

At the USC Iovine and Young Academy, he has developed and is teaching undergrad and master-level courses exploring intersections of extended reality with a range of applications like productivity, collaboration, embodiment, health, the arts, and virtual fashion. In his courses, students also pursue new connections of technology with human expression and experience. With previous teaching assignments at art schools, Becker describes the difference in teaching at the USC Iovine and Young Academy in the natural tendency and capacity of IYA students to connect the human senses, curiosity, technology, and purpose into new realms of innovation.

Becker's professional credits include work for A24, Apple, Cirque du Soleil, Marvel, Meta, Netflix, Nike, and Snap, to name a few.

FACULTY BIO

John Bruneau

Lecturer, Extended Reality,
Interactive Technologies

John Bruneau is an independent artist, XR developer, and professor living in New York and Los Angeles. He has worked as a designer and programmer of serious games at Innovation Games, Mighty Immersion, and Invincikids.

Over the last 20 years, Bruneau has also worked as a professor of games and interactive media, at such institutions as San Jose State, Parsons School of Design, Pratt, and New York University. His recent work revolves around clinical VR (developing games for the medical field) and playful interactive art.

Stephen Child

Associate Professor of Teaching, Product Innovation

Stephen Child is an associate professor of teaching at the USC Iovine and Young Academy and a 2023 Fellow at the Center for Excellence in Teaching (CET) at USC. He has extensive experience as a designer and art director in entertainment, health care, education, and the nonprofit sector. Before becoming one of the core faculty members at IYA, Child taught at the Roski School of Art and Design for 12 years.

Child is deeply engaged in the philosophies of design. His teaching focuses on three areas: understanding, practice, and vision. He prioritizes critical thinking methodologies and creative problem-solving processes to guide students in developing unique solutions to challenging problems. His classes give students practical skills in drawing, digital tools, and design fundamentals to bring those ideas to life through visual language. Child teaches students to consider purpose, impact, and ethical considerations in everything they create.

Child has given numerous talks and workshops, most recently "The Power of Visualization," at the SXSW EDU conference. He contributed an essay, "The Gee's Bend Quilters," for the book, Centered: People and Ideas Diversifying Design by Princeton Architectural Press (edited by Kaleena Sales). As part of his commitment to community, Child served as a mentor artist for an LA Commons grant, working with inner-city students to create community design projects, and was commissioned to design street banners for three neighborhoods in Long Beach. In addition to his work in design, Child has continued to create his fine artwork, which combines painting, drawing, collage, and digital imagery.

Child received his Bachelor of Fine Arts degree from Tyler School of Art in Philadelphia and a Master of Fine Arts degree in painting and drawing at Indiana University. He gained his digital expertise from Art Center College of Design.

Michael Crowley

Assistant Dean of Faculty Affairs
Professor of Teaching, Transformative AI

Michael Crowley is the assistant dean of faculty affairs and a professor of teaching at the USC Iovine and Young Academy.

Crowley worked for 20 years as a programmer, manager, and project manager at Northrup Grumman. He came to the University of Southern California in 1999 as a full-time lecturer with the department of Computer Science at the USC Viterbi School of Engineering. Thereafter, Crowley transitioned to become the director of Information Technology Program (ITP), a cutting-edge, hands-on program that offers courses in web development, new media, 3D animation, security, programming, video game design and programming, and other innovative topics in information technology. During Crowley's tenure, the program expanded access to information technology courses to all USC students.

Crowley received his PhD in Computer Science from USC in 1997 and his Bachelor of Science in Mechanical Engineering from Missouri University of Science and Technology.

Grant Delgatty

Associate Professor of
Practice, Product Innovation

Grant Delgatty is a seasoned industrial designer, entrepreneur, and educator. He is an associate professor at USC Iovine and Young Academy.

Delgatty has an extensive career designing a wide range of consumer products in various categories. A significant portion of his career has been in the footwear industry, including as head of design for Vans Shoes from 2001 to 2008. During his time with Vans, the company saw a 400 percent increase in yearly revenue. Since 2008, Delgatty has founded a number of entrepreneurial ventures, including an industrial design and product licensing company called ideapiphany LLC; a shoe company named Urshuz; and URB-E, a personal folding electric vehicle company, which he founded in 2013 to address the growing market need for micro-transportation in urban environments. Delgatty holds several utility and design patents, won numerous awards for his designs, and published extensively. In 2015, Delgatty was named one of SoCalTech50's list of "Southern California Entrepreneurs to Watch" and was most recently included in Pasadena Magazine's "The Influential 50" list.

Delgatty graduated from the ArtCenter College of Design in 1995 with a degree in industrial design.
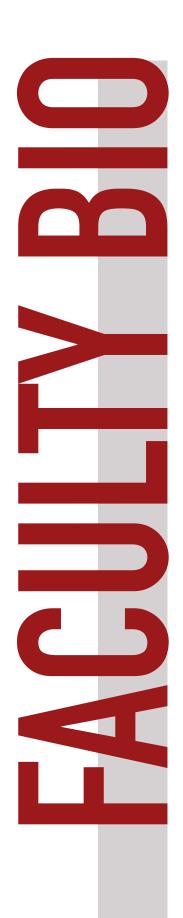
Patrick Dent

Associate Dean of Academic Affairs
Professor of Teaching, Interactive Technologies

Patrick Dent is the associate dean of Academic Affairs for the USC Iovine and Young Academy and a professor of teaching at USC. He has taught at USC since 1999, including teaching in the Academy since its founding and 15 years in the USC Viterbi School of Engineering.

Professor Dent believes in an intersectional approach to teaching development. While engineering is clearly the core domain -- from programming and scripting to data science to computer engineering -- design, business, and communication are integral to successful dev projects, ranging from web and mobile development to physical computing to machine intelligence, and development in many areas such as XR and user experience design which inherently require simultaneous integration of multiple domains.

Professor Dent brings to his teaching and curriculum development more than 20 years of professional experience in disciplines ranging from programming and scripting to database systems and administration to web design and publishing. He has taught new media, Web development, database, and programming courses at USC since 1999. Dent has developed courses, degrees, and curricula at the graduate and undergrad level across three different schools at USC. His background beyond teaching includes working in graphic and web design, database, and information systems, and as a newspaper reporter and magazine writer.

Adam Hughes

Lecturer, Product Innovation

An experienced engineer and teacher with a demonstrated history of working in the higher education industry, Adam Hughes is professionally skilled in Solidworks, AutoCAD, manufacturing, communication, technology, and construction.

Teaching has been a core foundation of Hughes' professional portfolio. He started at UC Riverside teaching CAD and design. Since then, Hughes has been teaching engineers and engineering disciplines across north America for companies like NASA, JPL, Facebook, Google, Disney among countless others. He also has provided engineering and design services for several of these companies on a contract basis.

Hughes has worked in industry incorporating design and manufacturing into nearly every project. He graduated from UC Riverside in Mechanical Engineering and has worked as an engineer for Angelus Block and La-Z-Boy and engineering firm GoEngineer.

One unique aspect Hughes can bring in the classroom and convey to students is the real-world challenges, tactics, and solutions companies go through with design, iteration, and manufacturing. Teaching these aspects in classroom along with the complexities of design offer a fresh perspective to students and better prepare them for their future.

Malcolm Jones

**Post Doctoral Director of
Health Innovation**

Dr. Malcolm Jones is an academic and industry physiologist and health justice advocate. He is the postdoctoral director of Health Innovation at the USC Iovine and Young Academy. He is also the creator and director of the Flight Lab, a gold standard human performance lab with a mission to make sports science more accessible in the international flagship store of the Jordan Brand under Nike Inc. Jones is also the director of Health Research for Better Watts Inc., a non-profit that catalyzes environmental justice by supporting solutions rooted in social determinants of health in the Greater Watts community of South Central Los Angeles through lived experiences, academic expertise, and creative cultural programming.

Jones received his PhD from the Clinical Exercise Research Center within the Division of Biokinesiology and Physical Therapy at the University of Southern California. Here he taught therapeutic exercise techniques and the physiology of physical therapy to doctoral physical therapy students. Within this lab he also led a summer course called "Moving Minds & Bodies through Sports Medicine and Health" to expand the idea of what it means to be a scientist/clinician to high school students. In addition to these roles, Malcolm serves as a mentor for students of multiple organizations including the YMCA to engage young people to science through innovative avenues.

Jones completed his Bachelor of Science at Emory University where he received the Innovative Health Student of the Year award upon graduation; and his Master of Science at the University of Southern California.

Michael Kanazawa

Distinguished Visiting Lecturer, Business of Innovation

Mike Kanazawa's career has focused on innovation, strategy, and transformation while working in the tech sector. He has successfully created and exited two companies and serves as a global thought leader at EY today. His early focus on blending business, design, and technology to generate greater innovation outcomes led him to follow IYA from its founding, ultimately guest lecturing, recruiting for EY and engaging clients with the school.

He is a USC Marshall alum and graduated from UCSB with a degree in mathematics and econometrics.

Yihyun Lim

Assistant Professor of Practice,
Design Strategy

Yihyun Lim is a designer, researcher, and strategist developing her expertise in the design technology field. Her research interests lie in creating value-driven experiences with various forms of interactions, from adaptive materials to ambient intelligences. Lim brings together behavioral research and human-centered design methods to situate emerging networked technologies in speculative futures.

Prior to joining USC, Lim led MIT Civic Design Initiative and MIT Design Lab. As the director of MIT Design Lab, she led a multidisciplinary group of researchers, engineers, and designers to drive design innovation across various industry sectors from consumer products to sportswear and banking. Prior to serving the director role, she was the associate director and research associate at MIT Design Lab, leading research projects with global companies for a number of years.

She has co-chaired the eleventh edition of DeSForM Conference, an international design conference on 'Design and Semantics of Form and Movement'. Titled 'Beyond Intelligence', the conference explored implications and challenges of emerging technologies and complex intelligence systems in the practice of design. Her collaborative design research work has been exhibited at Milan Design Week 2018-2019 (Puma Biodesign), Ars Electronica (Art of Time Killing) and Design Museum London (Sneakers Unboxed).

An architect by training, Lim practiced architecture in San Francisco, Seoul and New York. She received her Master of Architecture degree from Massachusetts Institute of Technology, and a Bachelor of Arts degree in architecture/city and regional planning from University of California, Berkeley.

She is a co-founder of D.Fluence, a design research practice that explores the impact of design across disciplines.

Matthew Manos

Director of Challenge-Based Learning
Associate Professor of Practice, Design Strategy

Matthew Manos is the founder of verynice, a design strategy practice that gives half of its work away for free to nonprofit organizations. verynice's clientele includes Apple, Google, UNICEF, NASA and the American Heart Association. Manos also serves as chair of the Los Angeles Creative Advisory Board established by former Mayor Eric Garcetti.

Called "crazy or genius" by Forbes, and named one of seven millennials changing the world by the Huffington Post, Manos' pioneering work in the fields of design and social enterprise has inspired thousands of practitioners to engage in socially and environmentally responsible business. An author and editor of numerous books and toolkits on design strategy, social innovation and creativity, Manos regularly speaks at institutions and events across the globe. His work and ideas have also been featured in numerous print, online, and broadcast venues including Fast Company, MTV, Wired, Inc., and Business Insider.

Manos holds a Master of Fine Arts degree in Media Design Practices from ArtCenter College of Design, and a Bachelor of Arts degree in Design Media Arts from UCLA. Prior to his current teaching appointment at the Academy, Manos was a teacher at the Strelka Institute in Moscow, an adjunct professor in the Master of Business Administration in Design Strategy at CCA, and an adjunct faculty member at the ArtCenter College of Design.

Tina Sharkey

Lecturer, Business of Innovation

Tina Sharkey is a distinguished brand builder, board member, advisor, investor, founder, and educator. Currently lecturer, Business of Innovation at the USC Iovine and Young Academy, Tina's pioneering ideas include co-created and branded community playbooks, powering roadmaps, loyalty, and beloved enterprise brands, to purpose-driven innovation and entrepreneurship, establishing frameworks for the New Economy.

A Henry Crown Fellow at The Aspen Institute, Tina works with corporations, startups, nonprofits, and academia, driving digital transformation and impacting C-suite strategy with a distinctive approach that balances profit with purpose, guiding business evolution. She has been instrumental in shaping community, consumer, mobile, and social platforms, and retail sectors through her work in creating and scaling innovative global brands, including iVillage, Brandless, and Johnson and Johnson's BabyCenter. As an advisor and board member for organizations like PBS, Havenly, and Heyday, Tina leverages her expertise to provide strategic guidance and influences growth for enterprises such as GAP Inc, Microsoft, and RockCreek, as well as startups like Stride Funding and IPSY, the world's largest beauty community.

An engaging global speaker and moderator, Tina challenges conventional thinking that sparks transformative action. Her contributions to business innovation and strategic leadership have earned her recognition as one of the Top 100 People Transforming Business by Business Insider, Top Women in Tech by Fast Company, one of the 50 most daring entrepreneurs by Entrepreneur Magazine, Top Women in Retail by NRF, and receiving two-time recognition by Goldman Sachs as one of the 100 Most Intriguing Entrepreneurs.
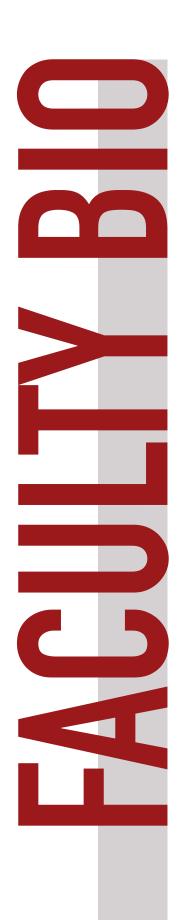
FACULTY BIO

Aaron Siegel

Assistant Professor of Teaching, Interactive Technologies

Aaron Siegel is a media artist, designer, and technologist with a concentration in computational information design. His creative endeavors are inspired by interesting data sets, interfaces, and urban environments. He utilizes data visualization as a medium to explore complex systems, aiming to create aesthetically pleasing representations of data while fostering scientific empiricism. His work strives to display relationships and correlations within information systems that would remain unseen from any other perspective.

He has created work for various institutions including the NASA Jet Propulsion Laboratory, Electroland, Directed Play, the MIT SENSEable City Laboratory, Facebook and Fabrica. He has exhibited work in Los Angeles, San Jose, San Francisco, Salt Lake City, Reno, Memphis, Indianapolis, Seattle, New York, Guadalajara, Madrid, Trieste, Heidelberg, Singapore, Rome, and Dubai.

SeoYoon Sung

Research Assistant Professor
of Technology, Innovation,
and Learning

SeoYoon Sung is a research assistant professor of technology, innovation, and learning at the USC Iovine and Young Academy. Her research examines the increasingly changing dynamics of human practice, technology, and learning, with a pragmatic aim to support people and organizations for the Future of Work. At IYA, she is investigating new learning and innovation models advantageous for the rapidly changing nature of work: social innovation process that engages learners with industry/community partners, how learning infrastructure and culture are built, and the design of intersectional expertise.

Prior to joining IYA, Sung completed her postdoctoral research at Cornell University at the College of Computing and Information Science. As part of the university-wide Active Learning Initiative, she investigated new ways of facilitating learning in the rapidly growing interdisciplinary computing fields in which students are expected to gain skills and knowledge across divergent knowledge domains.

Sung received her Ph.D. in Information Science in the iSchool at Rutgers University. Her research concerned the changing nature of work and organizing, rapid transformations brought about by technology. With these interests, her dissertation was a field study of a global tech company in the U.S. Tech Hub where she studied how complex teams organize themselves across multiple areas of expertise to innovate.

Sung has a master's degree in Organization and Leadership at Columbia University. While engaging in a series of research on workplace studies and learning & development in NYC, she also worked with numerous organizations, including NBCUniversal, Inc., United Nations (UN), NYC Department of Education (NYC DOE), and other non-profit organizations.

Chris Swain

Assistant Professor,
Business of Innovation

Chris Swain is a USC professor and startup founder. He has co-founded three venture-backed companies and led 50+ products and business initiatives for companies that include Disney, Intel, Sony, IBM, RAND Corporation, NASDAQ, Activision, and many others. Swain co-founded/directed the Electronic Arts Game Innovation Lab at USC and was a founding faculty member in the USC Games program. Through his lab, Swain developed research methodology to solve hard UX problems using playable systems and the principles of intrinsic motivation. His lab projects received funding from National Science Foundation, NIH, Gates Foundation, Rockefeller Foundation, Annenberg Foundation, ABC News, LA Times, and others.

Prior to USC, Swain was a founding member of the design firm R/GA in NYC. During his time at R/GA, the company grew from 4 to over 300 people and $0 to over $50MM in annual revenue. The company is now a leading global design firm.

Swain speaks regularly about startups and playable systems in the press and at events around the world. Venues include MIT, Harvard, University of Tokyo, DARPA, University of Cambridge, Columbia University, Sorbonne, City U of Hong Kong, GDC, SIGGRAPH, and others. Publications include CNN, NPR, Forbes, New York Times, Wired, Chicago Tribune, Washington Post, LA Times, and many others.
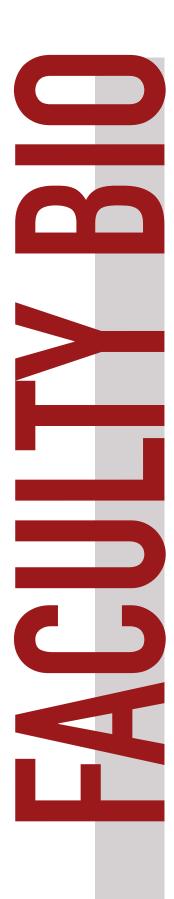
FACULTY BIO

Douglas Thomas

Associate Professor, Design Strategy, Business of Innovation

Douglas Thomas is a professor at the USC Annenberg School for Communication and Journalism and the USC Iovine and Young Academy.

Over the past two decades his research has focused on the intersection of technology and culture. He is the author and editor of multiple books covering computer hackers, cybercrime, computer viruses, the culture of video games and the digital revolution in education. In 2006, he founded the journal Games & Culture, the first academic journal to study the culture of video games, and the following year, he organized a major video game conference in Tokyo, helping launch the new field of Game Studies. Since that time, he has focused on the relationship between games and learning, leading to a long-standing collaboration with John Seely Brown. Their combined efforts led to their concept of the "gamer disposition" being named one of Harvard Business Review's "Breakthrough Ideas" and to the publication of their book A New Culture of Learning in 2011, which has been translated into multiple languages and is now being read worldwide.

Since that time, Thomas has been a featured keynote speaker at dozens of major educational conferences throughout the United States, Asia and Europe, consulted with the governments of South Korea, the United Arab Emirates and Singapore on educational reform, and helped shape and advise the curriculum and missions of dozens of U.S. school systems.
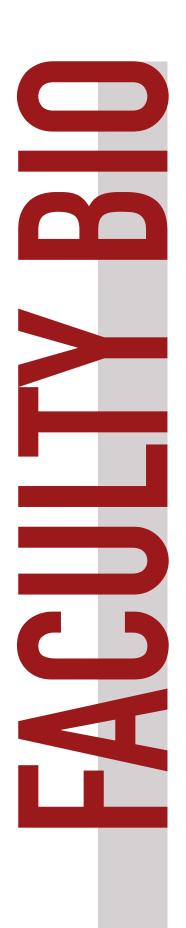
Alexander Titus

Research Assistant Professor,
Transformative AI

Alexander Titus, Ph.D., is a research assistant professor at the USC Iovine and Young Academy and a principal scientist at the Information Sciences Institute (ISI) of the University of Southern California, where his work primarily involves the intersection of artificial intelligence and machine learning (AI/ML), life sciences, and the development of secure and responsible technology.

Titus' career has spanned industry, academia, and government, all focused on AI/ML in the life sciences and national security. Among other things, Titus was previously the inaugural Principal Director for Biotechnology at the Department of Defense, launching biotechnology modernization and leading the development of the DoD's biotechnology strategy, and he is currently an appointed commissioner on the national security commission on Emerging Biotechnology.

Titus holds a Ph.D. in AI/ML and cancer genomics from Dartmouth College and a dual B.S. in Biochemistry and a B.A. in Biology from the University of Puget Sound.

Davina Wolter

Assistant Dean, IDEA Initiatives
Associate Professor of Practice,
Design Strategy, Extended
Reality

Davina Wolter is an accomplished experience designer. Her work can be seen at USC's Doheny Memorial Library, Harvard-Westlake School, Heal The Bay Aquarium, the Natural History Museum of L.A. County, the La Brea Tar Pits and Museum, the Getty Center and Getty Villa, and around the globe in traveling exhibition materials. With expertise in both 2D and 3D design, she works in interdisciplinary teams, providing insight as to how different disciplines (and personalities) best fit together to create an educational experience, environment, product, or campaign.

In 2018, Wolter established Create Crisp, a design firm dedicated to creating inviting, engaging, and meaningful educational experiences, and to propelling the careers of female educators.

Wolter can be found teaching both graduate and undergraduate disruptors at the USC Iovine and Young Academy. She is currently a full-time associate professor of practice in design strategy and extended reality, and is working to develop DEI materials and practices for the Academy as the Assistant Dean of IDEA Initiatives. Wolter is honored to serve on the IDSA LA and ReDiscover Boards, and as an advisory mentor for the Mayor of Los Angeles Creative Council, LA Optimized. Wolter holds dual bachelor's degrees from ArtCenter College of Design and Occidental College, and is working to complete a master's degree in Industrial Organizational Psychology from Harvard.