OrCam Builds MyEye 2.0, A Wearable AI For Blind People

The wearable, called the OrCam MyEye, attached to the eyeglasses, and when used to point to a piece of printed text–a sign, the page of a book, a newspaper, a restaurant menu–it would use deep learning to parse the language and read it aloud to him via a tiny speaker.

OrCam–which was founded in 2010 by computer scientist Amnon Shashua and entrepreneur Ziv

Aviram and was valued at $1 billion this year. That's primarily because of a clever, intuitive interface based on a gesture everyone understands: pointing. All users have to do is point at whatever they want the device to read; the camera identifies their hand, then takes a picture of the text and reads it.

Excerpted from the story https://www.fastcodesign.com/90170447/the-1-billion-company-thats-building-wearable-ai-for-blind-people

How design thinking can help teachers collaborate

The recent release of the Gonski 2.0 report has done an excellent job of re-opening the conversation around how our schools could better fulfil their purpose.

Much of the commentary has centred on the report's recommendations for teaching and learning in schools. But the whole chapter focused on "creating, supporting and valuing a profession of expert educators" has not received enough attention.

The suggestion that teaching and learning can be significantly improved by better supporting our teachers is vital and should not be overlooked.

The term design thinking has become a popular buzzword to refer to this set of skills. It's particularly popular in education because design thinking is a great way to learn 21st century skills, such as creativity and critical thinking. If teachers develop these skills themselves, then they are in a better position to teach them.

Design thinking is not just about knowing the design process and having the tools to use it, but also about adopting a design thinking mindset. This involves seeing the world in a solution-focused way.

Excerpted from the post at http://theconversation.com/how-design-thinking-can-help-teachers-collaborate-95932

20 years of iMac: A story of relentless design iteration

A 20th anniversary is a milestone worthy of celebration in its own right, but even more so when describing a computer.
In early 1998, a reinvigorated Apple was in the midst of filling out its new, four-quadrant product matrix. Next in line was a consumer-grade desktop computer, a segment of the market that had grown stale and uninspired. Beige towers still dominated the landscape, and even Apple's own designs looked largely the same as they had for the past decade. Apple had the opportunity to make a splash, and they embraced it.

The original iMac was a product full of firsts. It was Apple's first computer to be built for the internet era (that's where the i comes from.) It was the first to drop all legacy I/O in favor of the more modern USB standard. And it was the first to show that computers could be cool. To design the iMac, Apple pushed its latent industrial design team, a group that had been underserved by previous company leaders. While the iMac wasn't the first Apple product to use translucent plastic, it was decidedly more "Un-PC," without a spot of beige to be found.

Excerpted from the story at https://www.architecturaldigest.com/story/paris-new-hotels-french-design-dress-code-amastan-hoxton

How the mindset of designers can make us better leaders

Leaders with a design mindset have a clear and transparent thinking or problem-solving process that works well with any number of people — family members, a community, an organization or a business. They "paint" the way forward with colourful, wide brushes to ensure a diverse range of perspectives. Studios are magic because they invite experimentation and creativity, although design is by definition a rigorous balance of the critical/analytical and the creative/generative.

The trick is knowing which aspect of our thinking processes to listen to at the right time. Is it time to converge on an idea or action? Or is it time to diverge to create more options? Whatever the action, designers have to lead.

Excerpted from the story at https://theconversation.com/how-the-mindset-of-designers-can-make-us-better-leaders-94564

Messenger Will Be Getting A Simpler Design And UX

At Facebook's F8 keynote, Mark Zuckerberg exclaimed that for a simple and fast experience. But up until now, Facebook has been packing Messenger with one feature after another, trying to emulate apps like Snapchat. And while Messenger has done this incredibly well, even beating Snapchat at its own game within a very short time, the app has become bloated.

Read more at https://wersm.com/messenger-will-be-getting-a-simpler-design/

Google's Design-Focused event I/O 2018

Next week will be Google's biggest week of the year. It's Google I/O, the two-day event during which the company shows off new products and rallies developers to keep making software for its phones, home assistant, VR headset, web browser, and more.

Read more at https://www.fastcodesign.com/90170653/what-to-watch-for-at-googles-design-focused-i-o

User-Centered Govt.?

The push to rethink why and how government does what is does can be a point of great opportunity and frustration, but it all depends on how you approach it.

Read more at https://datasmart.ash.harvard.edu/news/article/datasmart-resources-user-centered-government

Sony Suggests Hidden-Sensor Technology Is The Home's Future

Read more at https://www.psfk.com/2018/05/sony-sensor-technology-connected-home.html

Google publishes 'Conversation design' guidelines for developing Assistant apps

Read more at https://9to5google.com/2018/05/02/google-assistant-actions-design-guidelines/