

"If you think good design is expensive, you should look at the cost of bad design."
— Dr. Ralf Speth

Pointers and starters to the latest happenings in the filed of design, user experience and ultra modern technologies.

Disclaimer: All the stories are curated from different sources on the internet, and the UX2DAY team does not make any warranty about the completeness, reliability and accuracy of the information.

The Headset Reads Your Mind and Help Interact with Devices



Arnav Kapur, a researcher at the MIT Media Lab, demonstrates the AlterEgo device.

Researchers at MIT have developed a headset that can read the words you're picturing in your mind so that you can interact with digital devices, virtual assistants—like Siri and Alexa—and other people, without actually speaking. When you think about saying a word, your brain sends signals to your face muscles to prepare them for the upcoming vocalization. The device works by reading these so-called sub-vocalizations, otherwise known as “silent speech.”

Electrodes in the headset track these neuromuscular signals in the jaw and face. They are then deciphered by a machine-learning system—which has been taught to associate certain signals with certain words—and sent to a connected device as a set of instructions.

The MIT researchers presented a paper describing the device, known as AlterEgo, at the Association for Computing Machinery's ACM Intelligent User Interface 2018 conference in Japan.

Excerpted from the story at newsweek.com.
Read more at https://dam-prod.media.mit.edu/x/2018/03/23/p43-kapur_BRjFwE6.pdf

Material Design Refresh

Google is expected to further detail its Material Design Refresh project during its I/O developer conference in early May, which will likely be making its way to a lot more products than just Gmail and Chrome.

Cannot separate story from interaction : HBO VP Ex. Design

HBO's VP of experience design, Ryan Wilkerson, talked with Co.Design about the company's vision for its apps.

In an answer to counter the issues of too many options and absurd categories on Netflix, he says, “That is no accident that our experience is a bit more tailored.

Not only do we have a wonderful editorial team with a digital and social media department, they really help curate and focus the attention on the shows and brands that matter most at any given time, but it's an active effort to design our information architecture in a way that it reflects what users want, rather than a reflection of our internal organization chart. We're structured in terms of movies,



Ryan Wilkerson

series, and documentaries, and really, that's not how users view the world. We're very actively engaged, be it through user research, usability studies, mind mapping, and mental models, working with taxonomists, to develop that new system.”

Excerpted from the story <https://www.fastcodesign.com/90168621/hbo-doesnt-want-to-be-just-another-netflix>

Turn Your Wall Into A Touch Screen For \$20



What would happen to our homes if walls functioned as giant touch screens at a reasonable price?

Those are the questions behind two new projects out of Carnegie Mellon's Future Interfaces Group, presented this week at the ACM CHI conference focused on human-computer interaction.

A project entitled “Wall++” and done in collaboration with Disney Research, imbues a plain old wall with touch screen-like properties using a relatively cheap painting technique that costs about \$20 for about 10.75 square feet. While that's more than your average coat of paint, it's a lot less than the cost of a screen that size.

Excerpted from the story at <https://www.fastcodesign.com/90168954/turn-your-wall-into-a-touchscreen-for-20>

Bicycle Urbanism by Design

It's a simple question: What if we designed our streets like we design everything else in our lives? Like we expect everything we use to be designed? It's no secret that Denmark is a design culture. The phrase “Danish Design” is swathed loftily in quotation marks.

Excerpted from the story at <https://nextcity.org/features/view/bicycle-urbanism-by-design>

TOP 5 QUICK BYTES

85% of Customer Interactions Will be Managed Without Humans In Next 3 Years

Read more at <https://edgylabs.com/7-ai-figures-that-will-make-your-head-spin>

Human hair as computer interface



Listen details at <https://soundcloud.com/institute-for-the-future>

Alibaba and Tsinghua University launch joint lab on human-computer interaction research

Read more at <https://www.cosmeticsdesign-asia.com/article/2018/04/23/alibaba-and-tsinghua-university-launch-joint-lab-on-human-computer-interaction-research>

Immersive VR experience created for Samsung platform with a focus on design

Quikr's Nitin Sethi joins IndiGo Airlines as VP Digital

From Ferrari to Flying taxis



One of the world's most influential car designers has joined the Munich-based transportation startup

Munich-based Lilium, the super-ambitious company developing an electric vertical take-off and landing (VTOL) jet and accompanying “air taxi” service, continues to hire top talent to make its vision a reality.

The latest new recruitment is car design veteran Frank Stephenson, who has previously worked for Ferrari, Maserati and Mini, to name but a few.

Considered one of the world's most renowned and influential car designers in recent times, 58-year-old Stephenson's portfolio includes iconic designs such as the BMW X5, New MINI, Ferrari F430, Maserati MC12 and McLaren P1. Now he's embarking on adding the Lilium jet to that list.

Excerpted from the post at <https://techcrunch.com/2018/04/23/ferraris-to-flying-taxis/>