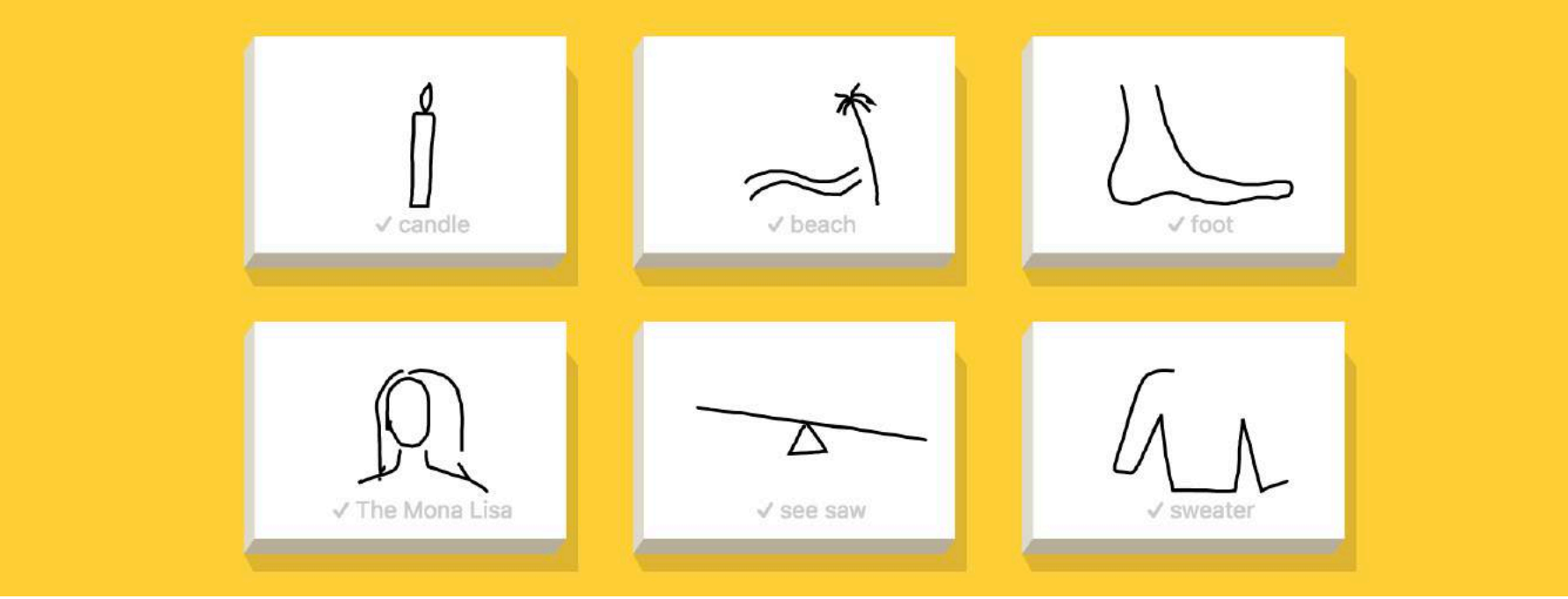


“Most business models have focused on self interest instead of user experience.”  
– Tim Cook

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

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

# Watch An AI Invent Its Own Visual Language



When educators first consider redesigning learning spaces, they might immediately conjure up mental images of free-flowing Starbucks lounges or something out of the Cult of Pedagogy blog’s Classroom Eye Candy series. Yet the impulse to tackle aesthetics first is often premature, according to Rebecca Hare, who teaches art and design in St. Louis and has served as a design consultant for various schools. Before coming to education, Hare spent a decade in Italy designing commercial and retail spaces, where she learned to tailor her work to the

end user. She returned to pursue a master’s in education and has since helped schools locally and in Miami rethink their environments, often under tight budgets. Selak, who works at the private pre-K through 8 Hillbrook School in the Bay Area, has worked for years on a similar goal, playing a major role in a continuous series of redesigns and remodels aimed at centering learning on student needs, as opposed to asking them to adapt to the space provided.

Excerpted from the story <https://www.edsurge.com/news/2018-04-30-where-classroom-design-meets-design-thinking>

# Where Is Design Going?



A gazillion objects were introduced at last month’s design fair in Milan. Here are a two which really stood out.

**Breaking Up With Plastic -**  
As the so-called sea of plastic grows not just in the ocean but in consumers’ minds, some plastic objects are being reinvented in wood. Kartell, the Italian plastic furniture company, unveiled a seating prototype called Woody, which rendered familiar Philippe Starck-designed silhouettes in thin shells of ash and striped rosewood.

**Frankenstein Chair**  
Design companies are resurrecting pieces from their morgue. Cassina, for instance, is reissuing Taliesin 1, an angular chair designed by Frank Lloyd Wright in 1949 for Taliesin West, the architect’s winter home and school in Scottsdale, Ariz. Produced between 1986 and 1990 without much success, the chair returns in a slightly modified version approved by the Frank Lloyd Wright Foundation.

Excerpted from the post at <https://edition.cnn.com/travel/article/handmaids-tale-costumes/index.html>

## QuanticMind Introduces New Interface for Search and Shopping Platform

QuanticMind, the platform for smarter advertising, today announced its newly revamped user interface for its Search and Shopping solution. The latest generation of the QuanticMind platform gives marketers powerful reporting, enhanced collaboration features and a frictionless experience, enabling Search and Shopping performance optimization with unprecedented control and precision.

A data science-powered platform, QuanticMind drives performance and profit margins for enterprise-scale organizations through two products: QuanticMind Search, a solution that enables efficient campaign management, robust insights, reporting, and granular bidding optimization, and QuanticMind Shopping, which drives shopping performance via powerful campaign feed management, reporting, and optimization functionality.“Today’s marketers cannot win without using predictive advertising,” said Graeme Fordyce, VP of User Experience and Design, QuanticMind.

Excerpted from the story at <https://www.businesswire.com/news/home/20180502005579/en/QuanticMind-Unveils-New-Interface-Search-Shopping-Platform>

## Sony creates technological "magic tricks" to show future of sensor technology in the home



Sony's latest research suggests that the homes of the future will feature sensors that can turn any object into a light switch or a music system, and lighting and shadows that follow you around.

The tech giant unveiled the results of a four-year research project into the future of interaction design and screen-less technology with its Hidden Senses exhibition, held during Milan design week.

The show featured both technological "magic tricks" and practical examples of how hidden sensor technology could be used in a domestic setting.

Excerpted from the story at <https://www.dezeen.com/2018/05/02/sony-hidden-senses-exhibition-sensor-technology-milan-design-week/>

## TOP 5 QUICK BYTES

### Apple’s wearable \$9 billion annual business



Apple's "wearables" business was up 50 percent and is now the size of a "Fortune 300" company. That implies its wearables — which include the Apple Watch, AirPods and Beats — is a \$9 billion annual business, which is growing at a 50 percent rate. Cook said the Apple Watch grew at a "strong" double-digit rate and had its best ever March quarter performance.

Read more at <https://www.cnbc.com/2018/05/02/apple-proved-that-it-is-no-longer-just-an-iphone-company.html>

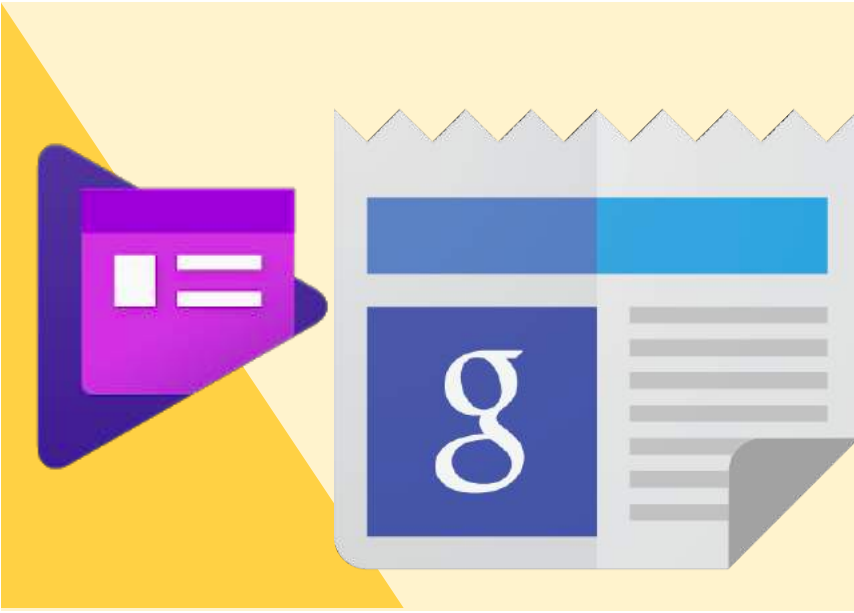
### Twitter says bug caused user passwords to be stored in plaintext internal log

Read more at <https://9to5mac.com/2018/05/03/twitter-plaintext-bug/>

### With 1.8B monthly logged-in viewers, YouTube announces more Red shows, preferred ads for music

Read more at <https://9to5google.com/>

### Google News revamp at I/O 2018 will add magazines & YouTube, kill Play Newsstand



Read more at <https://9to5google.com/2018/05/03/google-news-redesign-youtube-play-newsstand/>

### Walmart reportedly triumphs over Amazon with approval of \$15 billion deal for majority stake in Flipkart

Read more at <https://www.cnbc.com/2018/05/04/walmart-reportedly-triumphs-over-amazon-with-approval-of-15-billion-deal-for-majority-stake-in-flipkart.html>