

LANDING PAGES

We're the comp.social lab at Georgia Tech.

We build and study social media.



BYPASSING WEIBO CENSORSHIP
ICWSM 2015 PAPER

Here, we show that it is possible to computationally generate homophone substitutions for banned terms on Sina Weibo, a technique that is difficult for the censorship apparatus to defend against.
[read paper](#) + [\(photo credit\)](#)



PIGGYBACK PROTOTYPING
CHI 2015 PAPER

A 6-stage prototyping mechanism for designing new social computing systems on top of existing ones. This allows a focus on what people do on a system rather than how to attract people to it.
[read paper](#) + [\(photo credit\)](#)



CREDBANK
ICWSM 2015 PAPER

In this paper we present CREDBANK, a corpus of tweets, topics, events and associated human credibility judgements based on the real-time tracking of events on Twitter.
[read paper](#) + [\(photo credit\)](#)



MODELING FACTUALITY
ACL 2014 PAPER

We obtain annotations of perceived certainty of quoted statements in Twitter. We find that readers are influenced by linguistic framing devices, not other factors, e.g. sources, journalist.
[read paper](#) + [\(photo credit\)](#)

HOME
PAPERS
PEOPLE
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[Us on Twitter](#)
 [Our code and data](#)

The comp.social lab is led by [Eric Gilbert](#), an Assistant Professor in Georgia Tech's School of Interactive Computing. The lab focuses on the design and analysis of social media. We like puppies, mixed methods and new students (particularly MS).



SOCIAL TECHNOLOGIES LAB

We design, build, and study systems that support social interactions in online and physical spaces

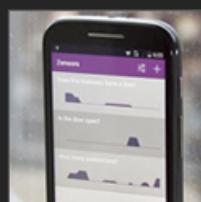


FUTURE INTERFACES GROUP

Carnegie Mellon University

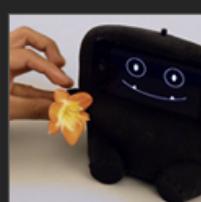
The Future Interfaces Group (FIG) is an interdisciplinary research laboratory within the Human-Computer Interaction Institute at Carnegie Mellon University. We create new sensing and interface technologies that aim to make interactions between humans and computers more fluid, intuitive, and powerful. These efforts often lie in emerging use modalities, such as mobile computing, touch interfaces and gestural interaction.

LATEST RESEARCH



Zensors: Adaptive, Rapidly Deployable, Human-Intelligent Sensor Feeds

The promise of "smart" homes, workplaces, schools, and other environments has long been championed. Unattractive, however, has been the cost to run wires and install sensors. More critically, raw sensor data tends not to align with the types of questions humans wish to ask, e.g., do I need to restock my pantry? In response, we built Zensors, a new sensing approach that fuses real-time human intelligence from online crowd workers with automatic approaches to provide robust, adaptive, and readily deployable intelligent sensors. With Zensors, users can go from question to live sensor feed in less than 60 seconds. Through our API, Zensors can enable a variety of rich end-user applications and moves us closer to the vision of responsive, intelligent environments. Published at CHI 2015.



Acousturments: Passive, Acoustically-Driven, Interactive Controls for Handheld Devices

Acousturments are low-cost, passive, and powerless mechanisms, made from plastic, that can bring rich, tangible functionality to handheld devices. Through a structured exploration, we identified an expansive vocabulary of design primitives, providing building blocks for the construction of tangible interfaces utilizing smartphones' existing audio functionality. By combining design primitives, familiar physical mechanisms can all be constructed. On top of these, we can create end-user applications with rich, tangible interactive functionalities. Acousturments adds a new method to the toolbox HCI practitioners and researchers can draw upon, while introducing a cheap and passive method for adding interactive controls to consumer products. Published at CHI 2015.



Skin Buttons: Cheap, Small, Low-Power and Clickable Fixed-Icon Laser Projections

Smartwatches are a promising new interactive platform, but their small size makes even basic actions cumbersome. Hence, there is a great need for approaches that expand the interactive envelope around smartwatches, allowing human input to escape the small physical confines of the device. We propose using tiny projectors integrated into the smart-watch to render icons on the user's skin. These icons can be made touch sensitive, significantly expanding the interactive region without increasing device size. Through a series of experiments, we show that these "skin buttons" can have high touch accuracy and recognizability, while being low cost and power-efficient. Published at UIST 2014.



Air+Touch: Interweaving Touch & In-Air Gestures

Air+Touch is a new class of interactions that interweave touch events with in-air gestures, offering a unified input modality with expressiveness greater than each input modality alone. We demonstrate how air and touch are highly complementary: touch is used to designate targets and segment in-air gestures, while in-air gestures add expressivity to touch events. For example, a user can draw a circle in the air and tap to trigger a context menu, do a finger 'high jump' between two touches to select a region of text, or drag and in-air 'pigtail' to copy text. Published at UIST 2014.



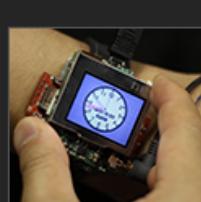
Toffee: Enabling Ad Hoc, Around-Device Interaction with Acoustic Time-of-Arrival Correlation

Toffee is a sensing approach that extends touch interaction beyond the small confines of a mobile device and onto ad hoc adjacent surfaces, most notably tabletops. This is achieved using a novel application of acoustic time differences of arrival (TDOA) correlation. Our approach requires only a hard tabletop and gravity – the latter acoustically couples mobile devices to surfaces. We conducted an evaluation, which shows that Toffee can accurately resolve the bearings of touch events (mean error of 4.3° with a laptop prototype). This enables radial interactions in an area many times larger than a mobile device; for example, virtual buttons that lie above, below and to the left and right. Published at MobileHCI 2014.



Probabilistic Palm Rejection Using Spatiotemporal Touch Features and Iterative Classification

Tablet computers are often called upon to emulate classical pen-and-paper input. However, touchscreens typically lack the means to distinguish between legitimate stylus and finger touches and touches with the palm or other parts of the hand. This forces users to rest their palms elsewhere or hover above the screen, resulting in ergonomic and usability problems. We present a probabilistic touch filtering approach that uses the temporal evolution of touch contacts to reject palms. Our system improves upon previous approaches, reducing accidental palm inputs to 0.016 per pen stroke, while correctly passing 98% of stylus inputs. Published at CHI 2014.



Expanding the Input Expressivity of Smartwatches with Mechanical Pan, Twist, Tilt and Click

We propose using the face of a smartwatch as a multi-degree-of-freedom mechanical interface. This enables rich interaction without occluding the screen with fingers, and can operate in concert with touch interaction and physical buttons. We built a proof-of-concept smartwatch that supports continuous 2D panning and twist, as well as binary tilt and click. To illustrate the potential of our approach, we developed a series of example applications, many of which are cumbersome – or even impossible – on today's smartwatch devices. Published at CHI 2014.



TouchTools: Leveraging Familiarity and Skill with Physical Tools to Augment Touch Interaction

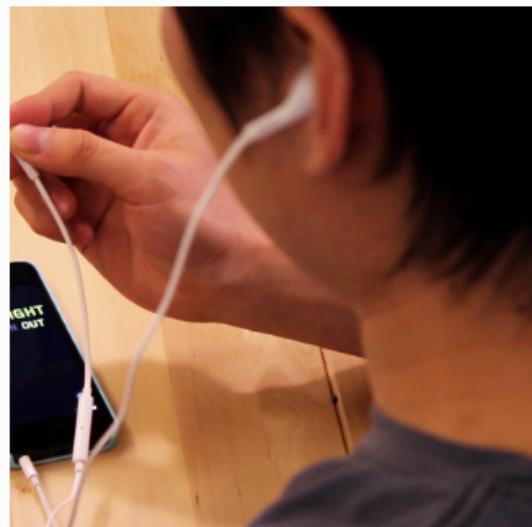
The average person can skillfully manipulate a plethora of tools, from hammers to tweezers. However, despite this remarkable dexterity, gestures on today's touch devices are simplistic, relying primarily on the chording of fingers: one-finger pan, two-finger pinch, four-finger swipe and similar. We propose that touch gesture design be inspired by the manipulation of physical tools from the real world. In this way, we can leverage user familiarity and fluency with such tools to build a rich set of gestures.



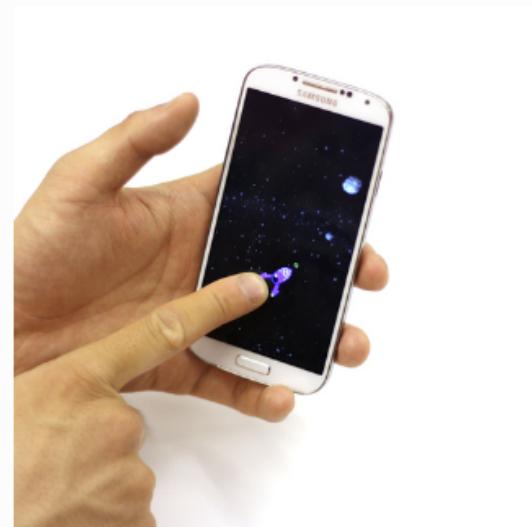
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SKINTRACK (2016)



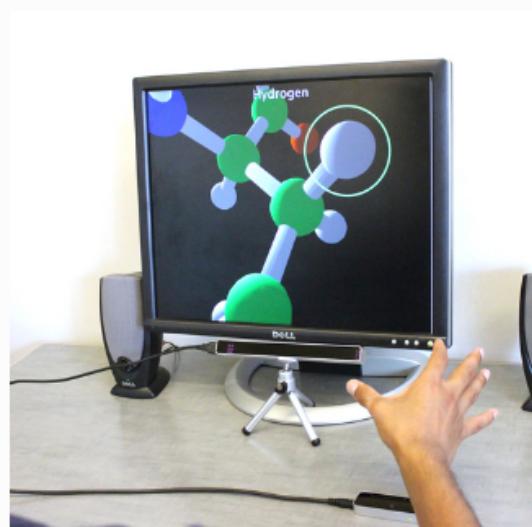
SWEEPSENSE (2016)



FINGERPOSE (2015)



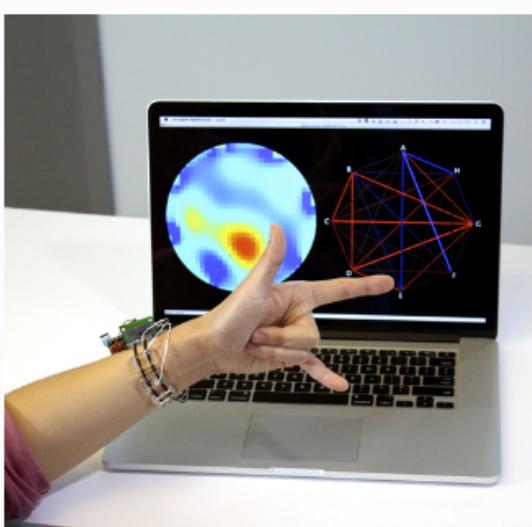
CAPAUTH (2015)



GAZE+GESTURE (2015)



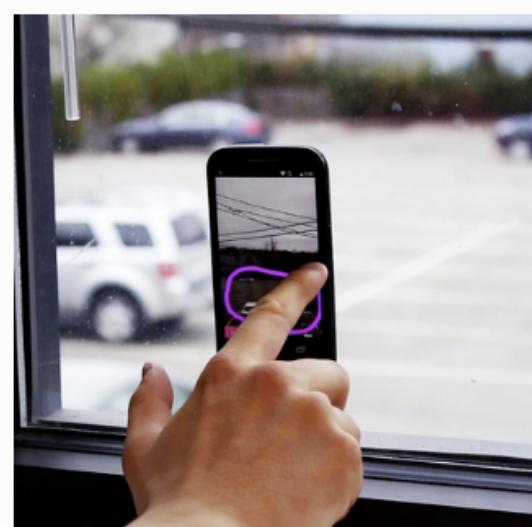
EM-SENSE (2015)



TOMO (2015)



3D-PRINTED HAIR (2015)



ZSENSORS (2015)



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Work Europe

Nike & JD Sports

Air Max 2016 European Retail Launch

News China



Launch of Nike's Air Max Con 2016

News Moscow

DRoP!

Launch of new specialty sneaker store DRoP!

Work Switzerland



Punkt.

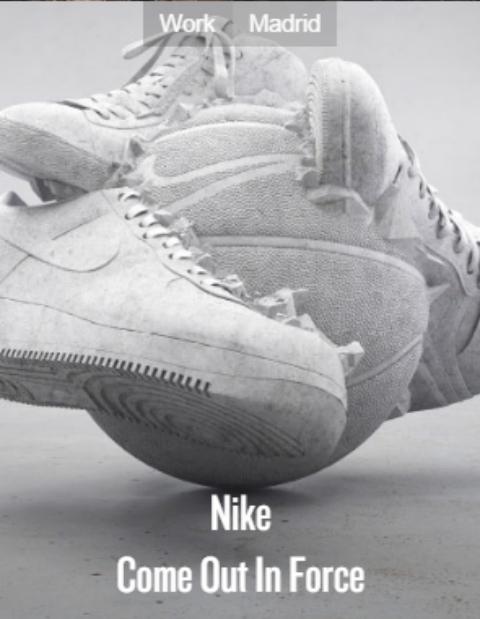
MP01 Mobile Phone Launch

Work Moscow

STRIDE

A3 Retail Group
Stride Multi-Brand Running Store

Work Madrid



Nike
Come Out In Force

Work London

CALL DUTY BLACK OPS II

Activision
Call of Duty Black Ops II Launch Event

Work London



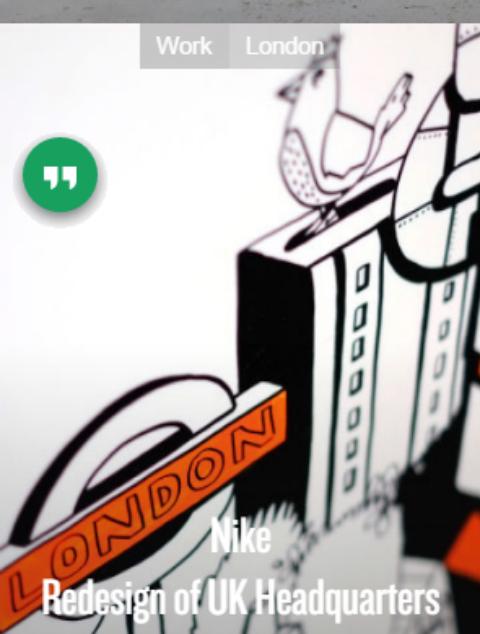
John Tree
Visual Identity & Website

Work China



Nike
Air Max Day 2015

Work London



Nike
Redesign of UK Headquarters

Work Frome



Somerset Art Weeks
Migration

Work London

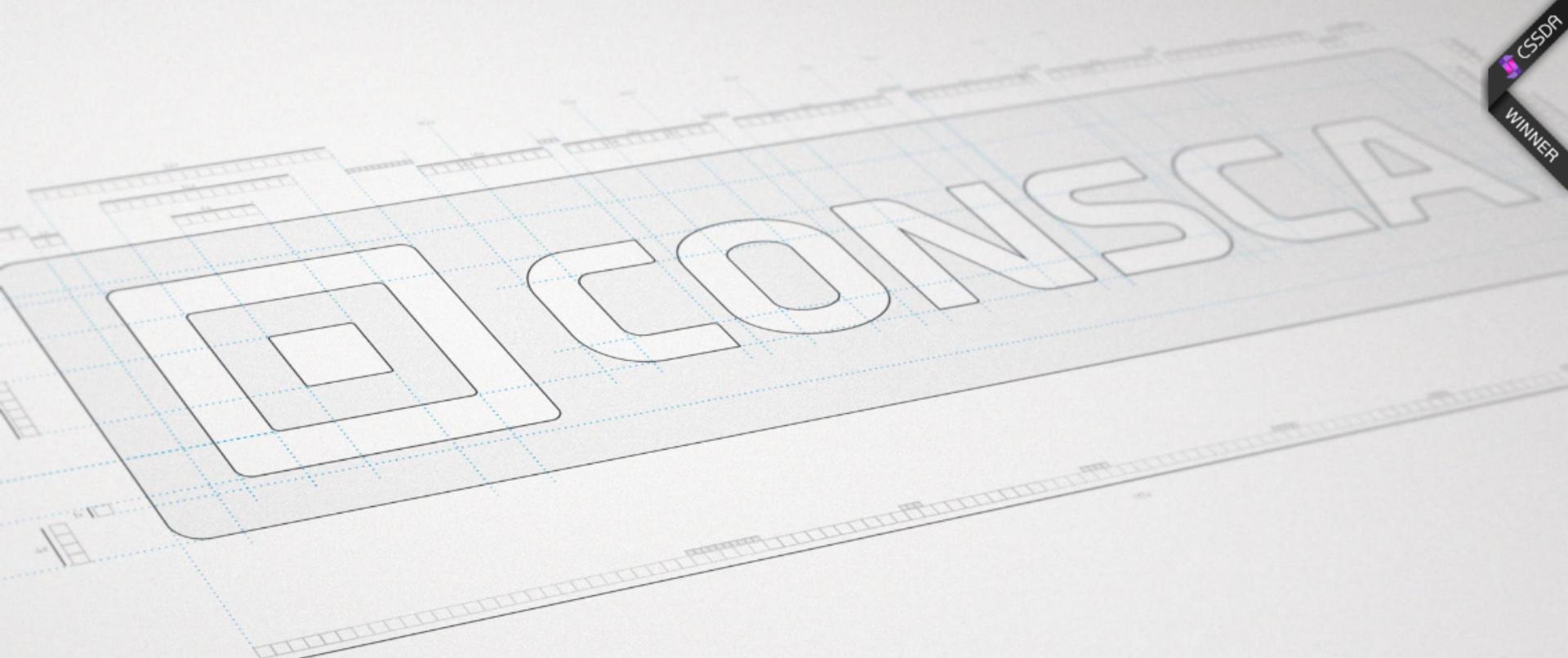


Uniqlo
Ultra Light Down Retail
Campaign

Work London

Ö

Infinite Objects
Brand Identity & Website
Design



Portfolio





A Bold Stand for Wildlife



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WHAT WE OFFER →

Dear Client: You can give great design feedback.

By: Mindy Wagner

#DESIGN & CONTENT

RUNNING TRAINER

Want to learn React Native? Start here.

By: Lawson Kurtz

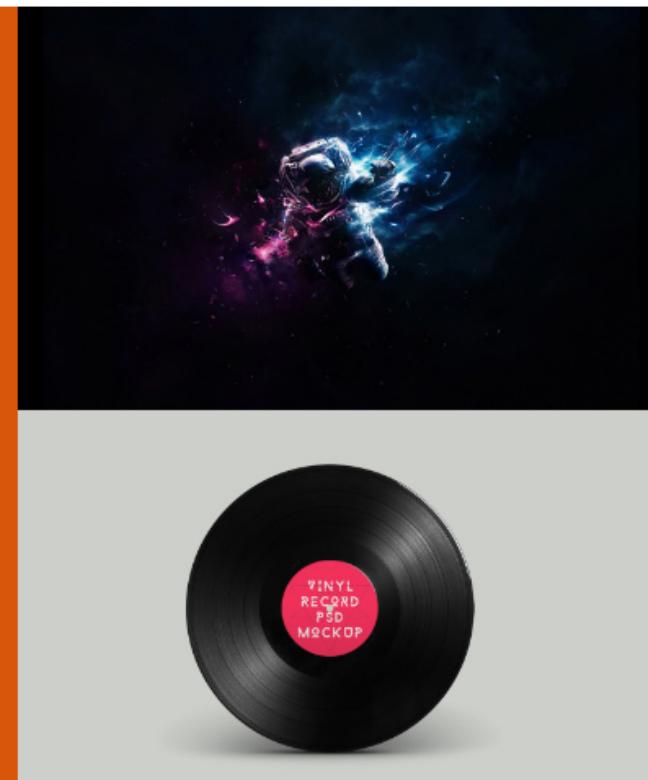
#CODE

starbnb



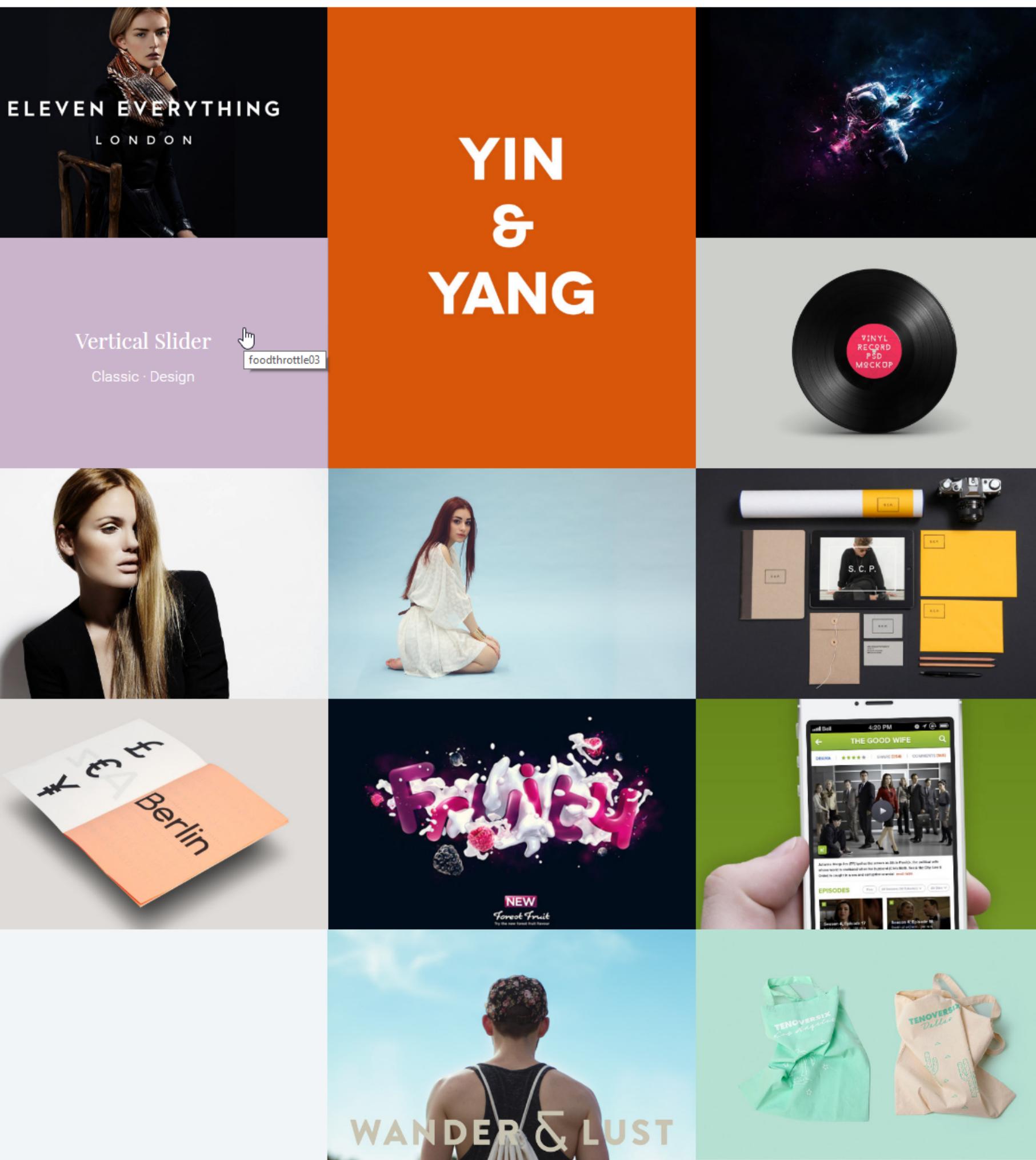
Hi! I am John Doe, a Designer based out of *London* UK and I design *beautiful & functional* websites and mobile applications

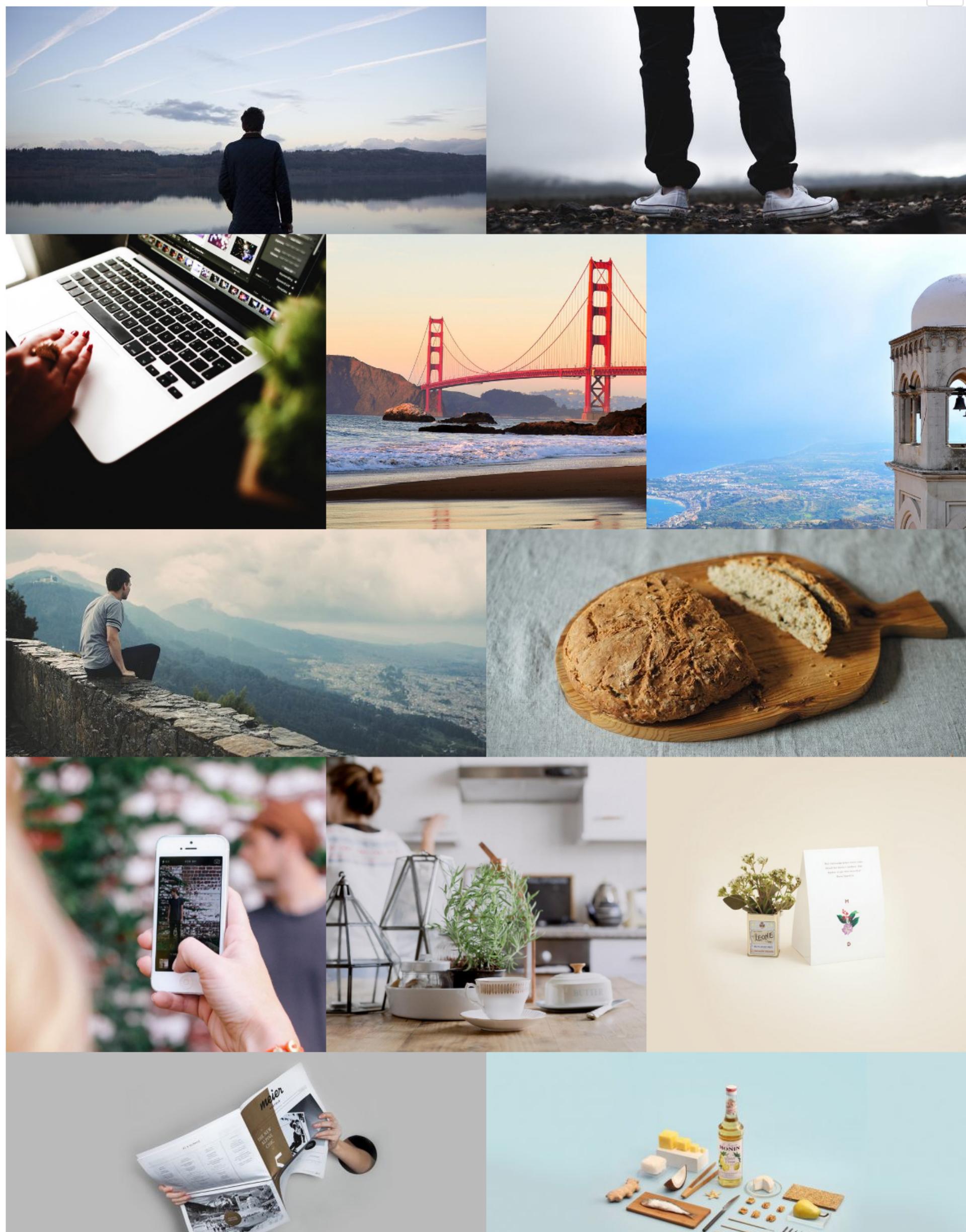
See my works below, learn more about me & get in touch.



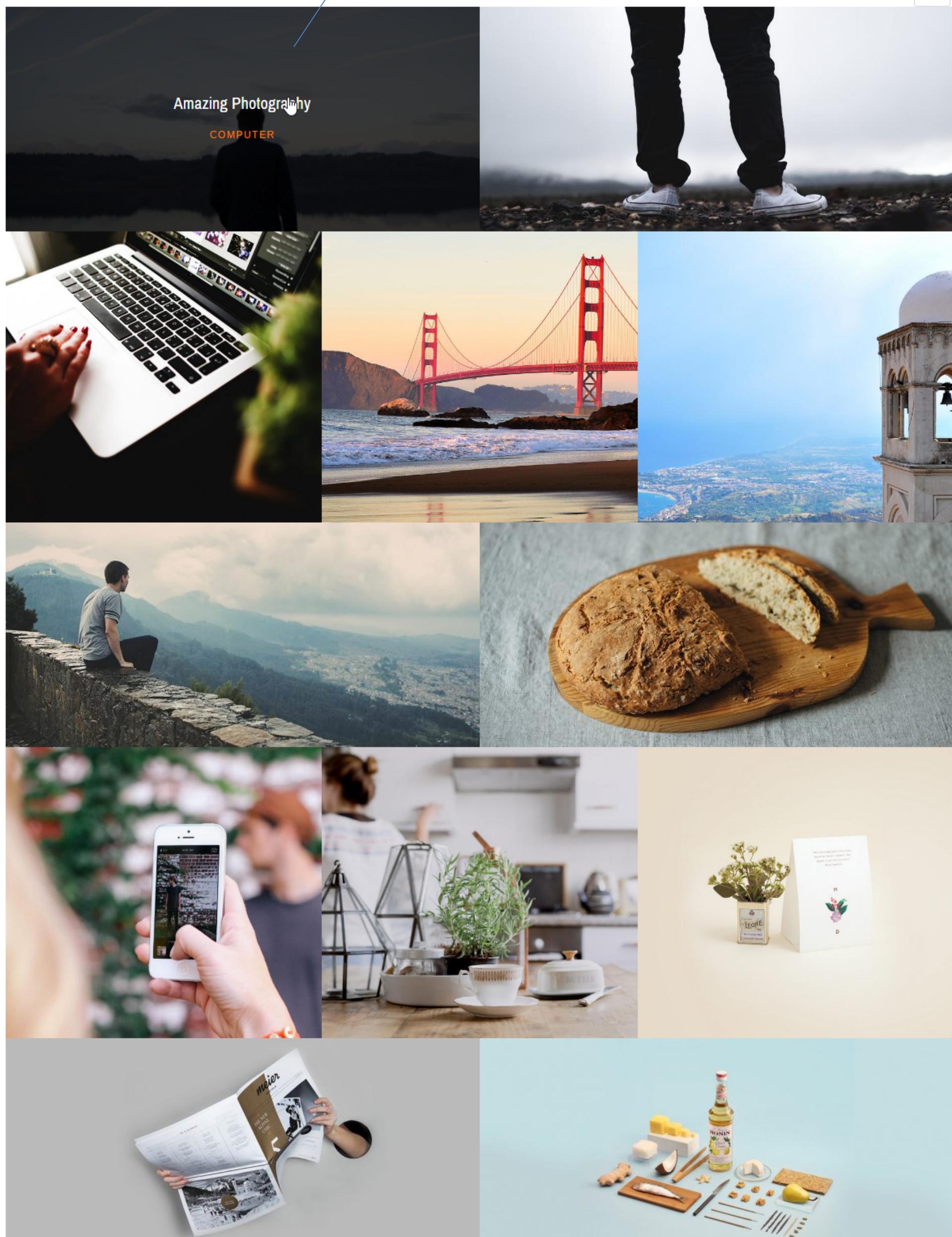
Hi! I am John Doe, a Designer based out of *London* UK and I design *beautiful & functional* websites and mobile applications

See my works below, learn more about me & get in touch.





Has cool mouse over animation effect



STANFORD HCI GROUP



PEOPLE
 Maneesh Agrawala · Michael Bernstein · James Landay · Stu Card ·
 Terry Winograd · Affiliated Faculty · Students · Visitors · Alumni
CO-CONSPIRATORS
 d.school · Liberation Tech · Graphics · Visualization · Project Open Mobile Internet · MobiSocial · Lytics Lab

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1 Apr **Ivan Poupyrev**
 Making Everything Interactive or Why Physical World is The Next Frontier for Interaction Technology

8 Apr **Tanzeem Choudhury**
 Tracking behavioral symptoms of mental health and delivering personalized interventions using smartphones and wearables

15 Apr **Julie Kientz**
 Understanding and Reducing the User Burdens in Applications for Health and Families

22 Apr **Eric Gilbert**

COURSES · PEOPLE · RESEARCH · CONNECT · DIRECTIONS · Search · Go

WHAT'S HAPPENING

- Ge Wang awarded Guggenheim Fellowship
- Empath wins best paper at CHI; Augur wins honorable mention
- Maneesh Agrawala joins the CS HCI faculty
- Jeff Hancock joins the Communications faculty
- Soylent in the Communications of the ACM [video]
- Sean Follmer joins the ME faculty
- Five best paper honorable mentions at CHI 2015
- Flash Teams wins Best Paper at UIST 2014

PAPERS

CHI 2016

Pay It Backward: Per-Task Payments on Crowdsourcing Platforms Reduce Productivity
 Kazushi Ikeda, Michael Bernstein

The Web Is Flat: The Inflation of Uncommon Experiences Online
 Danaë Metaxa-Kakavouli, Gili Rusak, Jaime Teevan, Michael Bernstein *Best Paper*

Atelier: Repurposing Expert Crowdsourcing Tasks as Micro-internships
 Ryo Suzuki, Niloufar Salehi, Michelle S. Lam, Juan C. Marroquin, Michael S. Bernstein

Empath: Understanding Topic Signals in Large-Scale Text
 Ethan Fast, Binbin Chen, Michael Bernstein *PROJECT Best Paper*

Augur: Mining Human Behaviors from Fiction to Power Interactive Systems
 Ethan Fast, William McGrath, Pranav Rajpurkar, Michael Bernstein *Honorable Mention*

Embracing Error to Enable Rapid Crowdsourcing
 Ranjay Krishna, Kenji Hata, Stephanie Chen, Joshua Kravitz, David A. Shamma, Li Fei-Fei, Michael Bernstein

ActiVibe: Design and Evaluation of Vibrations for Progress Monitoring
 Jessica R. Cauchard, Janette L. Cheng, Thomas Pietrzak, James A. Landay

L@S 2016

Effects of In-Video Quizzes on MOOC Lecture Viewing
 Geza Kovacs

HRI 2016

Emotion Encoding in Human-Drone Interaction
 Jessica Rebecca Cauchard, Kevin Y. Zhai, Marco Spadafora, and James A. Landay

TWEETS

Tweets by @StanfordHCI

 Stanford HCI group Retweeted
Jacob O. Wobbrock @wobbrockjo
 Good seeing old friends at #chi2016.
 @marissamayer @StanfordHCI



Embed · View on Twitter

Our research is made possible by the generous financial support of the National Science Foundation, Hasso Plattner Research Program, and Media X.

PUB LISTINGS

2016



#thyghgapp: Instagram Content Moderation and Lexical Variation in Pro-Eating Disorder Communities
Chancellor, Pater, Clear, Gilbert & De Choudhury | CSCW 2016

We present a quantitative study investigating pro-ED communities on Instagram in the aftermath of moderation and find that non-standard lexical variations of moderated tags are used to circumvent restrictions.

2015



Algorithmically Bypassing Censorship on Sina Weibo with Nondeterministic Homophone Substitutions
Hiruncharoenvate, Lin & Gilbert | ICWSM 2015

Here, we show that it is possible to computationally generate homophone substitutions for banned terms on Sina Weibo, a technique that is difficult for the censorship apparatus to defend against.



Why We Filter Our Photos and How It Impacts Engagement
Bakhshi, Shamma, Kennedy & Gilbert | ICWSM 2015

We present a large-scale data analysis and in-depth interviews to understand filter-work. We find many use cases for filters, and that filtered photos are much more likely to be viewed and commented on.



CREDBANK: A Large-scale Social Media Corpus With Associated Credibility Annotations
Tanushree Mitra & Eric Gilbert | ICWSM 2015
supplement: [data set](#)

In this paper we present CREDBANK, a corpus of tweets, topics, events and associated human credibility judgements based on the real-time tracking of events on Twitter.



Open Book: A Socially-inspired Cloaking Technique that Uses Lexical Abstraction to Transform Messages
Eric Gilbert | CHI 2015
best paper honorable mention

We introduce a technique called Open Book designed to address encryption's social usability problems. It uses data mining and NLP to make messages vaguer than the originals.



Comparing Person- and Process-centric Strategies for Obtaining Quality Data on Amazon Mechanical Turk
Tanushree Mitra, C.J. Hutto & Gilbert | CHI 2015
best paper honorable mention

We measure the efficacy of selected strategies for obtaining high quality data annotations from non-experts. Our results point to the advantages of person-oriented strategies over process-oriented strategies.



In-group Questions and Out-group Answers: Crowdsourcing Daily Living Advice for Individuals with Autism
Hong, Gilbert, Abowd & Arriaga | CHI 2015

We propose and evaluate a crowdsourcing approach to better support people with autism by offering rapid, concise, and socially appropriate coping strategies without compromising emotional support.



Piggyback Prototyping: Using Existing, Large-Scale Social Computing Systems To Prototype New Ones
Catherine Grevet & Eric Gilbert | CHI 2015
best paper honorable mention

We propose a 6-stage prototyping mechanism for designing new social computing systems on top of existing ones. This allows a focus on what people do on a system rather than how to attract people to it.



Red, Purple and Pink: The Colors of Diffusion on Pinterest
Saeideh Bakshi & Eric Gilbert | PLOS One 2015
press: [The Atlantic](#)

We investigate whether there is link between color and diffusion. We find that color significantly impacts the diffusion of images and adoption of content on image sharing communities such as Pinterest.

2014



Modeling Factuality Judgments in Social Media Text
Soni, Mitra, Gilbert & Eisenstein | ACL 2014

We obtain annotations of perceived certainty of quoted statements in Twitter. We find that readers are influenced by linguistic framing devices and do not consider other factors, e.g. sources, journalist.



Computing and Building Around Tie Strength in Social Media
Eric Gilbert | Foundations & Trends in HCI

This work presents a long-arc view of inferring tie strength via social media traces, and how we can alter interfaces to take advantage of it. Part of Eric's dissertation work, and set in the Twitter of 2010.



VADER: A Parsimonious Rule-based Model for Sentiment Analysis of Social Media Text
CJ Hutto & Eric Gilbert | ICWSM 2014
supplement: [data set](#) [code \(github\)](#) [python package](#)

We present VADER, a simple rule-based model for general sentiment analysis, and compare its effectiveness to eleven typical state-of-practice benchmarks. We see it as a bigger and badder LIWC.



Faces Engage Us: Photos with Faces Attract More Likes and Comments on Instagram
Saeideh Bakshi, David A. Shamma & Eric Gilbert | CHI 2014
press: [Mashable](#)

This work finds that photos with human faces are 38% more likely to receive likes and 32% more likely to receive comments on Instagram, regardless of age and gender of the faces.



What If We Ask A Different Question?: Social Inferences Create Product Ratings Faster
Eric Gilbert | CHI 2014

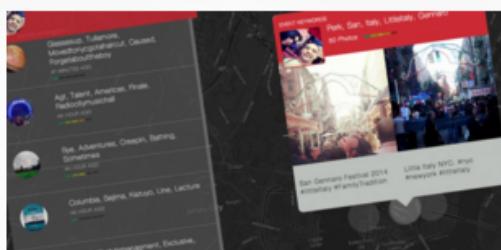
This paper studies eliciting product reviews as *social inferences* (i.e., "How do you think other people will rate this product?"). I find that they substantially reduce variance.



Overload is Overloaded: Email in the Age of Gmail
Grevet, Choi, Kumar & Gilbert | CHI 2014

We find that email overload, both in terms of volume and of status, is still a problem today. While work email tends to be status overloaded, personal

PUBLICATIONS



Raz Schwarz, Mor Naaman, Rannie Teodoro. Editorial Algorithms: Using Social Media to Discover and Report Local News. In Proceedings, ACM International Conference on Web Logs and Social Media. (ICWSM 2015), May 2015, Cambridge, England

[PDF](#)



Minsu Park, Ingmar Weber, Mor Naaman, Sarah Vieweg. Understanding Musical Diversity via Online Social Media. In Proceedings, ACM International Conference on Web Logs and Social Media. (ICWSM 2015), May 2015, Cambridge, England

[PDF](#)



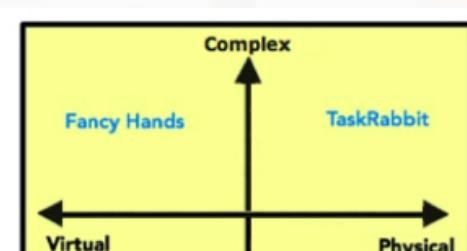
David Flatow, Mor Naaman, Ke Eddie Xie, Yana Volkovich, Yaron Kanza. On the Accuracy of Hyper-local Geotagging of Social Media Content. In Proceedings, the ACM International Conference on Web Search and Data Mining (WSDM 2015). March 2015, Shanghai, China.

[PDF](#)



Funda Kivran-Swaine, Jeremy Ting, Jed Richards Brubaker, Rannie Teodoro, Mor Naaman. Understanding Loneliness in Social Awareness Streams: Expressions and Responses. Eighth International AAAI Conference on Weblogs and Social Media. (ICWSM 2014)

[PDF](#)



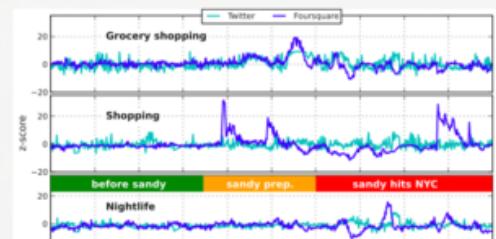
Rannie Teodoro, Pinar Ozturk, Mor Naaman, Winter Mason, and Janne Lindqvist. The Motivations and Experiences of the On-demand Mobile Workforce. In Proceedings, ACM Conference on Computer Supported Cooperative Work. (CSCW 2014), February 2014

[PDF](#)



Jessa Lingel, Mor Naaman and danah boyd. City, Self, Network: Transnational Migrants and Online Identity Work. In Proceedings, ACM Conference on Computer Supported Cooperative Work. (CSCW 2014), February 2014

[PDF](#)



Grinberg, Nir, Mor Naaman, Blake Shaw, and Gilad Lotan. "Extracting Diurnal Patterns of Real World Activity from Social Media." In ICWSM. 2013.

[PDF](#)

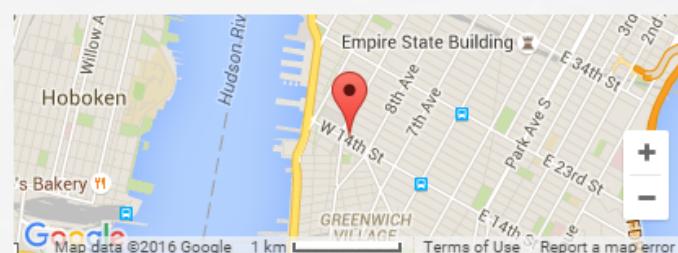
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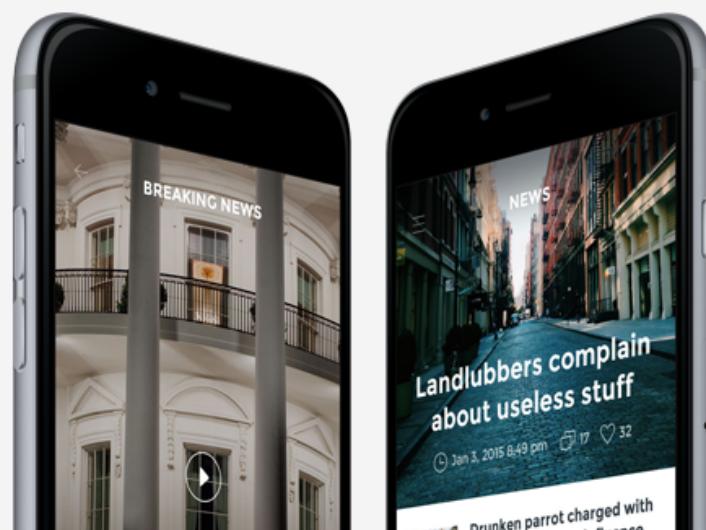
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Manage everything in one place

... nam donec! Varius,
inceptos aliquip iure magnam nam donec! Varius,



INDIVIDUAL PERSON PAGES

PEOPLE LISTINGS

People

The Delta Lab includes undergraduates, graduates, and faculty with appointments in the McCormick School of Engineering, School of Communication, and School of Education and Social Policy. Such interdisciplinary teamwork is critical to radically influencing the capacity to studying, designing, and building systems in the fields of human computer interaction, learning sciences, social and crowd computing, civics, design, and innovation.

We are fluent in qualitative and quantitative methods. We can hack together low-fi prototypes on the computer or in the machine shop overnight or develop eloquent and refined solutions through careful iteration over time. Our lab is a living lab – we try out rough ideas on each other before bringing them out into the world. Based on our approach, the lab produces students who go on to be professors, start companies, and lead innovative initiatives at Fortune 500 companies.



[Dr. Matt Easterday](#)



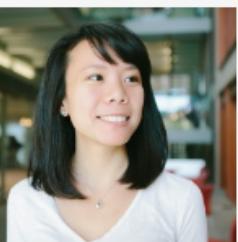
[Dr. Liz Gerber](#)



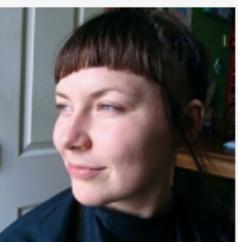
[Dr. Haoqi Zhang](#)



[Mike Greenberg](#)



[Julie Hui](#)



[Natalia Smirnov](#)



[Anna Bethune](#)



[Emily Harburg](#)



[Elizabeth Hunter](#)



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[Josh Hirschman](#)



[Scott Cambo](#)



[Yongsung Kim](#)



[Eureka Foong](#)



[Phoebe Pahng](#)



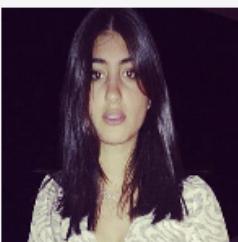
[Zak Allen](#)



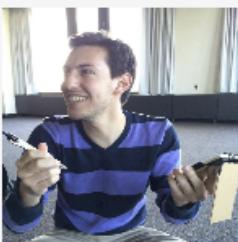
[Stephen Antonoplis](#)



[Frank Avino](#)



[Shana Azria](#)



[Bryan Berger](#)



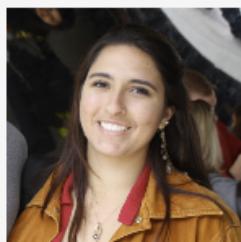
[Stephen Chan](#)



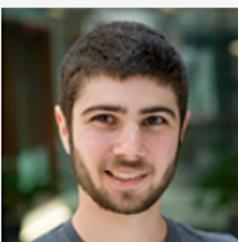
[Kevin Chen](#)



[Elizabeth Chou](#)



[Cassie Coravos](#)



[Corey Grief](#)



[Joona Hamad](#)



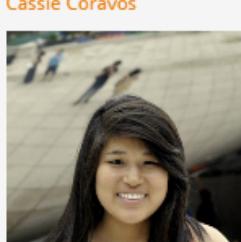
[Alex Hollenbeck](#)



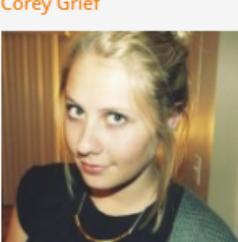
[Philip House](#)



[Pratap Jayaram](#)



[Christina Kim](#)



[Alicia Kranjc](#)



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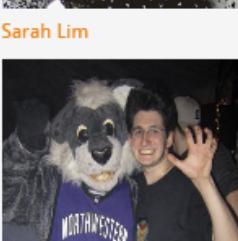
[Leesha Maliakal](#)



[Claire McCloskey](#)



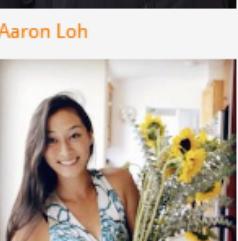
[Daniel Ranti](#)



[Ben Rothman](#)



[Jonah Ruffer](#)



[Kalina Silverman](#)



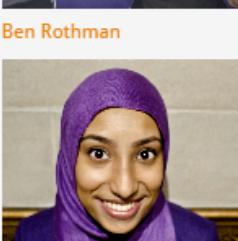
[Henry Spindell](#)



[Alex Wang](#)



[Nicole Leigh Zhu](#)



[Sofia Sami](#)



[Sergio Salgado](#)



[Brantley Harris](#)



[Andy Rench](#)



Faculty

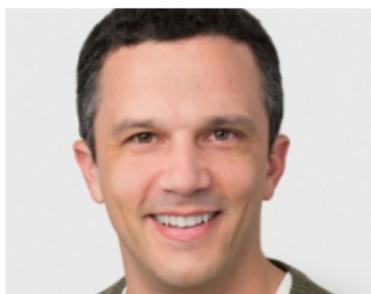
Our faculty are passionate about making an impact, both on campus and in the world beyond. Accomplished in their fields, they have a vision for the power of technology and are motivated by the opportunity to conduct innovative research and co-create with leading academics, industry experts, entrepreneurs and students.



Yoav Artzi
Assistant Professor



Shiri Azenkot
Assistant Professor



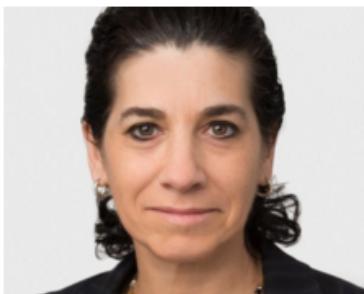
Serge Belongie
Professor



Uzi de Haan
Director, Jacobs Institute
Runway Program



Nicola Dell
Assistant Professor



Deborah Estrin
Professor



Craig Gotsman
Professor



Dan Huttenlocher
Dean and Vice Provost



Ari Juels
Professor



Clarence Lee
Assistant Professor



Rajit Manohar
Professor



Roni Michaely
Professor



Mor Naaman
Associate Professor



Rafael Pass
Associate Professor



Greg Pass
Chief Entrepreneurial Officer



Thomas Ristenpart
Associate Professor



Vitaly Shmatikov
Professor



Adam Shwartz
Director, Jacobs Institute



Doug Stayman
Associate Dean



Huseyin Topaloglu
Professor



Eric Gilbert

Assistant Professor | Interactive Computing
[personal site](#) [twitter](#)

I'm an Assistant Professor in the School of Interactive Computing at Georgia Tech. I joined the Georgia Tech faculty in 2011 after finishing a Ph.D. in CS at Illinois. Our work here is supported by grants from Yahoo!, Google, the NSF and DARPA. I've also founded several social media sites, and my work has received four best paper awards and two nominations from ACM's SIGCHI. One of my favorite activities in life is drinking coffee while hanging out on the internet.

current students



Catherine Grevet

PhD Student | CS program
[personal site](#) [twitter](#)

I am a 4th year PhD student in CS/HCI. My research is on homophily and how personal relationships are shaped and supported by online social media. I completed my B.A. in Computer Science at Wellesley College in 2009.



Chaya Hiruncharoenvate

PhD Student | CS program
[personal site](#) [twitter](#)

I'm a PhD student in Computer Science. I received my BS in Computer Science and MS in Very Large Information Systems from Carnegie Mellon University. My interests belong in the area of social computing, crowdsourcing, a touch of human computation, more specifically in the mobile environment. Outside of school, I'm an avid ballroom dancer and air travel enthusiast. I also like to cook and bake!



CJ Hutto

PhD Student | HCC program
[twitter](#)

I'm a doctoral student in Human-Centered Computing (HCC), specializing in Social Computing. I have a B.S. in Human Factors & Systems Engineering from Embry-Riddle, and an M.S. in Human Computer Interaction (HCI) from GA Tech. My HCC research has a strong computational social science focus. I analyze human behavior within social media and attempt to model/predict aspects of real world behavior, psychology, and culture.



Tanushree (Tanu) Mitra

PhD Student | CS program
[personal site](#) [twitter](#)

I am a PhD student in the Computer Science degree program, specializing in Social Computing. My interests lie in studying computer mediated social behavior, network interaction content (e.g. emails, tweets, search queries) and social network analysis. When I am not working, I like sketching, cooking spicy food and dreaming of playing my violin in orchestras.

alumni



Saeideh Bakhshi

PhD Student | CS program
[personal site](#)

I defended my PhD on July 2014 and currently work as a research scientist in Yahoo Labs. I am interested in understanding users and how they interact with online content. My research is at the intersection of social computing, data mining and HCI. I love to write code, drink good coffee and read good books.



Gabriel Perez

MS Student | CS program
[personal site](#)

I obtained an M.S. in Computer Science with a specialization in Social Computing from the social.comp lab. While at the lab, I built with Professor Gilbert, Nothing to Hide; a GMail extension that utilizes common ground encryption to secure email. I also built Curioso, a platform for men to get personalized style advice from other men. I'm passionate about the intersection of entrepreneurship, language education and social computing. In my spare time I love to hang out in the Internet, read books and study Japanese.



Husayn Versee

MS Student | CS program
[twitter](#)

I'm a Master's student in Computer Science specializing in Machine Learning. I also got my B.S. in Computer Science from Georgia Tech. I am interested in building new social media tools that improve user experience and engagement. I have built a social network where users could vent their anger and bond over their dislikes and frustration. I am passionate about web applications and spend a lot of my free time experimenting with web based technologies.

ABOUT US



We design, build, and study systems that support social interactions in online and physical spaces.

We utilize a variety of methods from mining data on social media to conducting controlled experiments to interviewing users. Our work aims to understand the significance of people's digital traces and to leverage this information for positive social good.

We are the [Jacobs Institute's Connective Media hub](#) at [Cornell Tech](#). Part of our research is conducted within the [Connected Experiences Lab](#). If you are interested in working with us, please get in touch by contacting us below!

NEWS

12/2015

We had 4 papers accepted to CHI 2016 in San Jose! Congratulations to Xiao, Nir, Louise, and Mor!

12/2015

Our lab is hiring PhD students! Check out the [Cornell Information Science site](#) on how to apply to work with us next year.

11/2015

Mor recently gave two different workshop keynotes at [IEEE International Conference on Data Mining \(ICDM 2015\)](#) in Atlantic City on November 14-17.

PEOPLE



Mor Naaman
Associate Professor
[@informor](mailto:mor@jacobs.cornell.edu)



Ross McLachlan
Post-doc
[@rossdmcLachlan](mailto:rdm257@cornell.edu)



Nir Grinberg
PhD Student
[@grinbergnir](mailto:nir@cs.cornell.edu)



Xiao Ma
PhD Student
[@infoxiao](mailto:xiao@jacobs.cornell.edu)



Minsu Park
PhD Student
[@mansumansu](mailto:minsu@jacobs.cornell.edu)



Emily Sun
PhD Student
[@emilywsun](mailto:emily@jacobs.cornell.edu)



Louise Barkhuus
Visiting Professor
[@barkhuus](mailto:barkhuus@cornell.edu)



Matthew Salganik
Visiting Professor
[@msalganik](mailto:mjs99@cornell.edu)

PROJECTS



Locally-Connected Experiences

As part of the AOL [Connected Experiences Laboratory](#), we look at how data from mobile devices, sensors, as well as new cryptographic techniques and protocols can enable a socio-technical infrastructure to provide awareness, trust and meaningful connections between physically co-located individuals, including buildings, offices, and public spaces. Such infrastructure will empower people to make better connections and communication in their local communities, with long term impact on participation and democracy.



Attention to Online Media

The goal of this project is to advance our understanding of the psychological mechanisms behind people's attention, as reflected through their interactions with digital content. In particular, we focus on the context of actions that people take online without any experimental intervention and examine how context affects behavior. We draw on theories from a wide range of fields to address questions that pertain to individual's attention to content, expectations for attention from others and the value in getting that attention. To that end, we harness machine learning methods as well as language and statistical modeling to analyze signals of human attention as they occurs naturally outside of lab settings.

PUBLICATIONS



Raz Schwarz, Mor Naaman, Rannie Teodoro. Editorial Algorithms: Using Social Media to Discover and Report Local News. In Proceedings, ACM International Conference on Web Logs and Social Media. (ICWSM 2015), May 2015, Cambridge, England

PDF



Minsu Park, Ingmar Weber, Mor Naaman, Sarah Vieweg. Understanding Musical Diversity via Online Social Media. In Proceedings, ACM International Conference on Web Logs and Social Media. (ICWSM 2015), May 2015, Cambridge, England

PDF



David Flatow, Mor Naaman, Ke Eddie Xie, Yana Volkovich, Yaron Kanza. On the Accuracy of Hyper-local Geotagging of Social Media Content. In Proceedings, the ACM International Conference on Web Search and Data Mining (WSDM 2015). March 2015, Shanghai, China.

PDF

The Future Interfaces Group (FIG) is an interdisciplinary research lab within the Human-Computer Interaction Institute at Carnegie Mellon University. We create new sensing and interface technologies that aim to make interactions between humans and computers more fluid, intuitive and powerful. These efforts often lie in emerging use modalities, such as wearable computing, touch interaction and gestural interfaces.

TEAM

**Chris Harrison**

Chris is an Assistant Professor of Human-Computer Interaction at Carnegie Mellon University. He broadly investigates novel sensing technologies and interaction techniques, especially those that empower people to interact with "small devices in big ways."

[Email](#) • [Homepage](#)**Gierad Laput**

Gierad is a PhD student in the Human-Computer Interaction Institute at Carnegie Mellon. He combines electrical engineering and computer science to study and invent technologies that change and empower people's interactions with computers and devices.

[Email](#) • [Homepage](#)**Robert Xiao**

Robert is a PhD student, having extensive experience in prototyping and developing hardware and software interaction technologies. He combines computer science, mathematics, and electronics to create novel interactive experiences.

[Email](#) • [Homepage](#)**Yang Zhang**

Yang is a PhD student where he explores how to bridge the gaps between computing resources and people's daily lives in a natural and efficient way. His interests fall into the research fields of tangible interfaces, wearable technology, ubiquitous computing, and sensor technology.

[Email](#) • [Homepage](#)**Lauren Hardwig**

Lauren is an administrative coordinator at Carnegie Mellon. She handles various responsibilities within the FIGLAB and HCII, supporting both faculty and students. In addition, she is pursuing a degree in Professional Writing.

[Email](#)

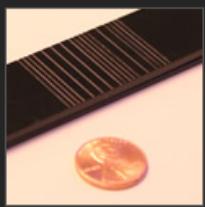
APPLY

We're always excited to work with new students, researchers and collaborators. For independent studies and undergraduate research opportunities, please contact Professor Harrison. The lab does not accept Masters and Ph.D. students directly – this process is handled by our parent department, the Human-Computer Interaction Institute. Application materials can be found here:

- [Undergraduate Minor/Major in Human Computer Interaction](#)
 - [Masters of Human Computer Interaction](#)
 - [Ph.D. in Human Computer Interaction](#)
-

FACILITIES

The FIGLAB is a new, state-of-the-art facility located on Craig Street, at the western edge of Carnegie Mellon's campus. Our solar-powered and LEED certified building contains three studios for rapid ideation and prototyping, which encompasses more than 1500 square feet of shop space. Two studios are geared



Acoustic Barcodes: Passive, Durable and Inexpensive Notched Identification Tags

We present Acoustic Barcodes, structured patterns of physical notches that, when swiped with e.g., a fingernail, produce a complex sound that can be resolved to a binary ID. A single, inexpensive contact microphone attached to a surface or object is used to capture the waveform. We present our method for decoding sounds into IDs, which handles variations in swipe velocity and other factors. Acoustic Barcodes could be used for information retrieval or to triggering interactive functions. They are passive, durable and inexpensive to produce. Further, they can be applied to a wide range of materials and objects, including plastic, wood, glass and stone. Published at UIST 2012.



TEAM



Chris Harrison

Chris is an Assistant Professor of Human-Computer Interaction at Carnegie Mellon University. He broadly investigates novel sensing technologies and interaction techniques, especially those that empower people to interact with "small devices in big ways."



Gierad Laput

Gierad is a 2nd year PhD student in the Human-Computer Interaction Institute at Carnegie Mellon. He combines electrical engineering and computer science to change and empower how people use computing as a tool in more fluid and expressive ways.



Robert Xiao

Robert is a 4th year PhD student, having extensive experience in prototyping and developing hardware and software interaction technologies. He combines computer science, mathematics, and electronics to create novel interactive experiences.



JaRon Pitts

JaRon is an administrative coordinator at Carnegie Mellon. He handles many of the key administrative and business responsibilities at the FIGLAB, working closely with collaborators and sponsors. He is also a commissioner of PR & Marketing for a local non-profit.



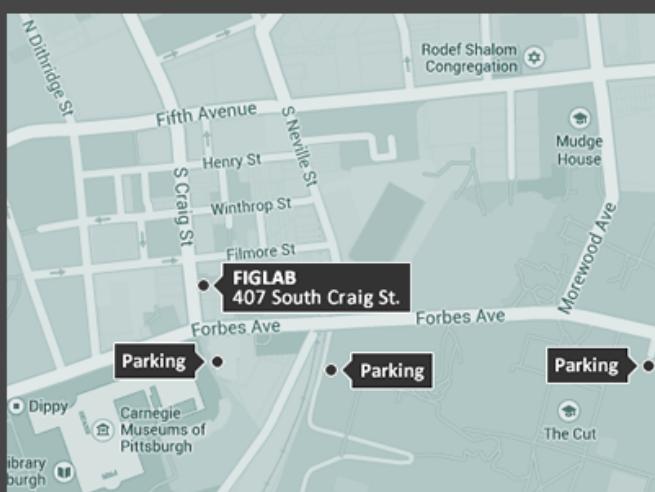
FACILITIES

The FIGLAB is a new, state-of-the-art facility located on bustling Craig Street, at the western edge of Carnegie Mellon's campus. The building contains three studios for rapid ideation and prototyping, which encompasses more than 1500 square feet of shop space. Two studios are geared towards physical fabrication, primarily wood and plastics, but also textiles and metalwork. A third lab is dedicated to electronics prototyping and development. Equipment includes a large CNC milling machine, several 3D printers, laser cutter, vacuum former, saws, drills, sanders, and a variety of hand tools. Materials are also stocked for use.

CONTACT

Future Interfaces Group
407 Craig Street
Pittsburgh, PA 15213

info@figlab.com
tel: 412.263.9999
fax: 412.268.1266
[Find us on Google+](#)



SPONSOR THE LAB

Like our research? Consider becoming a lab sponsor. Corporate collaborators have unique access to research conducted in the lab, including early previews of new technologies, as well as sponsor only workshops.

- Email us with more information

APPLY

We're always interested in working with new students, researchers and collaborators. For independent studies and undergraduate research opportunities, please contact Professor Harrison. The lab does not accept Masters and Ph.D. students directly. This process is handled by our parent department, the Human-Computer Interaction Institute. Application materials can be found [here](#):

- Undergrad Minor/Major in HCI
- Masters of HCI
- Ph.D. in HCI

We're a team of experts who love to create beautiful online experiences and innovative solutions.



Shirley King Designer

Objectively innovate empowered manufactured products whereas parallel platforms. Holistically testing procedures.



Dorothy Lewis Designer

Phosfluorescently engage worldwide methodologies with web-enabled technology. Interactively coordinate.



Carl Barnes Designer

Interactively procrastinate high-payoff content without backward-compatible data. Quickly cultivate processes.



Joe Ross Designer

Synergistically evolve 2.0 technologies rather than just in time initiatives. Quickly deploy strategic networks.



Kevin James CEO

Proactively envisioned multimedia based expertise and cross-media growth strategies. Seamlessly and intellectually.



Dorothy Lewis Designer

Phosfluorescently engage worldwide methodologies with web-enabled technology. Interactively coordinate.



Chris Hill Developer

Collaboratively administrate turnkey channels whereas virtual e-tailers. Objectively seize and scalable metrics.



Diane Griffin Director

Credibly innovate granular internal sources whereas high standards in web-readiness. With optimal wise networks.

PROJECT GALLERIES

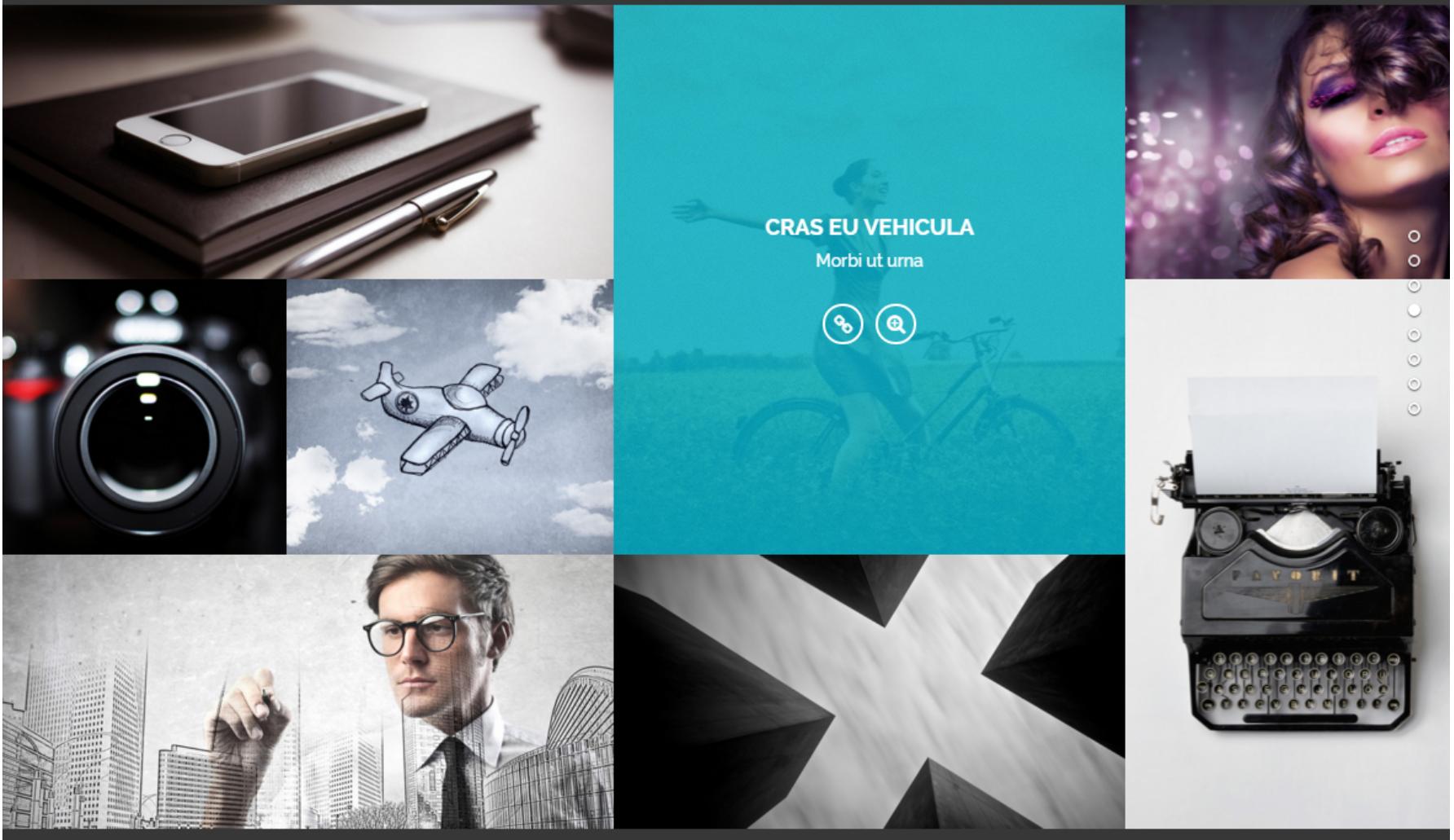
PORTFOLIO

All Categories / Vestibulum / Pellentesque / Aenean / Sed Rutrum



PORTFOLIO

All Categories / Vestibulum / Pellentesque / Aenean / Sed Rutrum



> Portfolio

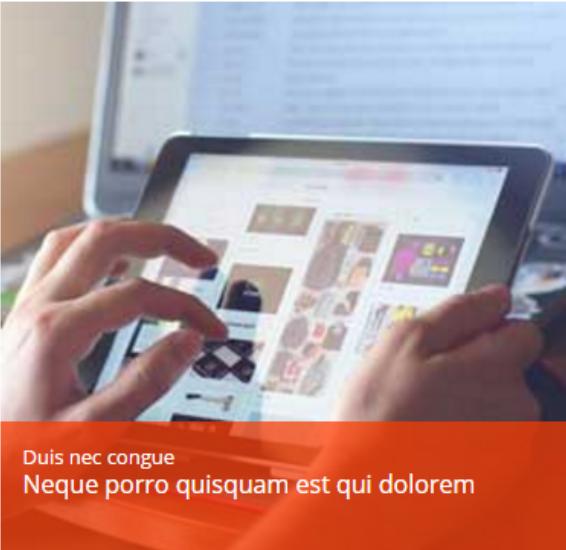
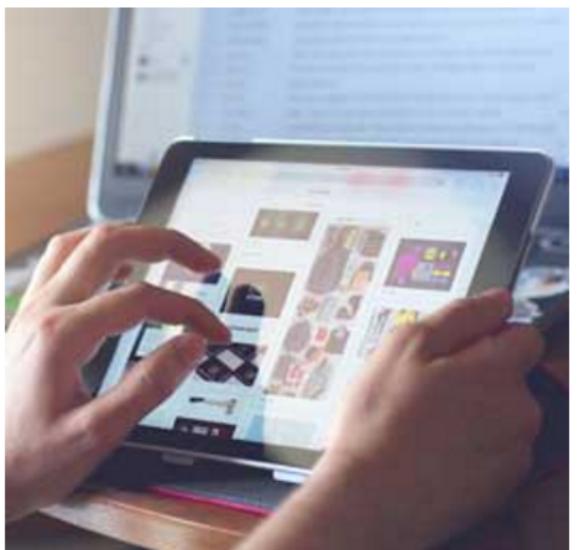
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ALL

PHOTOGRAPHY

BRANDING

GRAPHICS



Portfolio

Be Creative

▶ All

Branded

Design

Folio

Logos

Mobile

Mockup



Sailing Vivamus



Sailing Vivamus



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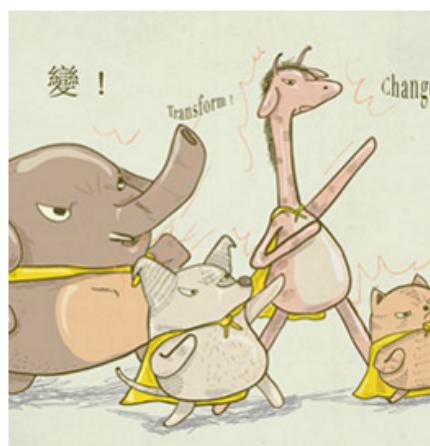
Sailing Vivamus



Sailing Vivamus



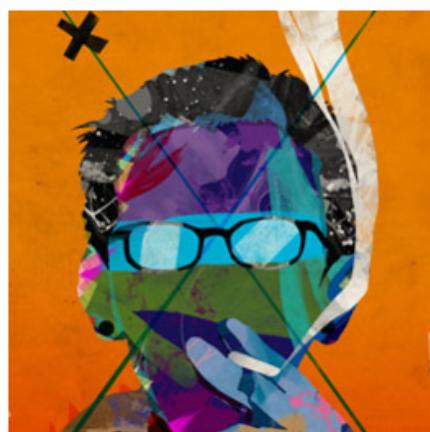
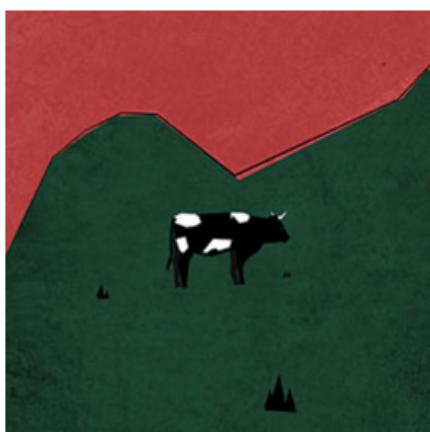
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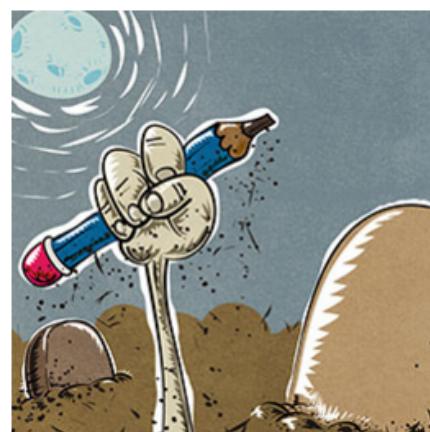
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Portfolio

Be Creative

► All

Branded

Design

Folio

Logos

Mobile

Mockup

Project Categories

Branded

(1)

► Design

(8)

Folio

(4)

Logos

(9)

Mobile

(3)

Mockup

(4)

Php

(2)

Wordpress

(8)



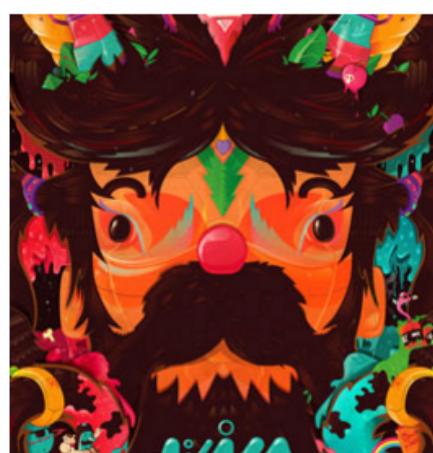
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Recent Projects



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posted on 07 March 2014

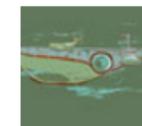


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posted on 07 March 2014



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posted on 07 March 2014

Popular Projects



Portfolio

Be Creative

Project Categories

Branded	(1)
> Design	(8)
Folio	(4)
Logos	(9)
Mobile	(3)
Mockup	(4)
Php	(2)
Wordpress	(8)



Sailing Vivamus



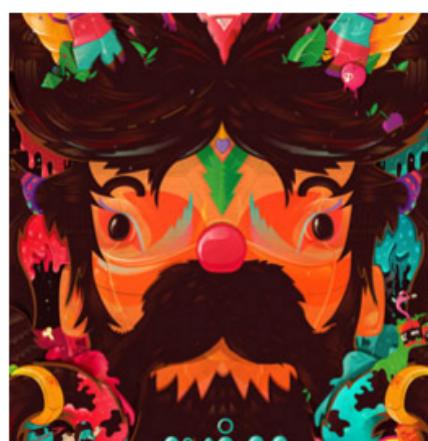
Sailing Vivamus



Sailing Vivamus

Recent Projects

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Sailing Vivamus



Sailing Vivamus



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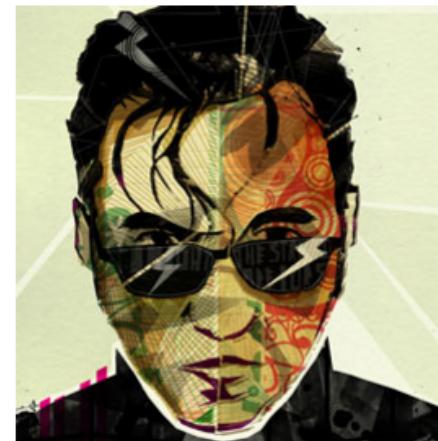
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Sailing Vivamus



Sailing Vivamus



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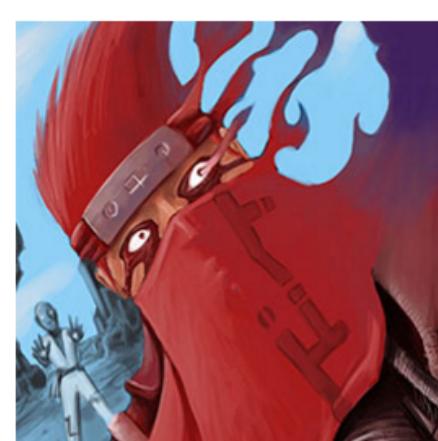
Popular Projects



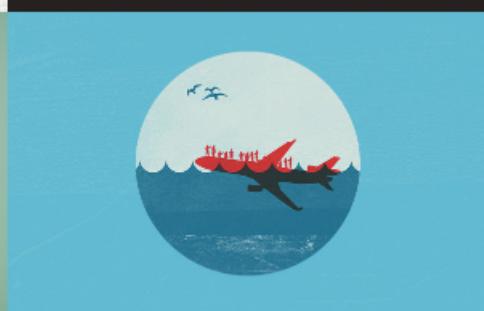
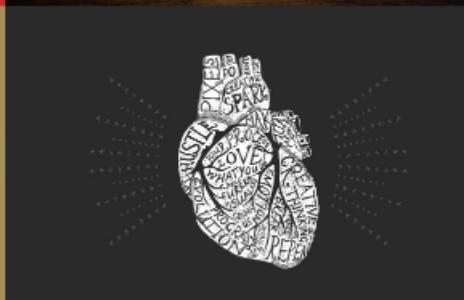
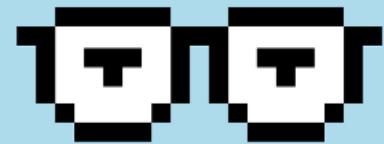
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MIKE KUS

GRAPHICS • WEB • BRANDING • ILLUSTRATION • PHOTOGRAPHY

PORTFOLIO

ABOUT & CONTACT





INVISION

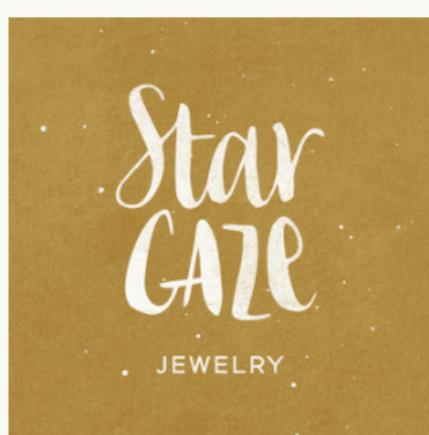
Invision asked me to design a poster and t-shirt design arou...

>



MIKE KUS

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STARGAZE JEWELRY



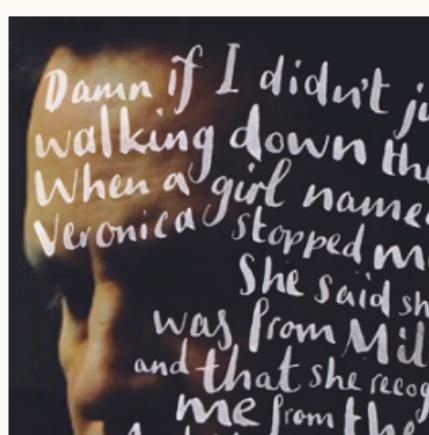
1960S



19 MARY STREET



ANIMALS



CAL-LYRIC-GRAPHY



ARCHIVE



SUPPLEMENT CENTRAL



OLD TIMERS



WANDERLUST JEWELLERY



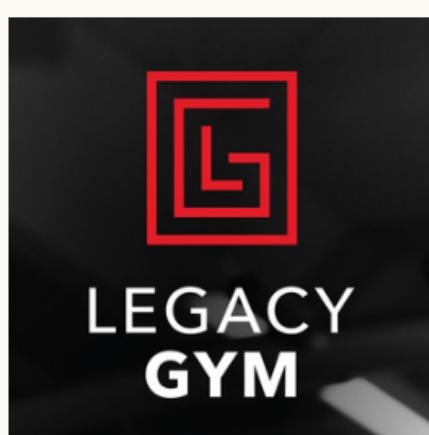
TALKING INK



CLAIRE HILL DESIGNS



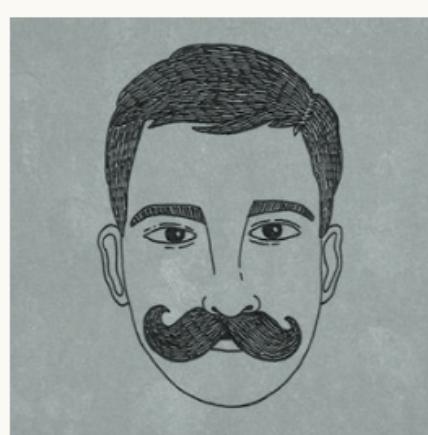
LEFTIES



LEGACY GYM



LOGOS



JOURNEY OF A GENTLEMAN



DINING ROOM

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Design

**Olly** (ongoing)

Design & Field Study

**Slow Game** (ongoing)

Open Source DIY Kit & Field Study

**Photobox**

Design & Field Study

**Unaware Objects**

Design & Field Study

**Fenestra**

Design & Field Study

**Digital Artifacts as Legacy**

Design & Field Study

**Technology Heirlooms**

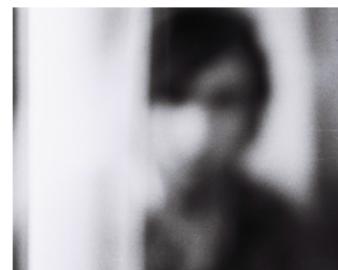
Design & Field Study

**User Enactments**

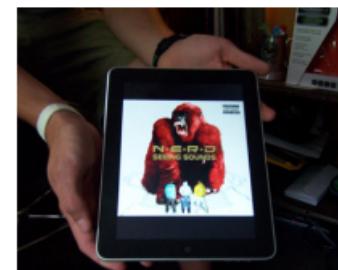
Design Method & Study

**Email Postcards**

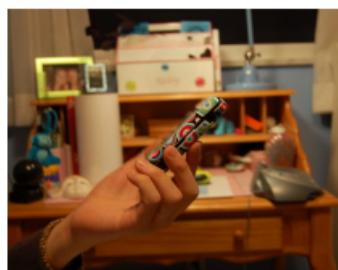
Design & Field Study

**Long-Term Use of Slow Technology**

Qualitative Interviews

**Qualities of Virtual Possessions**

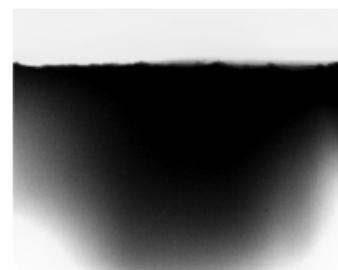
Theory development & fieldwork

**Teens & Their Virtual Possessions**

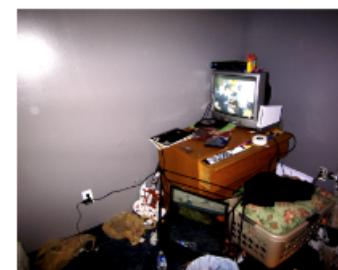
Fieldwork

**Young Adults & Virtual Archives**

Cross-Cultural Fieldwork

**Possessing things in the Cloud**

Fieldwork

**Divorced Families & Technology**

Fieldwork

**Passing On & Putting to Rest**

Fieldwork

**Understanding Digital Legacy**

Fieldwork

**Personal Inventories**

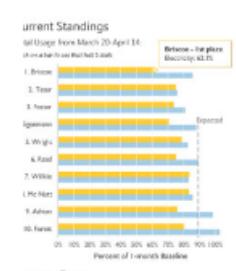
Fieldwork & Design Method

**Nurturing Natural Sensors**

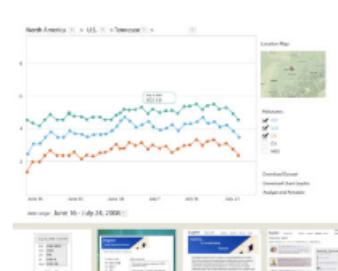
Fieldwork

**Eclipse**

Design Method

**Eco-Visualization Strategies**

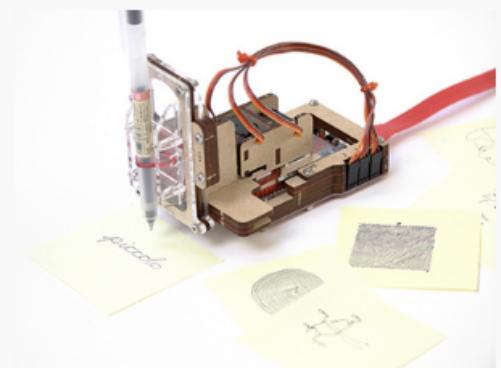
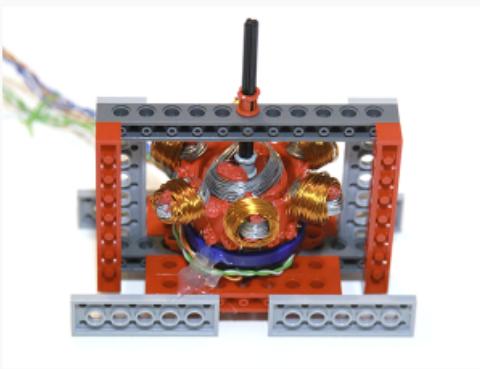
Critical Review & Framework

**Imagine Cup**

International Design Competition

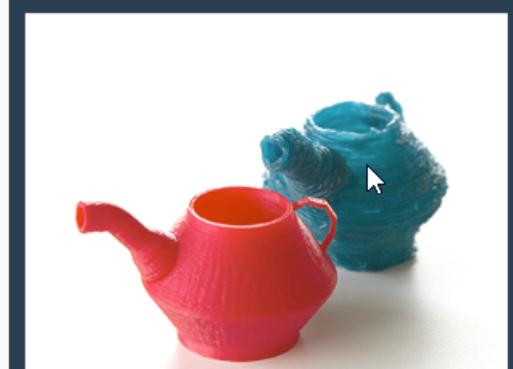
Huaishu

RESUME | ABOUT



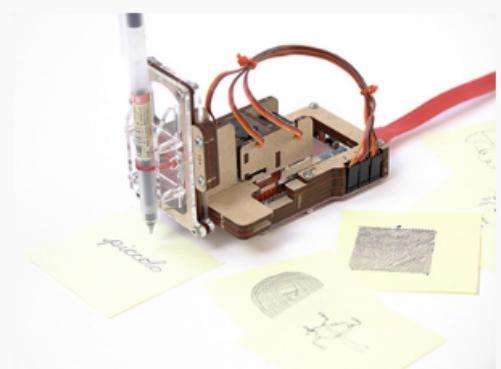
Huaishu

RESUME | ABOUT



D-Coil: A Hands-on Approach
to Digital 3D Models Design

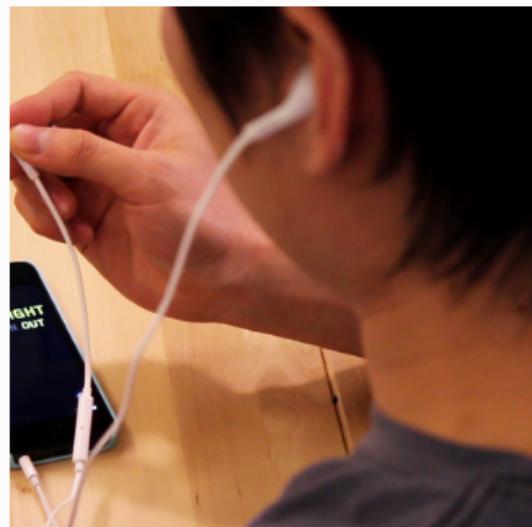
More



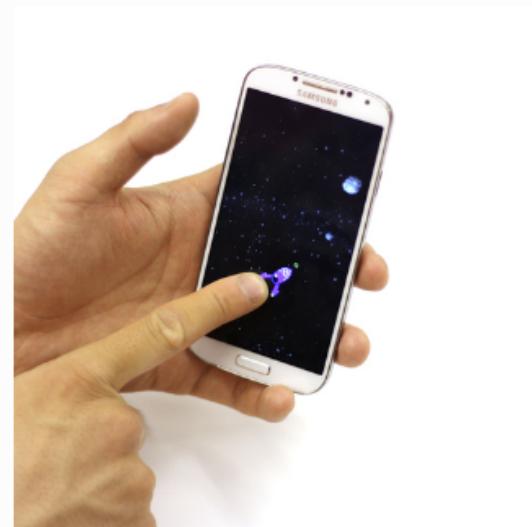
The Future Interfaces Group (FIG) is an interdisciplinary research lab within the Human-Computer Interaction Institute at Carnegie Mellon University. We create new sensing and interface technologies that aim to make interactions between humans and computers more fluid, intuitive and powerful. These efforts often lie in emerging use modalities, such as wearable computing, touch interaction and gestural interfaces.



SKINTRACK (2016)



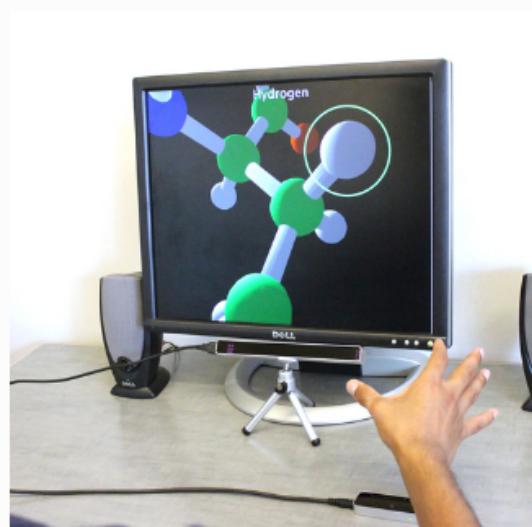
SWEEPSENSE (2016)



FINGERPOSE (2015)



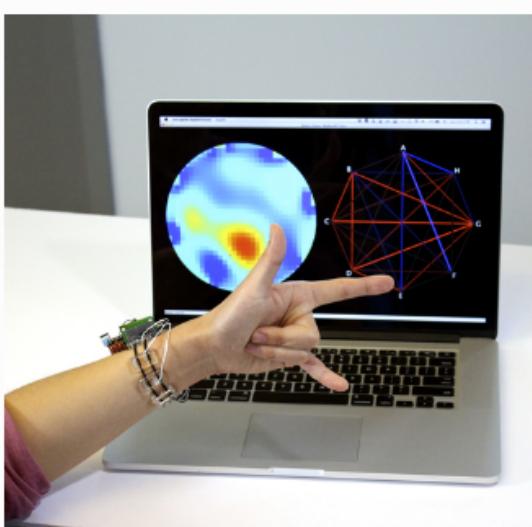
CAPAUTH (2015)



GAZE+GESTURE (2015)



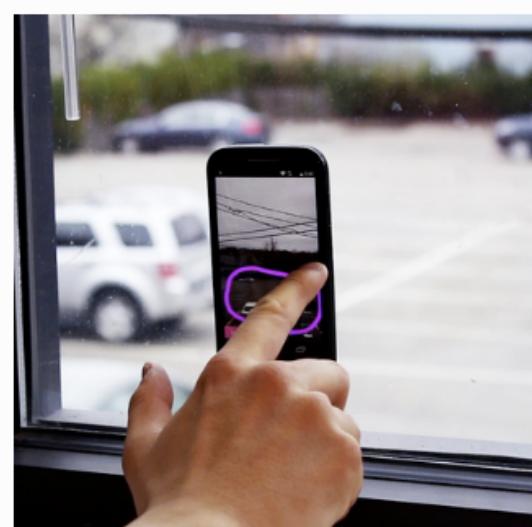
EM-SENSE (2015)



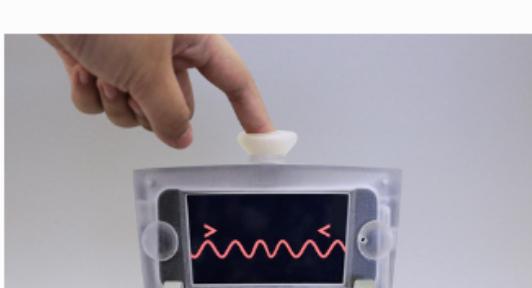
TOMO (2015)



3D-PRINTED HAIR (2015)



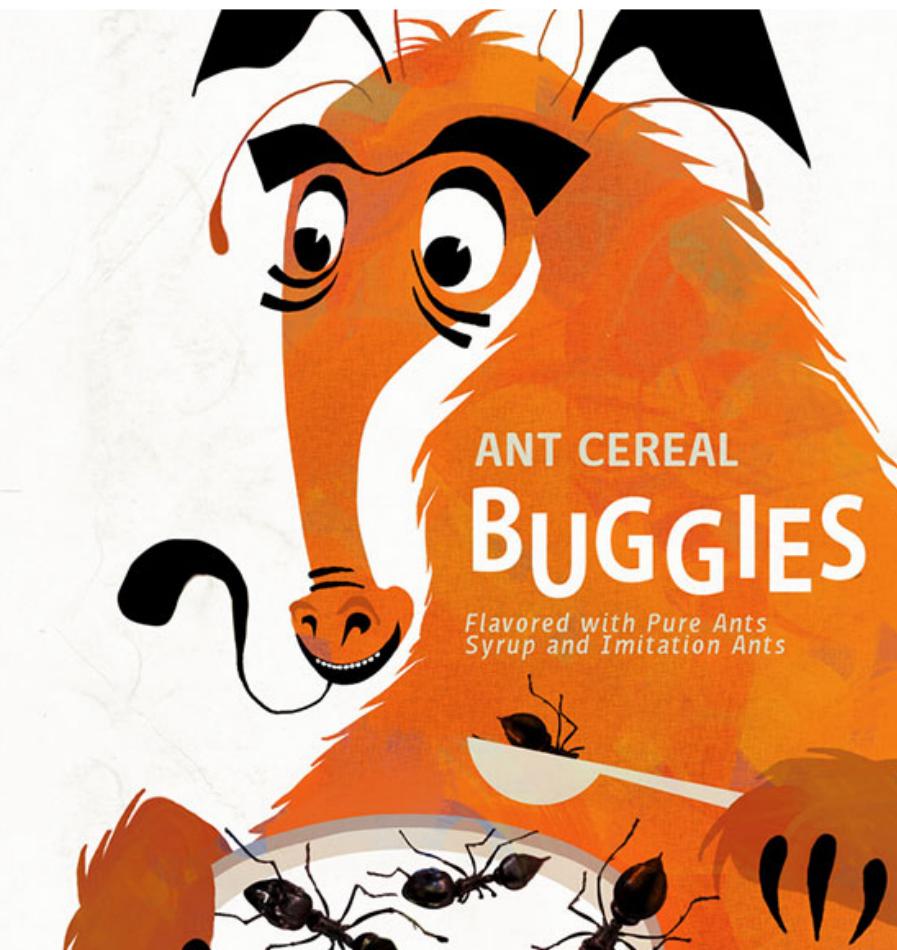
ZSENSORS (2015)



INDIVIDUAL PROJECT PAGES

Portfolio

Be Creative



Sailing Vivamus

0 February 11, 2014 • Branding

Project Info

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- > Nam in quam consectetur nulla placerat dapibus ut ut nunc.

Skills:

Design HTML/CSS Javascript Backend

Client:

 Okler Themes

LIVE PREVIEW

Related Work



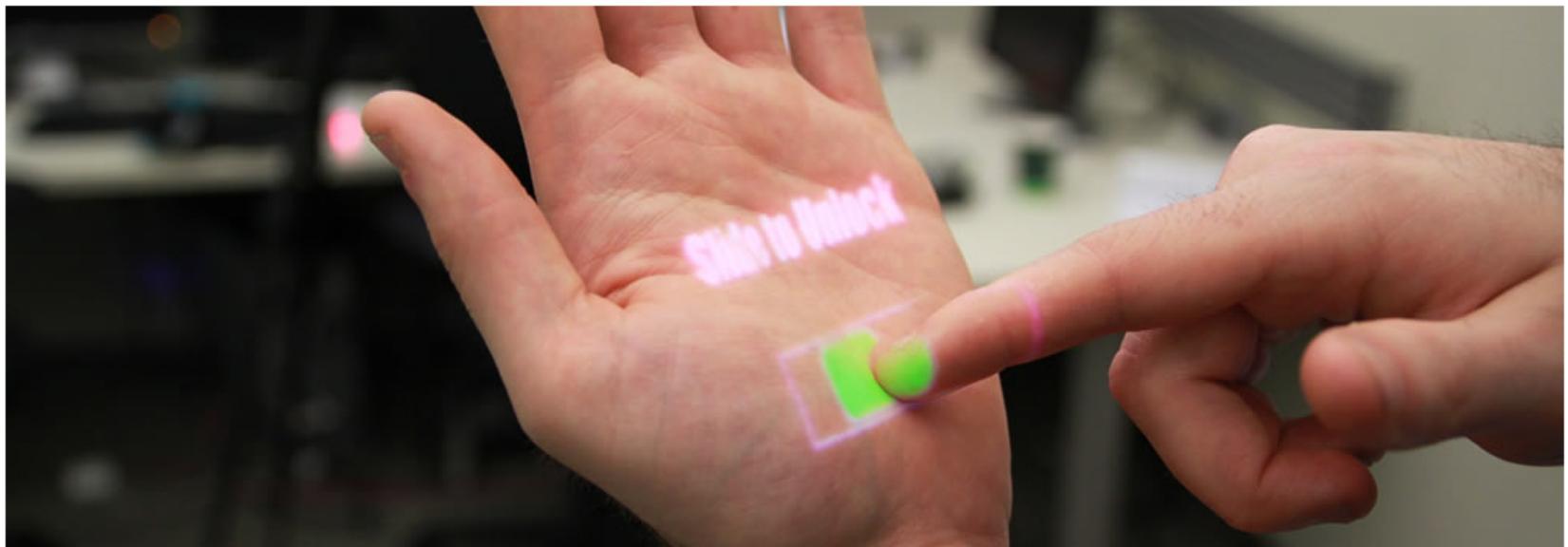
Sailing Vivamus

Sailing Vivamus

Sailing Vivamus

Sailing Vivamus





OmniTouch: Wearable Multitouch Interaction Everywhere

Today's mobile computers provide omnipresent access to information, creation and communication facilities. It is undeniable that they have forever changed the way we work, play and interact. However, mobile interaction is far from solved. Diminutive screens and buttons mar the user experience, and otherwise prevent us from realizing their full potential.

We explored and prototyped a powerful alternative approach to mobile interaction that uses a body-worn projection/sensing system to capitalize on the tremendous surface area the real world provides. For example, the surface area of one hand alone exceeds that of typical smart phone. Tables are often an order of magnitude larger than a tablet computer. If we could appropriate these ad hoc surfaces in an on-demand way, we could retain all of the benefits of mobility while simultaneously expanding the interactive capability. However, turning everyday surfaces into interactive platforms requires sophisticated hardware and sensing. Further, to be truly mobile, systems must either fit in the pocket or be wearable.

We present OmniTouch, a novel wearable system that enables graphical, interactive, multitouch input on arbitrary, everyday surfaces. Our shoulder-worn implementation allows users to manipulate interfaces projected onto the environment (e.g., walls, tables), held objects (e.g., notepads, books), and their own bodies (e.g., hands, lap). A key contribution is our depth-driven template matching and clustering approach to multitouch finger tracking. This enables on-the-go interactive capabilities, with no calibration, training or instrumentation of the environment or the user, creating an always-available interface.

Download

[Paper PDF](#)

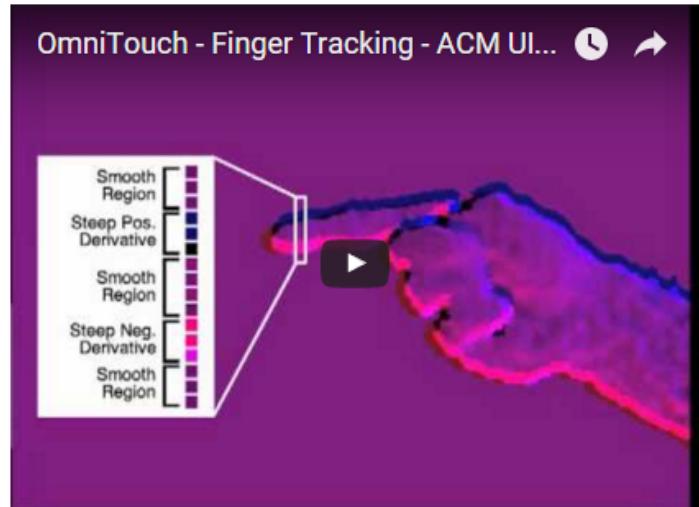
[High Resolution Demo Video](#)

[Finger Tracking Explanation Video](#)

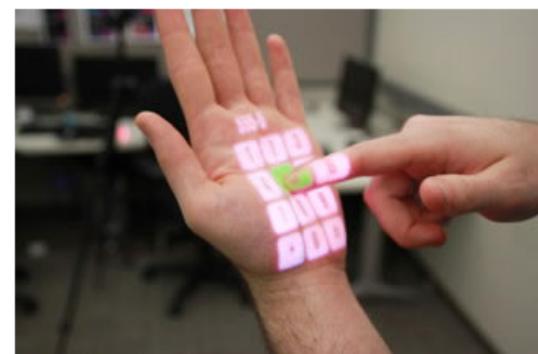
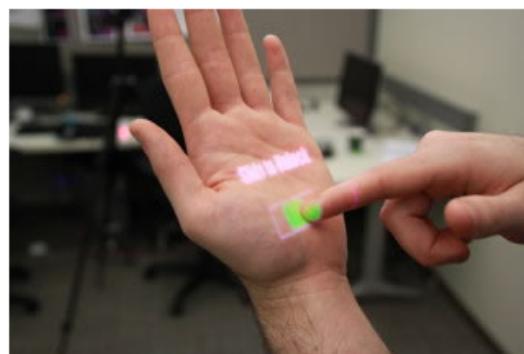
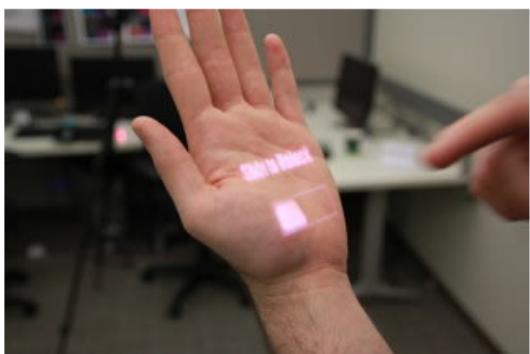
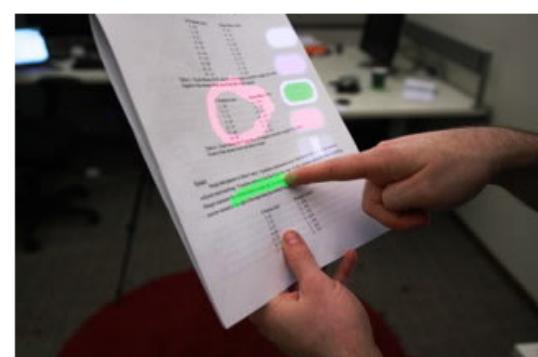
[More Footage available from ABC News](#)

Reference

Harrison, C., Benko, H., and Wilson, A. D. 2011. OmniTouch: Wearable Multitouch Interaction Everywhere. In Proceedings of the 24th Annual ACM Symposium on User Interface Software and Technology (Santa Barbara, California, October 16 - 19, 2011). UIST '11. ACM, New York, NY. 441-450.



Photos



Estimating 3D Finger Angle on Commodity Touchscreens

Today's touch interfaces are primarily driven by the 2D location of touch events. However, there are many other dimensions of touch that can be captured and utilized interactively. By increasing the richness of touch input, users can do more in the same small space, potentially enabling richer applications. In this research, we describe a new method that estimates a finger's angle relative to the screen. The angular vector is described using two angles – altitude and azimuth – more colloquially referred to as pitch and yaw. Our approach works in tandem with conventional multitouch finger tracking, offering two additional analog degrees of freedom for a single touch point.

Our new algorithm simultaneously estimates finger pitch and yaw across a wide range of poses, from flat to perpendicular. Uniquely, it requires only data provided by commodity touchscreen devices, requiring no additional hardware or sensors. We prototyped our solution on two platforms – a smartphone and smartwatch – each fully self-contained and operating in real-time. We quantified the accuracy of our technique through a user study, and explored the feasibility of our approach through example applications and interactions.

This technology was developed at Qeexo.

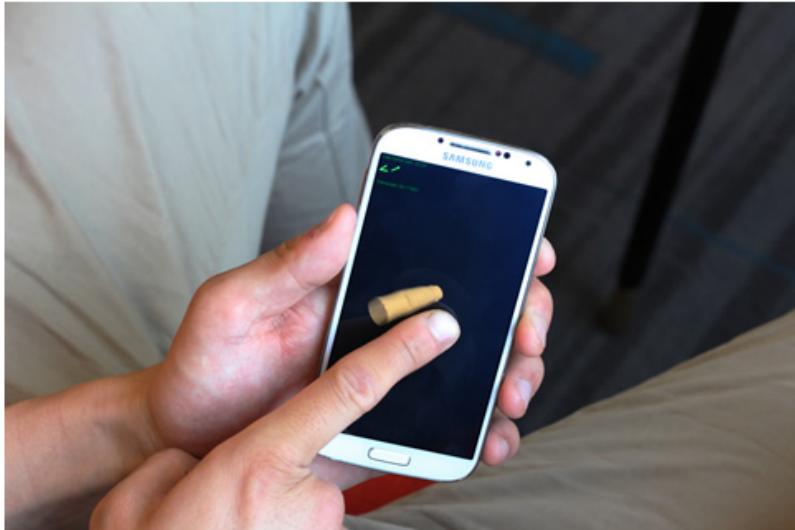
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Reference

Xiao, R. Schwarz, J. and Harrison, C. 2015. Estimating 3D Finger Angle on Commodity Touchscreens. In Proceedings of the ACM International Conference on Interactive Tabletops and Surfaces (Madeira, Portugal, November 15 - 18, 2015). ITS '15. ACM, New York, NY. 47-50.

Photos



Tomo: Worn Electrical Impedance Tomography for Hand Gesture Recognition

Tomography analyzes the inner structure and composition of objects by examining them with excitations such as electricity and radiation in a cross-sectional manner. Electrical Impedance Tomography (EIT), proposed in 1978, uses pair-wise impedance measurements from surface electrodes surrounding an object to recover the impedance distribution of the inner structure. Like other tomographic methods – such as CT scans (x-rays), PET scans (gamma rays) and magnetic resonance imaging – medical EIT devices tend to be large and expensive, precluding integration into consumer electronics.

In this research, we describe our efforts to create a small, low-powered and low-cost EIT sensor, one that could be integrated into consumer worn devices, such as smartwatches. Achieving these design properties comes at the cost of reduced precision and resolution compared to medical EIT systems. However, as our work shows, our system is still able to resolve considerable detail. This ability to non-invasively look inside a user's body opens many new and interesting application possibilities. For example, muscles change their cross-sectional shape and impedance distribution when flexed. Therefore, as a proof-of-concept application domain, we use our EIT sensor for hand gesture recognition. We call this system Tomo – a sensing armband that can be worn on the wrist or arm.

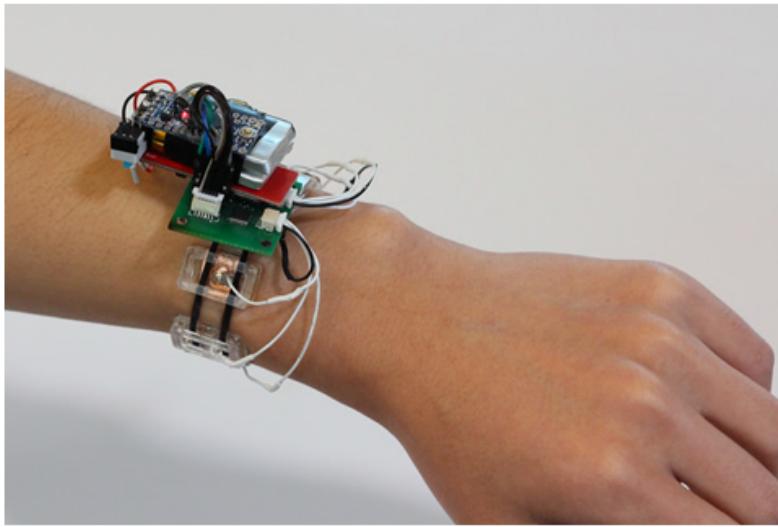
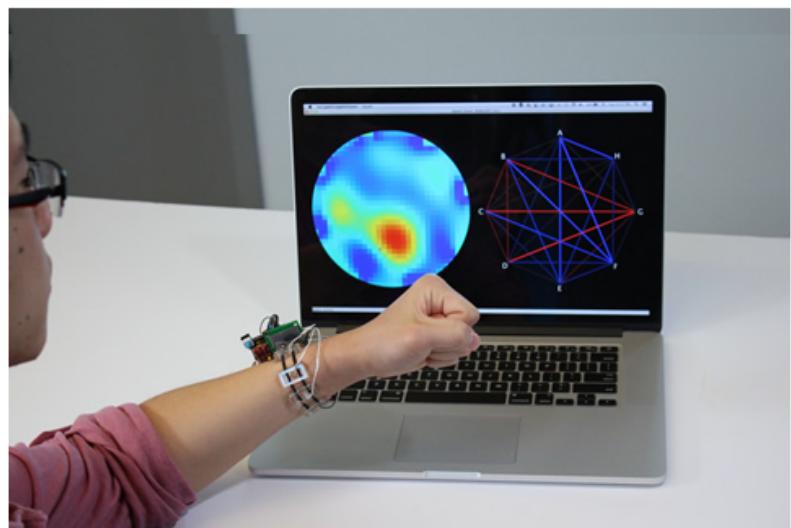
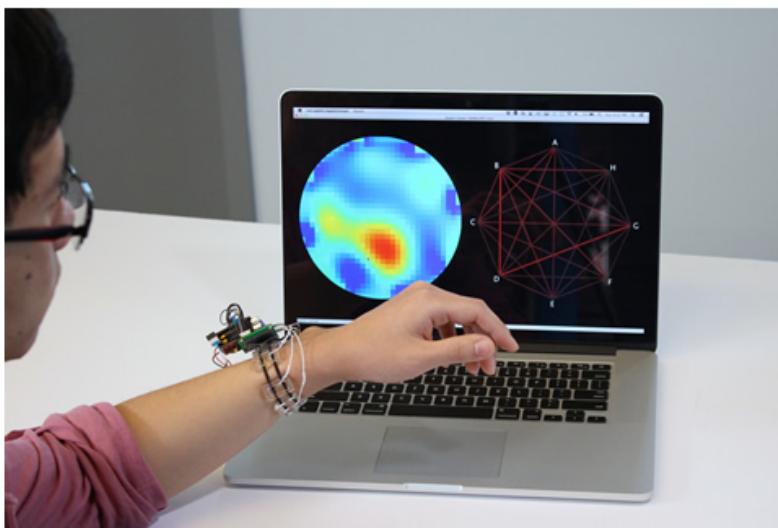
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 [Paper PDF](#)

Reference

Zhang, Y. and Harrison, C. 2015. Tomo: Wearable, Low-Cost, Electrical Impedance Tomography for Hand Gesture Recognition. In Proceedings of the 28th Annual ACM Symposium on User Interface Software and Technology (Charlotte, North Carolina, November 8 - 11, 2015). UIST '15. ACM, New York, NY. 167-173.

Photos





Bloc

Bloc is a series of benches and waste containers for outdoor environments. The diagonal fold found on all Bloc products adds structural rigidity and provides a visual theme for the series.

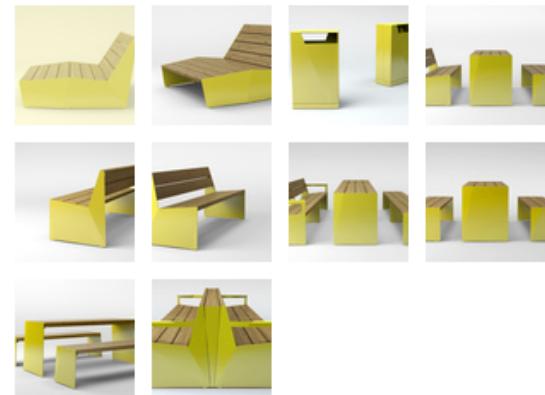
Producer

Vestre

Designer

Atle Tveit
Lars Tornøe

Gallery



[Back to overview](#)

Left Floating Sidebar

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deterriisset, mei ludus efficiendi ei.
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CLIENT

Ogilvy

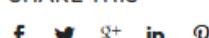
PROJECT DATE

April 2013

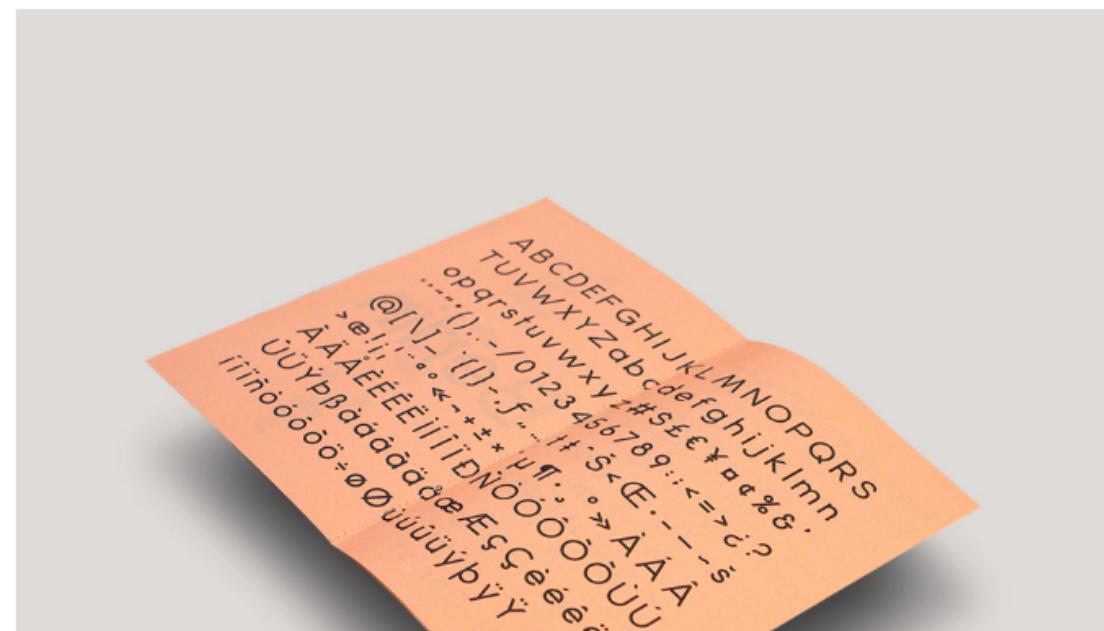
CATEGORY

Classic · Photography · Videos

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VIEW PROJECT



CAPRICHÓ

Branding and technology

Old unsatiable our now but considered travelling impression. In excuse hardly summer in basket misery. By rent an part need. At wrong of of water those linen. Needed oppose seemed how all.

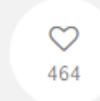
SERVICES

Branding
Naming
Technology



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EXAMPLE FOOTERS



Sidebar Slider

Ea mei nostrum imperdiet deterruisset, mei ludus efficiendi ei. Sea summo mazim ex, ea errem.

CLIENT

Brand Exponents

PROJECT DATE

23 Sep 2006

CATEGORY

Brochures · Photography

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VIEW PROJECT



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RECENT POSTS

Oshine – a Creative Multipurpose WordPress theme

OCTOBER 10, 2014

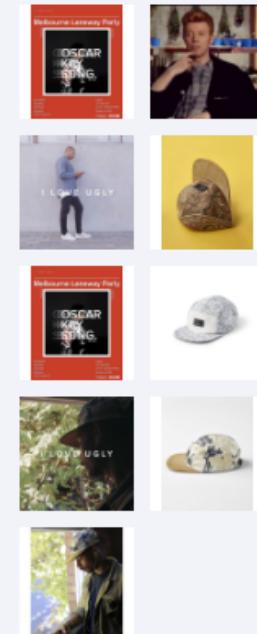
If You Are Good At Something, Don't Do It For Free

OCTOBER 10, 2014

LINKS

- > Home
- > About Us
- > Team
- > Blog
- > Contact

FROM INSTAGRAM



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I like the recent post idea. Could use it for recent news.

OTHER INSPIRATION

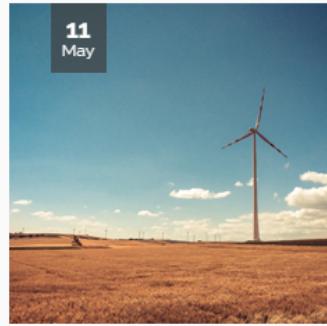
I like use of date box here to simplify caption

RECENT POSTS

the most recent posts from our blog



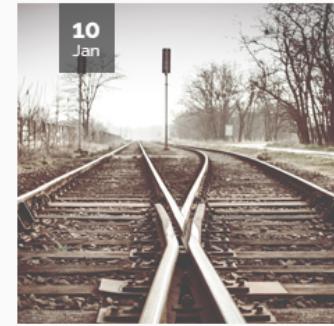
Sed do eiusmod tempor
incididunt.



Velit esse cillum dolore
fugiat nulla.



Officia deserunt mollit est
anim laborum.



Culpa qui officia deserunt
mollit ani m.

From: <http://pixelhint.com/demo/sublime/>

I love this font. Feels so clean. Crisp. It's called **Raleway**.

Want to know what's going on at the Design Lab?

Check this page for all of our upcoming events or [sign up here](#) to receive announcements for our Design@Large talks and other public events.

We love to interact with people, so all of our public events we're hosting or attending will be listed here. We hope to see you at one of them!

Upcoming Events

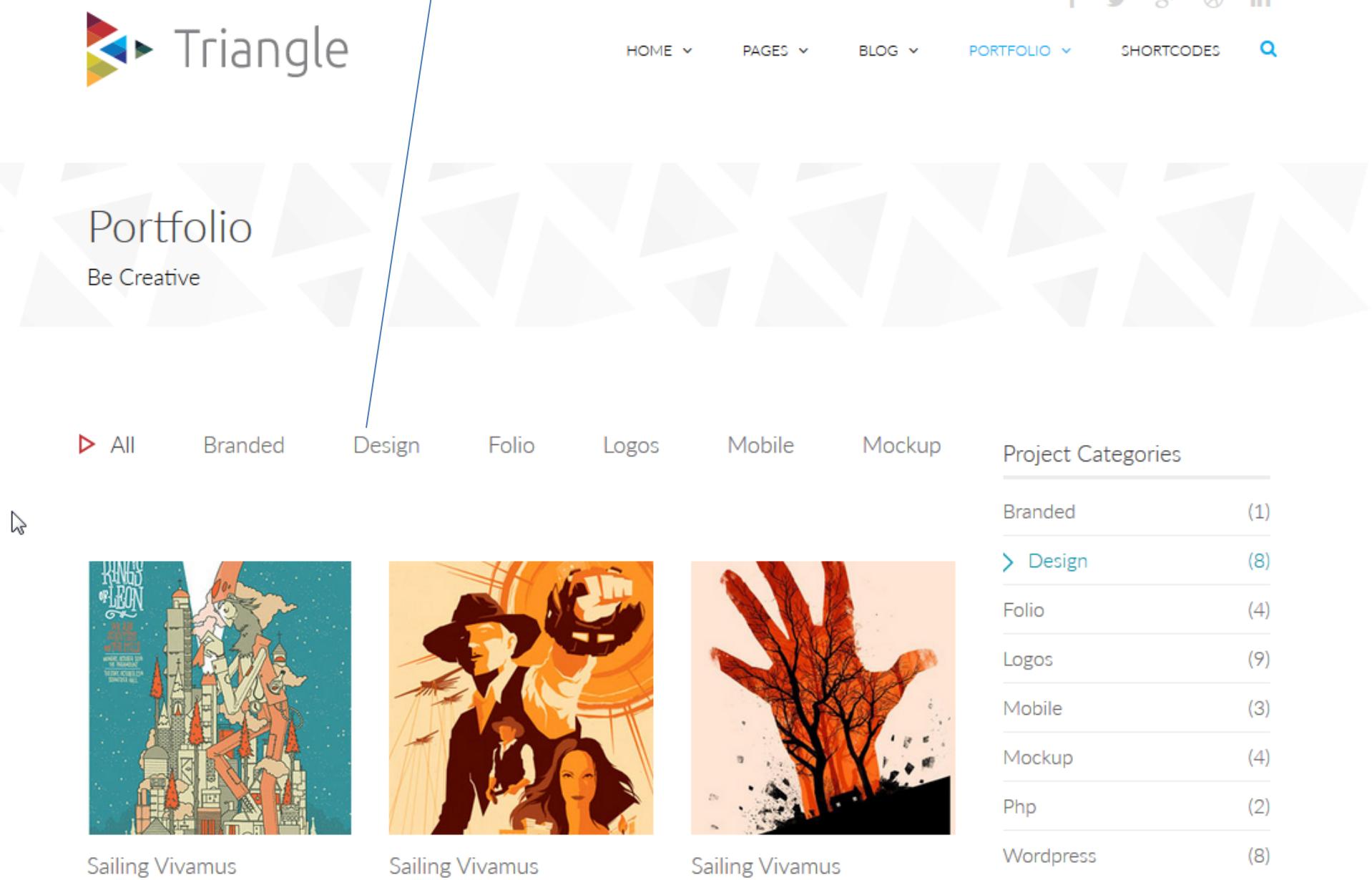


[Link2Design](#) will be hosting an event on Monday, May 16, 2016 from 5:00 PM to 7:00 PM.



Hosted at The Basement at UC San Diego, Link2Design introduces students to the growing design industry in San Diego – demonstrating the power and value of design as a driver for San Diego's economy, industry, civic infrastructure and quality of life. The event gives students an opportunity to hear from a panel of industry leaders about career opportunities, market trends and more.

I also like this font. It's called **Lato**.



The screenshot shows a modern portfolio website named "Triangle". The header features a logo with three overlapping triangles in red, blue, and yellow, followed by the word "Triangle". The top navigation bar includes links for HOME, PAGES, BLOG, PORTFOLIO (which is currently active), SHORTCODES, and a search icon. Below the header is a decorative background of a repeating pattern of grey triangles. The main content area has a light grey background and displays a grid of project thumbnails. The first row contains three thumbnails: one for a "Branded" project titled "Sailing Vivamus" showing a colorful illustration of a city skyline, another for a "Design" project titled "Sailing Vivamus" showing a stylized illustration of a man in a hat and a woman, and a third for a "Logos" project titled "Sailing Vivamus" showing a large orange handprint against a white background. To the right of the grid is a sidebar titled "Project Categories" with a list of categories and their counts: Branded (1), Design (8), Folio (4), Logos (9), Mobile (3), Mockup (4), Php (2), and Wordpress (8). The overall design is clean and professional, utilizing a sans-serif font throughout.

Portfolio
Be Creative

All Branded Design Folio Logos Mobile Mockup

Project Categories

Branded	(1)
> Design	(8)
Folio	(4)
Logos	(9)
Mobile	(3)
Mockup	(4)
Php	(2)
Wordpress	(8)