Vision

THINK BIG

Vision

We need a new exploratory human-machine system.
A generative design process, that completely rethinks the way we design today.

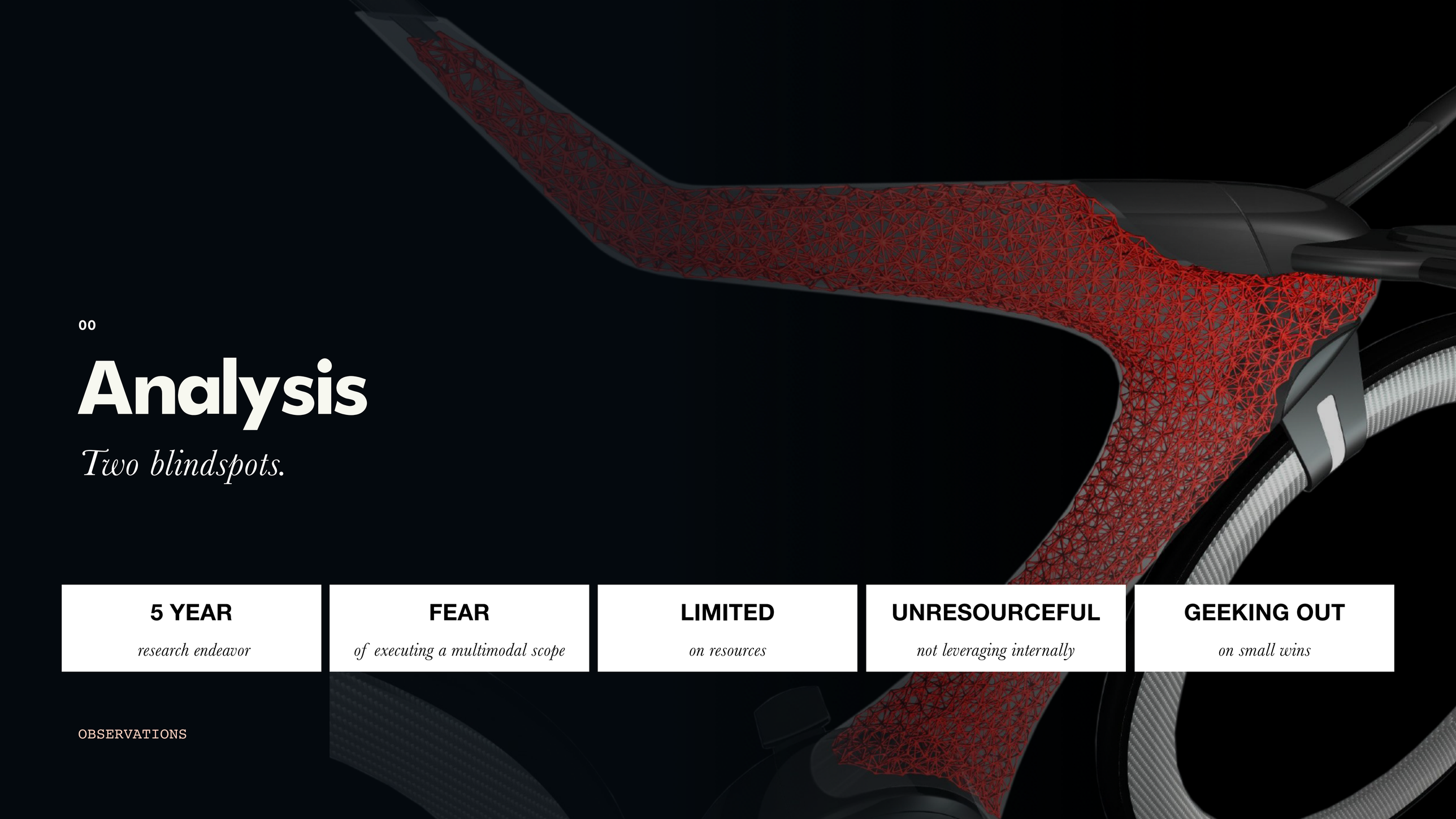
A participatory interplay of intelligence.

Human machine system engineering is different from the more general and well known fields like human-computer interaction in that it focuses on complex, dynamic control systems that often are partially automated.

00

Analysis

Two blindspots.



5 YEAR	FEAR	LIMITED	UNRESOURCEFUL	GEEKING OUT
research endeavor	*of executing a multimodal scope*	*on resources*	*not leveraging internally*	*on small wins*

OBSERVATIONS