

# Biomaterials as UI: Designing New User Experiences

A professional portrait of a young woman with short brown hair, smiling. She is wearing a white blouse with a large blue floral print. The background is dark.

# Ruthie Nachmany

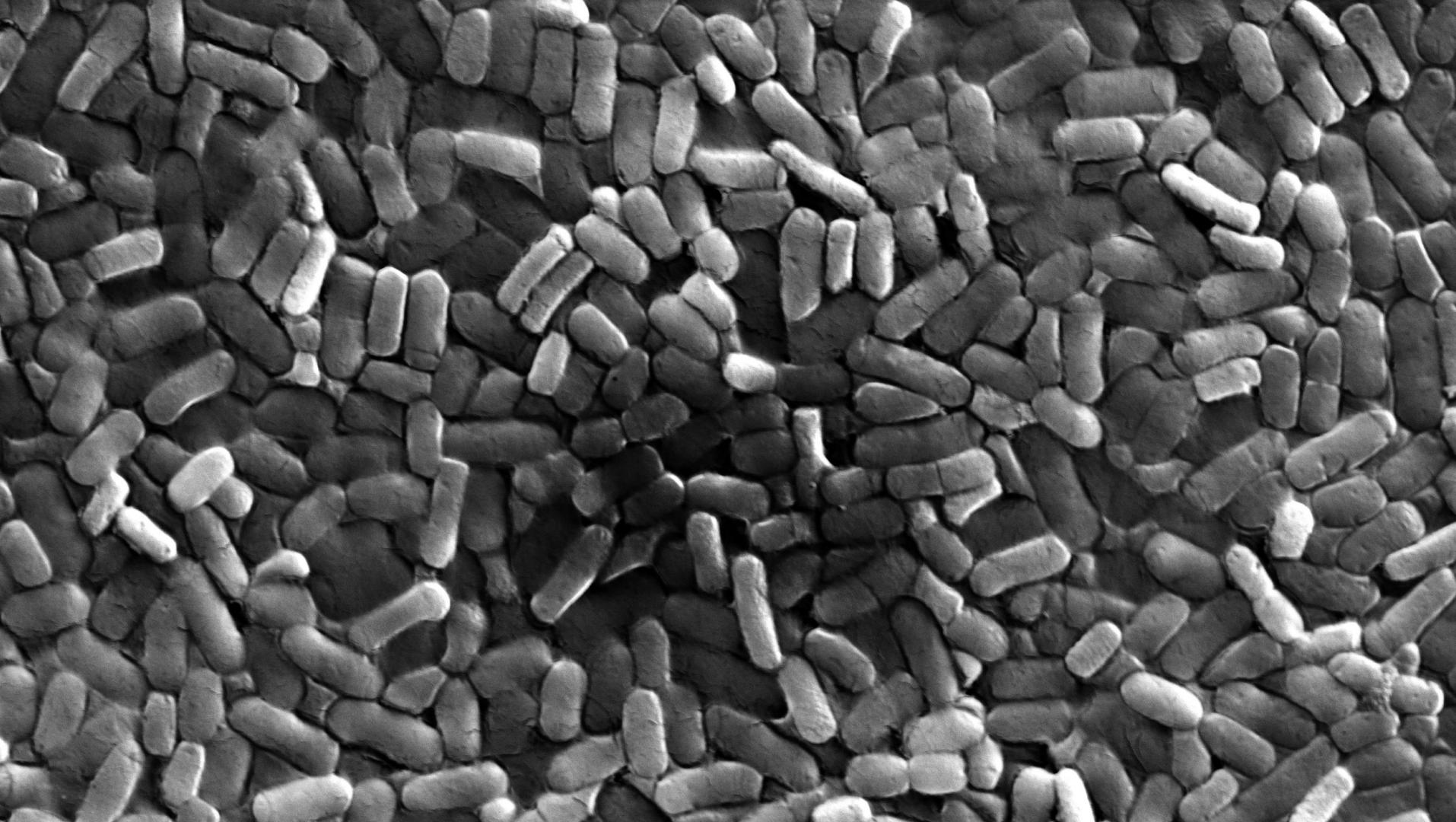
Software Engineer  
Warby Parker  
NYC

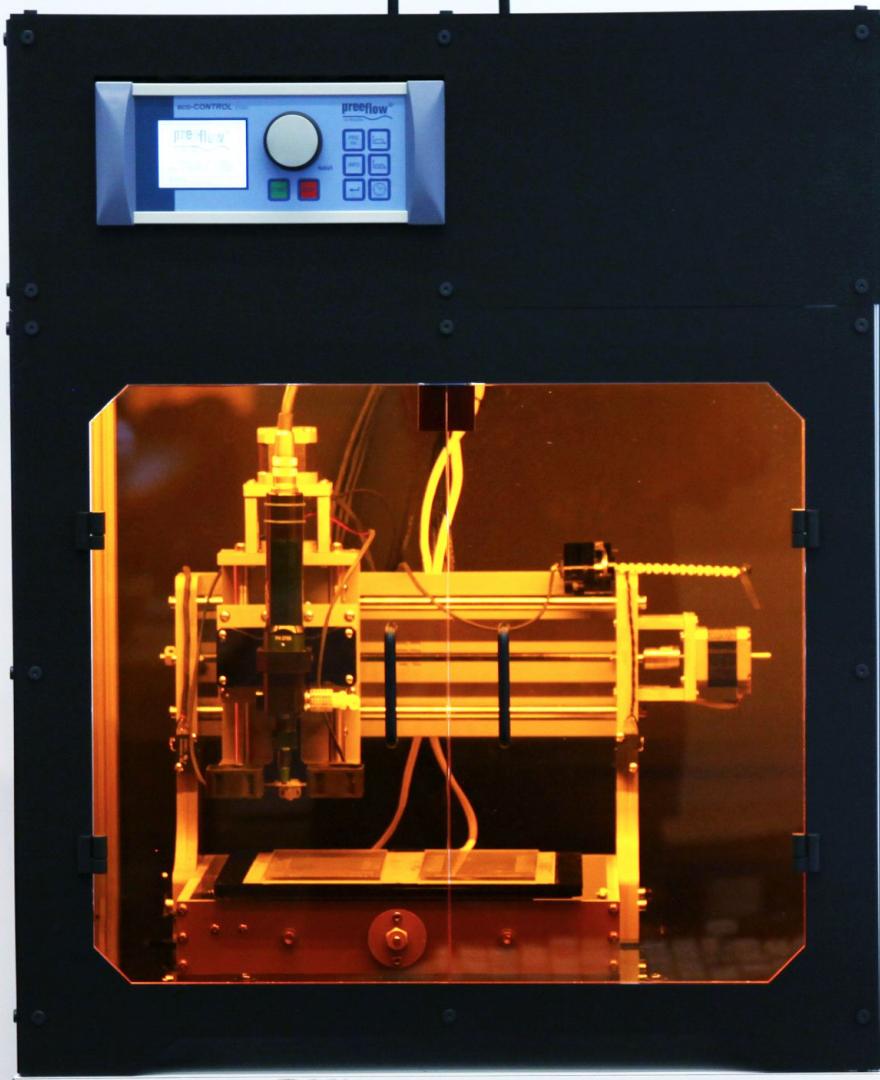
@ruthienachmany



















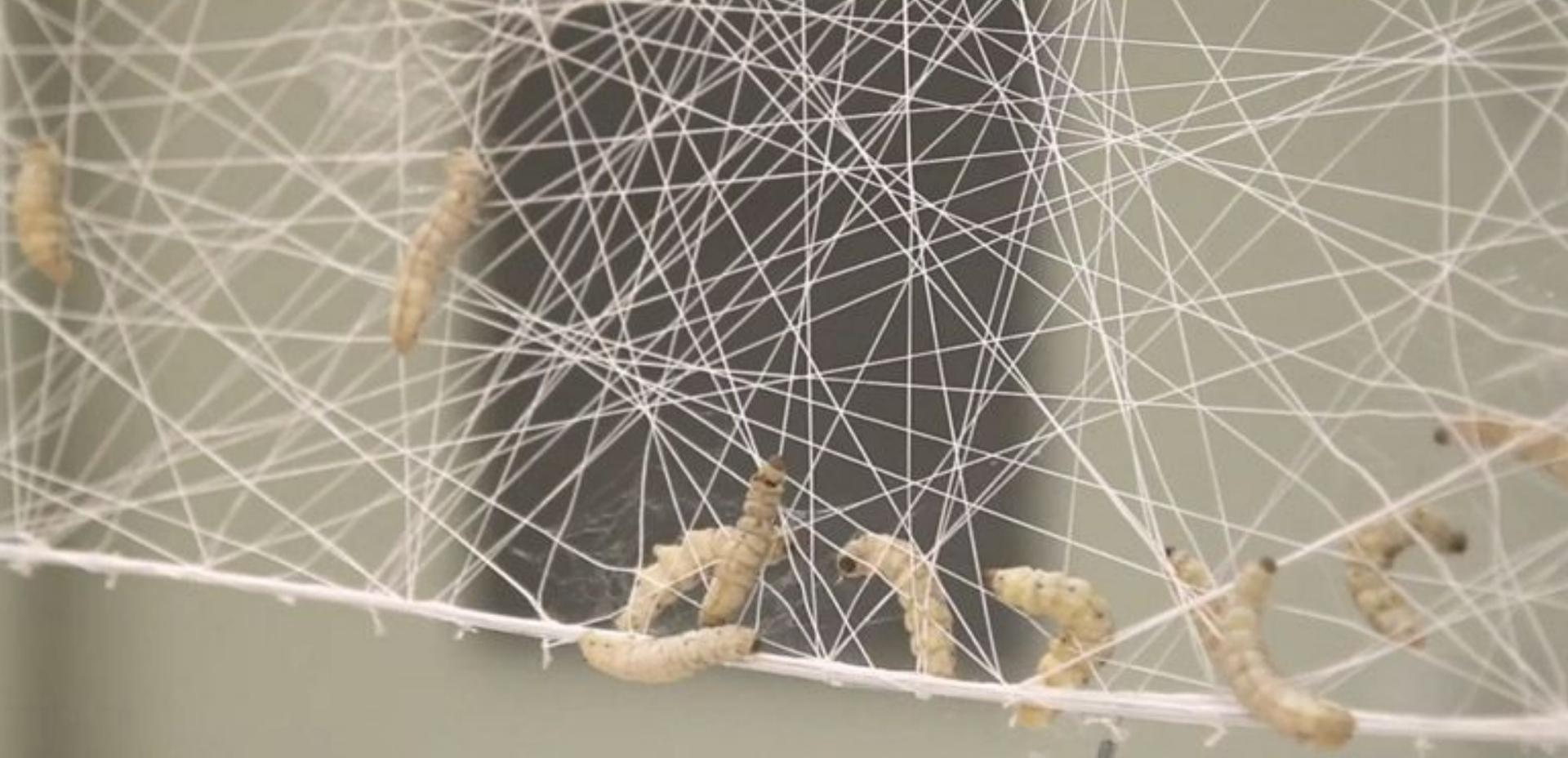




























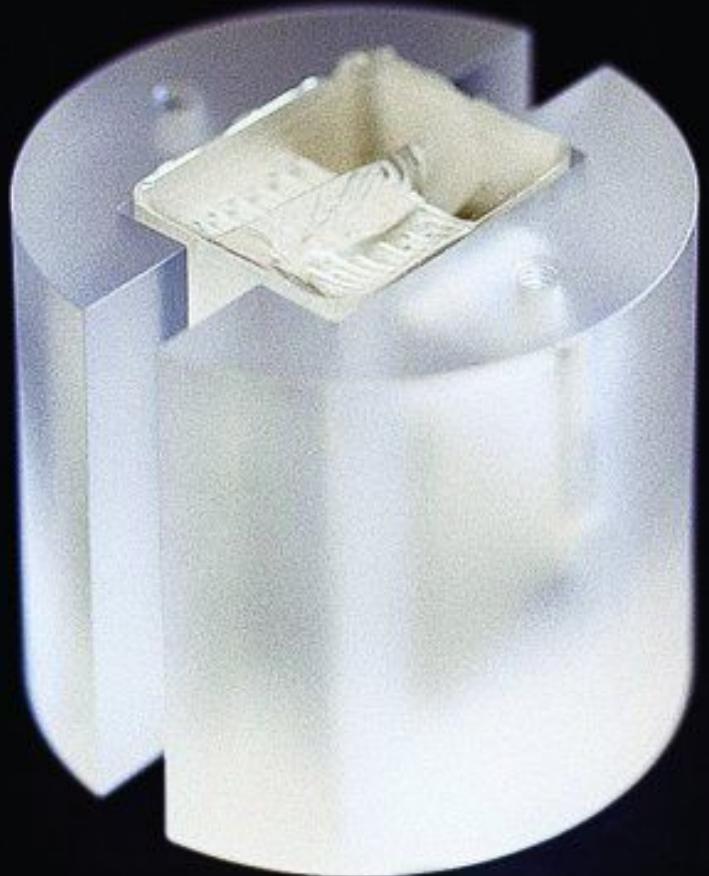


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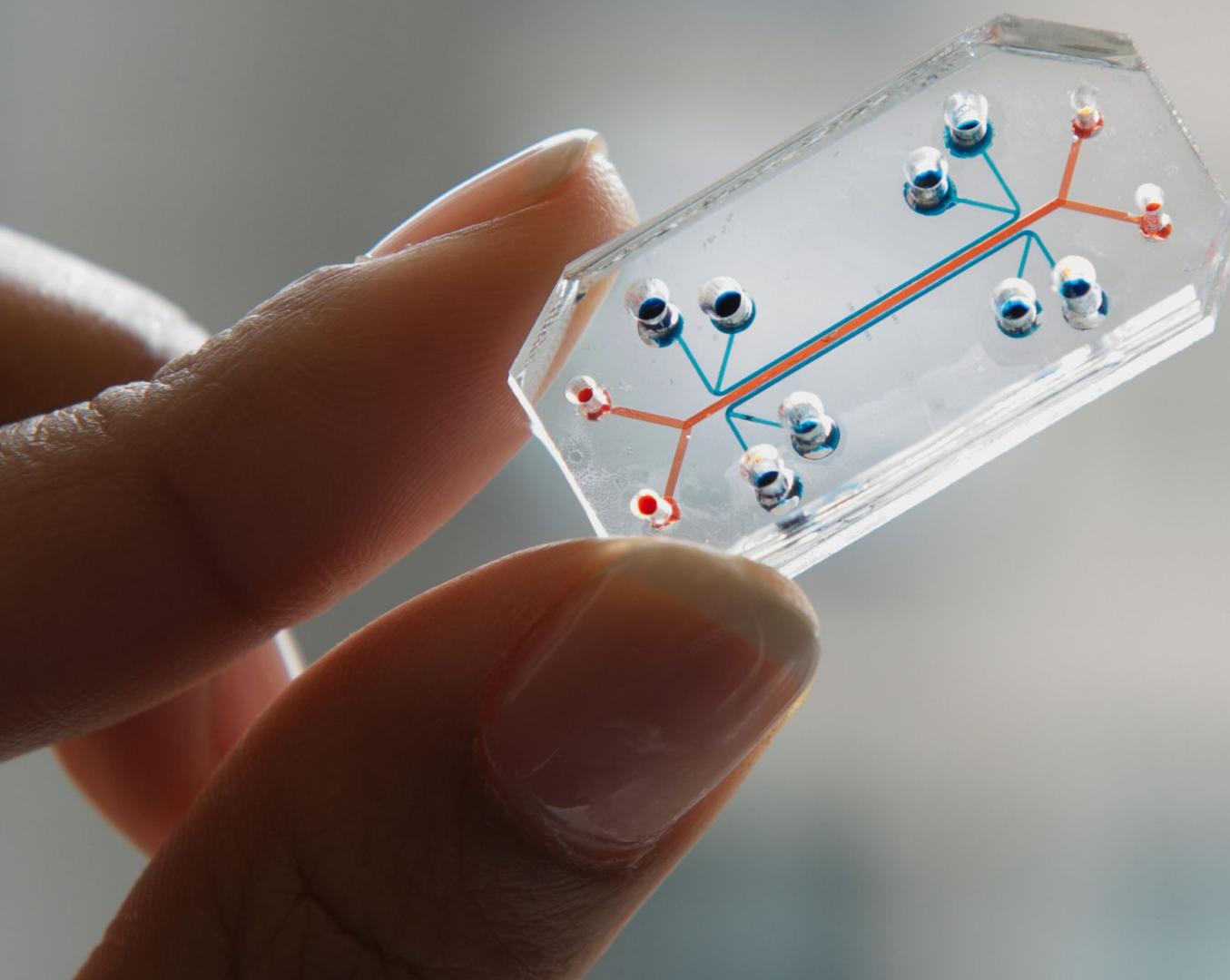


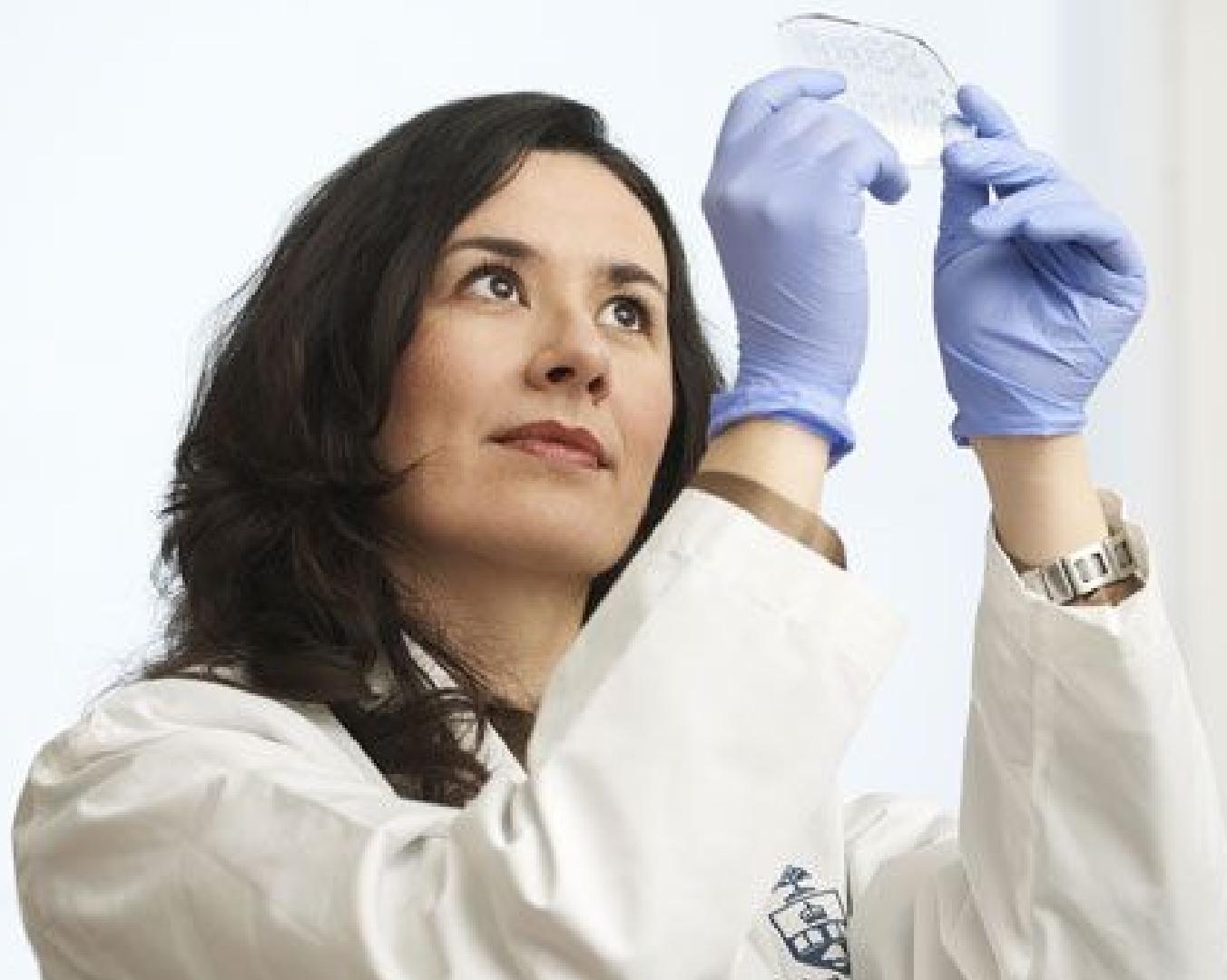
















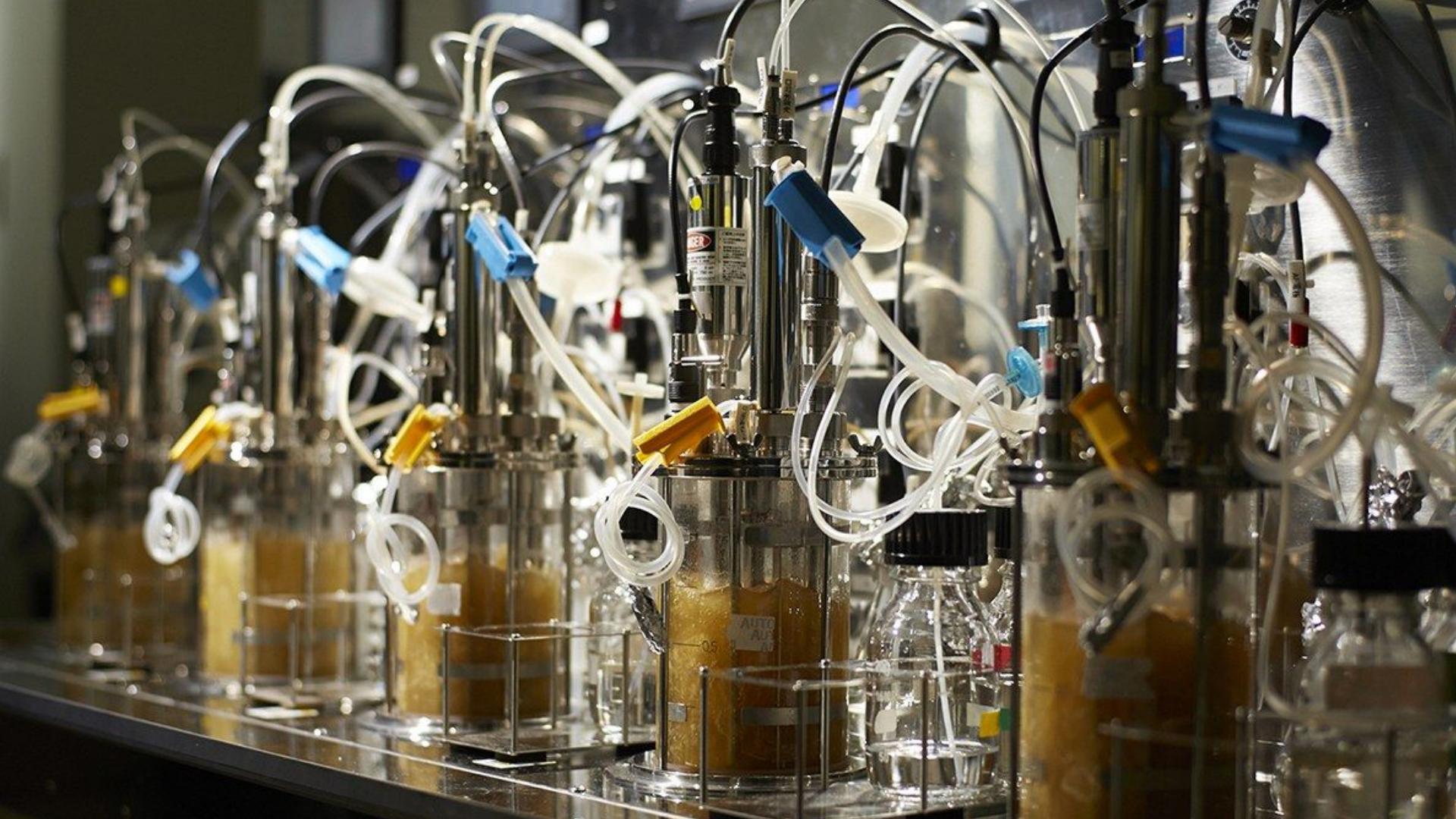




























Gardner  
1.0mL  
12/2016









- We can extend programming interfaces to include materials by bringing together biology and engineering
- We should develop for the broad range of interfaces people interact with
- Instead of putting computers on things, how can we think of things as computers?
- Knowing what we know about what is possible, what experiences can we design today?

**Questions?**

**Ideas?**

**Geek out with me?**

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