

Tom Bartindale

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I am currently a Research Associate working on the SiDE Creative project in the Digital Interaction Group at Newcastle University undertaking research into interaction design for situated and participatory media production teams. My research is practice driven (informed by theory) and I have developed a number of novel production interfaces ranging from collaborative lighting controllers to a device to support BBC TV shoots. I am particularly interested in collaborative settings in which users experience significant situational factors that influence their workflow. I develop new forms of interaction technology to support these teams within such complex media production environments and work with tangible touch and embedded technology.

Education

PhD: Interaction Design for Situated Media Production Teams, completed December 2014.
BSc Hons Computing Science (1st class), Newcastle University, UK (2008)

Recent Positions

BBC Research & Development, Manchester	Sept. 2011 – June 2012	Visiting Researcher at BBC R&D North Lab in Manchester. Worked to design, manufacture and deploy StoryCrate, a production tool for on-location TV shoots to support creativity within small professional production teams.
Microsoft Research UK		

Selected Publications

Exploring Delegate Engagement with an Augmented Conference

Nick Taylor, Tom Bartindale, John Vines, Patrick Olivier
Proceedings of UBICOMP 2014

Facilitating TV production using StoryCrate

Tom Bartindale, Elizabeth Valentine, Maxine Glancy, David Kirk, Peter Wright, Patrick Olivier
Proceedings of C&C 2013

ThorDMX: a prototyping toolkit for interactive stage lighting control

Tom Bartindale, Patrick Olivier
Extended Abstracts of CHI 2013

StoryCrate: Tabletop storyboarding for live film production

Tom Bartindale, Alia Sheikh, Nick Taylor, Peter Wright, Patrick Olivier
Proceedings of CHI 2012

Bridging the gap: implementing interaction through multi-user design

Tom Bartindale, Rachel Clarke, John Shearer, Madeline Balaam, Peter Wright, Patrick Olivier
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Design for extreme settings: becoming the user

Tom Bartindale

CHI 2011 Workshop on Designer Experience: Exploring Ways to Design in Experience

Time & Tide: dialogue and design for interaction with older adults in museums

Rachel Clarke, Areti Galani, Tom Bartindale, Peter Wright, Patrick Olivier

DIS 2010 Workshop on Heritage Inquiries: A Designerly Approach to Human Values

Design and prototype of a device to engage cognitively disabled older adults in visual artwork

Scott Blunsden, Brandi Richards, Jen Boger, Alex Mihailidis, Tom Bartindale, Daniel Jackson, Patrick Olivier, Jesse Hoey

Proceedings of PETRA 2009 p. 1–8

iBookmark: locative texts and place-based authoring

Johannes Schöning, Tom Bartindale, Patrick Olivier, Daniel Jackson, Antonio Krüger, Jim Kitson

Extended Abstracts of CHI 2009 p. 3775-3780

Installations



Interactive Poll Book

Built for Tyne and Wear museums, this interactive replica of a 17thC voting tally book offers museum visitors an interactive experience through turning pages in the physical book. A large display animates high resolution images and additional content related to the current page.



Lindow Man

Great North Museum exhibit of Lindow Man. This exhibit consists of two 1.5m diameter circular multi-touch surfaces running a WPF powered application that allows visitors of the museum to find out more about the Lindow Man through interaction and quizzes.

Past Employment

ExhibitForge

Sep. 2010 –
Present

Start-up company specialising in designing, building and maintaining interactive museum exhibits. Current clients include Great North Museum: Hancock.

Referees

Prof. Patrick Olivier

Professor of Human-Computer Interaction, School of Computing Science, Culture Lab, King's Walk, Newcastle University, NE1 7RU, UK
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Prof. Peter Wright

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