Interactive Textures for Architecture and Landscaping: Digital Elements and Technologies

PREMIER REFERENCE SOURCE

Interactive Textures for Architecture and Landscaping

Digital Elements and Technologies

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Interactive architecture is already a reality and an emerging phenomenon that will soon be part of our everyday environments.

Interactive Textures for Architecture and Landscaping: Digital Elements and Technologies provides a concise theoretical foundation valuable for anyone interested in understanding the potential and impact of interactive architecture. This work is of great value for professionals including interaction designers, architects, artists, and for researchers in related disciplines and also serves as an intellectual point of reference for anyone interested in the ongoing digitalization of our built environment, our culture, and our society.

Topics Covered:

- Computational materiality
- Decontstructing the user interface
- Digital landscapes
- From digital elements to interactive textures
- Graphical user interfaces
- Interaction landscaping
- Interaction with and through textures
- Interactive texture and landscaping
- Physical and digital materials
- The role of material in architectural thinking
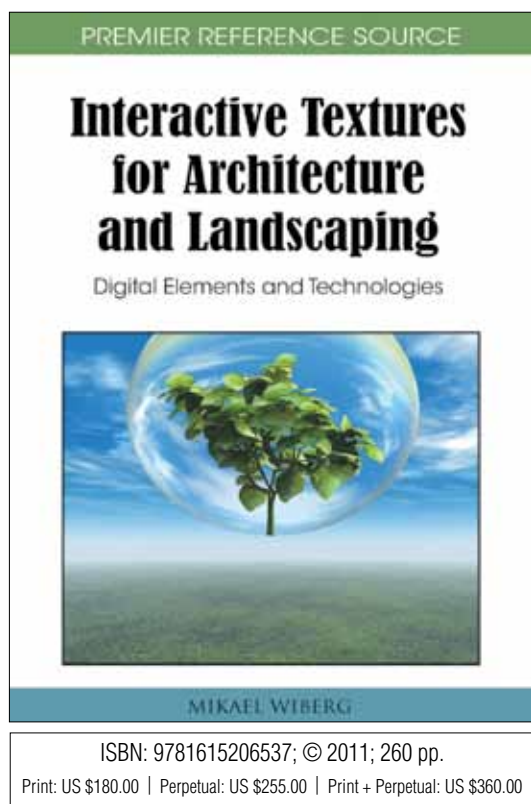
Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.

Mikael Wiberg, PhD is an associate professor at the department of Informatics at Umeå university in Sweden. From this position he teaches, supervises PhD students and leads and conducts interaction research in several of his research projects in collaboration with industry partners including e.g. Google, Ericsson, Philips and ICEHOTEL. At the department of Informatics Wiberg is also program director for the Masters programme in Human Computer Interaction. Since 2008, Wiberg is also the Research Director at UID - Umeå Institute of Design (swe: "Designhögskolan") at Umeå University and manager for Umeå Design Research Group at UID. Wiberg has served as the main supervisor for several PhD students and in his own research, mostly focused on mobile interaction, the emerging interaction society, interaction design, and interactive architecture. He has published his work in a number of international journals, including *ToCHI, HCI, BIT, IJACI, IEEE Network, HumanIT*, etc. and he has also published his work in books (including his role as editor for the book *The Interaction Society* and author of the forthcoming book *Interactive Textures for Architecture and Landscaping: Digital elements and technologies*). He has also published his work in encyclopedias, as book chapters, and in international conference proceedings with peer review systems. Wiberg has served as chair, reviewer, organizer, associate editor, and session chair for a number of international conferences (e.g. full paper session chair at CHI´04). Last year, 3-5 Dec ´08 Wiberg served as general conference chair for MUM´08 – 7th international conference on Mobile and Ubiquitous Multimedia in cooperation with ACM SigMobile (this year, MUM´09 is organized by Microsoft research, Nokia research and University of Cambridge, UK). Wiberg is also associate editor for *ISJ - Information Systems Journal*.

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