



Emerging Technology Design: *Digital Humanities*

Design 4650 Collaborative Studio - [Matthew Lewis](#)

This studio provides design students with opportunities to engage with emerging technologies, acquiring strategies for learning about technology's capabilities and potential impacts in design.

"Technology plays an outsized role in the future of design... Systems today... require new platforms for communication, gesture and voice activated technologies... and smart devices that read and learn from our behavior. Data-aware devices open new avenues of design research into patterns of human activity, while at the same time raising questions of privacy, transparency, and trust that designers must address." Technology is not "simply a tool for the design or display of information but a data-rich, data-aware landscape that is reading and responding to everything we do." (AIGA Designer 2025)

Students collaborate in small groups to visualize, develop, and present prototypes that apply their design and technology interests to a broad annual topic. This year, design efforts will be applied to the *digital humanities*. The humanities represent one of the most diverse areas of knowledge, covering fields including history, philosophy, religion, languages, arts, and culture. The field of *digital humanities* uses technology to analyze and visualize humanities data.

Humanities data is not limited to text and images: 3D artifacts, architectural spaces, and human motion data each provide unique design opportunities and challenges. Interfaces involving voice, touch, gaze, gesture, or presence, in immersive and responsive virtual and physical environments, are becoming increasingly possible. Students will imagine new ways to store, explore, and present such data, prototyping innovative design concepts to demonstrate radically different possibilities for exploring humanities data collections.

[Keywords: digital humanities, experience design, responsive environments, wearables, VR/AR, artificial intelligence, data visualization, UI/UX]