Emerging Technologies and Design
Design 4650/5650 Collaborative Studio - [Matthew Lewis](#)

"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 we will consider the possible roles emerging technologies will play in the future of design.

Design strives to positively impact society. Few things are currently having greater social impact than technologies mediated by designers. Smartphones, social networks, artificial intelligence, location tracking, voice recognition, and video conferencing are all being integrated into our daily lives, for better or worse. Enabling designers to better understand and responsibly apply new technologies is a critical need within our discipline.

Designers must consider hazards such as racial bias, privacy risks, barriers to accessibility, and mental health concerns. The possibilities and challenges within diverse design topics such as sustainability, complexity, collaboration, and communication are being continuously reshaped by accelerating technological change. Developing strategies for adapting to this rapidly shifting landscape is now essential for designers.

[Keywords: experience design, responsive environments, wearables, systems, VR/AR, AI/ML, physical/digital, prototyping, visualization, UI/UX, emerging technology]