Interaction Design Professor Axel Roesler and his students continue to be invited to the annual Microsoft Research Faculty Summit and Design Expo. Held on July 14th and 15th this year, the event brought together faculty and students from nine institutions in the United States, Brazil, Israel, Denmark, and the United Kingdom, as well as numerous researchers from other organizations. The students who accompanied Roesler initially developed their project in the Winter Quarter 2014 course Design 483—Advanced Projects in Interaction Design. Of the six projects originating from that class, Vive was chosen for presentation at the Design Expo.

Six students worked on Vive: just-graduated Interaction Design BDes recipients Mason Catt, Kristina Colleen, and Dan Doan; continuing Design graduate student Abigail Steinem; Gwenyth Hardiman, a 2014 graduate of the Human-Computer Interaction + Design master's program; and Courtney Dutton, who just completed an Informatics degree from the Information School. Vive is a wristband concept that uses sensor technology to keep young people safe when partying. The students made a presentation at the Design Expo, which was critiqued by three professionals from Microsoft Research, Northwestern University, and New York University. The project won the Best Product Concept Award. GeekWire featured Vive in a post titled “Can a wristband prevent sexual assault? UW concept brings sensors to the party.”

This is the eighth year that the Division of Design's Interaction Design Program has participated in this Microsoft Research event. Read about the 2013 Design Expo here.