



Biography:

1 PARAGRAPH VERSION:

Seth Hunter is a PhD candidate at the MIT Media Lab. His research explores how to design media interfaces that are more socially and physically engaging. He is currently working on mixed reality applications that facilitate creative expression and social interactions. Hunter has a BA in cognitive science and digital art from the University of Virginia, and an MFA in art and technology from the School of the Art Institute of Chicago. He has been employed as a toy designer, multimedia developer, instructional technologist, media artist, and teacher.

FULL 4 PARAGRAPH VERSION:

Seth Hunter is a creative technologist, interaction designer, and artist. He has worked in the roles of multimedia developer, instructional technologist, toy designer, new media artist, HCI designer, and adjunct professor. His practice is linked with a community of experience designers, interaction designers, and new media artists. He builds on technical innovations in academic research in areas computer vision, augmented/mixed reality, machine learning, and human computer interaction.

His artwork has been shown at Ars Electronic in Austria, OFFF Festival in Barcelona, MediaMatic in Amsterdam, and at the AUDI Urban Future Initiative in Istanbul. He has installed works for G2 Gallery in Chicago, the Virginia Fringe Festival, Chashama in NYC, the MIT Museum, Collision Collective, and the Boston CyberArts Festival. He has also developed multimedia software for graduate curriculum at the Darden Business School, independent artists, and startup companies. His research has been published in ACM Interactions Magazine, Computer-Human Interaction Conference, Interaction Design for

Children, Tangible and Embedded Interfaces, Interactive Tabletop Surfaces, Mobile HCI, and Children's Technology Review.

Seth was born in 1978 in Charlottesville, Virginia. He holds Bachelor's degrees in Cognitive Science and Fine Art from the University of Virginia, a Master's in Fine Arts from the School of the Art Institute of Chicago where he studied art and technology, a Masters in Media Arts and Sciences from MIT, and is currently a PhD candidate in the Fluid Interfaces group at the MIT Media Lab. He has taught electronics arts courses as an adjunct faculty member at the University of Virginia, School of the Art Institute of Chicago, Harold Washington College, and has assisted in curriculum development at the MIT Media Lab.

His current work is focused on developing a platform that enables new forms of social interaction and creative play at a distance. As a creative technologist he is open to opportunities that bridge fields of inquiry with the common goal of facilitating more meaningful social interactions and empowering people to be creative participants in digital culture. He is the recent father of 9-month-old twins, Owen and Lily. With his wife Kim they are learning to do a lot of things with one hand and are grateful for the opportunity to experience the world through the perspective of a beginner's mind.