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MEMORANDUM

ATTENTION	Senate	**DATE**	May 22, 2012
FROM	Jon Driver, Vice-President, Academic and Provost, and Chair, SCUP	**PAGES**	1/1
RE:	Faculty of Communication, Art and Technology: Interaction Design Research Centre (SCUP 12-10)		

At its May 16, 2012 meeting SCUP reviewed and approved the proposal for the establishment of the Interaction Design Research Centre.

Motion:

That Senate approve the proposal for the establishment of the Interaction Design Research Centre as a Centre for a five year term.

encl.

c: R. Wakkary

SIMON FRASER UNIVERSITY   ENGAGING THE WORLD

SFU

OFFICE OF THE VICE-PRESIDENT, RESEARCH

Norbert H. Haunerland, Ph.D.

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ATTENTION Sarah Dench, Secretary
Senate Committee on University Planning (SCUP)

FROM Norbert Haunerland, Associate Vice President, Research

RE Interaction Design Research Centre

DATE April 23, 2012

Attached is a proposal from Dr. Ron Wakkary, for the establishment of the "Interaction Design Research Centre".

I recommend approval as a Research Centre according to Policy 40.01. Once approved by SCUP the proposal should be sent to Senate and the Board of Governors for information.

Motion:
That SCUP approves the "Interaction Design Research Centre" as a Research Centre for a 5 year term.

Dr. Norbert Haunerland
Associate Vice-President, Research

Attachment

C: Ron Wakkary, School of Interactive Arts and Technology
       J. Bowes, Director, School of Interactive Arts and Technology

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MEMORANDUM

ATTENTION	Norbert Haunerland, Associate Vice-President, Research	**DATE**	March 26, 2012
FROM	Cheryl Geisler, Dean, FCAT	**PAGES**	
RE:	Proposal to establish Interaction Design Research Centre		

Please find attached a proposal to establish the Interaction Design Research Centre within the Faculty of Communication, Art and Technology, which I fully support.

Under the guidance of an interim steering committee and the leadership of Professor Ron Wakkary, the proposal has developed through wide consultation within FCAT and has a clear governance structure and mission. I have provided initial start-up funds and arranged for space on the Surrey campus. The potential members and affiliate members listed in the proposal have all expressed an interest in being involved.

SFU has international leaders in the area of interaction design and the Centre will provide a platform for undertaking activities and gaining recognition. I expect it to enhance research and provide a resource for bringing students into the community.

Please let me know if there is any additional information I can provide.

Cheryl Geisler
Dean
Faculty of Communication, Art and Technology

Interaction Design Research Centre
Proposal
Faculty of Communication, Art and Technology, Simon Fraser University

Introduction

Simon Fraser University has emerged as an educational and research leader in designing computational technologies for our everyday and working lives. SFU was among the first universities in North America to offer undergraduate and graduate degrees related to interaction design. SFU currently is a national leader in graduate studies in interaction design and contributes internationally to interaction design research. The Interaction Design Research Centre aims to support a key goal of SFU's vision to "leverage its fundamental research strengths, close community connections, and partnerships and collaborations to become a global leader in research mobilization." The centre will be located at the SFU Surrey Campus in proximity to the School of Interactive Arts and Technology, the school's research labs, and the Solids Space Prototyping Lab. The centre will also engage in activities and collaboration across FCAT and SFU campuses. The centre aims to embody a community engaged, socially conscious outlook, and interdisciplinary approaches that best exemplify SFU research. The centre aims to contribute to research excellence at SFU and demonstrate the relevancy and efficacy of its goals and vision to the larger world.

Interaction design focuses on knowledge and processes in the design of computational technologies for people, and understanding of how people interact with one another as well as technologies to carry out varied interactions in work and leisure domains. It is an interdisciplinary area of study and practice that draws on design, human-computer interaction, participatory design, engineering, computer science, sociology, anthropology, communication, science, technology and society studies, psychology, fine arts, cultural studies, narratology, and other related fields to create design innovations. The primary research communities for interaction design are the design, computing science, cognitive science and electrical engineering communities. However it has broader impact in arts and culture, social and work based use of technology, psychology and the humanities. Interaction design plays a role wherever technologies and people interact, which is now an everyday occurrence. Interaction design is poised to have an impact on industry, government, health services, entertainment, education, cultural heritage, community, and non-profit organizations.

Exploring new ideas and advancing research in interaction design will be central among the key objectives of the centre. The centre will draw on research strengths of SFU researchers who have advanced new ideas in areas of mobile, wearable, ubiquitous, and tangible computing that have led to new understandings of human interaction, learning, entertainment, art, environmental sustainability, cultural heritage, design, and other areas.

The centre will continue to draw on the interdisciplinary efforts of SFU researchers. Interaction design research at SFU have drawn on theories of social sciences, ethnography and social methods in design to develop new methods that highlight the social uses of and contexts in which technologies are developed and used, and engage stakeholders in ways that are democratic and empowering. Interactive and contemporary arts research and practices have informed interaction design through phenomenological, experiential and expressive investigations of interactive technologies. Significant collaborations with the sciences like artificial intelligence, cognitive science and user modeling have led and will continue to lead to innovations in adaptive systems, visual analytics, and intelligent interactive systems. Ethnographic work has been used to develop in depth understanding of many taken for granted aspects of interactions, which must be supported in design.

In order to maintain the necessary and fruitful interdisciplinary aspects of interaction design research, the centre will promote future interdisciplinary research and partnerships.

The centre will also strive to close the gap between the current professional practices and use of technologies and new knowledge in interaction design research through collaborative research and training with partners beyond the academic community.

The centre will aid organizations to better engage their communities and clients through interaction design, and through such assistance, improve design and economic returns.

Summary

The Interaction Design Research Centre will focus on research and community engagement in the area of interaction design, the design of interactive technologies for use by people. The centre will bring together researchers at SFU and external partners with the aim of advancing new research in the field of interaction design. The centre will engage local and national industry, community organizations, and government to pursue research opportunities, solve problems, and enable training related to interaction design. The centre will engage the professional interaction design communities and will actively support undergraduate and graduate training, internships and career placement.

1. Purpose
   1.1. The centre is dedicated to enhancing the efficacy, capacity, and quality of interaction design research locally and internationally. Key objectives for the centre include:
   - o Advance new ideas, methods, and concepts in interaction design;
   - o Expand the recognition, role and scope of interaction design in industry, government, financial and other organizations;

- Promote interdisciplinary research and collaborations in interaction design;
- Engage industry, community organizations, and government on the role and opportunities for design knowledge, quality of design of interaction design technologies, systems and interaction design related research and training;
- Contribute to the translation of knowledge about interaction design from academic settings to settings in which design takes place;
- Enhance the ability of organizations to engage with their constituencies through interaction design;
- Partner with professional interaction design firms and companies to broaden awareness of the value of interaction design research and opportunities for collaborative research and training;
- Support undergraduate and graduate training, internships and placements in interaction design related fields.

2. Governance

2.1. The Interaction Design Research Centre is constituted as a Research Centre and is administered according to Policy R 40.01 and other relevant policies of Simon Fraser University. Annual reports on all activities and finances are provided to the Dean of the Faculty of Communication, Art and Technology. The centre will recognize the Faculty of Communication, Art and Technology and Simon Fraser University in all its research, education and service activities. The centre may use the names of the Faculty of Communication, Art and Technology and Simon Fraser University in support of its activities, including in the solicitation of funding. The centre may receive administrative assistance from the Faculty of Communication, Art and Technology and Simon Fraser University according to the provisions of Policy R 40.01. The Faculty of Communication, Art and Technology and Simon Fraser University may also promote the interests of the centre within the University and the wider community.

2.2. The centre is governed by a Steering Committee chaired by a Director.

2.3. The Director of the centre shall be a tenured or tenure-track faculty member within the Faculty of Communication, Art and Technology, appointed by the Dean of the Faculty of Communication, Art and Technology upon nomination by the Steering Committee. The appointment will be subject to a ratification vote by members of the centre (excluding affiliate members). A positive ratification is where a majority of those voting support the appointment. The Director serves a renewable three-year term.

2.4. The Director is responsible for the administration of the centre and includes the following responsibilities:
- Chairing the Steering Committee;
- Overseeing the Centre's finances;

- o Recruiting members;
- o Hiring personnel, including support staff and research assistants dedicated to the Centre;
- o Preparing the Centre's annual reports;
- o Recruit and liaise with the Advisory Committee.

2.5. The Steering Committee consists of a minimum of 4 faculty members including the Director. Normally, each member shall hold a continuing appointment and full-time faculty appointment within SFU. Members of the Steering Committee normally serve 1 year renewable terms appointed by the Dean of the Faculty of Communication, Art and Technology, upon nomination by the Steering Committee. Appointments to the Steering Committee will be subject to a ratification vote by members of the centre (excluding affiliate members). A positive ratification is where a majority of those voting support the appointment. The role of the Steering Committee is to determine the overall direction of the centre and oversee operations of the Centre. The Steering Committee will normally meet once a term.

2.6. An Advisory Committee will consist of members from local, national and international communities related to interaction design, representing community organizations, industry, interaction design profession, external academic research, and other related interests. The committee will advise on direction of the centre and help broaden the interests and awareness of the centre outside of SFU. The Advisory Committee will normally meet once a year.

3. Funding
3.1. Funding for the Centre's research, academic and administrative activities comes from external grants, contracts, Faculty of Communication, Art and Technology and related sources.

4. Members
4.1. Members of the centre will normally be limited to faculty, staff, and graduate students at Simon Fraser University who make substantive ongoing contributions to one or more of the centre's research, education, service activities, and funding. Members are expected to regularly engage in events related to the centre. Members are eligible to vote to ratify the Director and Steering Committee appointments, governance and other substantive matters of the Centre. Membership is normally a renewable 1-year term and approved by the Steering Committee.

4.2. Affiliate members include professionals, researchers, and graduate students from Simon Fraser University, other universities, and organizations who are engaged in substantive research, education, and service activities with the centre and whose main affiliations are with organizations other than the centre. Affiliate members are not normally eligible to vote on appointments

and other matters related to the Centre. Membership is normally a renewable 1-year term and approved by the Director.

5. Interim Steering Committee
Pending ratification by members, the interim committee includes:
Dr. Ellen Balka, Communication
Dr. Lyn Bartram, SIAT
Dr. Carman Neustaetdter, SIAT
Dr. Thecla Schiphorst, SIAT
Dr. Ron Wakkary, SIAT

6. Potential Members and Affiliate Members
Dr. Alissa Antle, SIAT
Dr. Ellen Balka, Communication
Dr. Lyn Bartram, SIAT
Prof. Jim Bizzocchi, SIAT
Dr. John Bowes
Dr. Peter Chow-White, Communication
Dr. Henry Daniel, SCA
Prof. Steve DiPaola, SIAT
Dr. Arne Eigenfeldt, SCA
Dr. Halil Erhan, SIAT
Dr. Brian Fisher, SIAT
Prof. Martin Gotfrit, SCA
Dr. Diane Gromala, SIAT
Dr. Marek Hatala, SIAT
Dr. Kate Hennessy, SIAT
Dr. Frederick Lesage, Communication
Dr. Jan Marontate, Communication
Dr. Carman Neustaetdter, SIAT
Dr. Philippe Pasquier, SIAT
Prof. Cheryl Prophet, SCA
Dr. Bernhard Riecke, SIAT
Dr. Thecla Schiphorst, SIAT
Dr. Richard Smith, Communication
Russell Taylor, SIAT
Dr. Ron Wakkary, SIAT
Andres Wanners, SIAT
Kenneth Zupan, SIAT

7. Potential Labs, Centres and Academic Partners
- Active Space Lab, UC Irvine
- ATIC Design Lab, SFU
- Bill Reid Centre for Northwest Coast Art Studies, SFU
- City of Surrey

- Centre for Digital Media, GNWC
- Centre for Policy Studies on Culture and Communities, SFU
- Centre for the Study of Print and Media Cultures, SFU
- Connections Lab, SFU
- CPROST, SFU
- Department of Information and Computing Sciences, Utrecht University
- Dock18, Cultural Space, Zurich, Switzerland
- Engineering Physics, UBC
- Everyday Design Studio, SFU
- Faculty of Medicine, UBC
- Genomics and Network Analysis Lab, SFU
- GRAND, NCE
- HCI Institute, CMU
- Industrial Design Dept., KAIST
- Integrated Electronic Arts (iEAR) Studios, Rensselaer Polytechnic Institute
- Intellectual Property Issues in Cultural Heritage, SFU
- Interaction Centre, University College London
- Interaction Design Dept., TUe, Eindhoven
- Interactions Lab, University of Calgary
- Intersections Digital Studio, (IDS) Emily Carr
- iSpaceLab.com, SFU
- ivizlab, SFU
- laboratoire/art et société/terrains et théories (l/as/tt), Institut national de recherche scientifique-urbanisation, culture et société, Montréal
- Laboratory for Ontological Research, SFU
- Making Culture Lab, SFU
- MAMAS lab (Metacreation, Agents and MultiAgent Systems), SFU
- Mobile eHealth lab, UBC
- MTIID, Music Technology, CalArts
- Museum of Anthropology, University of British Columbia
- NCSA – National Centre for Supercomputing Applications, eDream, Department of Dance, University of Illinois at Champaign-Urbana UIUC
- School of Engineering and Applied Sciences, Harvard/Artificial Intelligence Research Group at Ben-Gurion University)
- School of Informatics, Indiana University
- Surrey Centre for the Arts
- Social Computing & Artificial Intelligence Laboratory , MIT/Masdar Institute
- Science Lab, SFU
- User-Centered Engineering Group, TU/e, Netherlands
- Visual Analytics Research Lab, SFU
- transcpt - transdisciplinary research centre for performance and technology, SFU

8. Potential Industry and Community Partners

- Access to Media Education Society
- Adobe
- BC Cancer Agency
- BC Cancer Research Centre
- Bill Reid Gallery of Northwest Coast Art
- Blast Radius
- Car2go Vancouver
- City of Richmond
- City of Surrey
- Cleverandson, Zurich, Switzerland
- Credo Inc.
- Crispin, Porter + Bogusky
- Doig River First Nation
- Electronic Arts
- Farmboy Fine Arts
- Fraser Health Authority
- Frog Design
- Genome BC
- Genome Sciences Centre
- Google
- Habaneros
- Ideo
- Instant Coffee
- Inuvialuit Cultural Resource Centre
- Laban Institute of Movement Studies (LIMS) New York
- LG Electronics
- Microsoft Research
- MIJI Dance Company
- Museum of Vancouver
- North Vancouver Museum and Archives
- Provincial Health Services Authority
- SAP
- Science World at Telus World of Science
- ScotiaBank Dance Centre
- Smart Technologies
- Surrey Art Gallery
- Sto:lo Nation Research and Resource Management Centre
- Teenage Engineering
- Terry Fox Research Institute
- Tidal Interactive
- Tyze Personal Networks
- UBC Department of Film and Theatre
- Vancouver Aquarium
- Vancouver Coastal Health
- Vancouver Emergency Management
- Vancouver Opera