

CURRICULUM VITAE

Anthony Carton, MFA

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ACADEMIC APPOINTMENTS AND DEGREES

ASSISTANT PROFESSOR OF GRAPHIC AND INTERACTION DESIGN

South Dakota State University. Brookings, SD

August 2013–Present

Responsibilities include applied research in interaction design and human-computer interaction and teaching in interactive graphic design and usability.

View student work on-line: www.graphic-interaction.com/new-student-work.html 

FACULTY RESEARCH FELLOWSHIP IN HUMAN FACTORS AND USABILITY

NASA Marshall Space Flight Center, Systems Analysis Branch (EV74), Huntsville AL

June–August 2015 (with ongoing cooperation)

Observation and taxonomy of interpersonal space needs for close proximity team activity.

During this research fellowship, I studied the physical human factors of team activity in the in-space habitat with the goal of developing an anthropometry of team activity. This work complements my investigation of collaborative Internet use and teaching in usability and interaction design.

MASTER OF FINE ARTS: GRAPHIC DESIGN

Minor: Human Factors and Ergonomics

University of Minnesota. Minneapolis MN

Graduated May 2013

Thesis topic: *What if interactive systems could remember, if only for a short time?*

By visualizing collective use in a digital environment, we can better understand the use of digital objects and the lifespan of digital content. When virtual images wear away, gradually losing pixels, this decay can be considered an embodied memory belonging to the object, pertaining to it's usage, much like a patina or desire path.

GRADUATE RESEARCH ASSISTANT: WEARABLE TECHNOLOGY LAB

University of Minnesota. Minneapolis, MN

August 2011–May 2013

Designed a hand mounted tactile feedback system for firefighters to serve as a design probe for further engagement between the lab and local fire departments. The project was presented at Augmented Human 2013 and publicized in local media.

RESEARCH ASSISTANT: CENTER FOR TRANSPORTATION STUDIES

University of Minnesota. Minneapolis, MN
December 2011

Administered driving simulator study and exit survey to participants.

GRADUATE INSTRUCTOR: INTERACTIVE GRAPHIC DESIGN

University of Minnesota. Minneapolis, MN
August 2010–August 2013


Taught courses at all undergraduate levels in the areas of interactive graphic design, web design, digital production design, and product design.

BACHELOR OF FINE ARTS: INDUSTRIAL DESIGN

Minor: Art History
Southern Illinois University Carbondale. Carbondale IL
Graduated December 2007

DESIGN EXPERIENCE

UNIVERSITY OF MINNESOTA DESIGN POSITIONS

Creative Director. *THERE Journal of Design*  College of Design, 2012–2013
Design Intern, University of Minnesota Academic Health Center, Summer 2012
Design Intern. University of Minnesota Extension  May 2010–October 2012

PROFESSIONAL POSITIONS

Industrial Designer. Radius Track Corporation. 2008–2009. Minneapolis MN

PROFESSIONAL AND ACADEMIC MEMBERSHIPS

AIGA. The professional association for design, since 2010.
IxDA. The Interaction Design Association, since 2008.
ACM. Association for Computing Machinery, since 2014.
HFES. Human Factors and Ergonomics Society, since 2015.
Phi Kappa Phi (Academic Honor Society), 2012–2013

UNIVERSITY TEACHING

SOUTH DAKOTA STATE UNIVERSITY TEACHING

Examples of student work: www.graphic-interaction.com/new-student-work.html 

GDES 101 Computer Graphics I (was ARTD 202)

SP16, SP14, 3cr.

In this introductory production course for graphic design, students learn fundamentals of design production and design tools.

GDES 201 Graphic Design I (was ARTD 201)

SP16, FA15, SP15, FA14, SP14, FA13, 3cr.

In this introductory graphic design course, student combine practice of hand skills with design principles and creative problem solving.

GDES 207 Interactive Design 1

SP16, 3cr.

Students learn fundamentals of HTML & CSS and web based graphic design in a series of short exercises. Culminates in an integrative final project.

ARTD 302 Computer Graphics II

SP14, 3cr.

In this intermediate course for Graphic Design, students master production techniques for graphic design in both digital and print media.

GDES 307 Interactive Design 2

FA15, 3cr.

Students apply user-centered design process to web-based graphic design to gain experience in front end development, usability and prototyping.

ARTD 352 Digital Media 1

SP14, 3cr.

Students learn fundamentals of HTML & CSS and web based graphic design in a series of short exercises. Culminates in an integrative final project.

ARTD 452 Digital Media 2

FA14 & FA13, 3cr.

Students apply user-centered design process to web-based graphic design to gain experience in front end development, usability and prototyping.

UNIVERSITY OF MINNESOTA TEACHING

Graduate Instructor

GDES 2342 Web Design.	Summer 2013, SP13 & FA12. 3 cr.
GDES 2334 Computer Applications I.	SP12, FA10. 3 cr.
GDES 4334 Computer Applications II.	FA11. 3 cr.

Teaching Assistant

DES 2101 Visual Presentation.	SP11. 3 cr.
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Lab Instructor

DES 5701 Toy Product Design.	SP11. 3 cr.
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SOUTH DAKOTA STATE UNIVERSITY CURRICULUM DEVELOPMENT

BFA Graphic Design and NASAD Accreditation Program Development

Fall 2013–Present. Program started Fall 2015.

First Year Design Foundations Program Development

Development of a common first year experience for students from visual arts and graphic design, architecture, interior design and landscape architecture.

Fall 2014–Spring 2015.

Course Proposal and Development: *DSGN 110 Creative Cognition*

3cr. Development of syllabus, goals & outcomes and projects.

UNIVERSITY SERVICE AND GOVERNANCE

South Dakota State University

Faculty Council.	2014–2016. College of Arts & Sciences.
Graphic Design Curriculum.	2013–2016. School of Design.
Recruitment and Retention.	2014–2016. School of Design.
Scholarship Committee Chair.	2015–2016. School of Design.
Scholarship Committee.	2014–2015. School of Design.
First Year Foundation Experience.	2014–2015. School of Design.
Foundations Faculty Search.	2013–2014. School of Design.

University of Minnesota

Product Design Faculty Search. 2012–2013. College of Design.

SCHOLARSHIP

REFEREED CONFERENCE PAPERS

Carton, A. (2014) *A Multi-level Model for Critical Discussion of Interaction Design Objects*. ☒ Connecting Dots, AIGA Educator's Conference. March 2014. Cincinnati, OH.

Carton, A. & Dunne, L. (2013) *Tactile Distance Feedback for Firefighters: Design and Preliminary Evaluation of a Sensory Augmentation Glove*. ☒ 4th Augmented Human Conference. March 7–8th, 2013. Stuttgart, Germany.

REFEREED CONFERENCE POSTERS

Carton, A. (2012). *Design of a context-aware signal glove for bicycle and motorcycle riders*. ☒ 14th International Conference on Ubiquitous Computing. September 5th–8th, 2012, Pittsburgh, PA.

Carton, A. (2012). *Context-aware signal glove for bicycle and motorcycle riders*. 16th International Symposium on Wearable Computers, Design Exhibition. June 18th–22nd in Newcastle, UK

Prototype and poster presented at design exhibition, accompanying abstract in adjunct proceedings. Awarded “Most Innovative Design Concept”.

TECHNICAL PAPERS

Carton, A. & Dischinger, C. (2015) *Classification and Observation of Interpersonal Space Needs for Close Proximity Activities*. NASA Marshall Space Flight Center. August 2015. Huntsville, United States.

WORKSHOP POSITION PAPERS

Carton, A. (2016) *Collocated Interaction In Space*. Accepted and presented at *Collocated Interaction: New Challenges in ‘Same Time, Same Place’ Research*. Workshop at the 19th ACM conference on Computer-Supported Cooperative Work and Social Computing (CSCW '16). San Francisco CA

AWARDED INTERNAL GRANTS

2016. \$1,500 for presentation of position paper at CSCW 2016.

2014. \$4,500 for Critical Interaction Lab Undergraduate Student Engagement. Scholarly Excellence Funds by SDSU Office of Academic Affairs.

2014. \$1,400 for presentation at AIGA Design Educator's Conference. The Griffith Foundation Award For Faculty Development In Music, Theater, English, And Visual Arts.

2013. \$8,150 for Critical Interaction Lab and seed money for a research program investigating efficient attribution of memory origin in web interaction by older adults using desire paths. Scholarly Excellence Funds by SDSU Office of Academic Affairs.

2012. \$500 (UMN) for presentation at Ubicomp 2012 in Pittsburgh PA.

INVITED SPEAKING ENGAGEMENTS

2015. Invited guest lecture on the topic of anthropometrics of team activity to monthly meeting of EV70 Systems Analysis group at NASA Marshall Space Flight Center, Huntsville, AL.

2012. Invited exhibition in *How to read a book: an artist's books reading room exhibition. Red/Blue No. 1*. University of Wisconsin-Green Bay.

2012. Invited to present my *Context-aware signal glove for bicycle and motorcycle riders* project at Functional Clothing Symposium. NASA Johnson Space Center, Houston, TX.

POPULAR PRESS AND SPECIAL INTEREST PUBLICATIONS

Stanford, C. (Reporter). (February, 2013). *Professor Hopes New Glove Will Help Firefighters In The Dark*. [TV news segment]. Minneapolis, MN: WCCO.

Pittman, M. (Reporter). (February 6, 2013). *New Glove from U of M Researchers Can 'See'*. [TV news segment]. Minneapolis, MN: KSTP-TV.

Strickler, J. (2012, August 10th). *Bikers get a helping hand*. [Newspaper article] Minneapolis Star Tribune.

TEXTBOOK FEATURES

Watkins, Susan M., Dunne, Lucy E. (2015). *Functional Clothing Design: From Sportswear to Spacesuits*. New York: Fairchild Books, an imprint of Bloomsbury Publishing Inc.

Tactile Distance Feedback project featured in textbook about functional clothing design.

Barth, J., Grasy, S., Leinberger, J., Lukas, M., & Schilling, M. (2013).

Beschleunigungssensor; Projektbeispiel in *Prototyping Interfaces: Interaktives Skizzieren Mit VVVV*.

Context Aware Signal Glove featured in book about prototyping interaction using VVVV and Arduino.

WORKSHOP AND SEMINAR PARTICIPATION

2016. *Collocated Interaction: New Challenges in 'Same Time, Same Place' Research*. Workshop at the 19th ACM conference on Computer-Supported Cooperative Work and Social Computing (CSCW '16). San Francisco CA

2016. *The Interaction Engine: Tools For Prototyping Connected Devices*. 1 day Studio-Workshop held at the Tenth Conference on Tangible, Embedded and Embodied Interaction (TEI '16). Eindhoven NL

2014. *Interaction Design Educator's Symposium*, one-day workshop on education in interaction design held at Interaction 14, the 14th conference of the Interaction Design Association. Amsterdam NL

2012. University of Minnesota / NASA Functional Clothing Symposium, two-day workshop and symposium at Johnson Space Center. Houston TX