



Alan's experience spans both industry and academic fields. His most recent position was the Design Head at the Emily Carr Institute in Vancouver and Lead Design Researcher of the Rich Media Entertainment area in the New Media Innovation Centre. His research was focused on creating new forms of interactions and experiences in new media environments. Prior to this, Alan was the Associate Director of the Information Environments program at the University of Queensland in Australia where he developed the studio curriculum stream of the program.

Alan holds a BID and MA from Carleton University. He has several industrial design patents and registrations to his credit as a result of his 25 years experience in the telecommunications industry. He was the lead industrial designer of the world's first calling line ID phone, Maestro, and the industrial designer of the ubiquitous business and residential handset. Alan was the product design manager leading the conception and development of the end user interaction with VOIP solutions implemented in the Nortel Networks portfolio.

Current research interests include how physical interaction methods will evolve to enable people to feel, manipulate, and associate with sensory-rich new media environments and the new narrative patterns afforded by mobile products and services.

Alan is also active in the design education field in curriculum development, advisory and teaching capacities.