

Hamish Tennent

User experience designer with a background across physical and digital design backgrounds. I specialise in multi-modal interaction design and am most interested in the users end experience, not the boundaries of any design discipline. I've learnt prototyping techniques across many areas in order to be able to quickly and efficiently bring ideas to life so that they can be examined, critiqued and built upon with others.

Currently: Cornell University, Ithaca, NY

Experience

User Experience Designer/Visiting Professor

Cornell University (Information Science Department) - Fall 2016 - Current

Designing the UX for robotics in the field of academic research. Am also conducting design focused research in the Human Robot Interaction and interactive devices space, focused on group and social dynamics. Specific research looking at how to better understand user experiences and perceptions of sound, expressive and non-verbal behaviours and social dynamics with social robotics and interactive devices.

User Experience Designer

Stanford University (Centre For Design Research) - Spring 2015 - Fall 2016

Industrial and User Experience designer that designed and implemented hardware and software tools for autonomous vehicle and social robotics research. Took on my own research to provide knowledge to the design industry on the perceptions of both domestic robots and autonomous cars. Lead a number of workshops for 20+ people on design skills such as sketching, video making and prototyping. Ran cross cultural research of previous lab work in Europe.

User Experience Design Research

Facebook - Summer 2016 - Fall 2016

Working as a contract UX design researcher. Worked primarily using a design through research approach to designing the UX of emerging tech products. Methods used included; Role play, Wizard of Oz and contextual interviewing of participants as well as designing and conducting research studies into existing market products. Research was to uncover social expectations, norms and where value could be found in new multi-modal interfaces.

Industrial Designer

Sparse - Summer 2014 - Summer 2015

Working on a number of different Industrial Design and softwoods projects aimed at the urban cyclist. Took a number of bicycle accessory projects through to production and worked as a team on a number of softwoods projects. Primary skills include concept generation and exploration and creating production ready CAD files.

Researcher/Design Strategist (Volunteer)

Freespace - Fall 2013 - Summer 2014

Worked with the community and it's leaders to create mission statements, toolkit's and wiki's after a three month long period of design research. We helped them grow from a San Francisco community project to global initiative with over 30 community driven projects started worldwide.

Audi Innovation Research (AIR) Fellow. 2013. Worked with Audi Research to develop user experience concepts for urban mobility in the year 2050.

Prop builder. Gyro Constructivists. 2012. Projects for the Hobbit, Avatar, Cadbury. Variety of movie, tv, public installation projects.

Industrial designer. Hygiene Systems. 2011 - 2012. Mostly pre-manufacturing design and re-design of existing products. Worked as one of two designers on a team of 12 engineers.

Education

California College Of The Arts. 2013 - 2015. MFA In Design (Interaction Design)

Massey University - New Zealand. 2008 - 2011. BDes Industrial Design - 1st Class Honours

San Jose State University. 2010 - 2011. Bachelor Of Industrial Design - 1 Year Exchange

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www.mynameishamish.com (password: robot)

Publications:

Sirkin, D., Martelaro, N., **Tennent, H.**, Johns, M., Mok, B., Ju, W., ... & Takayama, L. (2016, March). *Design skills for HRI*. In Human-Robot Interaction (HRI), 2016 11th ACM/IEEE International Conference on (pp. 581-582). IEEE.

Moore, D., **Tennent, H.**, Martelaro, N., & Ju, W. (2017, March). *Making Noise Intentional: A Study of Servo Sound Perception*. In Proceedings of the 2017 ACM/IEEE International Conference on Human-Robot Interaction (pp. 12-21). ACM.

H Tennent; D Moore; Jung, M; & Ju, W. *Good Vibrations; How Consequential Sounds Affect Perception of Robotic Arms*. In Robot and Human Interactive Communication (RO-MAN), 2017 26th IEEE International Symposium.

Shen, S; **Tennent, H;** Jung, M. *Robot Chameleons and Small Group Decision Making: The Case of Conformity*. Extended Abstract. INGroup 2017

H, Tennent; Moore, D & Ju, W. *Character Actor; Design and evaluation of expressive car seat motion*. IMWUT December 2017. Awaiting Publication

Shen, S; **Tennent, H;** Jung, M. *My Telepresence, My Culture? An Intercultural Investigation of Telepresence Robot Operators' Interpersonal Distance Behaviors*. Under Submission

Teaching + Workshops

SXSW Panelist

'The Sound of Robots' panel at SXSW 2017.

Cornell University

Co-taught Human Robot Interaction and Rapid Prototyping class (Spring and Fall 2017).

California College Of The Arts

Teaching Assistant for rapid prototyping.

Lead a 'Design Skills For HRI' Workshop

HRI 2016 - Christchurch, New Zealand

Lead a 'Human Centred Design' Workshop

CuriousU Design Festival - University of Twente

Guest Critic:

Design Thesis Critiques - CCA, San Francisco
CuriousU Design Festival - University of Twente

Recognition

Awards:

2012 Best Awards Bronze - Urbanspeed Bicycle
2011 EDF Sustainable Design - Zero Emissions House

Displayed At:

Milan Salone Satellite 2011 - Rocker Stool
ICFF New York 2011 - Rocker Stool
Neocon East 2011 - Rocker Stool