SANG-WON LEIGH

sang.leigh@cornell.edu www.sangww.net www.machinepoetics.org

WORK

Cornell University Ithaca, NY — Jul 2024 –Present
Assistant Professor, Tenure Track, Department of Human-Centered Design

Samsung Design Innovation Center San Francisco, CA — Mar 2023 – Jun 2024
Senior Principal, Creative Technology

Samsung Research America San Francisco, CA — Jan 2022 – Mar 2023
Senior Principal, Creative Technology

Georgia Tech Atlanta, GA, USA — Jan 2022 – Jun 2024
Adjunct Professor, College of Design

Georgia Tech Atlanta, GA — Aug 2019 – Jan 2022
Assistant Professor, Tenure Track, School of Industrial Design
Associate Director, Masters of HCI-ID
Core Faculty, Center for HCIE
Courtesy Appointment, School of Music
Affiliate, Institute for Robotics and Intelligent Machines

Artmatr New York, NY — Sep 2018 - May 2019
Designed human-robot collaborative painting systems for artists. Conducted creative experiments for a programmatic inkjet system and its use in painting.

Microsoft Research Redmond, WA — Jun 2014 – Aug 2014
Artist in Residence / Research Intern at Studio 99 supervised by Asta Roseway and Ann Paradiso. Created *Remnance of Form,* an interactive art installation comprising a series of vignettes designed to challenge our notion of reality through the manipulation of light and shadow.

Samsung Electronics Suwon, Korea — Feb 2010 - Apr 2013
Software Engineer at Telecommunication Systems Division — Feb 2010 - Apr 2013

Creativity Lab – *eyeCan* Project — Oct 2011 - Apr 2012
Developed a low-cost, open-source eye-mouse for Lou Gehrig's Disease/Lock-in-syndrome patients. The device was distributed to over 200 people in Korea in collaboration with KODDI.

Visual Communications Lab, KAIST Daejon, Korea — Mar 2008 - Jan 2010
Research Assistant

EDUCATION

MIT Media Lab, PhD — Sep 2013 - Aug 2018
Fluid Interfaces Group
Thesis advisor: Pattie Maes
Thesis: Robotic symbionts: exploring integrated human-machine action and expression
Human-computer Interaction, Robotic User Interfaces, Augmented Reality

KAIST, MS — Feb 2008 – Jan 2010
Department of Electrical Engineering
3D Computer Vision, Machine Learning

KAIST, BS — Mar 2004 – Feb 2008
Department of Electrical Engineering
National Science and Technology Scholarship

Gyeonggi Science High School — Mar 2002 – Feb 2004

TEACHING

Materials for Design and Sustainability	Cornell, Spring 2025
Invited Critic: Design for Physical Interaction, Design+Tech	Cornell University, Dec 2024
Tanni Design Workshop using Generative AI	Cornell University, Nov 2024
Gen AI Training for Designers	Samsung Electronics HQ, Sep 2023
Final Critique in MDes	UC Berkeley, Dec 2022
Invited Lecture in DES INV 95 Design Field Notes	UC Berkeley, Oct 2022
Invited Critic	UC Berkeley, Feb 2022
Tech of Poetic Objects	Georgia Institute of Technology, Fall 2021
Graduate Design Studio 1	Georgia Institute of Technology, Fall 2021
Integrated Product Design	Georgia Institute of Technology, Spring 2021
Intro to Smart Products	Georgia Institute of Technology, Spring 2021
Integrated Product Design	Georgia Institute of Technology, Fall 2020
Tech of Poetic Objects	Georgia Institute of Technology, Fall 2020
Integrated Product Design	Georgia Institute of Technology, Spring 2020
Intro to Smart Products	Georgia Institute of Technology, Spring 2020
Interactive Product Design	Georgia Institute of Technology, Fall 2019
Design of Interactive Environments	Georgia Institute of Technology, Fall 2019
Invited Critic for Thesis Studio	Parsons Interaction and Media Design, Apr 2019
MIT Robot Painting Workshop	MIT, Jan 2019
Invited Critic for Major Studio	Parsons Interaction and Media Design, Sep 2018
MAS S66: Human machine symbiosis TA / Lecturer	MIT, Spring 2016
Invited Lecture	Hong-ik University, Apr 23 2012
Pattern Recognition TA	KAIST, Fall 2009
Digital Image Processing TA	KAIST, Spring 2009

ADVISING

Ph.D. Students

Ruth Lusi Wang, DEA PhD, 2024-present

Former Ph.D. Students

Juan D Florez-Castillo, Robotics PhD, 2020-2021

Former Master Thesis Students

Jiaying Wu, Masters of Industrial Design class of 2022, Thesis Advisor

Xingyu Li, Masters of Industrial Design class of 2022, Thesis Advisor

Andrea Thomsen, Masters of Industrial Design class of 2022, Thesis Advisor

Brandon Kim, MS-HCI class of 2022, Thesis Advisor

Steven Kangisser, Masters of Industrial Design class of 2021, Thesis Advisor

Jonathan Hatley, Masters of Industrial Design class of 2021, Thesis Advisor

Ollie Hsieh, MS-HCI class of 2021, Thesis Advisor

Benton Humphreys, MS-HCI class of 2021, Thesis Advisor

Szu-yu (Vicky) Chen, MS-HCI class of 2021, Thesis Advisor

Joshua Andrew Dazon Galang, MS-HCI class of 2021, Thesis Advisor

Former Research Advisement

Suyash Junnarkar, MS-HCI class of 2022

Xiangyi Yang, Masters of Industrial Design class of 2022

Morgan Drawdy, Masters of Industrial Design class of 2023

Jiewen Wang, MS-HCI class of 2021

Former Undergraduate Students

Inika Gupta, Bachelor in ID, class of 2022

Shiwen Jiang, MechE class of 2019

PUBLICATIONS

peer-reviewed
*equal contribution

Chen, G., Baek, S., Florez, J. D., Qian, W., Leigh, S. W., Hutchinson, S., & Dellaert, F. GTGraffiti: Spray Painting Graffiti Art from Human Painting Motions with a Cable Driven Parallel Robot. **ICRA 2022**

Danry, V., Pataranutaporn, P., Mueller, F., Maes, P., & **Leigh, S**. On Eliciting a Sense of Self when Integrating with Computers. **Augmented Humans 2022**

Hatley, J., Posner, N., Oh, H., & **Leigh, S.** Mixed Dimensions: Exploring Novel Material and Extrusion Tool for 2.5 D Shape Painting. **TEI 2022**

Junnarkar, S., Yang, X., Drawdy, M., Gupta, I., Posner, N., **Leigh, S**. Exploiting the Slowness of Electrochromic Displays. **ISWC 2021**

Leigh, S., Lee, J. A Study on Learning Advanced Skills on Co-Playable Robotic Instruments. **NIME 2021**

Jain, A., Horowitz, A. H., Schoeller, F., **Leigh, S.,** Maes, P., Sra, M. Designing Interactions Beyond Conscious Control: A New Model for Wearable Interfaces. **IMWUT 2020**

S. Leigh, H. Agrawal, A. Jain. Machine-enacted Modes of Creative Exploration. **ISEA 2020**

S. Leigh, A. Jain and P. Maes. Exploring Human-Machine Synergy and Interaction on a Robotic Instrument. **NIME 2019**

S. Leigh. Remnance of Form, Interactive Shadows as Altered Views on Objects **Leonardo, 2019**

S. Leigh and P. Maes. Guitar Machine: Robotic Augmentation for Hybrid Human-Machine Guitar Play **NIME 2018**

S. Leigh, H. Agrawal, and P. Maes. Robotic Symbionts: Interweaving Actions by Human and Machine Extension **IEEE Pervasive Computing**

S. Leigh, K. Parekh, T. Denton, W.S. Peebles, M.H. Johnson, and P. Maes. Morphology Extension Kit: A Modular Robotic Platform for Physically Reconfigurable Wearables **TEI 2018**

S. Leigh, and P. Maes. Morphological Interfaces: On Body Transforming Technologies **Alt.CHI 2017**

S. Leigh, H. Sareen, H.L.C. Kao, X. Liu, P. Maes, Body-Borne Computers as Extensions of Self **Computers 6 (1)**

S. Leigh, and P. Maes. Body Integrated Programmable Joints Interface **CHI 2016**
Best Paper Honorable Mention - 4%

*H. Agrawal, ***S. Leigh**, and P. Maes. L'evolved: autonomous and ubiquitous utilities as smart agents **Ubicomp 2015**

S. Leigh, P. Schoessler, F. Heibeck, P. Maes, H. Ishii. THAW: Tangible Interaction with See-Through Augmentation for Smartphones on Computer Screens **TEI 2015**

P. Schoessler, S. Leigh, K. Jagannath, P. van Hoof, H. Ishii, Cord UIs: Controlling Devices with Augmented Cables **TEI 2015**

W. Kim, S. Leigh, N. Hur, J. Choi, Feature-based detection of inverted-stereo for stereoscopic 3D viewing comfort **IEEE trans. on Broadcasting**

W. Kim, S. Leigh, G. Lee, N. Hur, J. Kim, Automatic detection of pseudo-stereo
Int'l Conference on 3D Systems and Applications

PUBLICATIONS

others

*equal contribution

Danry, V., Pataranutaporn, P., Horowitz, A. H., Strohmeier, P., Andres, J., Patibanda, R., Li, Z., Nakamura, T., Nishida, J., Lopes, P., León, F., Won, A. S., Svanæs, D., Mueller, F., Maes, P., **Leigh, S**. Do Cyborgs Dream of Electric Limbs? — Workshop on Experiential Factors in Human-Computer Integration Design and Evaluation.
CHI 2021 Workshop

Wang, J., Hsieh, O., Gale, J., Sun, S. X., **Leigh, S.** Latent Sheep Dreaming: Machine for Extrapolated Visual Inception.
DIS 2020 Exhibition

S. Leigh, A. Jain and P. Maes. Encountered, Habituated, Estranged and Overridden by Machines.
TEI 2020 Arts Exhibition

Patibanda, R., Nanayakkara, S., Semertzidis, N., Wiemeyer, J., Scary, M., Berthouze, N., La Delfa, J., Kunze, K., Andres, J., Rikakis, T., Bayta¸s, M.A., Kelliher, A., Martin-Niedecken, A.L., Warwick, K., Strohmeier, P., van den Hoven, E., Fruchard, B., Mueller, F., **Leigh, S.**, Mann, S., Mekler, E. Motor Memory in HCI. **CHI 2020 Workshop**

R. Haley, **S. Leigh.** Vicarious Movement: Human-Drone Interactive Painting. **ICRA 2018 Robots and Art Program**

Y. Hu, and **S. Leigh.** Hand Development Kit: Soft Robotic Fingers as Prosthetic Augmentation of the Hand
UIST 2017 Demo

S. Leigh, K. Parekh, T. Denton, W.S. Peebles, M.H. Johnson, and P. Maes. Morphology Extension Kit: A Modular Robotic Platform for Customizable and Physically Capable Wearables **CHI 2017 Interactivity**

S. Leigh, and P. Maes. Body Integrated Programmable Joints Interface **CHI 2016 Interactivity**

***S. Leigh**, *H. Agrawal, and P. Maes. A Flying Pantograph: Interleaving Expressivity of Human and Machine
TEI 2016 Arts Exhibition

S. Leigh, H. Agrawal, and P. Maes. Z-drawing: a flying agent system for computer-assisted drawing
SIGGRAPH 2015 Poster

H. Agrawal, **S. Leigh**, and P. Maes. L'evolved: autonomous and ubiquitous utilities as smart agents
Ubicomp Demo 2015

S. Leigh, A. Roseway, and A. Paradiso. Remnance of Form
INTERACTIONS 2015, How was it made?

S. Leigh, A. Roseway, and A. Paradiso. Remnance of Form
INTERACTIONS 2015, Demo Hour

S. Leigh, and P. Maes. AfterMath: Visualizing Consequences of Actions through Augmented Reality
CHI 2015 Work-in-progress

S. Leigh, A. Roseway, A. Paradiso, and Pattie Maes. Remnance of Form: Interactive Narratives through Unexpected Behaviors of a Shadow **CHI 2015 Interactivity**

S. Leigh, A. Roseway, A. Paradiso, and Pattie Maes. Remnance of Form: Interactive Narratives with Augmented Shadows **CHI 2015 Video Showcase**

S. Leigh, A. Roseway, A. Paradiso. Remnance of Form: Altered Reflection of Physical Reality **TEI 2015 Arts Exhibition**

S. Leigh, P. van Hoof, K. Jagannath, P. Maes, H. Ishii, L-Shift: Encoding and Shifting Material Properties and Functionalities with Phase-shifting Liquid **TEI 2015 WiP**

*C. Kao, *E. Dreshaj, *J. Amores, ***S. Leigh**, *X. Benavides, P. Maes, K. Perlin, H. Ishii. clayodor: Retrieving Scents through the Manipulation of Malleable Material **TEI 2015 WiP**

S. Leigh, P. Schoessler, F. Heibeck, P. Maes, H. Ishii. THAW: Tangible Interaction with See-Through Augmentation for Smartphones on Computer Screens **UIST 2014 Demo**

Y. Sekikawa, S. Leigh, K. Suzuki, Coded Lens: Using Coded Aperture for Low-cost and Versatile Imaging
SIGGRAPH 2014 Poster

S. Leigh, E. Dreshaj, A. Dementyev, P. Maes, V. M. Bove, LIMBO: Reprogramming and Augmenting Muscle Activities using Electrical Stimulation **CHI 2014 Workshop on Assistive Augmentation**

P. Schoessler, S. Leigh, K. Jagannath, P. van Hoof, H. Ishii, Cord UI: Manipulating Data on its Flow Path with Augmented Cables **TEI 2014 WiP**

S. Leigh, eyeCan: affordable and versatile gaze interaction **UIST 2013 Poster**

S. Hwang, D. Kim, **S. Leigh**, K. Wohn, NailSense: fingertip force as a new input modality **UIST 2013 Poster**

W. Kim, S. Leigh, S. Kim, N. Hur, J. Kim, Pseudo-stereo Detection via Feature Extraction
2010 Image Processing and Image Understanding Workshop
S. Leigh, S. Kim, 2D-to-2D Homography Based Camera Pose Estimation Method Using EM Algorithm
2009 Proc. of Institute of Electronics Engineering of Korea

EXHIBITIONS & DEMOS

In vivo / In vitro, “Dethrone” Exhibition at Gray Area, SF	Feb 2024
The Music, Art, and Technology Fair, Guthman Musical Instrument Competition	Mar 2020
DIS 2020 Arts Gallery	Jul 2020
TEI 2020 Arts Exhibition	Mar 2020
Smithsonian Year of Music	Dec 2019
MIT Connect Arts, Community, and Computing Challenge	Feb 2019
Otherly Space / Knowledge at ACC (Gwangju, Korea)	Mar 2018
SIGGRAPH Asia 2017 Art Gallery - Remnance of Form	Nov 2017
Re/pair (as part of The Big Anxiety Festival) - Vicarious Movement	Nov 2017
UIST 2017 Demo	Oct 2017
CHI 2017 Interactivity	May 2017
MIT Hacking Arts 2016	Nov 2016
CHI 2016 Interactivity	May 2016
TEI 2016 Arts Exhibition	Feb 2016
MIT Hubweek	Oct 2015
CHI 2015 Art Gallery/Interactivity	May 2015
TEI 2015 Arts Exhibition	Jan 2015
TEI 2015 Demo	Jan 2015
UIST 2014 Demo	Oct 2014
SUI 2014 Demo	Oct 2014
Microsoft Research Studio 99	Aug - Sep 2014
SXSW, Science Fiction to Science Fabrication	Mar 2014
UIST 2013 Student Innovation Contest	Oct 2013

WORKSHOP & SYMPOSIA

LaViers, A., Gummadi, M., Herath, D., Krieger, Diedra, **Leigh, S.**, Staggs, N., Tscahor, R, Wang, J. Speed-dating to long-term relationships: Art-robot Residencies Enabled by Common Language May 2024
ICRA 2024 Workshop

Leigh, S., Oh, Jean, Dellaert, F., Hutchinson, S., Schaldenbrand, P., Chen, G., Florez-Castillo, J-D. Robotics x Arts Exhibition: Opportunities and Issues in Robotics Applied in the Arts.
Robotics: Science and Systems 2021 Workshop

What the Hack, Hackathon Organizer — **Samsung Electronics, 2012**

TEDxSamsung Organizer — **Samsung Electronics, 2011-2013**

PATENTS

Maintained target pressure circulation system for end effector US20210187943A1

APPARATUS AND METHODS FOR COMPUTERIZED END EFFECTOR MANIPULATION 20190176466 (application)

SELF-CONTAINED MEDIUM CIRCULATION SYSTEM 20190176184 (application)

PAINTING ROBOT 20190151882 (application)

Display apparatus control system and method and apparatus for controlling a plurality of displays EP2687947A1, CN103576854A, US20140022159

Method of controlling at least one function of device by using eye action and device for performing the method WO2013133618A1, US20150015483

Photographing apparatus, photographing control method, and eyeball recognition apparatus US20140022351A1, CN103581543A, EP2688287A2

Method for providing content and display apparatus adopting the same EP2687946A1, CN103576853A, US20140022157

Method for controlling device on the basis of eyeball motion, and device therefor WO2013133664A1

APPARATUS FOR ENHANCING IMAGE AND METHOD THEREFOR KR20110054183(A)

PRODUCTS

Samsung Galaxy AI, Sketch-to-Image Feature 2024

HONORS & AWARDS

iF Design Award, Screen Experience, The New Era of Personal TV with Generative AI 2024

TED AI Hackathon 3rd Place Winner Oct 2023

Georgia Tech Class of 1969 Teaching Fellow 2020 – 2021

College of Design, Faculty Research Fellow 2020

MIT Connect Arts, Community, and Computing Challenge – Winner 2019

Honorable Mention, Experimental/Student Categories, 2017 Fast Company Innovation by Design Awards 2017

CAMIT (Council for Arts at MIT) Grant 2017

CHI 2016 Best Paper Honorable Mention 2016

Winner, Students Category, 2015 Fast Company Innovation by Design Awards 2015

Finalist, Experimental Category, 2015 Fast Company Innovation by Design Awards 2015

UIST 2014 People's Choice Best Demo Honorable Mention Oct 2014

UIST 2013 Student Innovation Contest, 3rd Place People's Choice Sep 2013

Samsung Social Responsibility Award, Samsung Electronics Dec 2012

Employee Pride in Samsung, Samsung Electronics Mar 2012

National Science and Technology Scholarship (1st Class, 4-year support) Mar 2004

Second Place Award, 2nd Korean Youth Physicist Tournament 2002

AWARDED GRANTS

Georgia Tech GVU/IPaT/GTRI Seed Grant

Electrochromic Skin: Exploring the Design and Fabrication of Epidermal Displays for Somatic Data-Awareness

Amount Awarded: $18,028

Role: PI

Dates: Spring 2021

Collaborators: W. Hong Yeo (Mechanical Engineering), Noah Posner (College of Design)

NSF

RI: Capturing, Perceiving, and Rendering of Artistic Skills for Real-time Interactive Creation of Art

Amount Awarded: $449,485

Role: Co-PI

Dates: 10/2020 – 10/2023
Collaborators: Frank Dellaert (PI) and Seth Hutchinson (Co-PI)

TALKS

Human-Centered Design, Cornell University. Research Talk	Mar 2024
Jacobs Institute for Design Innovation, UC Berkeley. Research Talk	Oct 2022
Meta Reality Lab. Research Talk	Oct 2021
SIGGRAPH 2021. Panelist. Measurable Creative AI	Jul 2021
Fluid Interfaces Group at MIT Media Lab, Research Seminar	Oct 2020
GVU Center, Georgia Institute of Technology. GVU Brown Bag	Apr 2020
Georgia Institute of Technology, New Voice Forum	Nov 2020
KSDS Spring International Conference & DSUS International Invitational Exhibition Panel Discussion, Design Education and Research in Post-COVID-19 Era	Jun 27 2020
HCI @ KAIST (Korea Advanced Institute of Science and Technology), Reaching Human-Machine Symbiosis	Dec 2019
Georgia Tech Center for Music Technology, Expressive Machines and User Interfaces	Sep 2019
Georgia Tech, Integrated Human-Machine Expression	Mar 2019
Cornell University, Integrated Human-Machine Expression	Mar 2019
NIME 2018, Guitar Machine: Robotic Augmentation for Hybrid Human-Machine Guitar Play	Jun 2018
TEI 2018, Morphology Extension Kit	Mar 2018
CHI 2017, Morphological Interfaces: On Body Transforming Technologies	May 2017
CHI 2016, Body Integrated Programmable Joints Interface	May 2016
SXSW Interactive, Beyond Form: Designing with Fluid Objects	Mar 13 2016
TEI 2015, THAW: Tangible Interaction with See-Through Augmentation for Smartphones on Computer Screens	Jan 2015
Sebasi + PAN, Imagine by Inventing	Nov 20 2014
Seoul Digital Forum, Samsung's eyeCan + Eyewriter: Co-writing a Recipe for Collaboration	May 1 2013
Science Talk Show, Samsung Electronics	Nov 10 2012
Soh-tong rak-seo: Passion Talk for Samsung Employees, Samsung Electronics	Jun 27 2012
A Story about Technology that Changes Lives, Busan Tech Plus Forum	May 24 2012
Dream to be a technology wizard in Korea, TEDxEonjuro, Severance Hospital	Apr 28 2012
eyeCan: The Project Story, Samsung Medical Center	Dec 23 2011

Developing an DIY Eye-Mouse for ALS Patients, TEDxSamsung 2nd Conference, COEX Aug 16 2011

REVIEWS and SERVICES

DIS 2025 Program Committee

DIS 2024 Program Committee

Dagstuhl Seminar on Human-Machine Symbiosis

CHI 2024 Reviewer

ISWC 2023 Program Committee

CHI 2023 Reviewer

Graduate Faculty Council, under Vice Provost for Graduate Education and Faculty Development

TEI 2023 Reviewer

CHI 2022 Reviewer

DIS 2022 Reviewer

ToCHI Reviewer (2022)

Moog Hackathon 2021

Guthman Musical Instrument Competition, Interview Mar 2021

NIME 2021 Reviewer

CHI 2021 Reviewer

Alt.CHI 2021 Reviewer

ISWC 2021 Program Committee

DIS 2021 Associate Chair

ICoRD 2021 Program Committee

Augmented Humans Awards Committee

Gatech School of Industrial Design. Thesis/Project Progress Presentations Reviewer 2020

Gatech School of Industrial Design. MS-HCI Graduate Applications Review 2020

Gatech School of Industrial Design. MID Graduate Applications Review 2020

ToCHI Reviewer (2020)

CHI 2020 Reviewer

PerDis 2020 Program Committee

CHI 2020 Late Breaking Work Reviewer

DIS 2020 Pictorial Reviewer

NIME 2020 Reviewer

LEONARDO Reviewer

CHI 2020 Late Breaking Work Reviewer

TEI 2020 Reviewer

Gatech School of Industrial Design. Thesis/Project Progress Presentations Reviewer 2019

CHI 2019 Late Breaking Work Reviewer

NIME 2019 Reviewer

DIS 2019 Reviewer

ISWC 2019 Reviewer

CHI 2019 Reviewer

IMWUT 2019 Reviewer

TEI 2019 Reviewer

UIST 2018 Reviewer

NIME 2018 Reviewer

IEEE Pervasive Reviewer

IEEE Transaction on Human-Machine Systems Reviewer

UIST 2017 Reviewer

CHI 2017 Reviewer

TEI 2017 Arts and Work-in-Progress Reviewer

CSCW 2017 Reviewer

SIGGRAPH Asia 2016 E-Tech Reviewer

ISS 2016 Reviewer

UIST 2016 Reviewer

MobileHCI 2016 Reviewer

Augmented Human 2016 Reviewer

AH 2016 Reviewer

SIGGRAPH Asia 2015 E-Tech Reviewer

CHI 2015 Work-in-Progress Reviewer

Samsung Frontier Membership Mentor 2011 - 2013

Samsung Super Rookie Membership Mentor 2011 – 2013

Samsung Frontier Membership 2004 - 2010

MEDIA COVERAGE
selected

TED, TED AI Hackathon 2023, 2023

MIT News, Student challenges kick off celebration of MIT Stephen A. Schwarzman College of Computing, Feb 25 2019

Creative Applications, Otherly Space/Knowledge – Questions of knowledge in the age of data Aug 9 2018

ArtJaws, “Otherly Space / Knowledge”, the role of art and data in the information society at the Asia Culture Center in Gwangju Mar 9 2018

Hackster, Soft Robotics Improve Prosthetics for Human Augmentation Nov 13 2017

Neural, Flying Pantograph, pipelining transposed drawing Aug 9 2017

Copyright Agency, Eight creators receive funding to help ignite their careers May 31 2017

Neural Issue 56, Intelligently Weak, A Flying Pantograph in "new media" section May 5 2017

de Tijd, Wie bang is voor de toekomst, schat het heden te hoog in Apr 19 2017

Fast Company, MIT's Latest Project? Giving You An Extra Robot Hand May 17 2016

Discovery News, Robotic Wrist-Worn Joint Gives You Another Hand May 20 2016

Daily Mail, Need a hand? The mind controlled robot fingers you can strap on to do everything from hold a pad to help lift heavy objects May 20 2016

Technology Review (Ger), Zwei Hände sind nicht genug Jul 2016

Engadget, Drawing drone mimics your sketches Mar 28 2016

WIRED, MIT's Clever New Drone Draws What You Do. Mostly Mar 27 2016

PSFK, Become a Graffiti Drone Artist Without Touching a Can of Paint Mar 25 2016

Artwort, The Flying Pantograph – Il Drone Perfetto Per I Graffiti Mar 10 2016

CNET, Tomorrow Daily Mar 9 2016

Fast Company, Don't Tell Banksy, But MIT Invented The Perfect Drone For Graffiti Mar 9 2016

The Creators Project, A Flying Pantograph Mar 8 2016

prosthetic knowledge, A Flying Pantograph Mar 8 2016

prosthetic knowledge, Remnance of Form Dec 22 2015

BBC, Back to the Future: What will technology really look like? Oct 21 2015

MIT News, Neighborhood of innovation Oct 9 2015

CRN, We Now Have Drones That Can Draw Oct 9 2015

Motherboard, In the Future, Furniture Will Be Drones Oct 9 2015

boston.com, Watch this drone scribble on a canvas at HUBweek Oct 8 2015

de Tijd, Een bezoekje aan de toekomst (A visit to the future) Oct 3 2015

PSFK, 6 Brands Creating the Connected Life May 28 2015

WIRED, MIT Inventors Turn Power Cords Into Gadget Interfaces Mar 6 2015

Gizmodo, Pinchable Headphone Cords That Control Your Music Are a Brilliant Idea Feb 20 2015

PSFK, Pinched Power Cables and Cords Double as Remote Controls Feb 12 2015

Fast Company, 5 Ways MIT Is Reinventing Your Power Cord Feb 2 2015

Gizmodo, The 7 Most Important UI and UX Ideas of 2014 Dec 30 2014

WIRED, MIT's Slick New UI Lets Your Phone and Desktop Screens Behave as One Sep 24 2014

golem.de, Das Smartphone schnappt Dateien vom Bildschirm Sep 22 2014

Engadget, MIT can turn your smartphone into a different kind of second screen Sep 19 2014

Fast Company (Featured), MIT Invents A Magic Lens That Combines All Your Screens Into A Single Experience Sep 17 2014

CNET, Tomorrow Daily 053: Incredible multiscreen interaction from MIT's THAW project, and more Sep 17 2014

CITEworld, How phones and computers can talk via sight Sep 17 2014

Slate, MIT Researchers Are Using Smartphones to Interact With Other Screens Sep 17 2014

Xataka, THAW, o cómo cree el MIT que teléfonos y ordenadores pueden relacionarse Sep 16 2014

Gizmodo, MIT Made a Smartphone Control a Computer With a Simple Touch Sep 15 2014

Design Boom, THAW: Seamlessly Combine Your Smartphone and Your Desktop Computer Sep 15 2014

The Verge, Samsung releases source code for eyeCan, an eye-controlled mouse for the disabled Feb 23 2012

The Korea Herald (1st page), Samsung develops eye-controlled mouse Feb 24 2012

Futura Science, EyeCan, sourisà commande oculaire de Samsung, en open source Mar 1 2012

The Tech Journal, Samsung's Virtual Mouse 'EyeCAN'For Hand Disabled People Mar 1 2012

TEDActive 2012 Blog, Developments on Mick Ebeling's EyeWriter Mar 6 2012
Wall Street Journal Blog, Samsung Develops Low-Cost "Eye Mouse" Mar 22 2012