SEMINAR
26th July, 2018 | 15h00
Anfiteatro Leopoldo Guimarães| CENIMAT

SENSITIVE INTERACTION

Cedric Honnet

Abstract: From engineering experimentation to artistic applications, Cedric will present various projects in which he explored various sensing technologies for human-computer interfaces.
This presentation will mainly focus on inertial measurement, tactile pressure sensing and 3d positioning.

Biography: Cedric is a research engineer in the HCI group at ISIR, the robotics lab of Sorbonne University, Paris.
With a background in embedded systems, he explores the connections between physical computing, interactivity and the arts by travelling the world of hackerspaces. He worked as a firmware engineer and InterHacktivist in San Francisco, co-founded a couple of companies developing tangible interfaces, and created interactive systems/installations worldwide. He has worked on eTextile music controllers, augmented bike immersive systems, interactive art pieces, modular implants, 3D positioning systems and many other Open Source projects, most of them being documented here: https://honnet.github.io/