

Wind Tunnel Graduate Center for Critical Practice is an initiative of the graduate programs in Art and Media Design Practices at ArtCenter College of Design. The Wind Tunnel, situated between these two programs in a former supersonic jet testing facility on ArtCenter's south campus, is a forum for speakers, conferences, exhibitions, residencies, screenings, and publications.

artcenter.edu/windtunnel

GRADUATE ART is an interdisciplinary Master of Fine Arts program that encourages divergent ideas and methods. With a core faculty of 10 internationally recognized artists and writers, 10 adjunct faculty and a total of 35 students, we have one of the lowest faculty-to-student ratio among comparable MFA programs. The result is an intense work environment where concentrated art-making is assured equally concentrated and careful attention, whether within specific disciplines or among them: in film, video, photography, painting, sculpture, installation, performance and everything in between.

Fundamental to our program are one-on-one studio visits with faculty and rigorous critical, academic and practical coursework. We extend our reach internationally, inviting artists and writers famous and infamous as well as historians and philosophers for weekly seminars and our biannual conference series. Coming from and going to Europe respectively, our artist-in-residence partnership and student exchange link us with programs in Paris, Berlin and Cologne.

Closer to home, indeed at home, is Los Angeles, one of the world's great art capitals. Closer still is the world class design school to which we are connected, with leading edge software and hardware technology and the equipment that goes with it. On site, we provide students with individual studios, a fabrication shop, several gallery spaces, and dedicated computing and moving image production labs. We make our public gallery spaces and project rooms available to all candidates, from the first term through the fourth, when every graduating student mounts a final solo show. artcentermfa.net

MEDIA DESIGN PRACTICES (MDP) is an interdisciplinary design MFA preparing designers for our new now. Ours is a time of constant change: technological transformations, global inequity, and environmental uncertainty. This world demands new design practices. Designers today must be daring, critical, and engaged in their communities. Are you ready?

With a grounding in creative technology, experimental making, and social action, MDP graduates are unafraid to use design to question the present. Join our MFA program and get new skills—prototyping and research, futuring and fieldwork—to shape your design practice and envision new futures.

Work closely with faculty known for cutting-edge research and multidisciplinary expertise. Investigate emerging media, develop new methodologies, engage with diverse cultures, and surprise yourself by making things the likes of which you have never seen before. Join our alumni who go on to become design leaders in every conceivable field: major technology firms, innovative nonprofit organizations, and independent design practices. artcenter.edu/mdp

9/21, 4-6 PM
MDP 2017 Summer Design Residency: Craft & Research

WITH ELIZABETH CHIN, CHRISTINE MEINDERS, PHIL VAN ALLEN, AND RICHARD WHEELER

10/5, 4-6 PM
Patricia Urquiola

ARTCENTER LECTURE SERIES

10/9, 7:30-9:30 PM
Alain Badiou

GRADUATE ART LECTURE SERIES

10/11, 4-6 PM
Grilli Type

HOFFMITZ MILKEN CENTER FOR TYPOGRAPHY LECTURE SERIES

10/12, 7-9 PM
Andrew Blauvelt

MDP DESIGN DIALOGUES

10/12, 7-9 PM
Michael Anastassiades

ARTCENTER LECTURE SERIES

11/1, 4-6 PM
Mike Abbink

HOFFMITZ MILKEN CENTER FOR TYPOGRAPHY LECTURE SERIES

11/5-17
Different Tomorrows: Designing Futures Beyond Whiteness

EXHIBITION AND SYMPOSIUM WITH JOHN JENNINGS, RASHEEDAH PHILLIPS, CATHERINE RAMIREZ.

11/9, 4-6 PM
Naima Keith Lecture

11/16, 5-8 PM
Different Tomorrows Symposium

12/14, 7-10:00 PM
Grad Art Open Studios

+ MDP Work-in-Progress Show

1/18, 4-6 PM
Luis Blackaller

MDP DESIGN DIALOGUES

1/25
Anne Burdick & Casey Anderson, Trina: A Design Fiction

MDP DESIGN DIALOGUES PERFORMANCE

3/1, 7-10 PM
Women, Diversity, and Technology

ARTCENTER WOMEN IN ART & DESIGN SERIES

3/20-24
The Post-Geographic City Workshop

WORKSHOP WITH TIM DURFEE, BEN HOOKER, JENNY RODENHOUSE, MIMI ZEIGER

3/22, 7-9 PM
Molly Wright Steenson, Architectural Intelligence

MDP DESIGN DIALOGUES

4/12-21
MDP Thesis Show

4/12, 5-8 PM
MDP Thesis Symposium

4/19, 6-10 PM
MDP Thesis Show Reception + Grad Art Open Studios

MIKE ABBINK earned a BFA in Fine Arts, and another one in Graphic Design and Packaging from Art Center in Pasadena. Born in 1967, he was a graphic designer at Meta Design San Francisco doing corporate and web design. In March 1999 he co-founded Method, Inc., a San Francisco-based company specializing in communication strategy, interaction and graphic design. Mike Abbink is the Executive Creative Director of the Brand Experience and Design Team within IBM Studios. Before that, he worked as a Creative Director for the Museum of Modern Art, Wolff Olins (New York), Saffron Consultants, Method (also co-founder) and as a Design Director at Apple Computer.

MICHAEL ANASTASSIADES creates work with an enduring quality by focusing on proportion, the honest use of materials and the physical presence of an object. Positioned between fine art and industrial design, his pieces exist between that which is utilitarian in its function, whilst poetic and enigmatic in its presence. Anastassiades established his design studio to create a platform for the production of un-compromised objects. Less motivated by commercial incentive, Formerly trained as a civil engineer at Imperial College of Science Technology and Medicine in London, Anastassiades went on to study industrial design at the Royal College of Art. Founding his London-based studio in 1994 followed by his eponymous brand in 2007.

CASEY ANDERSON is an artist working with sound in a number of media, including composition, improvisation, electronic music, saxophone, text, and installations. Performances, exhibitions, and residencies include MOCA - Los Angeles (CA), ISSUE Project Room (NY), STEIM (NL), Atlantic Center for the Arts (FL), Mass MOCA (MA), The Walker Art Center (MN), and The Geffen Contemporary at MOCA (CA). He co-founded, and co-edits (with John P. Hastings and Scott Cuzzi), the Experimental Music Yearbook, owns and operates a wave press, and is a core member of Southland Ensemble. He currently lives in Los Angeles, California and teaches in the Media Design Practices and Humanities and Science departments at Art Center College of Design.

ALAIN BADIOU is widely considered to be one of the most important Continental philosophers alive today, and one of the greatest thinkers of our time. He was born in Morocco in 1937 and came of age in France in the 1960s, when he began publishing novels, plays, works of philosophy, political theory, and literary and aesthetic criticism. Badiou's major books of philosophy are Theory of the Subject (1982; English translation 2009), Being and Event (1988; English translation 2005), its sequel, Logics of Worlds (2006; English translation 2009), and a third major volume in this series, The Immanence of Truths, is now in preparation.

LUIS BLACKALLER is a writer, director, designer and media artist from Mexico City. He has a multidisciplinary background that covers aspects of entertainment, science, design, art and visual storytelling. He earned a BS with honors as a mathematician in the UNAM, and graduated as a character animator from The Vancouver Film School. Luis has worked as a designer, art director, motion graphics artist and storyboard artist among academy award winners in films like Amores Perros, 21 Grams and Babel. In 2008, Luis earned a MS from the MIT Media Lab under the mentorship of John Maeda. More recently, Luis can be found in Venice, California, where he holds the position of Creative Director at WEVR. During his tenure at WEVR, he has developed, shot and post-produced more cinematic virtual reality than almost anyone in the world, contributing to define the new sensibilities, visual language and production techniques that are pushing forward the emerging medium of VR.

ANDREW BLAUVELT is Director of the Cranbrook Art Museum located in metro Detroit. He previously served as Senior Curator of Architecture and Design at the Walker Art Center in Minneapolis, where he was also Design Director for the museum and oversaw its print and on-line publishing platforms. A practicing graphic designer, Blauvelt is the recipient of nearly 100 design awards. His work has been published and exhibited extensively in North America, Europe, and Asia.

DR. ELIZABETH CHIN is an anthropologist whose research interests include children and childhood; consumption; dance; race; urban geography; Haiti. She approaches these from an epistemological perspective, grounded in political economy, critical theory and a good dose of literary, artistic and post modern influences. PhD, Anthropology, City University of New York; BFA, Drama and Anthropology, NYU. labofspeculativeethnology.tumblr.com

SEAN DONAHUE is principal of Research-Centered Design, a Los Angeles-based design practice that explores how design can be utilized to make significant contributions to society. MFA, Media Design, Art Center College of Design; BA, Graphic Design, Indiana University of Pennsylvania. researchcenteredesign.com

TIM DURFEE's interdisciplinary architecture studio is based in Los Angeles. He has won awards for architecture, exhibitions, media design, installation, furniture, and poetry. Current projects include a large suspended artwork for the Los Angeles Police Department, the forthcoming book Made Up: Design's Fictions, and a computer game / urban simulation with Ben Hooker examining a world with drones, self-driving cars, and moving houses. MArch, Yale University; BA, Literature, History, University of Rochester timdurfee.com

GRILLI TYPE is an independent Swiss type foundry. We offer original retail and custom typefaces. High quality products with a contemporary aesthetic in the Swiss tradition. This tradition is reflected in both the visual and technical standards of our fonts and service. Grilli Type was founded by Noël Leu and Thierry Blancpain in late 2009. Today our team also includes Nic Sanchez and Reto Moser. We also work with a lot of amazing people like Josh Schaub, Pieter Pelgrims, Returned+, and David Elsener.

BEN HOOKER is a designer and artist who works with interactive media in and about urban contexts. His projects, whether conceptual or applied, define new experiences and aesthetic situations which arise from the intermingling of the phenomenal and intangible worlds of physical materiality and electronic data. As daily life contains ever more windows into electronic spaces, and virtual realities increasingly occupy our minds, he investigates how site-specific media technologies can be employed to exploit the play between many realms to enable new kinds of technology-dependent lifestyles. He is Associate Professor and Core Faculty in the Media Design Practices graduate program at Art Center College of Design where he co-directs the new Post-Geographic City research group. benhooker.com

NAIMA J. KEITH joined the California African American Museum (CAAM) in 2016 to guide the curatorial and education departments as well as marketing and communications. During her tenure at CAAM, Keith has also curated Hank Willis Thomas: Black Righteous Space (2016), Genevieve Gaingard: Smell the Roses (2016) and Kenyatta Hinkle: The Evanesced (2017). She is the 2017 recipient of the David C. Driskell Prize in recognition of her contributions to the field of African American art history.

CHRISTINE MEINDERS is an AI designer/researcher who uses collaborative and inclusive design approaches to co-author social AI projects and AI design tools. As a researcher and designer, Christine holds an MFA in Media Design Practices from ArtCenter College of Design and an MA in Psychology from Pepperdine University. Her research has focused on the design and utilization of

emotion analysis in intelligent agents, inclusive design in AI, and collaborative design for embodiment in hybrid spaces. posthumanal.com

JENNY RODENHOUSE is a multimedia designer and artist. Working within the field of interaction design, her research examines the merging of the interface and the landscape. Her projects explore the experiences, environments, and communities that may develop from the merging of these large scale systems [virtual and physical, artificial and natural, local and global]. Appropriating the test site as a design medium, she creates sites of experimentation that act as ways to prototype alternate realities. Through her conceptual and applied design practice, she collaborates with companies, startups, computer scientists, designers, architects, and artists. jennyrodenhouse.com

MOLLY WRIGHT STEENSON is an associate professor in the School of Design and is the chair of the Doctor of Design (D.Des) program. She researches the history of design, architecture, computation and artificial intelligence from the 1950s to the present. Molly holds a PhD in architecture from Princeton University and a Master's in Environmental Design from the Yale School of Architecture. She was a resident professor at the Interaction Design Institute Ivrea in Ivrea, Italy, where she led the Connected Communities research group (early 2003-late 2004), and was an adjunct professor at Art Center College of Design in Pasadena in the Media Design Practices program. From 2013-15, Molly was an assistant professor in the School of Journalism & Mass Communication at the University of Wisconsin-Madison, where she taught data visualization, digital studies, and led Mellon-funded research projects in the digital humanities.

PATRICIA URQUIOLA, designer and architect, was born in Oviedo, Spain. She now lives and works in Milan where she runs Studio Urquiola. Her work is widely known to be playful and poetic, yet pragmatic and functional—a creative combination that is the magic behind her work. After studying architecture in Madrid, she moved to Milan, studying under Italian industrial design masters Achille Castiglioni and Vico Magistretti. Her book, Time to Make a Book, captures the fervid energy of Patricia's life and work, as she explores the impact of her day-to-day life on her career and the importance reflection has in the creative process.

PHIL VAN ALLEN is an interaction designer whose work ranges from the practical to the speculative. In his research, he is exploring animistic design as a new approach for interaction in the ecosystems created by the Internet of Things. He also is the creator of NTK (nettabtoolkit.org), an open source toolkit that makes designing and building working IoT projects simpler and faster. In addition to teaching, van Allen writes about interaction design and is a consultant for industry. In the past, he's been a recording engineer, software developer, entrepreneur, and researcher. BA, Experimental Psychology/Cognitive Science, University of California, Santa Cruz. philvanallen.com

RICHARD WHEELER is an artist, designer, and technologist. He has written on technology, security, and privacy for "The Daily Beast" and "Wired." And as a consultant he is a product adviser for early-stage investment technology companies, work ranges in scope from strategic guidance to founders and C-level management, to operational guidance on specific product development efforts, to hands-on development. He previously worked as a consultant to the Department of Defense and as an analyst with the United States Army. Prior to his work in defense Wheeler worked for over a decade in design, working in museums, publishing, and finally as a fashion designer for companies such as Ann Taylor and Calvin Klein. Wheeler holds an M.F.A. in Design Media Arts from UCLA, an M.A. in Security Studies from Georgetown's School of Foreign Service, and a B.A. in Fine Art and History from Hunter College, CUNY. Surprisingly, he is not 80 years old. richardwheeler.com

MIMI ZEIGER is a Los Angeles-based critic, editor, and curator. Her work is situated at the intersection architecture and media cultures. She has covered art, architecture, urbanism, and design for a number of publications including The New York Times, Domus, Architectural Review, and Architect, where she is a contributing editor. She is a regular opinion columnist for Dezeen and former West Coast Editor of The Architects Newspaper. Zeiger is the 2015 recipient of the Bradford Williams Medal for excellence in writing about landscape architecture. Zeiger is author of New Museums, Tiny Houses and Micro Green: Tiny Houses in Nature, and Tiny Houses in the City. She has curated, contributed to, and collaborated on projects that have been shown at the Art Institute Chicago, 2012 Venice Architecture Biennale, the New Museum, Storefront for Art and Architecture, pinkcomma gallery, and the AA School. She co-curated Now, There: Scenes from the Post-Geographic City, which received the Bronze Dragon award at the 2015 Bi-City Biennale of Urbanism/Architecture, Shenzhen. She holds a Master of Architecture degree from SCI-Arc and a Bachelor of Architecture degree from Cornell University. mimizeiger.com

MDP SUMMER RESEARCH 2017 EXHIBITION August 17 - September 21, 2017
The MDP Summer Design Residency is granted to a creative practitioner or team whose experimental design work engages emerging issues in science, technology, culture, and society. The winning proposal—to be selected by a jury that includes Paola Antonelli, Jimenez Lai, Dr. Elizabeth Chin, and Jesse Kriss—should demonstrate how design/making can be used as a mode of inquiry and critical engagement. In Summer 2017, we hosted MDP core faculty Elizabeth Chin and Sean Donahue, recent alumni Christine Meinders as well as outside researchers Nicholas Bauch and Richard Wheeler.

DIFFERENT TOMORROWS: BEYOND WHITENESS SYMPOSIUM AND EXHIBITION November 09 - 16, 2017
The week-long series of events includes screenings, listenings, discussions, workshops, and a day-long symposium exploring forms of futurity whose politics, aesthetics, ideologies and cultures are black, brown and yellow. The event repositions design discourse beyond the eurocentric, techno-determinist normalities of the past/present/future distinctions and instead looks at time refracted through prisms of race, gender and inequality. Different Tomorrows is part of an ongoing research platform organized and led by MDP Core Faculty Elizabeth Chin and Sean Donahue. Participants include: Naima Keith, John Jennings, Rasheedah Phillips, Catherine Ramirez. differenttomorrows.com

MDP/LAB + FIELD THESIS SYMPOSIUM AND EXHIBITION April 12 - 21, 2018
In April, the graduating Lab+Field Thesis students mount their thesis work around design and emerging technologies for a final exhibition. The thesis projects can be a single project or a body of work that is driven by a specific agenda or set of research questions. The work can be speculative and/or applied. In conjunction with the exhibition, we bring in respondents and guest critics to the thesis projects as diverse design perspectives for the Thesis Symposium. The 2018 MDP Thesis Symposium and Exhibition is the closing of an ArtCenter career and a transition from student to peer.

ALL EVENTS ARE FREE AND OPEN TO THE PUBLIC.
All events will be held in the Wind Tunnel Gallery, 950 South Raymond Avenue, Pasadena, CA 91103.
Enter through the Hixon Courtyard on Raymond Avenue. Parking is free.
Join our mailing list for ongoing updates, email mdp@artcenter.edu