

Tom Klinkowstein, Professor, New Media Design in the Fine Arts Department

is also President of Media A, LLC, a design and consulting agency with clients such as IBM, NASA, Lincoln Center for the Arts and the Bremen (Germany) Innovation Agency.

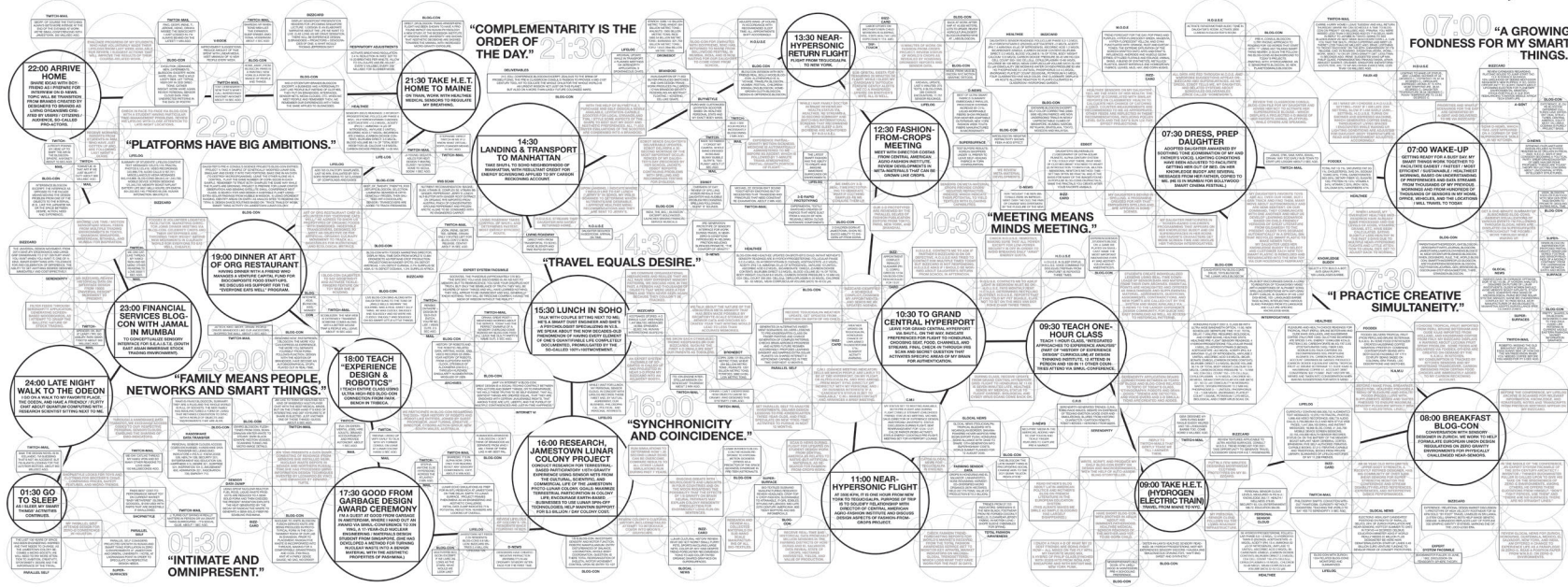
He has spoken to over 200 art, business, political and academic groups, including the United Nations Conference on the Information Society, The University of East London's Fashion Futures program, the Smithsonian Institute's Cooper Hewett Museum of Art and Design and the McLuhan Program in Culture and Technology at the University of Toronto.

His work has been shown in art centers, museums and galleries throughout the world, including the Centre Pompidou in Paris and the Venice Biennale in Venice, Italy. Mr. Klinkowstein's work also can be found in the archive of the Foundation for the Conservation of Contemporary Art in The Netherlands. Media A's work for TapIt – a free water bottle refilling network in New York City, San Francisco, Seattle and Australia, recently won a Communicator award in the Green-Eco category.

Professor Klinkowstein's 10-meter long digital artwork, *A Networked Designer's Critical Path: 1990-2010*, was shown at the Fifth Avenue (New York City) Gallery of the American Institute of Graphic Design. A city-block sized version of the follow-up project in the same series about design and the future, *A Day In The Life Of A Networked Designer's Smart Things Or A Day In A Designer's Networked Smart Things, 2030*, was recently shown at DesignCenter Winkelhaak in Antwerp (Belgium) and at the Proteus Gowanus Gallery in Brooklyn, New York. It was also featured in *Data Flow: Visualising Information in Graphic Design*, published by Die Gestalten Verlag.



A DAY IN THE LIFE OF A NETWORKED DESIGNER'S SMART THINGS OR A DAY IN A DESIGNER'S NETWORKED SMART THINGS, 2030



DICTIONARY FOR 2030

DATE	TIME	ACTIVITY	SMART OBJECTS
07:00	07:00	WAKE-UP	Smart alarm clock, smart bed, smart window blinds
08:00	08:00	BREAKFAST	Smart coffee machine, smart toaster, smart refrigerator
09:30	09:30	TEACH ONE-HOUR CLASS	Smart whiteboard, smart projector, smart desk
10:30	10:30	GRAND CENTRAL HYPERPORT	Smart luggage, smart navigation system, smart security cameras
11:00	11:00	NEAR-HYPERSONIC FLIGHT	Smart flight controller, smart navigation system, smart communication system
12:30	12:30	FASHION-FROM-GROWS MEETING	Smart table, smart chairs, smart lighting, smart display
13:30	13:30	NEAR-HYPERSONIC RETURN FLIGHT	Smart flight controller, smart navigation system, smart communication system
14:30	14:30	LANDING & TRANSPORT TO MANHATTAN	Smart luggage, smart navigation system, smart security cameras
15:30	15:30	LUNCH IN SOHO	Smart table, smart chairs, smart lighting, smart display
16:00	16:00	RESEARCH JAMESTOWN LUNAR COLONY PROJECT	Smart microscope, smart camera, smart display, smart navigation system
17:30	17:30	GOOD FROM GARBAGE DESIGN AWARD CEREMONY	Smart stage, smart lighting, smart display, smart camera
18:00	18:00	TEACH EXPERIENCE DESIGN & ROBOTICS	Smart whiteboard, smart projector, smart desk, smart display
19:00	19:00	DINNER AT ART OF ORG RESTAURANT	Smart table, smart chairs, smart lighting, smart display
22:00	22:00	ARRIVE HOME	Smart door lock, smart lighting, smart camera
24:00	24:00	LATE NIGHT WALK TO THE OCEAN	Smart navigation system, smart camera, smart display

ABOUT THIS DIAGRAM
This diagrammatic system represents a day in a networked designer's life during the year 2030 as she interacts with and is assisted by the smart things objects, systems, and environmental and sensory capabilities. It depicts a holistic, or whole smart thing, that is, a designer's life, and a smart thing that is the people with whom they share lives and are interconnected environments.

THE OBJECTS, NETWORKS, LINES, AND TEXT ARE THE FRAMES OF THE TRANSITIONAL MEETINGS AND DISCUSSIONS, UNFOLDING EACH FRAME AS THE DESIGNER PARTICIPATES IN AN INTER-RELATED AND SENSITIVE SCHEDULE OF PERSONAL AND PROFESSIONAL APPOINTMENTS.

SMART OBJECTS AND SYSTEMS ARE SHOWN AS SMART THINGS, WHICH ARE THE PRIMARY ACTIVITY OF THE DESIGNER'S SMART THINGS. A NETWORKED DESIGNER'S LIFE IS SHOWN AS A SMART THING THAT IS THE PEOPLE WITH WHOM THEY SHARE LIVES AND ARE INTERCONNECTED ENVIRONMENTS.

THE PROFESSIONAL DIVISIONS OF ANOTHER DECADADE HAVE GIVEN WAY TO MULTIDISCIPLINARY INTERDISCIPLINARY COLLABORATIVE DESIGN, DESIGNING AND BUILDING AND ARCHITECTURE, CREATING AND DESIGNING RELATIONSHIPS BETWEEN THE DESIGNER AND THE SMART THINGS. A NETWORKED DESIGNER'S LIFE IS SHOWN AS A SMART THING THAT IS THE PEOPLE WITH WHOM THEY SHARE LIVES AND ARE INTERCONNECTED ENVIRONMENTS.

THE SMART OBJECTS ARE NETWORKED BASED WITH ACCESS TO A MULTI-DIMENSIONAL ENERGY OF INFORMATION, ENERGY, AND SECURITY AS BELIEVED.

IN ANOTHER WORLD, ONE CAN BE AWARE OF AN EXPLOSIVE, BRUISED, AND BLENDED CONNECTIONS BETWEEN THE DESIGNER AND THE SMART THINGS. A NETWORKED DESIGNER'S LIFE IS SHOWN AS A SMART THING THAT IS THE PEOPLE WITH WHOM THEY SHARE LIVES AND ARE INTERCONNECTED ENVIRONMENTS.

THE SMART OBJECTS ARE NETWORKED BASED WITH ACCESS TO A MULTI-DIMENSIONAL ENERGY OF INFORMATION, ENERGY, AND SECURITY AS BELIEVED. THEY ARE AGENTS OF CHANGE, CHALLENGE, AND TRANSFORMATION. NETWORKED DESIGNER'S LIFE IS SHOWN AS A SMART THING THAT IS THE PEOPLE WITH WHOM THEY SHARE LIVES AND ARE INTERCONNECTED ENVIRONMENTS.

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