

## Artist Bios

### Hayes Raffle

Hayes is a practicing artist and designer researching the relationships between people and machines. Recently, Hayes has created toys, systems and devices for people to use gesture, touch and natural physical skills to improve communication, to facilitate artistic expression and to understand dynamic system behavior.

Before joining the MIT Media Lab, Hayes studied sculpture at Yale, helped design and develop the ZOOB building system and ran his own art and design studio in California. He is the winner of several internationally recognized design awards and has shown his art in various exhibitions around the United States.

### Amanda Parkes

Amanda is currently a research assistant in the Tangible Media Group at the MIT Media Lab. Her research interests include developing intuitive and investigative learning and design tools as well as explorations into the relationship of gesture, form, materiality and computation in the context of hybrid physical-digital objects.

Before joining the Tangible Media Group, Amanda worked as an exhibit developer at the Exploratorium in San Francisco and developed installations and programs for a variety of international museums including the Venice Guggenheim and the National Science Museum in London. Amanda received a B.S. in Product Design Engineering and a B.A. in Art History from Stanford University.

