

## 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 a designer interested in the relationship of gesture, form, materiality and computation in the context of hybrid physical-digital objects. Her research focuses on developing intuitive and investigative learning and design tools.

Before joining the Tangible Media Group at the MIT Media Lab, Amanda developed exhibits at the Exploratorium Museum in San Francisco and freelanced internationally in new media design. Her work has been featured in various internationally recognized design and art awards including the ID Magazine Annual Design Review and the Prix Ars Electronica. Amanda holds a B.S. in Product Design Engineering and a B.A. in Art History from Stanford University and an M.S. in Media Arts and Science from MIT.