

Bill Buxton

"In order to design a tool, we must make our best efforts to understand the larger social and physical context within which it is intended to function."



Education:

- Bachelor of Music, Master of Science
- Honorary Doctorates: Design, Industrial Design, Law

Career:

- Microsoft – Principal Researcher
- Alias Research/SGI Inc. – Chief Scientist
- Xerox PARC – Consulting Researcher

Achievements:

- 2010 *BusinessWeek* World's Most Influential Designers
- 2008 SIGCHI Lifetime Achievement Award
- 2002 CHI Academy

Publications:

- *Sketching User Experiences: Getting the Design Right and the Right Design*
 - Details the Value of Sketching in Design
- *ThinSight: Versatile Multi-touch Sensing for Thin Form-factor Displays*
 - Explains the novel and new zero-force technology

HCI Connections:

Jonathan Grudin

- Interface Design
- 2004 CHI Academy
- Co-Authoring with Buxton *Readings in Human Computer Interaction: Towards the Year 2000*

Susanne Bodker

- Interface Design
- Activity Theory & CSCW
- 2010 CHI Academy

Terry Winograd

- 2004 CHI Academy
- 2011 SIGCHI Lifetime Achievement Award

HCI Contributions:

- Applying Fitt's Law to HCI
- Development of the Marking Menu
- Multi-Touch Interface Research
- Music Composition Tool Research

Selected Article:

The Three Mirrors of Interaction: A Holistic Approach to User Interfaces

3 Mirror Model:

- Mirror 1 [Physical]: How we sense & control
- Mirror 2 [Cognitive]: How we think & problem solve
- Mirror 3 [Social]: Social Context

References:

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- Chan, S. P. (2011) Meet Microsoft's guru of 'design matters'. *Seattle Times*. Retrieved from http://seattletimes.com/html/microsoftpri0/2014560021_meetmicrosoftsguruofdesignmatters.html
- Clayton, S. (2011). Bill Buxton - A 'Renaissance' Approach to Product Design. <http://blogs.technet.com/b/next/archive/2011/05/13/bill-buxton-a-renaissance-approach-to-product-design.aspx>
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