

Ian Gonsher

ian_gonsher@brown.edu

Portfolio

www.gonsherdesign.com

Teaching Portfolio

http://gonsherdesign.com/teaching.php

Other Projects

http://www.brown.edu/research/projects/design-workshop/home

https://hcri.brown.edu/hcri-staff/

www.creativescholarsproject.org

www.steamstudio.us

www.cd-cf.org/

EDUCATION

Rhode Island School of Design (RISD), Providence, Rhode Island

www.risd.edu

MFA Furniture Design

2003-2006

Ecole Cantale D'art Lausanne (ECAL), Lausanne, Switzerland

www.ecal.edu

2005-2006

University of Kansas, Lawrence, Kansas

www.ku.edu

BFA Industrial Design/ History of Art

1996-2001

L'ecole Marchutz, Aix-en-Provence, France

www.marchutz.org

1997-1998

EXPERIENCE

Brown University, Providence, RI

www.brown.edu

+ Assistant Professor of Practice
School of Engineering and
Computer Science Department
Summer 2017- present

+ Adjunct Lecturer
Computer Science Department
Fall 2014- 2017

+ Adjunct Lecturer
School of Engineering
Fall 2011- 2017

+ Adjunct Lecturer
Department of Visual Art
Fall 2007- Spring 2011

+ Teaching Assistant
Department of Visual Art
Fall 2006 - Spring 2007

Blu Dot Design, Minneapolis, MN
www.bludot.com

+ Intern
Summer 2004

Estudio Fernando and Humberto Campana, Sao Paulo, Brazil
www.campanabrothers.com

+ Assistant/Intern
Spring 2003

Vitra Design Museum, Boisbuchet, France
www.boisbuchet.com

+ Assistant
Summer/Fall 2002

COURSES

Spring 2017

- + ENGN 0903C DesignStudio
- + ENGN 1000 Projects in Engineering Design

Fall 2016

- + CSCI 1951C Designing Humanity Centered Robots
- + ENGN 1000 Projects in Engineering Design
- + Design + Health (faculty sponsor)

Summer 2016

- + PHP1820 Designing Education for Better Prisoner and Community Health (studio)

Spring 2016

- + ENGN 0903C DesignStudio
- + ENGN 1000 Projects in Engineering Design
- + PHP1820 Designing Education for Better Prisoner and Community Health

Fall 2015

- + CSCI 1951C Designing Humanity Centered Robots
- + ENGN 1000 Projects in Engineering Design

Spring 2015

- + ENGN 0903C DesignStudio
- + ENGN 1000 Projects in Engineering Design

Fall 2014

- + CSCI 1951C Designing Humanity Centered Robots
- + ENGN 1000 Projects in Engineering Design

Summer 2014

- + CEVA 0903 STEAMstudio: An Introduction to Design
- + CEVA 0911 Strategies for Creative Process

Spring 2014

- + ENGN 0903C DesignStudio
- + ENGN 1000 Projects in Engineering Design

Fall 2013

- + VISA 1720 Physical Computing
- + ENGN 1000 Projects in Engineering Design

Spring 2013

- + ENGN 0930C DesignStudio
- + VISA 1800 The Creative Mind Studio with Professor Richard Fishman (VISA)

Fall 2012

- + ENGN 0930 DesignStudio

Summer 2012

- + CEVA 0903 Building a Better Mousetrap: An Introduction to Design
- + CEVA 0911 Strategies for Creative Process

Spring 2012

- + ENGN1931C DesignStudio
- + VISA1800 Hybrid Art: Performance, Object, and Everyday Life with Professor Richard Fishman (VISA) and Professor Rebecca Schneider (TAPS)
- + Brown/IE MBA Program: Creativity and Innovation Workshop with Professor Richard Fishman (VISA)

Fall 2011

- + ENGN120D Strategies for Creative Process
- + VISA 1800 Hybrid Art: The Creative Mind with Professor Richard Fishman (VISA)
- + Brown/IE MBA Program: Creativity and Innovation Workshop with Professor Richard Fishman (VISA)

Summer 2011

- + CEVA 0903 Building a Better Mousetrap: An Introduction to Design
- + Brown/IE MBA Program: Creativity and Innovation Workshop
with Professor Richard Fishman (VISA)

Spring 2011

- + VISA 0100 Studio Foundations
- + VISA 1800 Hybrid Art
- + Brown/IE MBA Program: Creativity and Innovation Workshop
with Professor Richard Fishman (VISA)

Fall 2010

- + VISA 0100 Studio Foundations
- + VISA 1800 Hybrid Art
with Professor Richard Fishman (VISA)

Summer 2010

- + CEVA 0903 Building a Better Mousetrap: An Introduction to Design

Spring 2010

- + VISA 0100 Studio Foundations
- + VISA 1800 Hybrid Art
with Professor Richard Fishman (VISA)

Fall 2009

- + VISA 0100 Studio Foundations
- + VISA 1800 Hybrid Art
with Professor Richard Fishman (VISA)

Summer 2009

- + CEVA 0903 Building a Better Mousetrap: An Introduction to Design

Spring 2009

- + VISA 0100 Studio Foundations
- + VISA 1800 Hybrid Art
with Professor Richard Fishman (VISA)

Fall 2008

- + VISA 0100 Studio Foundations
- + VISA 1800 Hybrid Art
with Professor Richard Fishman (VISA)

Summer 2008

- + CEVA 0903 Building a Better Mousetrap: An Introduction to Design

Spring 2008

- + VISA 0100 Studio Foundations
- + VISA/PHYS Images for Science, Images from Science
with Professor Richard Fishman (VISA) and Professor Leon Cooper (PHYS)

Fall 2007

- + VISA 0100 Studio Foundations
- + VISA 1800 Hybrid Art with Professor Richard Fishman (VISA)

Spring 2007

- + VISA 1800 The Big Print – Teaching Assistant Professor for Leslie Bostrom (VISA)

Fall 2006

- + VISA/PHYS Images for Science, Images from Science – Teaching Assistant for Professor Richard Fishman (VISA) and Professor Leon Cooper (PHYS)

LECTURES, PANELS, AND WORKSHOPS

Gonsher, I. (September 2016) “Seamless Objects: A Conversation on Designing Medical Tools”, A Better World by Design, Panel Moderator (with Ellen Su, Virgil Wong, Maria Paula Navia, and Cynthia Poon), Rhode Island School of Design, Providence, Rhode Island. Panel Discussion.
<http://betterworldxdesign.com/conference.html>

Gonsher, I (April 2016) “Beyond Design Thinking”, Critical Design/Critical Futures, Panel Moderator (with Pelle Ehn, Claudia Rebola, Charlie Cannon), Rhode Island School of Design, Providence, Rhode Island. Panel Discussion
<http://www.cd-cf.org/symposium>

Gonsher, I. (April 2016) “Entrepreneurial Design and the Ecology of Market Affordances” Brown PRIME (Program in Innovation, Management, and Entrepreneurship), Brown University, Providence, Rhode Island.
<https://medium.com/@iangonsher/entrepreneurial-design-and-the-ecology-of-market-affordances-by-ian-gonsher-and-iain-mackenzie-11a68c848f30#.r6j0goilm>

Gonsher, I. (November 2015) “Designing and Debating the Sharing Economy”, Panel Moderator (with Juliet Schor and Bob Massie), Rhode Island School of Design, Providence, Rhode Island. Panel discussion.

Gonsher, I. (September 2015) “Critiquing the Critique: Critical Design and Critical Praxis”, A Better World by Design Conference, Panel Moderator (with Constantin Boym, Anne Tate, Paolo Cardini, and Skye Ray), Rhode Island School of Design, Providence, Rhode Island. Panel discussion.
<https://medium.com/@iangonsher/critiquing-the-critique-questioning-critical-design-fe530f6c69e6#.msneja6tt>

Gonsher, I. (April 2015) “Speculative Design Futures: Theory + Praxis”, Critical Design/Critical Futures, Panel Moderator (with Anne Tate, Lilly Herman, Beth Mosher, Eric Anderson, and Kathleen Grevers), Rhode Island School of Design, Providence, Rhode Island. Panel discussion.
<http://www.cd-cf.org/video/speculative-design-futures-theory-praxis/>

Gonsher, I. (December 2014) “ES21 The Innovators Practice”, Harvard University, Cambridge, Massachusetts, Guest Critic.

<http://www.b4bi.org/courses/es21/>

Gonsher, I. (December 2014) “Strategic Futures”, Rhode Island School of Design Department of Industrial Design, Providence, Rhode Island. Guest Critic.

Gonsher, I. (September 2014) “Better World/Worse World”, A Better World by Design Conference, Panel Moderator (with Damian White, Jo Guldia, Mia Scharpie, and Paolo Cardini), Brown University, Providence, Rhode Island. Panel discussion.
<http://www.abetterworldbydesign.com/panels/better-world-worse-world/>

Gonsher, I. (August 2014) “Speculative Tech: Faculty Workshop”, University of Connecticut, Department of Digital Media and Design, Storrs, Connecticut. Invited design workshop.

Gonsher, I. Zinter, J. (June 2014) “Appropriate Design” Monestevole, Italy. Invited design workshop.
<http://www.monestevole.it/en/activity/type/special-activities-and-workshops>

Gonsher, I. and others, (May 2014), “Education Design Workshop”, Massachusetts Institute of Technology, Cambridge, Massachusetts. Workshop Facilitator.
<http://edudesignshop.mit.edu/>

Gonsher, I. (April 2014) “Throwing Paper Airplanes at the Moon” Yale Center for Engineering Innovation and Design. New Haven, Connecticut. Invited design workshop.

<http://ceid.yale.edu/2014/03/28/521/>

Gonsher, I. (February 2014) “Strategies for Creative Process”, Brown University. Invited lecture/design workshop.

Gonsher, I. Fishman, R. (October 2013) “Creativity and Innovation: Light as Material” Brown/IE Executive MBA Program, Brown University.

Gonsher, I. (June 2013) “STEAM in the Classroom” STEAM Teacher Colloquium, Rhode Island School of Design. Invited design workshop.

Gonsher, I. (June 2013) “The Business of Design: Design Thinking” Scandinavia House, New York City
<http://www.brownnyc.org/article.html?aid=323>

Gonsher, I. Fishman, R. (June 2013) “Creativity and Innovation: Fashion Workshop” Brown/IE Executive MBA Program, Brown University.
<http://browncreativemind.com/projects/ie-at-brown-fashion-workshop/>

Gonsher, I. Altringer, B. & Zinter, J. (April 2013) “Light as Material” Yale Center for Engineering Innovation and Design, Yale University, New Haven, Connecticut, Invited design workshop.
<http://browncreativemind.com/projects/light-as-material/>

Gonsher, I. Stewart, B. Ganapathy, P. (April 2013) "DesignStudio + IDEO", Brown University.

<http://browncreativemind.com/projects/ideo-brown-risd/>

Gonsher, I. (June 2013) "SEED Conference, Design Thinking Panel, Moderator, Brown University

<http://seed.org/conference#practices>

Gonsher, I. Fishman, R. (March 2013) "Creativity and Innovation: Imaginary Product Development" Brown/IE Executive MBA Program, Brown University.

<http://browncreativemind.com/projects/brownie-mba-product-development/>

Gonsher, I. (September 2012) "Throwing Paper Airplanes at the Moon" A Better World By Design, Brown University. Invited design workshop.

<http://www.abetterworldbydesign.com/2012/workshops-tours/ian-gonsher-workshop/>

<http://browncreativemind.com/projects/throwing-paper-airplanes-at-the-moon/>

Gonsher, I. Fishman, R. (March 2012) "Creativity and Innovation: Storytelling" Brown/IE Executive MBA Program, Brown University.

<http://browncreativemind.com/projects/storytelling-workshop/>

Gonsher, I. Fishman, R. (March 2011) "Creativity and Innovation: Bricolage" Brown/IE Executive MBA Program, Brown University.

<http://browncreativemind.com/projects/bricolage-workshop/>

Gonsher, I. Fishman, R. (October 2011) "Creativity and Innovation: Material Alchemy" Brown/IE Executive MBA Program, Brown University.

<http://browncreativemind.com/projects/material-alchemy/>

ACADEMIC PUBLICATIONS

Gonsher, Ian, "An Introduction to Positive Sum Design" (2017). *Articles*. 16.

http://digitalcommons.risd.edu/critical_futures_symposium_articles/16

Hattab, A., Gonsher, I., Moreno, D., & Taubin, G. (2017). Differential 3D Scanning. *IEEE Computer Graphics and Applications*, 38(3), 43-51.

Gonsher, Ian, "Beyond Design Thinking" (2016). *Articles*. 15.

http://digitalcommons.risd.edu/critical_futures_symposium_articles/15

Gonsher, Ian, "Positive Sum Design: Why Would You Wash a Rental Car?" (2016). *Articles*. 14.

http://digitalcommons.risd.edu/critical_futures_symposium_articles/14

Gonsher, Ian, "Positive Sum Design and the Economics of Sharing" (2016). *Articles*. 3.

http://digitalcommons.risd.edu/critical_futures_symposium_articles/3

Gonsher, Ian, "On Creative Dialectics" (2015). *Articles*. 13.

http://digitalcommons.risd.edu/critical_futures_symposium_articles/13

POPULAR PUBLICATIONS

Gonsher, I. (July 2016), “The Mezuzah, the Doorbell, and the Design of a Ritual”, The Wisdom Daily.

<http://thewisdomdaily.com/mezuzah-doorbell-design-ritual/>

Gonsher, I. (August 2015), “ Here is Why You Should Prototype in Foamcore”, MAKE magazine.

<http://makezine.com/2015/08/27/heres-why-you-should-prototype-with-foamcore/>

Gonsher, I. Scofield-Mills, D. (April 2013) “Great Innovators Think Laterally”. Harvard Business Review.

<http://blogs.hbr.org/2013/04/great-innovators-think-lateral/>

Gonsher, I. (July 2013) “Coffee Shop Construction Toy”, MAKE magazine.

<http://makezine.com/projects/make-35/coffee-shop-construction-toy/>

EDITED BOOKS (FEATURED PROJECTS)

Stewart, R. (2015). Coffee Shop Construction Toy. B. Jepson, MAKE: Easy 1, 2,3 Projects from the pages of MAKE (pp. 20). San Francisco: Maker Media Inc.

McCorquodale, D. (2010). Furniture Design. S. Perez, M. Czerwinski, Outside the Box: Cardboard Design Now (pp. 127). London: Black Dog Publishing.

Evans, D. (2007). Furniture. D. Evans, Cool Green Stuff (pp.78). New York: Crown Publishing.

Kaplan F. (2007). La Robotisation des Objects. F. Kalpan, M. Layet, P. Bultez Adams, Y. Michaud, Futur 2.0: Comprendre Les 20 Prohaines Années (pp. 24-25). FYP editions, Paris.

<https://www.amazon.fr/Futur-2-0-Comprendre-prohaines-ann%C3%A9es/dp/2916571043>

SELECTED SERVICE PROJECTS

Brown Design Workshop (School of Engineering), Co-founder/faculty advisor

<http://www.brown.edu/research/projects/design-workshop/home>

Brown STEAM, Co-founder/faculty sponsor

<http://brownsteam.org/>

<http://steamwith.us/>

STEAMstudio, Co-founder/faculty sponsor

<http://vimeo.com/91643547>
<http://steamstudio.us/>

Critical Design/Critical Futures (RISD), Co-founder
<http://www.cd-cf.org/>

The Creative Scholars Project, Co-founder
<http://creativescholarsproject.org/>

The Creative Mind, Co-founder
<http://browncreativemind.com/>

Humanity Centered Robotics Initiative, Design Instructor
<https://hcri.brown.edu/hcri-staff/>

Brown Design For America, Faculty Mentor
<http://designforamerica.com/studio/dfa-risd-brown/>

Design + Health (RISD), Faculty Advisor
<http://www.designplushealth.org/about-1/#who-we-are>

TRI-LAB (Swearer Center) Prisoner Health 2015-2016
Designing Education for Better Prisoner and Community Health

**Scholarly Concentration in Design + Health (Alpert Medical School),
Co-Director**