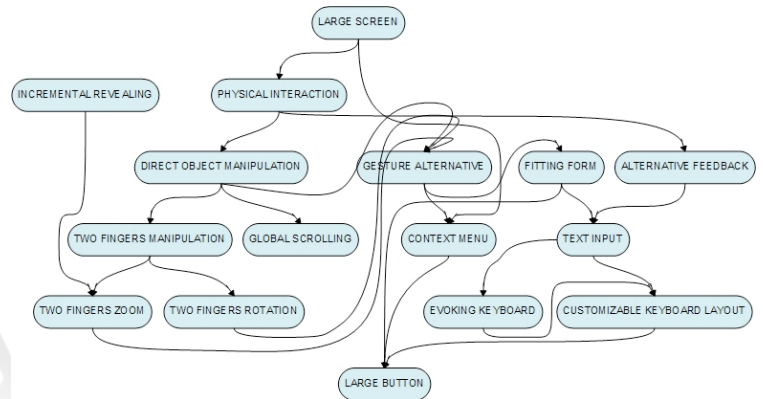




Patterns 2.0

In the days of Web 2.0, it feels strange that we are still capturing design solutions on paper in a strict non interactive format - especially for patterns on interactions design.



The goal of this thesis is to explore new ways of formatting patterns, i.e. capturing design experience, using other forms like embedded videos, interactive applets, collaborative websites, etc.

This thesis will be done in parallel to the running thesis about Multi-Touch Patterns and will likely use this area as its application domain.

You:

- are interested in design patterns
- have heard some of our lectures, especially **HCI Design Patterns**
- are eager to be the next step after Alexander and the Gang of Four
- speak German or English fluently

And now?

- send an email with cover letter, short CV, and grade transcript to

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