

New Book Says Realizing Empathy is the Heart of the Creative Process

Designers have been distancing themselves from artists and craftsmen since the industrial revolution. Many consider art self-indulgent and craft out-dated. So Seung Chan Lim (Slim), an interaction designer and computer scientist, decided to do the opposite. For 4 years he explored the very disciplines of craft as well as the visual and performing arts at both Rhode Island School of Design and Brown University. And what he came to realize at the end was that he had completely misunderstood the two disciplines.

Art and craft, the author says, “is about taking the challenge to develop our ability to realize empathy in relation to others we do not know. Others that may make us uncomfortable, others that we may have trouble understanding or predicting. These others can just as well be a fellow human being, as it could be a character in a story, a piece of wood, or even your own body. These are all others we can make with, by engaging them in an empathic conversation.”

In his upcoming book *Realizing Empathy: An Inquiry Into the Meaning of Making*, he analyzes and reflects on this experience to explore how **empathy** is related to what it means to make something, how it works as a creative process, and why it matters to our lives. Through this exploration, the author also blends together his experiences in computer science and human-centered design to investigate the ethics of our relationship to computer technology as well as the necessary and sufficient conditions required for facilitating empathic conversations in our human-to-human as well as human-to-machine interactions.

BOOK PRICE
USD 33

BOOK AVAILABILITY
Starting August 9, 2013 at
1. books.realizingempathy.com
2. www.amazon.com

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Prior to embarking on the project, the author served for 9 years at MAYA Design,¹ where he last served as the Assistant Director of Engineering and Senior Design Engineer.

¹ MAYA Design is a design consultancy and technology research lab located in Pittsburgh, PA practicing both human-centered design and pervasive computing systems research.