



Innovations in HCI

Cornell... .Distinction in Paradigm Shifting, or something to that effect

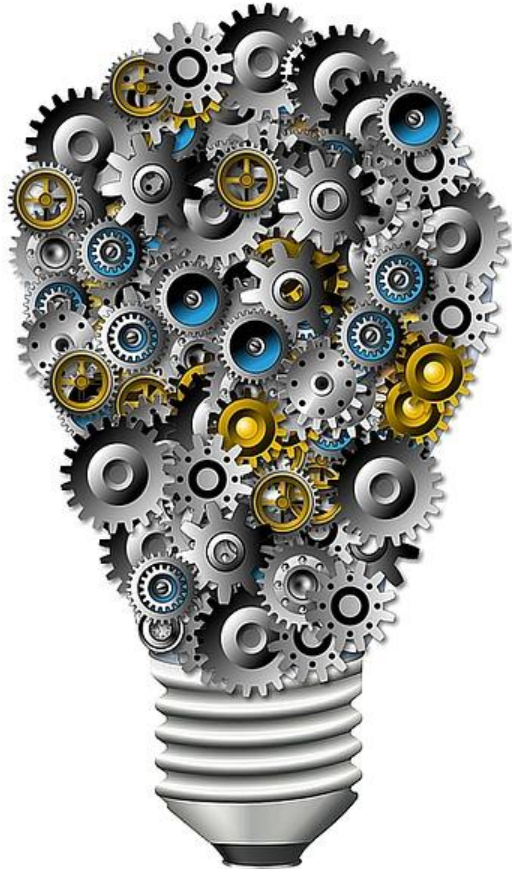
A Paid Advertisement from some of your advisors

Working Alone

- Isolation
- Creativity
- Memory Capacity








What If....

- Machine Learning
- Project Development
- Simulate “certain” human actors

- 
- Dynamic
 - Oblivious
 - Ubiquitous
 - Coding
 - Heuristic
 - Enablement





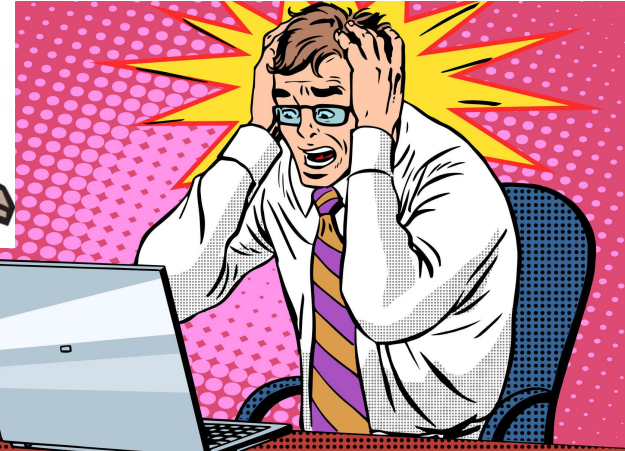
D.O.U.C.H.E.

User Reviews

- “A rewarding experience for the soul”

Design

- Blatant
- Aggressor
- Genome
- Simulators



A+


$$2+2=5$$

D.O.U.C.H.E. bags

- Tunable Design
- Changes code to incorrect formatting
- Enhances the scope of for and while loops
- Global variable “adjustments”
- Merges in conflicting code by accepting **all** changes



Experience





Conclusion

Language... has created the word '*loneliness*' to express the pain of being alone. And it has created the word '*solitude*' to express the glory of being alone.

Paul Tillich

<Your Slide has been **deleted**>

