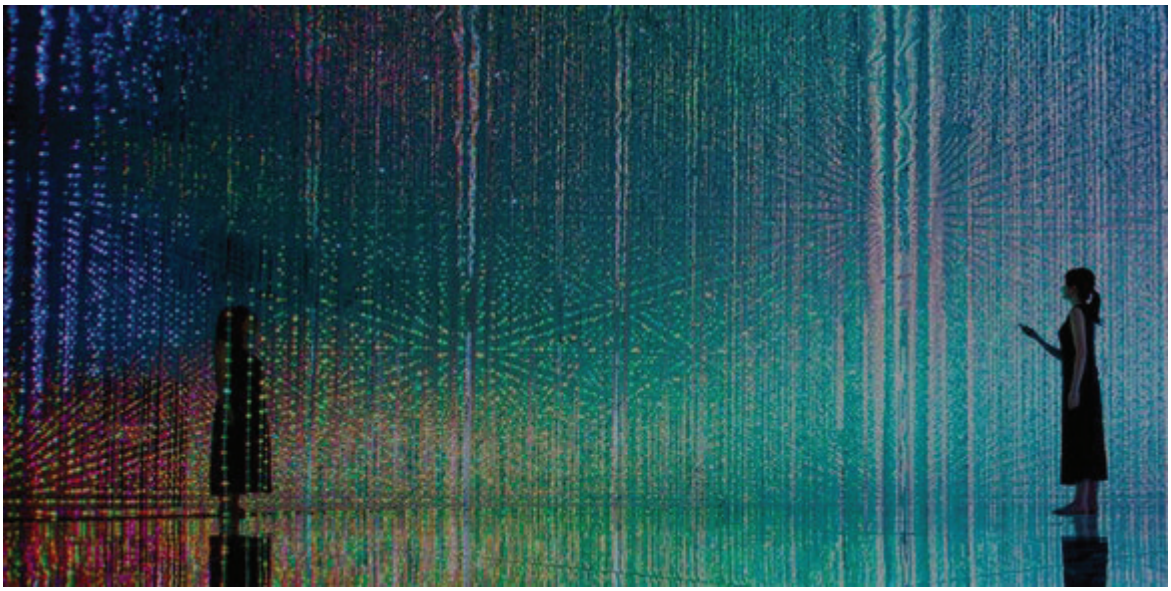
(NY) Immersive Design



This talk will be presented by Gabriel Valdivia, a product designer at Google Daydream. He will talk about the design principles present in game design and apply it to designing for immersive experiences in the future. He will also discuss how the role of a designer has changed over the last few years and what happens when we start designing for content that lives beyond screens.

Get your ticket

The talk takes place on Thursday, 26 April 2018 at 7:00 PM @ Moving Brands Studio, 100 Crosby Street, Suite 509

https://www.shillingtoneducation.com/blog/ny-immersive-design-next-10-years-interfaces/