

From: [Chin Koi Khoo](#)
To: [Amelia Hartnett](#)
Subject: FW: [CAADRIA2016] Your full paper submission has been accepted!
Date: Monday, 19 September 2016 10:20:48 AM

Dear Amelia,

For you information.

Thank you.

Best regards,

Khoo

Dr Chin Koi Khoo
Teaching Scholar in Architecture Design
School of Architecture and Built Environment, Faculty of Science Engineering & Built Environment

Deakin University
Locked Bag 20001, Geelong, VIC 3220
+61 3 52278537
chin.khoo@deakin.edu.au
www.deakin.edu.au
Deakin University CRICOS Provider Code 00113B

Visit the A+BLOG: <https://blogs.deakin.edu.au/ab/>

-----Original Message-----

From: CAADRIA2016 [<mailto:psc@caadria-review.org>]
Sent: Sunday, 27 December 2015 6:18 PM
To: Chin Koi Khoo <chin.khoo@deakin.edu.au>
Subject: [CAADRIA2016] Your full paper submission has been accepted!

On behalf of the CAADRIA 2016, I am pleased to inform you that your full paper submission, titled

Painterface: An integrated responsive architectural interface

has been accepted.

We have included the reviewers' feedback at the end of this message.
It contains suggestions for the revision of your paper.
We apologise for the delay of announcement.

Please note the submission due of your Camera-ready manuscript is January 29, 2016.
The instruction and template for the camera-ready manuscript should be downloaded through this link:
http://www.caadria-review.org/cnf16/caadria2016_cameraready_template.docx

Congratulations,
Paper Selection Committee, CAADRIA2016
psc@caadria-review.org

Reviewer Comments:

enjoyed reading this paper - nicely done

It is unique and novel investigation for the potential of a painted interface that renders existing architectural surfaces with minimum cost. To clarify advantage of proposed device, it is better to contain a comprison with existing devices in some critical performance such as cost, luminasity, sound clarity..etc.

- A well-written paper that offers a new perspective on the activation of static and existing architectural walls though HCI.
- Its approach sets it apart from current media façade explorations that do not incorporate or take account of their substrate structures: including existing materiality and textures.
- For this paper it would have been great to see more detail on the programming side of the project. How does the computational side of the project work?
- Also more explanation on why the project is relevant to the conference theme of Living Systems and Micro Utopias.