

BRIDGING THE GAP BETWEEN PEOPLE AND INTERFACES

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Podcast Companion Document



ABOUT PHILIP AGEE

Philip Agee serves as an Assistant Professor for Building Construction and Assistant Director for the Virginia Center for Housing Research, both in the Myers-Lawson school of Construction, with a combined 15+ years of fieldwork, design consulting, building diagnostics/analytics, and research experience in the built environment. He joined Virginia Tech in 2019.

BACKGROUND

Agee's research focuses on employing industrial engineering design and evaluation methods (e.g., human factors) for the built environment. He has expertise in human-building interaction, applied building science, zero energy buildings, and human-centered design. His teaching focuses on the theory, design, and the construction of integrated building systems and applied building science. His work aims to improve human-technology interaction outcomes in the built environment.

This podcast dives into his vast experience in multiple industries, how those industries collide, as well as the importance of occupant behavior and interface design.

WHERE TO LEARN MORE

To learn more about what was discussed in this episode of the Building HEROes Podcast, please use these additional resources.

- [Annex 79](#)
- [Occupant-Centric Simulation-Aided Building Design: Chapter 9 \(contributed to by both Julia and Philip\)](#)
- [Google Scholar Sources](#)
- [ResearchGate Sources](#)
- [LinkedIn](#)

IMPORTANT TIMESTAMPS

0m40s: Introductions and background of interfaces.

11m00s: Characteristics that we should pay attention to when designing interfaces.

17m48s: Case study breakdown: thermostats and visual clutter.

23m20s: Where is standardization needed for interfaces?

27m00s: Usability in large populations.

37m10s: For students, what is your advice on key takeaways for interfaces?

39m05s: For people in the design and engineering industry, what do we need to push for?

40m38s: Closing comments from Philip Agee.

