

## Touch-Display Module Design and Manufacture

Presented by

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Microsoft Devices**

### Abstract

Touch display modules (TDMs), also known as touchscreens, have become an integral element in almost all standalone hardware applications – from ATMs and automobiles to phones and tablet PCs. Since their invention in the early 1970's, TDMs have undergone several evolutionary steps principally driven by demand for thinner, lighter and more vibrant displays. A brief historical perspective will be presented on TDMs, followed by a snapshot overview of modern TDM architecture, materials and engineering factors involved in their design and manufacture.

### Biography

Kameron J. Bumb is the DfX Hardware Engineering Director for critical subsystems at Microsoft Devices. Spanning a career of more than 20 years, he has worked in development, integration, manufacturing and launch capacities to deliver consumer, industrial, medical and military sector solutions. Upon joining Microsoft in 2011, he was assigned to what ultimately became the Surface Devices team and led the manufacturing launch of the first and subsequent Surface touch-display modules. Mr. Bumb holds a Bachelors degree in Mechanical Engineering with honors from the University of Kentucky and a Masters degree in Electrical Engineering from Washington State University, along with several patents.

**Thursday, January 31, 2019**

**11:00am to Noon**

**ETRL room 101**

Meet the speaker before the seminar in  
ETRL room 119, 10:30am to 10:50am.  
Light refreshments will be served.

