

Phoebe Sengers

Information Science and Science & Technology Studies
Cornell University
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Ithaca, NY 14850 USA

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Education

- 8/1990-8/1998 **Carnegie Mellon University**, Pittsburgh, PA
Self-defined Ph.D. in Artificial Intelligence and Cultural Theory
Home Departments: Computer Science and English
Topic: *Anti-Boxology: Agent Design in Cultural Context*
Committee: Joseph Bates (Computer Science, chair), Camilla Griggers (Literary & Cultural Theory), Jill Fain Lehman (Computer Science), Simon Penny (Art / Robotics)
- 8/1986-5/1990 **Johns Hopkins University**, Baltimore, MD
B.S. in Computer Science; minor in German
Departmental Honors

Employment

- 2/2008-PRESENT **Cornell Information Science and Science & Technology Studies**, Ithaca, NY
Associate Professor
- 10/2001-2/2008 **Cornell Information Science and Science & Technology Studies**, Ithaca, NY
Assistant Professor
- 8/1999-10/2001 **Media Arts Research Studies Group, German National Research Center for Information Technology (GMD)**, Sankt Augustin, Germany
Research Scientist
- 9/1998-7/1999 **Center for Art and Media Technology (ZKM)**, Karlsruhe, Germany
Fulbright Scholar
- 7/1987-8/1990 **Naval Research Laboratory Connection Machine Facility**, Washington, DC
Researcher and User Consultant
- 1/1989-5/1989 **Johns Hopkins Department of Computer Science**, Baltimore, MD
Research Assistant

Refereed Publications

- BOOK Michael Mateas and Phoebe Sengers, ed. **“Narrative Intelligence.”** Advances in Consciousness Series. Amsterdam: John Benjamins Publishing Company, 2003.
- JOURNAL Kirsten Boehner, Phoebe Sengers, and Simeon Warner. **“Interfaces with the ineffable: Meeting aesthetic experience on its own terms.”** *ACM Trans. Comput.-Hum. Interact.* Vol 15, no. 3. Nov. 2008. pp. 1-29.
- ARTICLES Phoebe Sengers, Kirsten Boehner, Michael Mateas, and Geri Gay. **“The Disenchantment of Affect.”** *Personal and Ubiquitous Computing*, Special Issue on Enchantment. Vol 12, no. 5. June 2008, pp. 347-358.
- Kirsten Boehner, Rogerio DePaula, Paul Dourish, and Phoebe Sengers. **“How Emotion is Made and Measured.”** *International Journal of Human-Computer Studies*, Special Issue on Evaluating Affective Interactions. April 2007, pp. 275-291.
- Genevieve Bell, Mark Blythe, and Phoebe Sengers. **“Making by Making Strange: Defamiliarization and the design of domestic technology.”** *ACM Transactions on Computer-Human Interaction (TOCHI)*, Special issue on Social Issues and HCI, Vol. 12, No.

2, June 2005, Pages 149-173.

Kirsten Boehner, Phoebe Sengers, and Geri Gay. **"Affective Presence in Museums: Ambient Systems for Creative Expression."** *Digital Creativity*, Volume 16, Number 2, 2005, pp 79-89.

Phoebe Sengers, Joseph 'Jofish' Kaye, Kirsten Boehner, Jeremiah Fairbank, Geri Gay, Yevgeniy Medynskiy, and Susan Wyche. **"Culturally Embedded Computing."** *Pervasive Computing*, Vol 3, No 1, 2004, pp. 14-21.

Phoebe Sengers. **"Narrative and Schizophrenia in Artificial Agents."** *Leonardo*, Vol 35, No 2, August 2002, pp. 427-431. Alternative versions appeared in Michael Mateas and Phoebe Sengers, eds., *Narrative Intelligence*, Amsterdam: John Benjamins, 2003, in the *SigGraph 2001 Electronic Arts & Animation Catalog*; and in Noah Wardrip-Fruin and Pat Harrigan, eds., *First Person: New Media as Story, Performance, and Game*. Cambridge, MA: MIT Press, 2004.

Simon Penny, Jeffrey Smith, Phoebe Sengers, Andre Bernhardt, and Jamieson Schulte. **"Traces: Embodied Immersive Interaction with Semi-Autonomous Avatars."** *Convergence*. Vol. 7, No. 2, 2001.

Phoebe Sengers. **"Practices for Machine Culture: A Case Study of Integrating Artificial Intelligence and Cultural Theory."** *Surfaces*. Volume VIII, 1999.

Phoebe Sengers. **"Madness and Automation: On Institutionalization."** *Postmodern Culture*. May, 1995.

JOURNAL ARTICLES IN PROCESS Phoebe Sengers. **"The Autonomous Agency of STS."** Accepted pending revision, *Social Studies of Science*.

CONFERENCE PAPERS Carl DiSalvo, Kirsten Boehner, Nick Knouf, and Phoebe Sengers. **"Nourishing the Ground for Sustainable HCI: Considerations from Ecologically Engaged Art."** In *Proc. CHI 2008*, to appear (Acceptance rate: 24.5%).
- **NOMINATED FOR BEST PAPER AWARD**

Lucian Leahu, Phoebe Sengers, and Michael Mateas. **"Interactionist AI and the promise of ubicomp, or, how to put your box in the world without putting the world in your box"** In *Proc. Ubicomp 2008*, pp. 134-143 (Acceptance rate: 19%).

Gilly Leshed, Theresa Velden, Oya Rieger, Blazej Kot, and Phoebe Sengers. **"In-car gps navigation: engagement with and disengagement from the environment."** In *Proc. CHI 2008*, pp. 1675-1684. (Acceptance rate: 22%)
- **BEST PAPER AWARD**

Lucian Leahu, Steve Schwenk and Phoebe Sengers. **"Subjective Objectivity: Negotiating Emotional Meaning."** In *Proc. DIS 2008*, pp. 425-434. (Acceptance rate: 33%)

Lucian Leahu, Jenn Thom-Santelli, Claudia Pederson and Phoebe Sengers. **"Taming the Situationist Beast."** In *Proc. DIS 2008*, pp. 203-211. (Acceptance rate: 33%)

Kirsten Boehner, Janet Vertesi, Phoebe Sengers, and Paul Dourish. **"How HCI Interprets the Probes."** In *Proc. CHI 2007*, pp. 1077-1086. (Acceptance rate: 24.8%)
- **NOMINATED FOR BEST PAPER AWARD**

William Gaver, Phoebe Sengers, Tobie Kerridge, Joseph 'Jofish' Kaye, and John Bowers. **"Enhancing Ubiquitous Computing with User Interpretation: Field Testing the Home Health Horoscope."** In *Proc. CHI 2007*, pp. 537-546. (Acceptance rate: 24.8%)

Susan Wyche, Phoebe Sengers, and Rebecca E. Grinter. **"Historical Analysis: Using the Past to Design the Future."** In *Proc. Ubiquitous Computing (UbiComp) 2006*, pp 35-51. (Acceptance rate: 13%)

Phoebe Sengers and Bill Gaver. **"Staying Open to Interpretation: Engaging Multiple Meanings in Design and Evaluation."** In *Proc. Designing Interactive Systems (DIS) 2006*, pp. 99-108. (Acceptance rate: 25%)

- Kirsten Boehner, Phoebe Sengers, Yevgeniy "Eugene" Medynskiy, and Geri Gay. **"Opening the Frame of the Art Museum: Technology Between Art and Tool."** In *Proc. of Digital Arts and Culture 2005*, pp. 123-132. (Acceptance rate: 46%)
- Kirsten Boehner, Rogerio DePaula, Paul Dourish, and Phoebe Sengers. **"Affect: From Information to Interaction."** In *Proc. 4th Decennial Conference on Critical Computing*, 2005, pp. 59-68. (Acceptance rate: 25%)
- Phoebe Sengers, Kirsten Boehner, Shay David, and Joseph 'Jofish' Kaye. **"Reflective Design."** In *Proc. 4th Decennial Conference on Critical Computing*, 2005, pp 49-58. (Acceptance rate: 25%)
- Kristina Höök, Phoebe Sengers, and Gerd Andersson. **"Sense and Sensibility: Evaluation and Interactive Art."** In *Proc. Conference on Computer-Human Interaction (CHI)*, 2003. (Acceptance rate: 16%)
- Phoebe Sengers, Rainer Liesendahl, Werner Magar, Christoph Seibert, Boris Müller, Thorsten Joachims, Weidong Geng, Pia Mårtensson, and Kristina Höök. **"The Enigmatics of Affect."** *Conference on Designing Interactive Systems (DIS)*. London, England, June 2002. (Acceptance rate: 22%)
- Phoebe Sengers. **"Designing Comprehensible Agents."** *1999 International Joint Conference on Artificial Intelligence (IJCAI-99)*. Stockholm, Sweden, August 1999. (Acceptance rate: 26%)
- Phoebe Sengers. **"Do the Thing Right: An Architecture for Action-Expression."** *Proc. Autonomous Agents*. May, 1998. pp. 24-31. (Acceptance rate: 32%)
- SHORT PAPERS Helena Mentis, Brooke Foucault, Phoebe Sengers, and Devon Welles. **"Provoking Sociability."** In *Extended Abstracts of CHI 2007*, pp. 1557-1560. (Acceptance Rate: 18%)
- EXTENDED ABSTRACTS AND POSTERS Ame Elliott, Scott Mainwaring, Phoebe Sengers, and Allison Woodruff. **"Nurturing Technologies in the Home"** Workshop abstract. *UbiComp 2006*.
- Phoebe Sengers, John McCarthy, and Paul Dourish. **"Reflective HCI: Articulating a Research Agenda for Critical Practice."** Workshop abstract. *Extended Abstracts of CHI 2006*, 2006.
- Paul Dourish, Janet Finlay, Phoebe Sengers, and Peter Wright. **"Reflective HCI: Towards a Critical Technical Practice."** Workshop abstract. *Extended Abstracts of CHI-2004*, April 2004.
- Genevieve Bell, Mark Blythe, Bill Gaver, Phoebe Sengers, and Peter Wright. **"Designing Culturally Situated Technologies for the Home."** Workshop abstract. *Extended Abstracts of CHI 2003*, April 2003.
- Phoebe Sengers and Chris Csikszentmihalyi. **"HCI and the Arts: A Conflicted Convergence?"** Bird-of-a-feather Abstract. *Extended Abstracts of CHI 2003*, April 2003.
- Phoebe Sengers, Simon Penny, and Jeffrey Smith. Poster presentation. **"Semi-Autonomous Avatars."** *2000 International Conference on Autonomous Agents*. Barcelona, Spain. June 2000.
- Phoebe Sengers. **"Symptom Management for Schizophrenic Agents."** Doctoral Consortium abstract. *Proc. American Association for Artificial Intelligence (AAAI-96)*. Menlo Park, CA: AAAI Press. Vol 2., page 1369.
- BOOK CHAPTERS William J. Mitchell, Alan S. Inouye, and Marjory S. Blumenthal, eds. *"Beyond Productivity: Information Technology, Innovation, and Creativity"* Washington, DC: The National Academies Press, 2003. (Contributing author; co-wrote **Chapter 4: The Influence of Art and Design on Computer Science Research and Development**)
- WORKSHOP PAPERS Hrönn Brynjarsdóttir and Phoebe Sengers. **"UbiComp from the Edge of the North Atlantic: Lessons from Fishing Villages in Iceland and Newfoundland."** UbiComp 2009 Workshop on Taking UbiComp Beyond Developed Worlds, September 2009.
- Phoebe Sengers, Kirsten Boehner, and Nicholas Knouf. **"Sustainable HCI Meets Third Wave HCI: 4 Themes."** CHI 2009 Workshop on Defining the Role of HCI in the Challenges of Sustainability, April 2009.

Phoebe Sengers. **“Must Design Become Scientific?”** DIS 2006 Workshop on Exploring Design as a Research Activity, June 2006.

Phoebe Sengers. **“Autobiographical Design”** CHI 2006 Workshop on Theory and Method for Experience-Centred Design, April 2006.

Kirsten Boehner and Phoebe Sengers. **“Closing the Affective Gap & Opening Up Evaluation”** HUMAINE Workshop on Innovative Approaches for Evaluating Affective Systems, January 2006.

Phoebe Sengers. **“Autobiographical Design”** DAC 2005 Workshop on Experience Design, December 2005.

Phoebe Sengers, Kirsten Boehner, Simeon Warner, and Tom Jenkins. **“Evaluating Affect: Co-Interpreting What ‘Works’”** CHI 2005 Workshop on Innovative Approaches to Evaluating Affective Interfaces, March 2005.

Kirsten Boehner, Shay David, Joseph 'Jofish' Kaye, and Phoebe Sengers. **“Critical Technical Practices as a Methodology for Values in Design.”** CHI 2005 Workshop on Quality, Values, and Choices. March 2005.

Kirsten Boehner, Jenn Thom-Santelli, Geri Gay, Phoebe Sengers, Jeffrey T. Hancock. **“Treading Uncommon Ground: Designing for New Shared Experiences through Appropriation.”** CHI 2005 Workshop on Designing Technology for Community Appropriation, March 2005.

Lori Lorigo, Claire Cardie, Geri Gay, and Phoebe Sengers. **“Graduate Study in Information Science at Cornell University.”** CHI 2005 Workshop on Graduate Education, March 2005.

Phoebe Sengers, Kirsten Boehner, Geri Gay, Joseph 'Jofish' Kaye, Michael Mateas, Bill Gaver, and Kristina Höök. **“Experience as Interpretation.”** CHI 2004 Workshop on Cross-Dressing and Boundary Crossing: Exploring Experience Methods Across the Disciplines. Vienna, Austria, April 2004.

Kirsten Boehner, Geri Gay, Phoebe Sengers, Timothy Brooke, and Xiaowen Chen. **“Technologies for Reflection.”** CHI 2005 Workshop on Reflective HCI. Vienna, Austria, April 2004.

Phoebe Sengers. **“Doomed to Repeat?: How History Can (and Should!) Inform Home Technology.”** CHI 2003 Workshop on Designing Culturally Situated Technologies for the Home. Ft. Lauderdale, FL. April 2003.

Phoebe Sengers. **“Experiences in Designing Experiences.”** CHI 2002 Workshop on Funology. Minneapolis, MN. April 2002.

Phoebe Sengers. **“Technology with a Human Face.”** NIMIS Workshop on the School of the Future. Kassell, Germany. May 2000.

Phoebe Sengers. **“Planning for Human Comprehension.”** i3 Spring Days Workshop on Behavior Planning for Life-Like Characters, March 1999.

Phoebe Sengers. **“Socially Intelligent Agent-Building.”** *Proceedings of AAAI-97 Workshop on Socially Intelligent Agents*. Ed. Kerstin Dautenhahn. November 1997.

Phoebe Sengers. **“Socially Situated AI: What It Is and Why It Matters.”** AAAI-96 AI and Entertainment Workshop. Portland, OR, August 1996.

Phoebe Sengers. **“Rethinking AI for Art and Entertainment.”** IJCAI-95 AI, Art, and Entertainment Workshop. Montreal, Canada, August 1995.

Phoebe Sengers. **“So Much to Do, So Little Time: Reactive Agents Managing Multiple Simultaneous Behaviors in an Unpredictable Environment.”** 14th Soar Workshop. Ann Arbor, Michigan, December, 1994.

Phoebe Sengers. **“Using Culture to Understand Agents.”** AAAI Believable Agents Workshop. Palo Alto, CA, March 1994.

Phoebe Sengers. **“Soar in Oz: Building Knowledge-Lean, Reactive Agents.”** 12th Soar Workshop. Los Angeles, CA, June, 1993.

Unrefereed Publications

- BOOK CHAPTERS AND ESSAYS Phoebe Sengers. **“Talking Back to my Laptop: Technology design, usefulness, and the humanities.”** In G. Peter Lepage, Carolyn (Biddy) Martin, and Mohsen Mostafavi, eds., *Do the Humanities Have to Be Useful?*. Cornell University, 2006, pp. 101-106.
- Phoebe Sengers. **“The Agents of McDonaldization.”** In Sabine Payr, ed., *Agent Culture*. Mahwah, NJ: Lawrence Erlbaum, 2004, pp. 3-20.
- Phoebe Sengers. **“The Engineering of Experience.”** In Mark A. Blythe, Andrew F. Monk, Kees Overbeeke, and Peter C. Wright, ed., *Funology: From Usability to Enjoyment*. Kluwer: 2003, pp. 19-29.
- Phoebe Sengers. **“Narrative Intelligence.”** In *Human Cognition and Social Agent Technology*. Ed. Kerstin Dautenhahn. Advances in Consciousness Series. John Benjamins Publishing Company, 2000.
- Michael Mateas and Phoebe Sengers. **“Introduction to the Narrative Intelligence Symposium.”** AAAI 1999 Fall Symposium on Narrative Intelligence. Cape Cod, MA, November 1999.
- Phoebe Sengers. **“Fabrikation der Subjekte: Verdinglichung, Schizophrenie, und Kuenstliche Intelligenz.”** In *Netzkritik: Materialien zur Internet-Debatte*. Ed. Geert Lovink and Pit Schultz. Berlin: Edition ID-Archiv, 1997. Previously appeared in English as “Fabricated Subjects: Reification, Schizophrenia, Artificial Intelligence.” *ZKP-2 Net Criticism Reader*. Ed. Geert Lovink and Pit Schultz. 1996.
- Phoebe Sengers. **“Technological Prostheses: An Anecdote.”** *ZKP-4 Net Criticism Reader*. Ed. Geert Lovink and Pit Schultz. 1997.
- ALTERNATIVE CONFERENCE PUBLICATIONS Lucian Leahu, Claudia Costa Pederson, Jenn Thom-Santelli, Pavel Dmitriev, and Phoebe Sengers. **“Uptake of Situationism Considered Harmful.”** alt.chi 2007.
- Steve Harrison, Deborah Tatar, and Phoebe Sengers. **“The Three Paradigms of HCI.”** alt.chi 2007.
- Joseph 'Jofish' Kaye and Phoebe Sengers. **“The Evolution of Evaluation.”** alt.chi 2007.
- MAGAZINES AND JOURNALS Phoebe Sengers. **“The “Embedded World” of Artificial Intelligence”** *Dichtung Digital*, nm. 3, 2003.
- Phoebe Sengers. **“Wallowing in the Quagmire of Language: Artificial Intelligence, Psychiatry, and the Search for the Subject.”** *Cultronix*. Summer, 1994.
- TECHNICAL REPORTS Phoebe Sengers. *“Anti-Boxology: Agent Design in Cultural Context.”* PhD Thesis, Carnegie Mellon University Department of Computer Science and Program in Literary and Cultural Theory. Technical report CMU-CS-98-151. Pittsburgh, PA. August, 1998.

Grants and Fellowships

- 9/2008-8/2010 **NSF SGER Award:**Rethinking Drivers for IT: Lessons from a Newfoundland Fishing Village
Amount: \$150,000
- 9/2007-5/2008 **Cornell Society for the Humanities Faculty Fellowship**
- 1/2006-12/2008 **NSF ISS Collaborative Awareness Award:** Closing the Affective Gap
PI: Phoebe Sengers; Co-PI: Michael Mateas, UC Santa Cruz;
Amount: \$554,768 (Cornell component \$300,000)
- 3/2004-12/2004 **Cornell Innovation in Teaching Grant**
Amount: \$50,000
- 2/2003-1/2008 **NSF CAREER Award:** Using Cultural Theory to Design Everyday Computing
Amount: \$500,000
- 7/2000-9/2002 **European Union Information Society Technologies Grant:** SAFIRA, Supporting

Affective Interaction in Real-time Applications
Joint with 7 European institutions; led by Ana Paiva; I was PI for GMD

- 9/1998-7/1999 **Fulbright Fellowship**
10/1994-9/1997 **Office of Naval Research Allen Newell Graduate Fellowship**
8/1990-8/1993 **National Science Foundation Graduate Research Fellowship**
8/1996-5/1990 **Beneficial-Hodson Scholarship**
8/1996-5/1990 **Maryland Distinguished Scholarship**

Awards

- 6/2007 **Honorary Mention at Memefest: International Festival of Radical Communication**
For the work 'Uptake of Situationism Considered Harmful', joint work with Lucian Leahu, Jenn Thom-Santelli, Claudia Pederson, and Pavel Dmitriev.
- 9/1999 **Honorary Mention at Prix Ars Electronica 99**
For *Traces*, an installation for the CAVE; a collaboration with Simon Penny, Jeffrey Smith, Andre Bernhard, and Jamie Schulte
- 7/1999 **Lingua Franca, Tech Top 20**
Named one of the "top 20 researchers changing the way we think about technology"
- 8/1996 **AAAI Doctoral Consortium**
- 9/1993 **Honorary Mention at Prix Ars Electronica 93**
For *The Edge of Intention*, interactive AI installation; a collaboration of 12 researchers on the Oz Project led by Joseph Bates.
- 8/1998 **Machine Culture: SigGRAPH 93 Art Show**
For *The Edge of Intention*
- 5/1990 **Johns Hopkins University Undergraduate Computer Science Award**
- 10/1988 **Tau Beta Pi (Engineering Honor Society)**
- 9/1988 **Delta Phi Alpha (German Honor Society)**
- 8/1996-5/1990 **Dean's List**

Service

- EVENT CHAIR **Unconference on Playful Technocultures** with Tarleton Gillespie, Joshua Greenberg, Elena Razlogova, and Bart Simon, 10/2007
Cornell Symposium on Affect, Interaction, and Technology, with Maria Fernandez, 4/2005
Configurations Conference, Cornell Dept. of S&TS, 9/2003
AAAI 1999 Fall Symposium on Narrative Intelligence with Michael Mateas
- PROGRAM COMMITTEE Affective Computing and Intelligent Interaction 2007, GROUP 2007, Designing Interactive Systems (DIS) 2006, 2008, UbiComp 2004 Demos, Third International Workshop on Intelligent Virtual Agents 2001, Conference on Digital Arts and Culture (DAC) 2000
- ASSOCIATE CHAIR CHI 2006 (Notes), CHI 2005, DIS 2004 (Posters)
- EDITORIAL BOARD Interaction Studies Journal 6/2003-present
- WORKSHOP PC CHI 2009: Designing for Reflection on Experience
Main organizers: Corina Sas and Alan Dix
Pervasive 2007: Nurturing Technologies: Pervasive Systems for Self Reflection, Critique, and Growth

- Main organizer:* Scott Mainwaring
Co-organizers: Ame Elliott, Allison Woodruff, Ryan Aipperspach
- Ubicomp 2006: Nurturing Technologies in the Domestic Environment
Main organizer: Ame Elliott
Co-organizers: Scott Mainwaring, Allison Woodruff
- CHI 2006: Reflective HCI: Articulating a Research Agenda for Critical Practice
Primary organizer
Co-organizers: Paul Dourish, John McCarthy
- CHI 2004: Reflective HCI: Towards a Critical Technical Practice
Primary organizer
Co-organizers: Paul Dourish, Janet Finlay, Peter Wright
- CHI 2003: Designing Culturally Situated Technologies for the Home
Primary organizer
Co-organizers: Genevieve Bell, Mark Blythe, Bill Gaver, Peter Wright
- SIG SESSION CHI 2007: Special Interest Group on Sustainability and Interaction
Main organizer: Jennifer Mankoff
Co-organizers: Susan Fussell, Paul Resnick, Batya Friedman, Alan Borning, Eli Blevis, Jay Hasbrouck, and Allison Woodruff
- CHI 2007: Special Interest Group on Beyond Usability
Main organizer: Jina Huh
Co-organizers: Mark Ackerman, Jodi Forlizzi, Steve Harrison, Tom Erickson
- CHI 2003: Special Interest Group on HCI and the Arts
Co-organized with Chris Csikszentmihalyi
- EXTERNAL COMMITTEES US National Research Council Project on Information Technology and Creativity 8/2000-2/2003
- CORNELL COMMITTEES Information Science Undergraduate Working Group 8/2004-5/2008
- Information Science Colloquium Organizer 8/2007-5/2008
- S&TS Faculty Senator 5/2004-5/2008
- Provost's Task Force on Wisdom in the Age of Information 3/2005-2/2006
- Visual Studies Plenary Council 10/2004-12/2005
- CMU COMMITTEES CMU Computer Science Departmental Review Committee, Student Representative Fall 1994-Spring 1996
- REFEREES CHI 2009, Ubicomp 2008, CSCW 2008, CHI 2008, MIT Press 2007, CHI 2007*, Pervasive Computing 2007, UBICOMP 2006, CHI 2006, CHI 2005, CHI 2004*, European Conference on Cognitive Ergonomics 2004, Journal of Feminist Theory 2004, NSF 2003, CHI 2003*, Journal of Social Studies of Science 2003, CHI 2002, SIGGRAPH 2001 Art Gallery, SIGGRAPH 2000 Art + Culture, International Workshop on Affective Interactions 2000, Journal of Artificial Societies and Social Simulation 2000
** Review given special recognition as exceptional review*

Teaching

- FALL 2007 s hum/info/visst 415: Environmental Interventions
- SPRING 2007 sts/info 634: Information Technology in Sociocultural Context
- FALL 2006 info 651: Critical Technical Practices
- SPRING 2006 sts/info 356: Computing Cultures
- FALL 2005 com s/info 130: Introductory Web Design and Programming
Co-taught with David Williamson

FALL 2004 sts/info 634: Information Technology in Sociocultural Context
 FALL 2004 com s/info 130: Introductory Web Design and Programming
 SPRING 2004 sts/cis 387: The Automatic Lifestyle: Consumer Culture and Technology
 FALL 2003 com s/cis 130: Introductory Web Design and Programming
 SPRING 2003 sts 111: The Home of the Future
Freshman Writing Seminar
 FALL 2002 com s/cis 751: Media Research and Critical Design
 SPRING 2002 sts 387: The Automatic Lifestyle: Consumer Culture and Technology

Advising

GRADUATE FIELD Information Science
 MEMBERSHIP Science & Technology Studies
 Computer Science

POSTDOC **Kirsten Boehner**, Information Science

PHD STUDENTS **Nicholas Knouf**, Information Science
Hrönn Brynjarsdóttir, Information Science
Lucian Leahu, Computer Science

Joseph 'Jofish' Kaye, Information Science, *graduated December 2008*

Shay David, Science & Technology Studies, *graduated May 2008*

PHD COMMITTEE **Andrea Grimes**, Human-Centered Computing, Georgia Institute of Technology
Victor Marquez, Science & Technology Studies
Hannah Rogers, Science & Technology Studies
Jenn Thom-Santelli, Communication
Claudia Costa Pederson, Art History
Valery Lynn, Education

Janet Vertesi, Science & Technology Studies, *graduated February 2009*

Kirsten Boehner, Communication, *graduated July 2006*

OUTSIDE READER **Joshua Greenberg**, Science & Technology Studies, *graduated July 2004*

MASTER'S
 COMMITTEE **Ayako Uenishi**, Design and Environmental Analysis

Stephen Schwenk, Architecture

Renato D'Alencon Castrillon, Architecture, *Voluntary withdrawal, July 2006*

Angela Zoss, Communication, *graduated March 2008*

Lucy Dunne, Textiles, *graduated June 2004*

Susan Wyche, Design & Environmental Analysis, *graduated December 2003*

VISITING
 STUDENTS **Mads Bødker**, PhD student, IT University of Copenhagen, *August-October 2005*

GRADUATE
 INDEPENDENT **Hannah Rogers**, The economic rhetoric of media art, *Spring 2007*
Lucian Leahu, Critical technical practice, *Spring 2007*

- RESEARCH **Joseph 'Jofish' Kaye**, History of evaluation in HCI, *Spring 2006*
David Klein, Machine vision for Affecter, *Fall 2005*
Sekar Velu, Machine learning for Home Health, *Spring 2003*
Rev Guron, Computer graphics for Affecter, *Fall 2003*
Ian Tien, Andrew Goodell, and Brett Hobbs, Critical approaches to time management software, *Spring 2003*
- UNDERGRADUATE **Information Science:** Jennifer Vargas, Lindsay Buckley, Alexander Stein, Kwame
 ADVISING Thomison, Andrew Scott Coren, Wei-Han 'Daniel' Ho, Ross Housewright
Science & Technology Studies: Michael Tedesco, Thomas Jenkins, Saurabh Agarwal,
 Scott Meehan, Lindsay Schoonmaker, Daniel Swartz, Elizabeth Blidner
Undeclared: Alex LaVenture
- HONORS THESIS **Caitlin Kehoe**, Information Science, *graduated May 2008*
 COMMITTEE **Charlie File**, Arts & Sciences College Scholar, *graduated December 2004*
- UNDERGRADUATE **Andrew Levy**, Cultural analysis of the iPod, *Spring 2007*
 INDEPENDENT **Tom Jenkins**, Web programming, *Summer 2006*
 RESEARCH **Elizabeth Goulding**, User studies for design and evaluation, *Summer 2005*
David Klein, Evaluation for Affecter, *Spring 2005*
Matthew Brochstein, Design and construction of course server for INFO 130, *Spring 2004-Spring 2005*
Eunyoung 'Elie' Shin, Hardware drivers for Fear Reflector, *Fall 2004-Spring 2005*
Tom Jenkins, Interpretation / user studies for Affecter, *Fall 2004-Spring 2005*
Tucker Barrett and Tom Jenkins, Deception detection (jointly advised with Jeffrey Hancock), *Fall 2004*
Yevgeniy 'Eugene' Medynskiy, Social networks on LiveJournal (jointly advised with Daniel Huttenlocher), *Fall 2004*
Miri Listokin, Background research for Fear Reflector and Home Health, *Summer 2004*
Yevgeniy 'Eugene' Medynskiy, Rule structure for Affecter, *Summer 2004*
Eunyoung 'Elie' Shin, Computer graphics for Affecter, *Summer 2004*
Jinen Kamdar, Early design studies for Home Health, *Spring 2004*
Yevgeniy 'Eugene' Medynskiy, iFortune, *Fall 2003*
Jeremiah Fairbank, Jason Lee, and Katherine Becker, Reflective design, *Fall 2002*

Invited Talks at Symposia and Workshops

- SEPTEMBER 2007 **Coding Affect** (*Keynote speaker*).
 Thinking Affect: Memory, Language and Cognition, Graduate Student Conference of the University of Illinois at Urbana-Champaign Unit for Criticism and Interpretive Theory, *Urbana-Champaign, Illinois*
- AUGUST 2005 **Living in the Gap Between "Blah Blah" and Practice.**
 NSF Values in Computer and Information Design Graduate Workshop, Santa Clara University Center for Science, Technology, and Society, *Santa Clara, California*
- NOVEMBER 2004 **Interpreting Affect.**
 Dutch Electronic Arts Festival, *Rotterdam, Netherlands*
- JULY 2004 **Smart Home, Smart Idea?.**
 Intel Seattle Workshop on the Digital Home, *Woodinville, WA*
- NOVEMBER 2002 **The 'Embedded World' of AI.**

- Symposium on Electric Symbols, Language, and Encoding, University at Buffalo, *Buffalo, NY*
- AUGUST 2002 **Interpreting AI: Some Heuristics.**
Symposium on Artificial Intelligence / Artificial Stupidity, *Banff New Media Institute*
- OCTOBER 2000 **Information Appliances, or, Proactive Nostalgia for the Kitchen of the Future.**
Symposium on Designing Our Future, Rhode Island School of Design, *Providence, RI*
- AUGUST 2000 **Narrative Agent Architecture.**
Workshop on Narrative and Interactive Learning Environments, *Edinburgh, Scotland, UK*
- SEPTEMBER 1999 **Pathologies of the Avatar.**
Wiretap 5.9, Phantom Bodies, V2, *Rotterdam, Netherlands*

Invited Talks at Universities and Research Labs

- FEBRUARY 2008 **Representation and Response.**
University of Indiana, Bloomington Dept. of Informatics, *Bloomington, Indiana*
- SEPTEMBER 2007 **From the Margin to the Center: Exploring 'Artsy' HCI.**
Georgia Tech GVU Center, *Atlanta, Georgia*
- MARCH 2006 **Affect and Computing: From Quantification to Interpretation.**
University of Michigan School of Information and Program in Science, Technology, and Society, *Ann Arbor, Michigan*
- MARCH 2006 **Reflective Design.**
University of Michigan Center for Research on Electronic Work, *Ann Arbor, Michigan*
- FEBRUARY 2006 **Closing the Affective Gap.**
Carnegie Mellon University Human-Computer Interaction Institute, *Pittsburgh, PA*
- APRIL 2005 **Configuring User Identity.**
Pennsylvania State University Program in Science, Technology, and Medicine and Rock Ethics Institute, *State College, PA*
- MARCH 2005 **Affective Presence;** with Kirsten Boehner
University of Glasgow Department of Computer Science, *Glasgow, Scotland, UK*
- MARCH 2005 **Configuring Reflective Users (+ Designers).**
University of York Department of Sociology, *York, England, UK*
- MARCH 2005 **Critical Technical Practice: Technology-Building as Critique.**
University of York, Joint Seminar of Science and Technology Studies Unit and Human-Computer Interaction, *York, England, UK*
- JANUARY 2005 **Design for Interpretation.**
Stockholm University Department of Computer and Systems Sciences, *Kista, Sweden*
- DECEMBER 2003 **Designing Subjects: Artificial Intelligence, Human-Computer Interaction, and the Politics of Identity & Design.**
Rensselaer Polytechnic Institute Department of Art and Science & Technology Studies, Integrated Electronic Arts series (iEAR), *Troy, NY*
- JUNE 2002 **Stupid, but Lovable: How Formal Structures Create Human Meaning.**
Swedish Institute of Computer Science, *Kista, Sweden*
- JANUARY 2001 **Who Is Designing the Home of the Future?**
IBM Almaden Design Group, *Almaden, CA*
- NOVEMBER 2000 **Respondent, "Interactive Characters.."**
NYU Center for Advanced Technology Series "Media Art or Worse.", *New York, NY*
- MARCH 2000 **Pathologies of the Avatar.**
Pennsylvania State University Department of English, *State College, PA*
- JULY 1999 **Avatar Interfaces.**
University of Karlsruhe Multi-media Forum, July 1999. Also presented at the Center for Art and Media Technology in July 1999, *Karlsruhe, Germany*

MAY 1999 **Narrative Agent Architecture.**
Deutsche Forschungsgemeinschaft fuer Kuenstliche Intelligenz (DFKI), *Saarbruecken, Germany*

Conference participation

PANELS **Beyond the Hype: Sustainability & HCI**
Lisa Nathan, organizer. CHI 2008, *April 2008*

Design Quality

Alistair Sutcliffe, organizer. Conference on Designing Interactive Systems (DIS) 2006, *July 2006*

Critical Technical Practices

Plenary panel organization and presentation. Conference on Digital Arts and Culture, *August 2000*

Fiction 2001

SigGraph 2000, *July 2000*

PRESENTATIONS **Recoding Affect**

Presented at the Conference of the Society for the Social Studies of Science (4S), *November 2006*

Self-Reflective Technology?

Panel co-organization and presentation on "Self-Reflective Technical Practice". Presented at the Conference of the Society for the Social Studies of Science (4S), *November 2005*

Configuring the User in Wearable Technology Design

Presented by Lucy Dunne; Co-authors Lucy Dunne, Barry Smyth, Susan Ashdown, Phoebe Sengers, and Joseph 'Jofish' Kaye. Wearable Futures: Hybrid Culture in the Design and Development of Soft Technology, *September 2005*

Designing for Interpretation

Joint work with Bill Gaver. Human-Computer Interaction International, *July 2005*

Experience as Interpretation: Fear, Wilderness, Reflection, and IT

Joint work with Adam Kravetz, Eunyoung 'Elie' Shin, and Lucy Dunne. Society for Literature and Science, *October 2004*

Configuring Reflective Users

Panel co-organization and presentation on "New technologies in monitoring and reflection in everyday life: examples from environmental performance and monitoring." Conference of the Society for the Social Studies of Science (4S), *August 2004*

Making it by making it strange: the politics and design of domestic technologies

Joint work with Genevieve Bell and Mark Blythe. Presented at Conference of the Society for the Social Studies of Science (4S). Also presented at the Conference for the Society for Literature and Science (SLS), *November 2003*

Doomed to Repeat

Panel co-organization and presentation on "Building Digital Stuff.", STS Connections Conference, *September 2003*

The 'Embedded World' of AI.

Conference of the Society for the Social Studies of Science (4S), *November 2002*

Information Appliances, or, Proactive Nostalgia for the Kitchen of the Future

Conference of the Society for Literature and Science (SLS), *October 2001*

Pathologies of the Avatar

Conference of the Society for Literature and Science, *October 2000*

The Influencing Machine: Avatar Interfaces and Affective Graphics

1999 Conference on Digital Arts and Culture, *October 1999*

How-To Tips for Interdisciplinary Communication

Panel presentation on "You Just Don't Understand: Talking Across the Boundary at

SLS.” Society for Literature and Science, *November 1996*

Subjective Technologies

Panel organization and presentation. On “Inside / Outside: Reflections on Cultural Studies of Science.” Society for Literature and Science, *November 1996*

Subjective Technologies

International Symposium for Electronic Arts, *September 1996*

The Implicit Subjects of Artificial Intelligence

Presented at the annual conference of the Society for Literature and Science, *October 1995*

Fabricated Subjects: Reification, Schizophrenia, and Artificial Intelligence

Presented at Virtual Futures 1995, *May 1995*

Media Interest

- PC WORLD Gary Anthes, “Computer to User: You Sort It Out.”, September 21, 2006.
Describes my group's work in developing systems that engage user interpretation.
- READIT: ITU'S Mads Bødker, “Reflective design and HCI.”
- WEB MAGAZINE *Interview about the role of critical reflection in HCI.*
- COMPUTER Anders Lotsson. “Kärlek med ett klick.”, Feb 15, 2006.
SWEDEN *Describes my group's work on affective computing.*
- WIRED NEWS Rowan Hooper. “Just How Exciting Is It?”, Feb 16, 2005.
Interviewed about affective computing for article on designer/engineer Brendan Walker's device to capture thrill.
- MADemoiselle “The Wizards of Oz.” September 1994.
Featured with Alma Whitten in an article describing what it is like to work in Artificial Intelligence.