Phoebe Sengers

Information Science and Science & Technology Studies
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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

7/2022-PRESENT	**Cornell Information Science and Science & Technology Studies**, Ithaca, NY Professor, 50% appointment
7/2010-7/2022	**Cornell Information Science and Science & Technology Studies**, Ithaca, NY Associate Professor, 50% appointment
2/2008-6/2010	**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 SPECIAL ISSUES	James Pierce, Yolande Strengers, Phoebe Sengers, and Susaane Bødker, eds. Special issue on **Practice-Oriented Approaches to Sustainable HCI**. *Transactions on Computer-Human Interaction (TOCHI)*, September 2013.
JOURNAL ARTICLES	Bronson, Kelly and Phoebe Sengers. **"Big Tech meets big ag: Diversifying epistemologies of data and power."** *Science as Culture* 31 (1): 15–28.

Passi, Samir, and Phoebe Sengers**. "Making data science systems work."** *Big Data & Society* 7.2, July 2020, pp 1-13.

Hrönn Brynjarsdóttir Holmer, Carl DiSalvo, Phoebe Sengers, and Thomas Lodato. "**Constructing and Constraining Participation in Participatory Arts and HCI**." *International Journal of Human-Computer Studies*, October 2014.

Steve Harrison, Phoebe Sengers, and Deborah Tatar. "**Making Epistemological Trouble: Third-Paradigm HCI as Successor Science.**" *Interacting with Computers*, special issue on Feminism and HCI. Vol. 23, no. 5, September 2011. pp. 385-392.

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.

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.

CONFERENCE PAPERS

Gloire Rubambiza, Phoebe Sengers, and Hakim Weatherspoon. 2022. **"Seamless Visions, Seamful Realities: Anticipating Rural Infrastructural Fragility in Early Design of Digital Agriculture."** In *CHI Conference on Human Factors in Computing Systems*. CHI '22. New York, NY, USA: Association for Computing Machinery.

Vaghela, Palashi, Steven J Jackson, and Phoebe Sengers. 2022. **"Interrupting Merit, Subverting Legibility: Navigating Caste In 'Casteless' Worlds of Computing."** In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems*, 1–20. CHI '22. New York, NY, USA: Association for Computing Machinery.
- BEST PAPER AWARD

Liu, Jen, and Phoebe Sengers. 2021. **"Legibility and the Legacy of Racialized Dispossession in Digital Agriculture."** *Proc. ACM Hum.-Comput. Interact.* 5 (CSCW2).
- BEST PAPER HONORABLE MENTION

Phoebe Sengers, Kaiton Williams, and Vera Khovanskaya. **"Speculation and the Design of Development."** *Proc. ACM Hum.-Comput. Interact.* 5, CSCW, Article 121 (April 2021), 27 pages. https://doi.org/10.1145/3449195
- BEST PAPER HONORABLE MENTION

Richmond Y. Wong, Vera Khovanskaya, Sarah E. Fox, Nick Merrill, and Phoebe Sengers. **"Infrastructural Speculations: Tactics for Designing and Interrogating Lifeworlds."** In *Proc. CHI '20,* 1–15.

Vera Khovanskaya, Phoebe Sengers, and Lynn Dombrowski. **"Bottom-Up Organizing with Tools from On High: Understanding the Data Practices of Labor Organizers."** *Proc. CHI 2020*, 1-13.

Vera Khovanskaya, Lynn Dombrowski, Jeffrey Rzeszotarski, and Phoebe Sengers. 2019. **"The Tools of Management: Adapting Historical Union Tactics to Platform-Mediated Labor."** *Proc. ACM Hum.-Comput. Interact.* 3, CSCW, Article 208 (November 2019), 22 pages.
- BEST PAPER HONORABLE MENTION

Vera Khovanskaya and Phoebe Sengers. "**Data Rhetoric and Uneasy Alliances: Data Advocacy in US Labor History."** In Proceedings of the 2019 Conference on Designing Interactive Systems, 1391-1403. DOI: https://doi.org/10.1145/3322276.3323691
- BEST PICTORIAL HONORABLE MENTION

Laewoo (Leo) Kang, Steven J. Jackson, and Phoebe Sengers. **"Intermodulation: Improvisation and Art Practice for HCI."** In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* (CHI '18), Paper 160, 13 pages. DOI: https://doi.org/10.1145/3173574.3173734
- BEST PAPER HONORABLE MENTION

Sharifa Sultana, Francois Guimbretiere, Phoebe Sengers, and Nicola Dell. **"Design Within a Patriarchal Society: Opportunities and Challenges in Designing for Rural Women in Bangladesh."** In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* (CHI '18), Paper 536, 13 pages. DOI: https://doi.org/10.1145/3173574.3174110.
- **BEST PAPER AWARD**

Vera Khovanskaya, Phoebe Sengers, Melissa Mazmanian, and Charles Darrah. 2017. **"Reworking the Gaps between Design and Ethnography."** In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems* (CHI '17), 5373-5385. (acceptance rate: 25%).

Vera Khovanskaya, Maria Bezaitis, and Phoebe Sengers. **"The Case of the Strangerationist: Re-interpreting Critical Technical Practice."** In Proceedings of the 2016 Conference on Designing Interactive Systems, pp 134-145, 2016. (acceptance rate 26%)

Vera Khovanskaya, Eric P.S. Baumer, and Phoebe Sengers. **"Double Blinds and Double Binds: Evaluation Tactics in Critically Oriented HCI."** In *Proceedings of the 5th Decennial Conference on Critical Alternatives*, 2015. (acceptance rate: 29.6%).

James Pierce, Phoebe Sengers, Tad Hirsch, Tom Jenkins, William Gaver, and Carl DiSalvo. **"Expanding and Refining Design and Criticality in HCI."** In *Proceedings of CHI '15*, pp. 2083-2092. (acceptance rate: 23%)
- BEST PAPER HONORABLE MENTION.

Maria Håkansson and Phoebe Sengers. **"No easy compromise: sustainability and the dilemmas and dynamics of change"**. In *Proc. DIS '14*, 1025-1034, June 2014. (acceptance rate: 26%)

Lucian Leahu and Phoebe Sengers. **"Freaky: performing hybrid human-machine emotion."** In Proc. *DIS '14*, 607-616, June 2014. (acceptance rate: 26%)

Maria Håkansson and Phoebe Sengers. **"Beyond Being Green: Simple Living Families and ICT."** In Proc. CHI 2013, April 2013 (acceptance rate: 20%).

Carman Neustaedter and Phoebe Sengers. **"Autobiographical Design in HCI Research: Designing and Learning through Use-It-Yourself."** In Proc. DIS 2012, June 2012 (acceptance rate: 19.8%).

Hrönn Brynjarsdóttir, Maria Håkansson, James Pierce, Eric Baumer, Carl DiSalvo, and Phoebe Sengers. **"Sustainably Unpersuaded: How Persuasion Narrows Our Vision of Sustainability."** In *Proc. CHI 2012*, April 2012. (acceptance rate: 23%)

Stephen Purpura, Victoria Schwanda, Kaiton Williams, William Stubler, and Phoebe Sengers. "**Fit4Life: The Design of a Persuasive Technology Promoting Healthy Behavior and Ideal Weight**." In *Proc. CHI 2011*, 423-432. (acceptance rate: 27%)
- **BEST PAPER HONORABLE MENTION**

Gilly Leshed and Phoebe Sengers. **" 'I Lie to Myself that I Have Freedom in My Own Schedule': Productivity Tools and Experiences of Busyness."** In *Proc. CHI 2011*, 905-914. (acceptance rate: 27%)

Carl DiSalvo, Phoebe Sengers, and Hrönn Brynjarsdóttir. "**Mapping the Landscape of Sustainable HCI**." In *Proc. CHI 2010*. ACM, New York, NY, USA, 1975-1984. DOI: https://doi.org/10.1145/1753326.1753625 (Acceptance rate: 22%).
- **BEST PAPER AWARD**

Carl DiSalvo, Kirsten Boehner, Nick Knouf, and Phoebe Sengers. **"Nourishing the Ground for Sustainable HCI: Considerations from Ecologically Engaged Art."** In *Proc. CHI 2009*, pp. 385-394 (Acceptance rate: 24.5%).
- **BEST PAPER HONORABLE MENTION**

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%)
- **BEST PAPER HONORABLE MENTION**

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 Robert Soden, David Ribes, Maggie Jack, Will Sutherland, Vera Khovanskaya, Seyram Avle, Phoebe Sengers, and Susanne Bødker. 2019. **"Fostering Historical Research in CSCW & HCI."** Workshop Abstract. In *CSCW '19) Companion*, ACM, New York, NY, USA, 517–522.

Tawanna Dillahunt, Sheena Erete, Roxana Galusca, Aarti Israni, Denise Nacu, and Phoebe Sengers. **"Reflections on Design Methods for Underserved Communities."** Workshop abstract. In *CSCW '17 Companion*. ACM, New York, NY, USA, 409-413.

Vera Khovanskaya and Phoebe Sengers. **"Design Ethnography Reconfigurations: Two Cases."** 2016 Conference on Design and Ethnography: Mutual Provocations. Installation abstract.

Jeffrey Bardzell, Shaowen Bardzell, Carl DiSalvo, Bill Gaver, and Phoebe Sengers. "**The Humanities and/in HCI**." Panel abstract. CHI 2012.

Daniela Busse, Eli Blevis, Richard Beckwith, Shaowen Bardzell, Phoebe Sengers, Bill Tomlinson, and Lisa Nathan. "**Social Sustainability: An HCI Agenda**." Panel abstract. CHI 2012.

Susan P. Wyche, Elisa Oreglia, Morgan G. Ames, Christopher Hoadley, Aditya Johri, Phoebe Sengers, Charles Steinfield. "**Learning from Marginalized Users: Reciprocity in HCI4D**." Workshop abstract. CSCW 2012.

James Pierce, Hrönn Brynjarsdóttir, Phoebe Sengers, and Yolande Stengers. "**Everyday Practice and Sustainable HCI**." Workshop abstract. CHI 2011.

Tad Hirsch, Eli Blevis, Tapan Parikh, Phoebe Sengers, and Richard Beckwith. **"Making Food, Producing Sustainability."** Panel abstract. *CHI 2010*.

Jina Huh, Lisa P. Nathan, Six Silberman, Bill Tomlinson, Phoebe Sengers, and Daniela Buse. **"Examining Appropriation, Re-use, and Maintenance for Sustainability."** Workshop abstract. *CHI 2010*.

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 Associatoin for Artificial Intelligence (AAAI-96).* Menlo Park, CA: AAAI Press. Vol 2., page 1369.

BOOK CHAPTERS Hrönn Brynjarsdottir Holmer, Phoebe Sengers, and Kaiton Williams. **"Seeing like 'Seeing like a State.'"** In Jeffrey Bardzell, Shaowen Bardzell, and Mark Blythe, eds., Critical Theory and Interaction Design. MIT Press, 2018.

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 Gloire Rubambiza, Phoebe Sengers, and Hakim Weatherspoon. **"Paradoxes in Producing the Future of Farm Work: Anticipating Social Impact through the Lens of Early Adopters."** CHI 2021 Workshop on Automation Experience at the Workplace, May 2021.

Kaiton Williams, Phoebe Sengers, and Vera Khovanskaya. **"Speculation and the Design of Development."** CSCW 2019 Workshop on Fostering Historical Research in HCI/CSCW, November 2019.

Phoebe Sengers. "**Designing for Impact on Rural Communities Using a Historical Lens."** CSCW 2018 Workshop on Rural Computing, November 2018.

Paul Dourish and Phoebe Sengers. **"Critical Technical Practice as Interdiscipline."** Fifth Decennial Conference on Critical Alternatives Workshop on Tracing Critical Practice, August 2015.

Kaiton Williams and Phoebe Sengers**. "Design on Historical Timescales."** Fifth Decennial Conference on Critical Alternatives Workshop on Multi-lifespan Information System Design, August 2016.

Phoebe Sengers. "**The Ideology of Modernism in HCI**." CHI 2010 Workshop on Critical Dialogue: Interaction, Experience, Theory, April 2010.

Lucian Leahu and Pheobe Sengers. **"HCI for Mental Wellness: The Case of Emotional Reflection."** CHI 2010 workshop on Wellness Informatics, April 2010.

Phoebe Sengers, Gilly Leshed, and Hrönn Brynjarsdóttir. "**Constraining Overwork: Lessons from a Newfoundland Fishing Village**." NSF Workshop on Computing at the Margins, Georgia Tech, February 2010.

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 Affector: 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. **Introduction** to The Presence Project, Second Edition, by Bill Gaver. Cambridge, MA: MIT Press for Goldsmiths, 2020.

Carman Neustadter, Tejinder K. Judge, and Phoebe Sengers. **"Autobiographical design in the home."** In Tejinder Judge and Carman Neustaedter, eds., *Studying and Designing Technology for Domestic Life*. Waltham, MA: Morgan Kaufman, 2015.

Phoebe Sengers. **"Innovation von den Rändern her."** In H. Schelhowe, S. Maaß, A. Zeising, eds.,*Vielfalt der Informatik*. 2015.

Phoebe Sengers. "**Foreword: Theories of Engagement**." In Marcus Foth, Laura Forlano, Christine Satchell, and Martin Gibbs, eds., *From Social Butterfly to Engaged Citizen: Urban Informatics, Social Media, Ubiquitous Computing,and Mobile Technology to Support Citizen Engagement*. Cambridge, MA: MIT Press, 2011, pp 3-4.

Claudia Pederson, Lucian Leahu, Jenn Thom-Santelli, Pavel Dmitriev, and Phoebe Sengers. **"Uptake of situationism considered harmful."** In O. Vodeb, N. Janovic, eds.: *Demonstrating Relevance: Response-Ability: Theory, practice and imagination of socially responsive communication*. Psychology of Everyday Life. Faculty for Social Sciences, University of Ljubljana & Memefest, 2010, 517–527.

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. Reappears in an updated version in Mark Blythe and Andrew Monk, eds., *Funology 2: From Usability to Enjoyment*. Spinger International Publishing: 2018, pp 267-299.

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

Jean Hardy, Chanda Phelan, Morgan Vigil-Hayes, Norman Makoto Su, Susan Wyche, and Phoebe Sengers. 2019. **"Designing from the rural."** *interactions* 26, 4 (June 2019), 37–41.

Carman Neustaedter and Phoebe Sengers. **"Autobiographical design: what you can learn from designing for yourself."** *interactions* 19, 6 (November 2012), 28-33.

Phoebe Sengers. **"What I Learned on Change Islands: Reflections on IT and pace of life."** *interactions*, 18, 2 (March 2011), 40-48 (cover article).

Carl DiSalvo, Phoebe Sengers, and Hrönn Brynjarsdóttir. **"Navigating the Terrain of Sustainable HCI."** *interactions* 17, 4 (July 2010), 22-25.

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.

OP-EDS Phoebe Sengers. **"Why aren't rural Canadians in favor of Trump?"** Pacific Standard, June 2017.

TECHNICAL Phoebe Sengers. **"Anti-Boxology: Agent Design in Cultural Context."** PhD Thesis,
REPORTS 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

9/2022 **Cornell Institue for Digital Agriculture Faculty Research Fund Grant:** Expanding design of agricultural IoT to address practices beyond production
PI: Phoebe Sengers, co-PI: Lee Humphreys
Amount: $15,000

6/2020 **NSF CHS Medium Grant:** Understanding and Improving the Social Impact of High-Bandwidth Farm Networking Infrastructure
PI: Phoebe Sengers, co-PI: Hakim Weatherspoon and Steven Wolf
Amount: $1,200,000

9/2019 **NSF CHS Small Grant:** Reconstructing the data-driven workplace
PI: Phoebe Sengers, co-PI: Lynn Dombrowski, UIPUI
Amount: $300,000

11/2017 **ISS Small Grant:** Articulating South Asian Feminist Visions for Technology
PI: Phoebe Sengers, co-PIs: Nicola Dell and Palashi Vaghela
Amount: $6,000

1/2017 **Cornell Public Voices Fellowship**

8/2015 **NSF CHS Small Grant:** Advancing the Human Work of Data Analytics
PI: Phoebe Sengers; co-PI: David Mimno
Amount: $500,000

3/2015 **Visiting International Scholar**
Memorial University Department of Sociology, St. John's, Newfoundland, Canada

9/2012 **NSF HCC Award:** Values of Information Technology for Progress: Three Case Studies
Amount: $497,401

6/2012 **Intel Science & Technology Research Center on Social Computing**
Led by Carl DiSalvo and Melissa Gregg (Georgia Tech and Intel)
PI, Cornell spoke: Phoebe Sengers; co-PIs: Steve Jackson and Tarleton Gillespie
Cornell amount: $1,440,000

12/2011 **Cornell Institute for Social Sciences Small Grant:** Intervening in American Families' Busyness: Marrying Anthropological Understanding with IT Design
Amount: $2,500

6/2011 **Cornell Faculty Institute for Diversity**
Amount: $2,000

9/2010-8/2011 **NSF Award**: Workshop: Rethinking the Value of Busyness in IT
Amount: $50,000

9/2010-8/2011 **NSF CreativeIT EAGER Award**: Transformative Innovation for Sustainable HCI through Interventionist Eco-Arts
Amount: $71,000

9/2008-8/2010 **NSF HCC 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	**Cornell Summer School on Designing Technology for Social Impact** with Sylvia Simioni and Kaiton Williams, 6/2021
	Cornell Summer School on Designing Technology for Social Impact with Vera Khovanskaya and Jasmine Jones, 6/2018
	NSF-Sponsored Symposium: "Slow Down, You Move Too Fast": Rethinking the Culture of Busyness and IT with Gilly Leshed, Batya Friedman, Carman Neustaedter, and Helen Nissenbaum, 5/2011

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	Designing Interactive Systems (DIS) 2006, 2008, 2010, Affective Computing and Intelligent Interaction 2007, GROUP 2007, Ubicomp 2004 Demos, Third International Workshop on Intelligent Virtual Agents 2001, Conference on Digital Arts and Culture (DAC) 2000
ASSOCIATE CHAIR	CHI 2011, CHI 2006 (Notes), CHI 2005, DIS 2004 (Posters)
EDITORIAL BOARD	Computational Culture *6/2011-present*
	Interaction Studies Journal *6/2003-2021*
SPECIAL ISSUE EDITOR	Everyday Practices and Sustainable HCI, special issue of Transactions on Computer-Human Interaction (TOCHI)
WORKSHOP PC	CSCW 2022: Situating Network Infrastructure with People, Practices, and Beyond: A Community Building Workshop

Organizers: Esther Jang, Nicola Bidwell, Jen Liu, Phoebe Sengers, Naveen Bagalkot, Nervo Verdezoto, Melissa Densmore, Morgan Vigil-Hayes, Shaddi Hasan

CSCW 2019: Fostering Historical Research in CSCW & HCI
Organizers: Robert Soden, David Ribes, Maggie Jack, Will Sutherland, Vera Khovanskaya, Seyram Avle, Phoebe Sengers, and Susanne Bødker

CHI 2014: Values & Design in HCI Education
Organizers: Jes Koepfler, Luke Stark, Paul Dourish, Phoebe Sengers, Katie Shilton

CHI 2012: Simple, Sustainable Living
Main organizers: Maria Håkansson, Gilly Leshed, Eli Blevis
Co-organizers: Samuel Mann, Lisa Nathan, Phoebe Sengers

CSCW 2012: Learning from Marginalized Users: Reciprocity in HCI4D
Main organizers: Susan P. Wyche, Elisa Oreglia, Morgan G. Ames, Aditya Johri
Co-organizers: Chistopher Hoadley, Phoebe Sengers, Charles Steinfield

CHI 2011: Everyday Practice and Sustainable HCI
Main organizer: James Pierce
Co-organizers: Hrönn Brynjarsdóttir, Phoebe Sengers, Yolande Stengers

CHI 2010: Examining Appropriation, Re-use, and Maintenance for Sustainability.
Main organizer: Jina Huh
Co-organizers: Lisa P. Nathan, Six Silberman, Bill Tomlinson, Phoebe Sengers, and Daniela Buse.

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 organize*r: 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-organisers:* Mark Ackerman*,* Jodi Forlizzi, Steve Harrison, Tom Erickson CHI 2003: Special Interest Group on HCI and the Arts *Co-organized with Chris Csikszentmihalyi*
EXTERNAL SERVICE	Faculty representative, LEAP alliance for diversifying the professoriate 4/2018-6/2021 Values in Design Council *10/2010-2015* Consortium for the Science of Sociotechnical Systems (CSST) Summer School faculty mentor *2010* US National Research Council Project on Information Technology and Creativity *8/2000-2/2003*
UNIVERSITY SERVICE	Broadening Participation in Information Science Committee *2021-2022* Director of Broadening Participation, Information Science *8/2018-7/2021* Faculty Hiring Committee, Global STS, Science & Technology Studies *8/2019-3/2020* Departmental representative, NSF Workshop on Departmental Plans for Broadening Participation in Computing *11/2019* Director of PhD Admissions, Information Science *7/2016-7/2018* Co-Director of Graduate Studies, Information Science *7/2012-7/2015* Chair, Committee to Reform the Information Science Graduate Curriculum *3/2011-12/2011* Information Science Admissions Committee *2011* Information Science Undergraduate Working Group *8/2004-5/2008, 8/2009-12/2010* Cornell-Toronto Digital Humanities Consortium *9/2009-5/2010* Information Science Colloquium Organizer *8/2007-5/2008, 9/2010-6/2011* 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 Computer Science Departmental Review Committee, Student Representative *Fall 1994-Spring 1996*
REFEREE	TOCHI 2020, CHI 2020, CSCW 2020, CHI 2019, CHI 2018, DIS 2014, CHI 2014, DIS 2012, CHI 2012, CHI 2011, CSCW 2011, CHI 2010, CHI 2009, Ubicomp 2008, CSCW 2008, CHI 2008, 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

BOOK REVIEWS McGill University Press, MIT Press

Teaching

SPRING 2022	info 6940-102: Rural Computing and Rural Infrastructures
FALL 2013-14, FALL 2016-2019, SPRING 2021	info/sts/comm/vsst 4240: Designing Technology for Social Impact
FALL 2012	info 1300: Introductory Web Design and Programming
	Co-taught with Tanzeem Choudhury
FALL 2011	info 1100: Introduction to Media Programming
FALL 2010	info / com s 1300: Introductory Web Design and Programming
FALL 2009	info/sts 6341: Information Technology in Sociocultural Context
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 MEMBERSHIP	Information Science
	Science & Technology Studies
	Computer Science
ADDITIONAL CORNELL AFFILIATIONS	Affiliated Faculty, Cornell Initiative for Digital Agriculture
	Affiliated Faculty, Department of Art
	Faculty Fellow, Atkinson Center for a Sustainable Future
POSTDOCTORAL ASSOCIATES	**Maria Håkansson**, Information Science, *summer 2011 – fall 2012*
	Gilly Leshed, Information Science, *summer 2009 – summer 2010*
	Kirsten Boehner, Information Science, *summer 2006 – summer 2009*
PHD ADVISEES	**Donny Persaud,** Science & Technology Studies

Gloire Rubambiza, Computer Science

Maya Mundell, Information Science

Palashi Vaghela, Information Science

Samir Passi, Information Science, *graduated June 2021*

Vera Khovanskaya, Information Science, *graduated January 2021*

Hrönn Brynjarsdóttir Holmer, Information Science, *graduated June 2018*

Kaiton Williams, Information Science, *graduated December 2017*

Adriana Knouf, Information Science, *graduated July 2013*

Lucian Leahu, Computer Science, *graduated April 2012*

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

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

PHD COMMITTEE   **Jen Liu**, Information Science

Bilan Ali, Information Science

Laewoo 'Leo' Kang, Information Science

Timur Uckun, Information Science

James Pierce, Human-Computer Interaction Institute, Carnegie Mellon University, *graduated December 2015*

Hansen Hsu, Science & Technology Studies, *graduated April 2015*

Victor Marquez, Science & Technology Studies, *graduated July 2013*

Claudia Costa Pederson, Art History, *graduated August 2012*

Valery Lynn, Education

Hannah Rogers, Science & Technology Studies, *graduated January 2012*

Andrea Grimes Parker, Human-Centered Computing, Georgia Institute of Technology, *graduated June 2011*

Jenn Thom-Santelli, Communication, *graduated September 2009*

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

Kirsten Boehner, Communication, *graduated July 2006*

OUTSIDE READER   **Ranjit Singh**, Science & Technology Studies, *graduated July 2020*

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

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

MASTER'S COMMITTEE   **Stephen Schwenk**, Architecture, *graduated May 2008*

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*

Palashi Vaghela, Feminism, development, and technology, *Spring 2018*

GRADUATE INDEPENDENT RESEARCH	**Hannah Rogers**, The economic rhetoric of media art, *Spring 2007*
	Lucian Leahu, Critical technical practice, *Spring 2007*
	Joseph 'Jofish' Kaye, History of evaluation in HCI, *Spring 2006*
	David Klein, Machine vision for Affector, *Fall 2005*
	Sekar Velu, Machine learning for Home Health, *Spring 2003*
	Rev Guron, Computer graphics for Affector, *Fall 2003*
	Ian Tien, Andrew Goodell, and Brett Hobbs, Critical approaches to time management software, *Spring 2003*
UNDERGRADUATE ADVISING	**Information Science:** Kobina Acquay, Rashaad Ahmad, Seung Hyun An, Natasha Aysseh, Caroline Begleither, Lindsay Buckley, Colin Budd, Erik Bonadonna, Shaoyen Chang, Du Chen, Melissa Chen, Cesar Cisneros, Khelsi Clarke, Andrew Scott Coren, Hana Cummings, Edward Dehm, Richi Dhanda, Annie Fu, Alan Garcia, Colin Gick, Ryan Haid, Wei-Han 'Daniel' Ho, Jenna Holloway, Ross Housewright, alie Hryhorovych, Sophia Huo, Michael Kaplan, Derek Kartalian, Vera Khovanskaya, Bo Myung Kim, Jae Hoon Kim, Avni Kulshrestha, Catherine Kwak, Allen Lee, Jonathan Lee, Linna Li, Flora Liu, Ethan Ma, Jordan Meltzer, Nick Nejadnik, Thomas Neumeyer, Trisha Nussbaum, Seong Woo Oh, Anastasia Okoye, Charles Packard, Iliana Paleva, Spencer Pettee, Milan Patlikh, Alice Renegar, Laurence Rosenzweig, Xiao Fei Ruan, Eric Rubenstein, You Shen, Jordan Silbert, Lauren Simons, Jung-Ho Sohn, Alexander Stein, Sierra Stone, Kwame Thomison, Ashley Ticzon, Ho Yeung Tse, Ryan Torrie, Gabrielle Tukman, Jessica Vanam, Jennifer Vargas, Michelle Wang, Tiffany Wang, Yichen Wang, Erik Williams, Lauren Wolleman, Andres Zapata, Blake Zhang, Angela Zheng
	Science & Technology Studies: Alexandria Battle, Michael Tedesco, Thomas Jenkins, Saurabh Agarwal, Scott Meehan, Lindsay Schoonmaker, Daniel Swartz, Elizabeth Blidner
	College Scholar: Susanne Forbath
	Interdisciplinary Studies: Benjamin Boston, Trisha Nussbaum, Daniel Ho Yeung Tse
	Undeclared: Alex LaVenture
HONORS THESIS COMMITTEE	**Susanne Forbath,** Arts & Sciences College Scholar, *graduated May 2014*
	Caitlin Kehoe, Information Science, *graduated May 2008*
	Charlie File, Arts & Sciences College Scholar, *graduated December 2004*
UNDERGRADUATE INDEPENDENT RESEARCH	**Eric Rubenstein and Jessica Lee,** Social impact of digital agriculture, *Fall 2020-Spring 2021*
	Grace Okunubi, Design to improve the experience of students from underrepresented minorities, *Fall 2019-Spring 2020*
	Benjamin Potts, Critical design for modernization, *Spring 2015*
	Erik Bonadonna, Holly Domke, Benjamin Potts, Robert "Trey" Utsey, April Whitney, Richmond Wong, Luna Zhang, Design workbooks about modernization, *Spring 2014*
	Nattopol Srinorasret, Web server security, *Fall 2012*
	Susie Forbath, Nattopol Srinorasret, Richmond Wong, cal.m, *Spring 2011*
	Andrew Levy, Cultural analysis of the iPod, *Spring 2007*
	Tom Jenkins, Web programming, *Summer 2006*
	Elizabeth Goulding, User studies for design and evaluation, *Summer 2005*
	David Klein, Evaluation for Affector, *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 Affector, *Fall 2004-Spring 2005*

Tucker Barrett and Tom Jenkins, Deception detection (jointly advised with Jeffrey Hancock), *Fall 2004*

Yevgeniy 'Eugene' Medynksiy, 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 Affector, *Summer 2004*

Eunyoung 'Elie' Shin, Computer graphics for Affector, *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*

Visiting Positions

JULY 2022-JULY 2023	Visiting Researcher, Ruhr University Science and Technology Lab (RUSTLab), Chair of Cultural Psychology and Anthropology of Knowledge, Ruhr-University of Bochum, Germany
AUGUST 2015-JUNE 2016	Visiting Researcher, Department of Media Studies, University of Amsterdam, Netherlands
MARCH-APRIL 2014	Guest Lecturer, Department of Sociology, Memorial University of Newfoundland and Labrador, Canada

Invited Talks at Conferences, Symposia and Workshops

JUNE 2018	**Diversifying design imaginations** Keynote panel presentation, Conference on Designing Interactive Systems (DIS 2018)
SEPTEMBER 2013	**From the margin to the center: Using niche perspectives to reframe design** Keynote presentation, Mensch & Computer 2013
FEBRUARY 2012	**The politics of sociotechnical systems** CSCW 2012 Workshop on Design, Influence, and Social Technologies: Techniques, Impacts, and Ethics
MARCH 2011	**Critical technical practice** Cornell-MIT-RPI STS Graduate Student Conference, *Ithaca, NY*
FEBRUARY 2010	**Technodiversity: Leveraging technology through cultural diversity** NSF Symposium on Computing at the Margins, *Atlanta, GA*
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

OCTOBER 2021	**How We Design Rural Communities Away: Historical Lessons from the Fishery**
	Michigan State University, Rural Computing Speaker Series
OCTOBER 2021	**Speculation and the Design of Development** with Kaiton Williams
	Stanford University, HCI Seminar
FEBRUARY 2020	**Designing for impact on rural communities: Historical lessons for the future of digital agriculture**
	Cornell Initiative for Digital Agriculture, *Ithaca, NY USA*
JUNE 2016	**How to become modern: Time, work, and infrastructure in rural Newfoundland**
	University of Amsterdam, Anthropology Department, *Amsterdam, the Netherlands*
MARCH 2016	**How to become modern: Time, work, and infrastructure in rural Newfoundland**
	Goldsmiths College, University of London, Departments of Design and Sociology, *London, UK*
MARCH 2016	**How to become modern: Time, work, and infrastructure in rural Newfoundland**
	University of Maastricht Program in Science, Technology & Society, *Maastricht, the Netherlands*
FEBRUARY 2016	**How to become modern**
	University of Amsterdam Department of Media Studies, *Amsterdam, the Netherlands*
NOVEMBER 2015	**Why city folk are obsessed with efficiency; or, moral logics of action and time in rural Newfoundland**
	ITU Copenhagen, *Copenhagen, Denmark*
OCTOBER 2015	**Designing our pastss**
	Microsoft Cambridge Research Centre, *Cambridge, UK*
MARCH 2015	**Accounting for time**
	Memorial University Department of Sociology, *St. John's, Newfoundland, Canada*
MARCH 2015	**Becoming modern: Infrastructures, experience, and historical identity in Change Islands**
	Memorial University Department of Sociology, *St. John's, Newfoundland, Canada*
MARCH 2011	**Becoming non-modern: Reflections on IT and pace of life from a Newfoundland fishing village**
	Emory University Center for Mind, Brain, and Culture, *Atlanta, Georgia*
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, *Karslruhe, Germany*
MAY 1999	**Narrative agent architecture.** Deutsche Forschungsgemeinschaft fuer Kuenstliche Intelligenz (DFKI), *Saarbruecken, Germany*

Conference participation

PANEL ORGANIZATION	**4S 2021: Networking Rurality** *Co-organized with:* Kelly Bronson, Matt Comi, and Jen Liu
	4S 2020: Iteration, Speculation, Transportation, Instrumentation: The Logics of Time on the Periphery *Co-organized with:* Paul Dourish, Sarah Inman, and Donny Persaud
	4S: Making pasts, making futures: Material practices of temporal work *Co-organized with:* Marisa Cohn, Paul Dourish, Ingrid Erickson, Melissa Mazmanian, Katie Pine
	4S: Islands on the Cutting Edge *Co-organized with:* Max Liboiron, Laura Watts, Kaiton Williams
	4S 2015: Modernity and its Temporal Contours *Main organizer, with* Ingrid Erickson
	4S 2013: Algorithmic Living *Main organizer, with* Kaiton Williams
	CHI 2012: The Humanities and/in HCI *Main organizer:* Jeffrey Bardzell *Co-organizers:* Shaowen Bardzell, Carl DiSalvo, Bill Gaver
	CSCW 2012: Learning from Marginalized Users: Reciprocity in HCI4D

Co-organized with: Aditya Johri, Morgan Ames, Elisa Oreglia, Cliff Lampe, Charles Steinfield, Susan Wyche

CHI 2008: Beyond the Hype: Sustainability & HCI
Main organizer: Lisa Nathan
Co-organized with: Eli Blevis, Batya Friedman, Jay Hasbrouck

4S 2005: Self-Reflective Technical Practice
Main organizer, with: Carl DiSalvo

STS Connections Conference, 2003: Building Digital Stuff
Main organizer

Digital Arts and Culture 2000: Critical Technical Practices
Main organizer

INVITED PANEL
PRESENTATION

Social Sustainability: An HCI Agenda
CHI 2012, *April 2012*

Design Quality
Conference on Designing Interactive Systems (DIS) 2006, *July 2006*

Fiction 2001
SigGraph 2000, *July 2000*

CONFERENCE
PRESENTATIONS

Speculation and the Design of Development
Presented at the Conference of the Society for Social Studies of Science (4S), November 2020

How to Make the Future of Fish.
Presented at the Society for History of Technology (SHOT), *October 2017.*

Designing the End of the Fishery.
Presented at the Society for Social Studies of Science (4S), *September 2017.*

Islands on the Cutting Edge: Test Sites for Reimagining Future Technoscience
Joint presentation with Max Liboiron, Laura Watts, Kaiton Williams at the Conference of the Society for the Social Studies of Science (4S), *August 2016.*

Modernizing Temporalities
Presented at the Conference of the Society for the Social Studies of Science (4S), *November 2015.*

Modernity Redux
Presented at the Conference of the Society for the Social Studies of Science (4S), *October 2013.*

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

Self-Reflective Technology?
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
Presented at 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." Societ 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

WIRED	Clive Thomson, "Hundreds of Ways to Get S#!+ Done—and We Still Don't," July 27, 2021 *References our work on productivity tools as part of an examination of why productivity tools fail to keep us on top of our tasks*
CORNELL CHRONICLE	Tom Fleischman, "Summer CIS programs foster diversity, community," July 21, 2021 *Documents our Summer School for Designing Technology for Social Impact in the context of several college smmer programs*
CORNELL CHRONICLE	Melanie Lefkowitz, "$3.3M gift to support CIS diversity efforts," September 20, 2020 *Quotes me in my role as director of Broadening Participation for Information Science in describing the impact of a major donation to our college's DEI efforts*
CORNELL CHRONICLE	Melanie Lefkowitz, "Project to investigate digital ag's impacts on rural America," July 16, 2020 *Describes our NSF project on societal impact of high-bandwidth farm networking infrastructure*
CORNELL CHRONICLE	"CIS programs aim to draw minority STEM students to academic careers", July 9, 2018 *Documents the 2018 iteration of our Summer School for Designing Technology for Social Impact and Hakim Weatherspoon's SoNIC program*
ETTELECOM.COM	Shonali Advani, "Social impact 2.0: Technology enters social arena, new-age entrepreneurs embrace it to increase reach," December 4, 2015 *Looks at how to increase the social impact of technology design.*
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 WEB MAGAZINE	Mads Bødker, "Reflective design and HCI." *Interview about the role of critical reflection in HCI.*

COMPUTER SWEDEN   Anders Lotsson. "Kärlek med ett klick.", Feb 15, 2006.
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.