

Jodi L. Forlizzi

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as of 2/1/09

Education

Ph.D., Design in Human-Computer Interaction, Carnegie Mellon University, 2007. Advisors: Sara Kiesler and Pamela J. Hinds.

MDes, Interaction Design, Carnegie Mellon University, Pittsburgh, PA, 1997. Advisors: Richard Buchanan and Suguru Ishizaki.

BFA, Illustration, Philadelphia College of Art, Philadelphia, PA, 1984.

Employment History

Tenured Associate Professor, Human Computer Interaction Institute and School of Design, Carnegie Mellon University, January 2009-present. Responsible for teaching and research funding consistent with the sciences model. Examine, reshape, and standardize components of HCII and interaction design curriculum.

Tenured Associate Professor, Human Computer Interaction Institute and School of Design, Carnegie Mellon University, July 2007-December 2008.

Assistant Professor, Human Computer Interaction Institute and School of Design, Carnegie Mellon University, January 2000-June 2007.

Innovator and Project Manager, E-Lab LLC, Chicago, IL 1998-1999. Specialize in research for new product design. Oversee research and design planning, innovating design processes and practices, and developing business proposals for a variety of application areas.

Design Researcher, Novum Design Center, Carnegie Mellon University, 1996-1997.

Conceive of, design and execute research funded by Intel and Microsoft.

Founder, Inks Creative Services, Philadelphia, PA, 1986-1996. Co-owner and principal of a design and photography firm serving the Delaware Valley.

Information Designer, School of Engineering and Applied Science, University of Pennsylvania, 1985-1995.

Consultant Experience

Interaction Designer, 1997-present

Interface and interaction design, as well as project management, usefulness and usability testing, strategizing for and managing interdisciplinary design teams.

Clients include: SDLC Partners, General Motors, BodyMedia, Intelligent Healthcare Systems, University of Pennsylvania School of Engineering, University of Pennsylvania Law School, University of Pennsylvania Linguistic Data Consortium, Cyberchalk Learning Network, Nurseweek, Lutron Corporation.

Publication List

Edited Books

[1] Forlizzi, J. (2007). Product Ecologies: Understanding the Context of Use Surrounding Products. Ph.D., Design in Human-Computer Interaction, School of Computer Science, Carnegie Mellon University.

[2] Forlizzi, J. (2003). Proceedings of the International Conference on Designing Pleasurable Products and Interfaces, Ed. Jodi Forlizzi. New York, NY: ACM Press.

Book Chapters

[3] Forlizzi, J. (2007). Typographic Space: A Fusion of Design and Technology. In Eds. T. Erickson and D.W. McDonald, HCI Remixed: Reflections on Works That Have Influenced the HCI Community. Boston, MA: MIT Press, 167-172.

[4] Forlizzi, J. and Lebbon, C. (2006). From Formalism to Social Significance in Communication Design. Design Studies: Theory and Research in Graphic Design, Ed. Aubrey Bennett. Princeton, NJ: Princeton Architectural Press, 51-63.

[5] Overbeeke, C.J., and Forlizzi, J. (2005). Creativity and Design: What the Established Teaches Us. Aesthetics and Creativity in the Arts. Eds. Paul Locher, Colin Martindale, and Leonid Dorfman. Amityville, NY: Baywood Publishing Company, 137-152.

Refereed Journal Papers, Published

[6] Forlizzi, J. (2008). The Product Ecology: Understanding Social Product Use and Supporting Design Culture. International Journal of Design V2N1, 11-20.

[7] Forlizzi, J., Zimmerman, J. and Evenson, S. Crafting a Place for Interaction Design Research in HCI. (2008). Design Issues, V24N3, 19-29.

[8] Lee, J., Forlizzi, J., and Hudson, S.E. (2007). Iterative Design of MOVE: A Situationally Appropriate Vehicle Navigation System. *International Journal of Human-Computer Studies*, V66N3, 198-215.

[9] Fogarty, J., Hudson, S., Atkeson, C., Avrahami, D., Forlizzi, J., Kiesler, S., Lee, J., Yang, J. (2005). Predicting Human Interruptibility with Sensors. *ACM Transactions on Computer Human Interaction*, V12N1, 119-146.

[10] Forlizzi, J., DiSalvo, C., and Gemperle, F. (2004). Assistive Robotics and an Ecology of Elders Living Independently in Their Homes. *Journal of HCI Special Issue on Human-Robot Interaction*, V19 N1/2, January, 2004, 25-59.

[11] Forlizzi, J., DiSalvo, C., and Hanington, B. (2003). On the Relationship Between Emotion, Experience, and the Design of New Products. *Design Journal*, V6N2, 29-38.

[12] Forlizzi, J., Shedroff, N., Morville, P., Lyman, P., Hodge, C., Laurel, B., Meggs, P., and Dubberly, H. (2003). A virtual roundtable on archiving experience design. *Loop N6 (the AIGA Advance Journal of Interaction Design Education)*, December 2003, www.loop.aiga.org.

[13] Forlizzi, J. (2001). Family Lifebooks: A Case Study of Undergraduate Interaction Design at Carnegie Mellon University. *Loop N3 (the AIGA Advance Journal of Interaction Design Education)*, March/April 2001, www.loop.aiga.org.

[14] Forlizzi, J., and Ford, S. (2000). Towards a Framework of Experience as It Relates to Interaction Design: UPA Workshop Report. *Common Ground (newsletter of the Usability Professional's Association)*, V10 N2, March 2000.

[15] Forlizzi, J., and Lebbon, C. (2000). From Formalism to Social Significance in Communication Design. *Design Issues*, V18 n4, 3-13.

Refereed Journal Papers, Accepted

[16] Zimmerman, J. and Forlizzi, J. (2008). The Role of Design Artifacts in Design Theory Construction. *Artifact (Journal of Interaction Design)*, in press.

[17] Bharucha, A.J., Anand, V., Forlizzi, J., Dew, M.A., Reynolds III, C.F., Stevens, S., and Wactlar, H. (2008). Intelligent Assistive Technology Applications to Dementia Care: Current Capabilities, Limitations, and Future Challenges. *American Journal of Geriatric Psychiatry*, in press.

Refereed Journal Papers, Submitted

[18] Jeong, H. and Forlizzi, J. (2008). Cultural and Social Aspects of Interaction Design in an Ecological Approach. Submitted to *International Journal of Design*.

[19] DiSalvo, C. and Forlizzi, J. (2008). Microsketching: Creating Components of Interactive Products and Systems. Submitted to Artifact.

[20] Sieworiek, D., Steinfeld, A., and Forlizzi, J. (2007). Issues in Hearing Aid Usability. Submitted to Engineering in Medicine and Biology.

Refereed Conference/Workshop Papers

[21] Karapanos, E., Zimmerman, J., Forlizzi, J., and Martens, J-B. User Experience Over Time: An initial framework. To appear in proceedings of CHI09.

[22] Lee, M.K., Forlizzi, J., Rybski, P.E., Crabbe, F., Chung, W., Finkle, J., Glaser, E., and Kiesler, S. The Snackbot: Documenting the Design of a Robot for Long-Term Human-Robot Interaction. To appear in proceedings of HRI09.

[23] Li, I.A.R., Hsieh, G, Dey, A.K., Forlizzi, J. Hudson, S.E. Using Visualizations to Increase Compliance in Experience Sampling. Proceedings of Ubicomp08, New York, NY: Springer, 164-167.

[24] Forrest, M., Zimmerman, J. and Forlizzi, J. (2008). Magonote: Making Complex Home Electronics Accessible by Empowering the Family Technology Lead. Proceedings of Design and Emotion08, available on CD-rom.

[25] Mutlu, B. and Forlizzi, J. (2008). Robots in Organizations: The Role of Workflow, Social, and Environmental Factors in Human-Robot Interaction. Proceedings of HRI08. New York, NY: ACM Press, 239-248. Best paper award.

[26] Forlizzi, J. (2007). Towards the Design and Development of Future Robotic Products and Systems: Four Features for Human-Robot Interaction. Proceedings of Ro-Man 07, available on CD-rom.

[27] Mutlu, B., Krause, A., Forlizzi, J., Guestrin, C., and Hodgins, J. (2007). Robust, Low-Cost, Non-intrusive Sensing and Recognition of Seated Postures. Proceedings of UIST07. New York, NY: ACM Press, 149-158.

[28] Li, I., Forlizzi, J., and Dey, A. (2007). My Agent as Myself or Another: Effects on Credibility and Listening to Advice. Proceedings of DPPI07. New York, NY: ACM Press, 194-208.

[29] Forlizzi, J., Zimmerman, J., Mancuso, V., and Kwak, S. (2007). How Interface Agents Affect Interaction Between Humans and Computers. Proceedings of DPPI07. New York, NY: ACM Press, 209-221.

[30] Snyder, M.I., Zimmerman, J. and Forlizzi, J. (2007). What's for Dinner? Supporting Family Dinnertime Activities. Proceedings of DPPI07. New York, NY: ACM Press, 485-489.

[31] King, S.J., and Forlizzi, J. Slow Messaging: Intimate Communication for Couples Living at a Distance. Proceedings of DPPI07. New York, NY: ACM Press, 451-454.

[32] Zimmerman, J., Forlizzi, J., and Evenson, S. (2007). Research through design as a method for interaction design research in HCI. CHI07 Proceedings. New York, NY: ACM Press, 493-502.

[33] Gockley, R., Forlizzi, J., and Simmons, R. (2007). Natural Person-Following Behavior for Social Robots. Proceedings of HRI07. New York, NY: ACM Press, 17-24.

[34] Forlizzi, J. (2007). How Robotic Products Become Social Products: An Ethnographic Study of Cleaning in the Home. Proceedings of HRI07. New York, NY: ACM Press, 129-136. Best paper award.

[35] Mutlu, B., Hodgins, J., and Forlizzi, J. (2006). A Storytelling Robot: Modelling and Evaluation of Human Gaze-Like Behavior. Proceedings of Humanoids06. New York, NY: IEEE.

[36] Lee, J., Jun, S., Forlizzi, J., and Hudson, S. (2006). Using Kinetic Typography to Convey Emotion in Text-Based Interpersonal Communication. Proceedings of DIS06. New York, NY: ACM Press, 41-49.

[37] Mutlu, B., Forlizzi, J., Hodgins, J. (2006). The Use of Abstraction and Motion in the Design of Social Interfaces. Proceedings of DIS06. New York, NY: ACM Press, 251-260.

[38] Gockley, R., Simmons, R., and Forlizzi, J. (2006). Modeling Affect in Socially Interactive Robots. Proceedings of RO-MAN06, available on CD-rom.

[39] Mutlu, B., Osman, S., Forlizzi, J., Hodgins, J., and Kiesler, S. (2006). Task structure and user attributes as elements of human-robot interaction design. Proceedings of RO-MAN06, available on CD-rom.

[40] Chen, C.Y., Forlizzi, J. and Jennings, P. (2006). ComSlipper: An expressive design to support awareness and availability. CHI06 Conference Companion. New York, NY: ACM Press, 369-374.

[41] Forlizzi, J. and DiSalvo, C. (2006). Assistive Robots and Domestic Environments: A Study of the Roomba Vacuum in the Home. Proceedings of HRI06. New York, NY: ACM Press, 258-265.

[42] Gockley, R., Simmons, R., and Forlizzi, J. (2006). Interactions with a Moody Robot. Proceedings of HRI06. New York, NY: ACM Press, 186-193.

[43] Zimmerman, J., Ayoob, E., and Forlizzi, J. (2005). Searching for Intrinsic Value in Interaction: Reflections on the Conceptual Design of Digital

Music Players. Proceedings of DPPI05. Eindhoven, the Netherlands: Kluwer Press, 353-368.

[44] Zimmerman, J., Ayoob, E., Forlizzi, J., and McQuaid, M. (2005). Putting a Face on Embodied Interface Agents. Proceedings of DPPI05. Eindhoven, the Netherlands: Kluwer Press, 233-248.

[45] Forlizzi, J., DiSalvo, C., Gockley, R., Mutlu, B., Powers, A., Stubbs, K., and Torrey, C. (2005). Interactions Between People and Robots: The Project on People and Robots. Proceedings of Robot World Design Forum, 8-16.

[46] Forlizzi, J., DiSalvo, C., Zimmerman, J., Mutlu, B., and Hurst, A. (2005). The SenseChair: The lounge chair as an intelligent assistive device for elders. Proceedings of DUX05, available on CD-rom.

[47] Howard, J., and Forlizzi, J. (2005). Design of a Neighborhood Pathfinder. Proceedings of DUX05, available on CD-rom.

[48] Gockley, R., Bruce, A., Forlizzi, J., Michalowski, M., Mundell, A., Rosenthal, S., Seller, B., Simmons, R., Snipes, K., Schultz, A., and Wang, J. (2005). Designing Robots for Long-Term Social Interaction. Proceedings of ICRA05. New York, NY: John Wiley and Sons, 2199-2204.

[49] Lee, J., Forlizzi, J., and Hudson, S.E. (2005). Studying the Effectiveness of MOVE: A Contextually Optimized In-Vehicle Navigation System. Proceedings of CHI05. New York, NY: ACM Press, 571-580.

[50] Chung, Y.-C., Zimmerman, J., and Forlizzi, J. (2005). Monitoring and Managing Presence in Incoming and Outgoing Communication. CHI05 Extended Abstracts. New York, NY: ACM Press, 1284-1287.

[51] Easterday, M., Keyani, P., Hsieh, G., Mutlu, B., and Forlizzi, J. (2005). DanceAlong: Supporting Positive Social Exchange and Exercise for the Elderly Through Dance. CHI05 Extended Abstracts. New York, NY: ACM Press, 1541-1544.

[52] Hurst, A.K., Zimmerman, J., and Forlizzi, J. (2005). The Sense Lounger: Establishing a Ubicomp Beachhead in Elders' Homes. CHI05 Extended Abstracts. New York, NY: ACM Press, 1467-1470.

[53] Jafarinaimi, N., Forlizzi, J., Hurst, A.K., and Zimmerman, J. (2005). Breakaway: An Ambient Display Designed to Change Human Behavior. CHI05 Extended Abstracts. New York, NY: ACM Press, 1945-1948.

[54] DiSalvo, C., Gemperle, F., and Forlizzi, J. (2004). Imitating the Human Form: Four Kinds of Anthropomorphic Form. Proceedings of Futureground04.

- [55] Zimmerman, J., Forlizzi, J., and Evenson, S. (2004). Taxonomy for Extracting Design Knowledge from Research Conducted During Design Cases. Proceedings of Futureground04, available on CD-rom.
- [56] Forlizzi, J. and Battarbee, K. Understanding Experience in Interactive Systems. Proceedings of DIS04. New York, NY: ACM Press, 261-268.
- [57] Holstius, D., Kembel, J., Hurst, A., Wang P-H., and Forlizzi, J. (2004). Infotropism: Living and Robotic Plants as Interactive Displays. Proceedings of DIS04. New York, NY: ACM Press, 215-221.
- [58] Lee, J.C., Avrahami, D., Hudson, S.E., Forlizzi, J., Dietz, P. H., Leigh, D. (2004). The Calder Toolkit: Wired and Wireless Components for Rapidly Prototyping Interactive Devices. Proceedings of DIS04. New York, NY: ACM Press, 167-175.
- [59] Forlizzi, J., Mutlu, B., and DiSalvo, C. (2004). A Study of How Products Contribute to Emotional Experience. Proceedings of Design and Emotion04, available on CD-rom.
- [60] Mutlu, B., and Forlizzi, J. (2004). The Chaotic Nature of Human Experience. Proceedings of Design and Emotion04.
- [61] Bartneck, C., and Forlizzi, J. (2004). A Design-Centered Framework for Social Human-Robot Interaction. Proceedings of RO-MAN05, available on CD-rom.
- [62] Bartneck, C., and Forlizzi, J. (2004). Shaping Human-Robot Interaction: Understanding the Social Aspects of Intelligent Robotic Products. CHI04 Extended Abstracts. New York, NY: ACM Press, 1731-1732.
- [63] Shlovsky, I., Chung, Y.C., and Adams, R. (2004). Robotic Walker Interface for the Elderly. CHI04 Extended Abstracts. New York, NY: ACM Press, 1566.
- [64] DiSalvo, C., Gemperle, F., Forlizzi, J., and Montgomery, E. (2003). The Hug: An Exploration of Robotic Form for Intimate Communication. Proceedings of RO-MAN03. available on CD-rom.
- [65] Forlizzi, J., Gemperle, F., and DiSalvo, C. (2003). Perceptive Sorting: A Method for Understanding Responses to Products. Proceedings of DPPI03. New York, NY: ACM Press, 103-108.
- [66] Gemperle, F., DiSalvo, C., Forlizzi, J., and Yonkers, W. (2003). The Hug: A New Form for Communication. Proceedings of DUX03, available on CD-rom.

- [67] Hudson, S.E., Fogarty, J., Atkeson, C.G., Forlizzi, J., Kiesler, S., Lee, J.C., Avrahami, D., and Yang, J. (2003). Predicting Human Interruptibility with Sensors: A Wizard Of Oz Feasibility Study. Proceedings of CHI03. New York, NY: ACM Press, 257-264.
- [68] Forlizzi, J., Lee, J., and Hudson, S.E. (2003). The Kinedit System: Affective Messages Using Dynamic Texts. Proceedings of CHI03. New York, NY: ACM Press, 377-384.
- [69] Fogarty, J., Forlizzi, J., and Hudson, S. (2002). Specifying Semantic Meaning in an Unmodified Layered Drawing Package. Proceedings of UIST02. New York, NY: ACM Press, 61-70.
- [70] Lee, J.C., Forlizzi, J., and Hudson, S.E. (2002). The Kinetic Typography Engine: An Extensible System for Animating Expressive Text. Proceedings of UIST02. New York, NY: ACM Press, 81-90.
- [71] Wobbrock, J.O., Forlizzi, J., Hudson, S.E., and Myers, B.A. (2002). WebThumb: Interaction Technique for Small-Screen Browsers. Proceedings of UIST02. New York, NY: ACM Press, 205-208.
- [72] Fussell, S., Grenville-Putnam, D., Kiesler, S., Forlizzi, J., and Wichansky, A. (2002). Accessing Multi-Modal Information on Cell Phones while Sitting and Driving. Proceedings of HFES.
- [73] DiSalvo, C., Gemperle, F., Forlizzi, J., and Kiesler, S. (2002). All Robots are Not Created Equal: The Design and Perception of Humanoid Robot Heads. Proceedings of DIS02. New York, NY: ACM Press, 321-326.
- [74] Fass, A., Forlizzi, J., and Pausch, R. (2002). MessyDesk and MessyBoard: Two Designs Inspired by the Goal of Improving Human Memory. Proceedings of DIS02. New York, NY: ACM Press 303-311.
- [75] Nichols, J., Wobbrock, J.O., Gergle, D., and Forlizzi, J. (2002). Mediator and Medium: Doors as Interruption Gateways and Aesthetic Displays. Proceedings of DIS02. New York, NY: ACM Press, 379-386.
- [76] DiSalvo, C., Hanington, B., and Forlizzi, J. (2002). An Accessible Framework of Emotional Experiences for New Product Conception. Proceedings of Design and Emotion02, 251-255.
- [77] Fogarty, J., Forlizzi, J., and Hudson, S.E. (2001). Aesthetic Information Collages: Generating Decorative Displays that Contain Information. Proceedings of UIST01. New York, NY: ACM Press, 141-150.
- [78] Forlizzi, J., Hirsch, T., Hyder, E., Goetz, J. (2001). Designing Pleasurable Technology for Elders. Proceedings of INCLUDE01 (International Conference on Inclusive Design and Communications), available on CD-rom.

[79] McCormack, M., Forlizzi, J. (2000). Listening to User Experience: Integrating technology with proactive wellness management. Proceedings of Participatory Design00. Palo Alto, CA: CPSR Press, 296-300.

[80] Hirsch, T., Forlizzi, J., Hyder, E., Goetz, J., Stroback, J., and Kurtz, C. (2000). The ELDeR Project: Social and Emotional Factors in the Design of Eldercare Technologies. Proceedings of CUU00. New York, NY: ACM Press, 72-80.

[81] Forlizzi, J., Ford, S. (2000). The Building Blocks of Experience: An Early Framework for Interaction Designers. Proceedings of DIS00. New York, NY: ACM Press, 419-423.

[82] Forlizzi, J., McCormack, M. (2000). Case Study: User Research to Inform the Design and Development of Integrated Wearable Computers and Web-based Services. Proceedings of DIS00. New York, NY: ACM Press, 275-279.

[83] Forlizzi, J., McCormack, M. (2000). How Qualitative User Research Informs New Products in the Rapid Time to Startup. Proceedings of UPA00. New York, NY: ACM Press, 47-52.

[84] Boyarski, D., Neuwirth, C., Regli, S. Forlizzi, J. (1998). A Study of Fonts Designed for Screen Display. Proceedings of CHI98. New York, NY: ACM Press, 87-93.

[85] Ford, S., Forlizzi, J., Ishizaki, S. (1997). Kinetic Typography: Issues in Time-Based Presentation of Text. Proceedings of CHI97. New York, NY: ACM Press, 269-270.

Other Publications

[86] Robare, P. and Forlizzi, J. Sound in Computing: A Short History. Interactions magazine, January/February 2009, 62-65.

[87] Forlizzi, J. (2005). Robotic Products to Assist the Aging Population. Interactions, V12N2, 16-18.

[88] Forlizzi, J. (2004). Experience, Emotion, and Design. International Design and Emotion Society Newsletter, June 2004.
<http://www.designandemotion.org/de64.php>, accessed December, 2004.

[89] Forlizzi, J. (2000). Toward a Framework of Experience as It Relates to Interaction Design: Conference Workshop Report. In: Design by People for People: Essays on Usability, Ed. Russell J. Branagan. Chicago, IL: Usability Professional's Association, 2000, 41-46.

[90] Forlizzi, J. (1997). Tone of Voice in Kinetic Typography. Digital Communication Design Forum Proceedings, Tokyo, Japan, January 1997.

[91] Forlizzi, J. and Franz, L. (1996). NWMAF's E-Community. NWMAF Newsletter, Fall 1996.

Submitted for Publication

[92] Balakrishnan, A., and Forlizzi, J. (2008). Designing for Collaborations: A theoretical framework to guide design in practice. Submitted to CHI09.

[93] Dillahunt, T., Forlizzi, J., and Mankoff, J. (2008). A Proposed Framework for Assessing Environmental Sustainability for the HCI Community. Submitted to CHI09.

[94] Forlizzi, J., Zimmerman, J., and Stolterman, E. (2008). Design Theory as a Critical Part of Research Through Design in HCI. Submitted to CHI09.

[95] Forlizzi, J., Barley, W., and Seder, T. (2008). Where Should I Turn? A Study of How People Navigate to Inform the Design of Future Navigation Systems. Submitted to CHI09.

[96] Lee, J., Forlizzi, J., and Hudson, S.E. (2008). Backseat Driving: Evaluating the Effectiveness of a Perceptually-Optimized Navigation Display. Submitted to CHI09.

[97] Li, I.A.R., Dey, A., and Forlizzi, J. (2008). When Context Information is Too Much: Monitoring Physical Activity in Context. Submitted to CHI09.

[98] Shick, A., Forlizzi, J., and Fussell, S. Sensemaking Through Motion in Human-Robot Interaction. Submitted to HRI09.

[99] Wang, H.-C., and Forlizzi, J. (2008). Understanding Collaborative Design: From the Universal to the Particular. Submitted to CHI09.

Web Sites

Jodi Forlizzi, Interaction Design: <http://www.goodgestreet.com/>

People and Robots: <http://www.peopleandrobots.org>

Anthropomorphism: <http://anthropomorphism.org>

Design Perspectives in HCI Seminar Syllabus:

<http://www.goodgestreet.com/desHCI>

Interaction Design Seminar Syllabus: <http://www.goodgestreet.com/sem/>

Interface and Interaction Design Syllabus:

<http://www.goodgestreet.com/VID/>

Senior Interaction Design Project Syllabus:

<http://www.goodgestreet.com/CandC>

Thesis

Ph.D., Design in Human-Computer Interaction, School of Computer Science, Carnegie Mellon University, 2007. Thesis: "Product Ecologies: Understanding the Context of Use Surrounding Products."

MDes, Interaction Design, School of Design, Carnegie Mellon University, 1997. Thesis: "Designing for Experience: An Approach to Human-Centered Design."

Evidence of External Reputation

Invited Presentations

Interaction Design and Research? Join the Revolution! Invited talk, **Northwestern University**, January 27, 2008.

Design Research? Join the Revolution! Invited talk, **Malmo University**, October 17, 2008.

Design Research? Join the Revolution! Invited talk, **Umeå University**, October 13, 2008.

"Design and Human-Robot Interaction." Invited talk, **ICRA08 NewHRI Workshop**, May 19, 2008.

"Ethnography and Design Practice: Synthesis of Design from Observation." Invited talk, **Quality of Life Technology Seminar Series, University of Pittsburgh**, February 7, 2008.

"The Product Ecology: Understanding Social Product Use and Supporting Design Culture." Invited talk, **Georgia Institute of Technology GVU Center**, January, 2008.

"The Product Ecology: Understanding Social Product Use and Supporting Design Culture." Invited talk, **RPI STS and LLC**, November, 2007.

Moderator: **CMU/IBM Research Exchange**, Human-Computer Interaction. Carnegie Mellon University, October 12, 2007.

"The Product Ecology: Understanding Social Product Use and Supporting Design Culture." Invited talk, **Indiana University HCID**, September, 2007.

"Towards the Design and Development of Future Robotic Products and Systems: Four Features for Human-Robot Interaction." **Invited Plenary, Ro-Man 2007 Design Forum**, Jeju Island, Korea, August, 2007.

"Ethnography and Design Practice: Creating Opportunities for New Product Development." Invited talk, **Samsung Interaction Design Workshop**, San Francisco, CA, June 29, 2007.

"On Interaction Design." Invited Talk, **Arizona State University Arts, Media and Engineering**, April 20, 2007.

"A Study of Cleaning and the Roomba Discovery." Invited talk, **iRobot**, Boston, MA, April 12, 2007.

"The Future of Interaction Design." with Hugh Dubberly, an **Invited Adobe Acrobat Connect e-forum**, January, 2007.

"How Might Future Technology Assist Older Adults?" World Congress on Aging, **Plenary Lecture**, October 2006.

"Jodi Forlizzi on Interaction Design." **University of the Arts Invited Lecture**, Philadelphia, PA, April 2006.

"Interactions Between People and Robots: The Project on People and Robots." **Robot World Design Forum Plenary Lecture**, Daejeon, Korea, November 2005.

"Product Ecologies: A method for understanding social products." **DPPI05 Conference Plenary Lecture**, Eindhoven, the Netherlands, October 2005.

"Home-Based Technologies for Elders in the Home: A Design Perspective." **Siemens Corporate Research**, Princeton, NJ, October 2004.

"Design and Ethnography: Shaping Human-Robot Interaction." **Stanford University**, Palo Alto, CA, May 2004.

"Social Robots: Are They Right for the Task?" Invited Lecture, **SciTech 2004 Festival**, Carnegie Science Center Museum, Pittsburgh, PA, April 2004.

"Design and Ubiquitous Technology." Plenary Lecture, **HCI2004 Conference**, Kangwon Province, Korea, February 2004.

"What's the Role of Design in Humanizing Technology?" Plenary Lecture, **ASIST (Association of Information Science and Technology) 2003 Conference**, Long Beach, California, October 2003.

"ShareSpace and Trip Totem: Visionary Concepts for Sharing Personal Media," **Microsoft Faculty Summit and Design Expo**, July 2003.

"Modeling Experience: A Study of Falls in the Elderly." Invited Lecture, **Luotain National Research Initiative**, Helsinki, Finland, May 2003.

"Social Robots and The Project on People and Robots." Invited Lecture, **Technical University Eindhoven**, May 2003.

"Sensing, Modeling, and Information Display." Invited Lecture, **Lockheed Martin Advanced Research**, April 2003.

"Interaction Design: The Project on People and Robots." Invited Lecture, **Parsons School of Design**, March 2003.

"Interaction Designers: Who We Are, What We Do, and What We Need to Know." **AIGA Advance for Design Summit**, Scottsdale, AZ, July 2001.

"Moving to the Practice of Experience Design," **Lighthouse Interactive**, November 2000.

"An Early Theory of Experience for Interaction Designers," **Designing Interactive Systems 2000 Conference**, June 2000.

"Design For User Experience," **University of Art and Design Helsinki**, Finland, April 2000.

"The Africa Stik, a Digital Hiking Pole," **Interval Research Sponsored Project**, Palo Alto, CA, July 1996.

Courses

"Interface Design for Human-Robot Interaction," Human-Robot Interaction Conference, Washington, D.C., April 8, 2007.

"International Invitational Graduate Student Workshop on Human-Robot Interaction," Co-Organizer, Carmel, CA, August 2-6, 2006.

"User-Centered Design Camp," General Motors Corporation, Warren, MI, April 1-2, 2006.

"When Your Face Is the Interface: An Interaction Design Workshop," University of the Arts, Philadelphia, PA, April 6-8, 2006.

"Using New Media in Course Development," University of Pennsylvania, Philadelphia, PA, August 1996.

"Designing a Web Site," Design Influences 8 Conference, February, 1996.

Panels

"Shaping Human-Robot Interaction: Understanding the Social Aspects of Intelligent Robotic Products," Workshop Co-Organizer, CHI2004 Conference, Vienna, Austria, April 2004.

"Towards a Framework of Experience and Interaction Design," Workshop Co-organizer, UPA99 Conference, Scottsdale, AZ, June 1999.

Participation in Workshops and Panels

NSF CreativeIT Panel, Invited Participant, Arlington, VA, January 15-16, 2009.

NSF Panel on Creativity and Rationale in Software Design, Invited Participant, State College, PA, June 15-17, 2008.

"The Future of Human-Computer Interaction in the 21st Century," Invited Participant to NSF-funded workshop, Duke University, Raleigh, NC, April 2008.

"Google Distinguished Faculty Summit," Invited Participant, Palo Alto, California, July 2007.

"Bringing Design Studio Culture to HCI," Workshop Participant, CHI 2007 Conference, San Jose, California, April 2006.

"Beyond Usability: Taking Situational, Cultural, and Other Contextual Factors Into Account," Invited Panelist, CHI2007 Conference, San Jose, April 2007.

"Brainstorming Applications for UltraMobile PC," Invited Presenter, Intel Workshop, February 21-22, 2007, Santa Clara, CA.

"Carrying the Vision: Bringing Design Studio Practice to HCI Institutions," CHI2007 Panel Participant on Design Studio Culture in HCI Panel.

"The Role of Design in Human-Computer Interaction," Workshop Participant, CHI 2004 Conference, Vienna, Austria, April 2004.

"Designing the Future: Field Studies for New Products," Workshop Participant, UPA98 Conference, Washington, DC, June 1998.

"Designing the Quality Experience," Panel Discussion, CHI97 Conference, Atlanta, GA, March 1997.

Exhibitions

Digital Communication Design, Tokyo, Japan, January, 1997.

In the Media

CMU Snackbot. Blog Makezine, December, 2008.

http://blog.makezine.com/archive/2008/12/cmu_snackbot.html, accessed January 2, 2009.

Darling, Mike. The Kindness Lab. Spirit (Southwest In-Flight) Magazine, October, 2008. http://www.spiritmag.com/2008_10/features/kindness-lab-1.php, accessed October 10, 2008.

"Helpful Robot Alters Family Life." Byron Spice, featured in NSF CISE homepage:
http://nsf.gov/discoveries/disc_summ.jsp?cntn_id=109703&org=CISE, accessed October 2, 2007.

"Help! I can't program my car." Candace Lombardi, cnetnews.com:
http://www.news.com/Help-I-cant-program-my-car/2100-11389_3-6215365.html?tag=nefd.lede, accessed October 30, 2007.

"Science Report: Robots in Our Daily Life" (in Polish). Aleksandra Postola, Wprost Weekly, November, 2007.

"Web site expresses emotion through color." Allison M. Heinrichs. Pittsburgh TribPM October 7, 2007
http://www.pittsburghlive.com/x/pittsburghtrib/news/tribpm/s_492151.html

"Service Robots Provide Elder Assistance." Regina Lynch. Design News, May 2007.

"Senior Momentum: Can design and technology deliver a golden age of aging?" Juanita Dugdale. ID Magazine, May 2007.

"Have I Lost My Mind, or Is My Pillow Talking to Me?" Joy Loverde. Today's Chicago Woman Magazine, April 2007.

"The Real Gray Market." Audrey Gray, Custom Retailer, November 1, 2006.
<http://customretailer.net/story/story.bsp?sid=40483&var=story>, accessed November, 2006.

"Jodi Forlizzi on Interaction Design." Jae Hyun Park, W.E.B. Magazine, Korean Information on e-Business, Web Trends, Interactive Design, and User Interface. June 2006, 98-99.

"Send a Hug Using a Robotic Pillow." Daum, engadget Section, a Korean Publication, November 2005.

"The Hug." Kai Hecker, forbes.com, October 2005.

"Feel the Love." Popular Mechanics Tech Watch, V182N7, July 2005, 24.

"Assisted Seating. Experimental Chair Comforts the Elderly." ID Magazine, June 2005, 25.

"The Hug." Martin Rufenacht, COCOM Magazine Switzerland, May 9, 2005.

"The Hug." Rainer Leurs, *Financial Times Deutschland*, May 6, 2005.

"Oh Really? Embracing Technology." Sally Goodman, *AARP Magazine*, January and February, 2005.

"The Hug." ZDF German TV, February 2005.

"Hugs for Senior Citizens." TV appearance on WGAL Lancaster, PA, January 22, 2005.

"Around the Water Cooler: The Hug." TV appearance on ABC Good Morning America, January 18, 2005.

"The Hug, a Carnegie Mellon Robotic Pillow Project," WTAE-TV News, January 5, 2005.

"The Hug," *B'nai Brith Magazine* (a general-interest Jewish publication based in Washington, D.C.), January 2005.

"CMU's Hug is Not Home," *Boston Globe*, Ellen Goodman, November 24, 2004.

"Does Grandma Need a Hug? A Robotic Pillow Can Help." Jeffrey Selingo, *New York Times Circuits Section*, November 11, 2004.

"Design and Delight," *Art + Décor: Design + Architecture + Art Magazine* (in Turkish), Ozgun Tanglay, August 2003.

"Inventions' wonderful world on display at Microsoft Fair," *Seattle Times Business and Technology Section*, Kim Peterson, July 30, 2003.

"Dear Old Tech." *edesign Magazine*, Barney Southin, October 2002.

"The Art of Multitasking." *Fast Company Magazine*, Alison Overholt, Issue 63, October 2002.

"Seeking new talent and ideas for the future — A university workshop garners the attention of Silicon Valley."
AXIS Magazine, Noriko Takiguchi, v77, January/February 1999.

"Outside the Box: Rethinking the Future of HCI at Interval Research".
Interactivity Magazine, Kathleen Maher, January 1997.

"Shaping the Future."
Pittsburgh Tribune Review, Marilyn Posner, September, 1997.

Academic Awards and Honors

A. Nico Habermann Junior Faculty Chair, 2007-2010.

Alfred P. Sloan Research Fellowship Nominee, 2007.

General Motors 2007 Chairman's Honors for iCar concept research and design.

Best paper award, HRI 2008; best paper runner-up, HRI 2007.

Phi Kappa Phi Honor Society Induction for Excellence in Interaction Design, November, 2004.

Interval Research Corporation University Workshop, 1996, awards for Most Thorough Design Process and Most Appropriate Use of Computing.

Carnegie Mellon School of Design Merit Award Winner, 1996 and 1997.

University of Pennsylvania West Philadelphia Improvement Corps (WEPIC) Achievement Award, 1994, for creating and instructing martial arts and self-defense classes in the West Philadelphia community.

External Professional Activities

Review Committee, NSF CISE, 2008-2009.

Conference Organizing Committee, DPPI 2009.

Papers Area Chair for Design, CHI 2009.

Advisory Board, HeadThere, 2008.

Papers Associate Chair, CHI 2005-2008.

Papers Associate Chair, DIS 2004, 2006, 2008.

Papers Co-Chair, DPPI07, Helsinki, Finland.

National Accessibility in Design Education Consortium, 2006-2007.

CHI 2006 Student Design Competition Mentor (for three teams).

DaVinci Effect, NY, NY, April 2005.

CHI 2005 Student Design Competition Invited Judge.

ICT 2005 Design Competition Student Mentor.

Co-Organizer, HCIC 2005: Design and Emotion, (with Don Norman and Terry Winograd), Snow Mountain Ranch, CO.

Review Committee, NSF HCI Panel, Washington, DC.

Session Chair, CHI 2004-2007.

Program Chair, DPPI 2003 Conference.

Special Area Chair, Emotion and Human-Computer Interaction, CHI 2003, Fort Lauderdale, FL.

Advisory Board, Conference on Affective Human Factors Design, 2001.

Review Committees

Reviewer, 7th International conference on Entertainment Computing, 2008.
Review of Book Proposal for MIT Press, Foundations of Interaction Design by David Malouf, August, 2008.
Reviewer, Ubicomp 2008.
Reviewer, International Journal of Design, 2007-2008.
Reviewer, DesForm 2007.
Review Committee, UIST 2005-2008.
Review Committee, IASDR 2007.
Reviewer, Autonomous Robots Journal, 2007.
Book Draft Reviewer, Press On: Thoughtful Interaction Design, MIT Press, 2005.
Book Draft Reviewer, Foundations of Interaction Design, Lawrence Erlbaum, 2004.
Review Committee, FutureGround, 2003-2007.
Book Draft Reviewer, Thoughtful Interaction Design, MIT Press, 2003.
Review Committee, Special Issues in Ergonomics, 2002.
Book Proposal Reviewer, Laurence King Publishing, 2002.
Review Committee, Design and Emotion, 2002-2006.
Review Committee, DIS Conference, 2000-2008.
Review Committee, CHI Conference, 1998-2008.
Review Committee, IEEE Internet Computing, 2001.
Review Committee, Theoretical Issues in Ergonomic Science, 2001.
Review Committee, Conference on Affective Human Factors 2001.
Book Proposal Reviewer, MIT Press, 2001.
Review Committee, Universal Usability Conference. 2000-2002.

Other Committees

Dissertation Committee, University of Central Florida (Cindy Bethel), 2008.
Dissertation Committee, Georgia Tech (Susan Wyche), 2008.
Dissertation Committee, KAIST (Sona Kwak), 2008.
Dissertation Committee, Heinz School, CMU (Danny Fernandez), 2008.
Dissertation External Evaluator, University of Oulu Computer Science (Leena Arhippainen), 2008.
Dissertation External Evaluator, Helsinki University of Technology (Anu Kankainen), 2002.

Societies

ACM SIGCHI, AIGA, AIGA Advance for Design.

Contract and Grant Support Funded

"Situational Awareness of Older Drivers," Quality of Life Technology Research Grant, co-PI with Anind Dey, October 2008-September 2009.

"Snackbot: A Service Robot," Microsoft Robotics Initiative Grant, co-PI with Sara Kiesler, May 2008-April 2009.

"A Study of Navigation in Dyads," General Motors Gift, PI, May 2008-April 2009.

"Enabling Creativity Using Kinetic Typography," NSF SGER, co-PI with Scott Hudson, September 2008-August 2009.

"Enhancing the Value of Mobile Computing Platforms with Techniques for Inattentive and Inexact Interaction," Intel Corporation Research Grant, co-PI with Scott Hudson, September 2007-August 2010.

"Aesthetics of Dashboard Display Designs," General Motors, PI, September 2007-August 2008.

"Human Dynamics of Robot-Supported Collaborative Work," NSF DHB, Co-PI with Sara Kiesler, Jessica Hodgins, and Sue Fussell, December 06-November 09.

"Navigation Display Format Design Optimization," General Motors Corporation, PI, September 06-August 07.

"Monitoring and Feedback To Support Physical Exercise Awareness." PA State Funding, Co-PI with Anind Dey, January 06-December 06.

"Monitoring and Feedback to Support Physical Exercise Awareness." PITA, PI, with Anind Dey.

"Managing Human Attention," NSF ITR, submitted with Robert Kraut and Scott Hudson, September 04-August 07.

"Physiological Body Monitors to Prevent Falls in the Aging Population," PITA, PI, submitted with Scott Hudson and Francine Gemperle, December 02-November 03.

"Cognitive and Social Design of Assistive Robots," NSF/ITR-PE, Co-PI, submitted with Sara Kiesler, Pamela Hinds, and Sebastian Thrun, September 01-August 06.

"Situationally Appropriate Interfaces," NSF/ITR, submitted with Scott Hudson, Sara Kiesler, and Chris Atkeson, September 01-August 06.

"Augmented Cognition: Combining Human and Digital Memory," DARPA, senior personnel, submitted with Randy Pausch and Dennis Proffitt, September 01-August 05.

"Situationally Aware Systems," Co-investigator, DARPA, February 01-December 01, with Scott Hudson.

"Enhancing Small Displays: Using multimodal cues to enhance the communication of information," Co-principal investigator, Oracle Corporation, February 01-June 01, with Sara Kiesler.

"Using Palm Devices as Universal Personal Controllers," Co-investigator, Pittsburgh Digital Greenhouse, December 00-November 01, with Brad Myers.

"Enhancing Small Displays: Using multimodal cues to enhance the communication of information," Principal investigator, Oracle Corporation, May 00-January 01.

"Research on New Interactions for 3G Devices and Modular TV," Co-investigator, Samsung Electronics, December 00-March 01, with Dan Boyarski.

"User Experience and Interaction Design," Berkman New Faculty Development Fund, January 00.

Submitted

"ANTIDOTE: Adaptive Networks for Threat and Intrusion Detection or Termination." MURI, submitted with Gaurav Sukhatme, Sven Koenig, Maja Mataric (USC), Daniela Rus (MIT), Vijay Kumar, Robert Ghrist, Maxim Likhachev (Penn), Manuela Veloso, Howie Choset, and Tony Stentz. March 2009-February 2013.

"Supporting independence of older drivers through situational awareness, task awareness, and cognitive load." NSF IIS Small, submitted with Anind Dey.

"Generating Perceptually Optimized Displays." NSF IIS Small, submitted with Scott Hudson.

"Interdisciplinary Research Training in Design in Human-Computer Interaction." IGERT Pre-proposal, co-PI with Erik Stolterman (University of Indiana).

"New Techniques in Kinetic Typography for Information Display and Interaction." NSF Creative IT, submitted with Scott Hudson.

"Animating Communicative Gestures for Effective User Interfaces." NSF HCC Medium Collaborative Proposal, submitted with Jessica Hodgins, Dennis Proffitt (UVA) and Jeanine Stefanucci (William and Mary).

"Extending Skills of Older People Through Modeling Situational Awareness." NSF HCC Small, PI with Anind Dey.

"Understanding and Generating Natural Human Motion for Human-Robot Interaction." Microsoft HRI, PI with Jessica Hodgins.

"Health Research Priority: Dinner Planning." Pennsylvania CURE Proposal, July 2007.

"Understanding and Generating Natural Human Motion for Human-Robot Interactions." NSF HRI, submitted with Jessica Hodgins.

"Design of Monitoring and Feedback Technology for In-home Healthcare Systems." NSF HCC, submitted with Anind Dey.

"IMPACT: Implementation of a System to Increase Physical Activity." PITA, submitted with Anind Dey.

"A Robotic Chair to Sense Indications of Depression in Older Adults." PITA, submitted with Anind Dey.

"IMPACT: Improving and Motivating Physical Activity Using Context." Robert Wood Johnson Foundation, submitted with Anind Dey.

"Networked Robotic Walkers for Use in Assisted Living." NIH STTR grant, submitted with Michael Happold, Geoffrey Gordon, Reid Simmons, and Judith Matthews.

"International Partnership on Computational Models for Humanoid Robots and Human Behavior. NSF PIRE pre-proposal, submitted with Jessica Hodgins, Chris Atkeson, Martial Hebert, Sara Kiesler, James Kuffner, Nancy Pollard, Reid Simmons, Takeo Kanade, and Manuela Veloso.

"Robust Monitoring and Communication for Elders." NSF IIS, PI, submitted with Anind Dey and John Zimmerman.

"New Techniques in Kinetic Typography for Information Display and Interaction." NSF IIS, submitted with Scott Hudson, April, 2005.

"Measuring Indices of Low Mood Leading to Depression in the Elderly." AETNA Foundation, submitted with Anind Dey, August, 2005.

"Designing Products to Support Elders and Home Healthcare Workers." Arthur Vining David Foundation, submitted August, 2005.

"The Effect of Task Characteristics on Human Attributions to Robots in Human-Robot Interaction." HONDA, submitted with Jessica Hodgins, October, 2005.

"Monitoring and Feedback to Support Physical Exercise." Health Research Formula Fund, 2005-2006, submitted with Anind Dey.

"Supporting Aging in Place with Activity Monitoring and Awareness." NSF/Assets, submitted with Scott Hudson and Jennifer Mankoff, December, 2004. \$750,000.

"Command Chair for Elders." PITA, submitted with John Zimmerman and Jennifer Mankoff, August, 2004.

"Robust Monitoring and Communication Systems to Improve the Quality of Independent Life for Elders." NSF/CISE, submitted with Scott Hudson, Chris Atkeson and John Zimmerman, November, 2002.

"New Techniques in Kinetic Typography for Information Presentation and Interaction," NSF/IIS, submitted with Scott Hudson and Dan Boyarski, November, 2002.

"Tools for Rapid Prototyping of Interactive Physical Devices." NSF/ITR, submitted with Scott Hudson, November, 2002.

"Alice: Lowering the Entry Barriers to Programming." NSF/CISE, submitted with Randy Pausch, Donald Marinelli and Jesse Schell, November, 2002.

"The Adaptable Workspace: Supporting Multidisciplinary Workgroups." Wild Ideas Fund, PI, April 2002.

"Home Automation in the 21st Century," Pittsburgh Digital Greenhouse, submitted with Howard Choset, April 2002.

Teaching Performance Courses

51-844, Advanced Design Research Methods, 5 students, Spring 2008.*
05-774, Design Perspectives in HCI, 15 students, Spring 2008.*
51-702, Interaction Design Seminar, 9 students, Spring 2008.
51-725, Advanced Interface and Interaction Design, 8 students, Fall 2008.
51-702, Interaction Design Seminar, 13 students, Spring 2007.
51-725, Advanced Interface and Interaction Design, 16 students, Fall 2006.
51-702, Interaction Design Seminar, 15 students, Spring 2006.*
51-725, Advanced Interface and Interaction Design, 7 students, Fall 2005.*
51-702, Interaction Design Seminar, 7 students, Spring 2004.*
51-725, Interface and Interaction Design, 18 students, Fall 2003.
51-712, Graduate Studio 2, 17 students, Spring 2003.*
51-725, Interface and Interaction Design, 17 students, Fall 2002.
05-650, Interface and Interaction Design, 28 students, Spring 2002.
05-771, HCI Process and Theory, 22 students, Fall 2001 (team taught).
51-403, Senior Interaction Design Project, 14 students, Fall 2001 (team taught).
05-650, Visual Interface Design, 24 students, Spring 2001.
05-540, Rapid Prototyping, 32 students, Spring 2001 (team taught).

51-403, Senior Interaction Design Project, 12 students, Fall 2000 (sponsored by IBM).*

05-671 HCI Project Course Summer 2000 (team taught).

05-650, Visual Interface Design, 30 students, Spring 2000.*

51-702, Graduate Design Seminar, 14 students, Fall 1999 (team taught).*

* indicates new course development

Independent Study

"Ambient Displays," Jared Cole, Spring 2007.

"Peripheral Displays," Greg Fogel, Spring 2004.

"What Is the Role of Design in HCI?" Jina Huh, Spring 2004.

"Prioritizing Information Elements in Complex Dynamic Displays," Bilge Mutlu, Spring 2004.

"Design and Emotion," Bilge Mutlu, Spring 2003.

"Perceptive Brand Study," Rahul Culas, Fall 2002.

"Visionary Design of Service Robots," Jamie Divine, Fall 2002.

"Information and Navigation System for an Automated Home System," Scott Cronin, Summer 2002.

"Researching the Hand as it Affects Human-Robot Interaction," Francine Gemperle, Summer 2002.

"Building Interface Demonstrations for Illustration Software," Arie Stavchansky, Spring 2002.

"Design of a Robot Head," Carl DiSalvo, Spring 2002.

"Information and Navigation System for a Grocery Store Information Appliance," Joan Guerin, Summer 2001.

"Cultural Perceptions of Social Robots," Carl DiSalvo, Fall 2001.

"Design of Ambient Displays," Michael Lohmiller and Peter Scupelli, Spring 2001.

"Design of a Mobile Phone Bus Timetable Application," Wilson Chan, Fall 2000.

"GM Vehicle Information Systems," Guohong Dong and Mon-Chu Chen, Summer 2000.

"Studies in Enhanced Messages," Eric Wilcox, Summer 2000.

"Design of a Mobile Phone Dictionary Application," Daniel Avrahami, Summer 2000.

"Redesign of a Computer Science School's Website," Lori Caruso, Summer 2000.

Contributions to Education

Curriculum Development

51-844, Advanced Design Research Methods.

05-774, Design Perspectives in HCI.

51-725, Advanced Interface and Interaction Design.

51-702, Interaction Design Seminar.

05-771, HCI Process and Theory.

51-403, Senior Interaction Design Project.

05-650, Interface and Interaction Design.

Graduate Seminars Organized and Supervised

Social Robotics Reading Group, Spring 2004, with Reid Simmons.

User Interface Technology Reading Group, Fall 2001, with Scott Hudson.

Students

PhD Students Supervised

Aubrey Shick, HCII (with Susan Fussell).

Min Kyung Lee, HCII (with Sara Kiesler).

Carl DiSalvo, Ph.D. in Design, 2006, "The Problem with Products."

Ian Li, HCII (with Anind Dey).

Bilge Mutlu, HCII (with Jessica Hodgins).

Rachel Gockley, Robotics (with Reid Simmons).

Joonhwan Lee, Ph.D. in HCII, 2008, "Designing Perceptually Optimized Displays." (with Scott Hudson).

Committee member for Aaron Bauer, Peter Scupelli, Joy Sykes, Johnny Lee, Marek Michalowski, Sonya Kwak (KAIST), Susan Wyche (Georgia Tech), Cindy Bethel (University of Central Florida).

Master's Students Thesis Papers/Projects

Melissa Cliver, MDes, 2009.

Lesley Fleischman, MDes, 2009.

Chris Michaelades, MDes, 2009.

Wiebke Porshcke, MDes, 2009.

Kyle Vice, MDes, 2009.

Jamin Hegeman, MDes, 2008.

Joseph Iloreta, MDes, 2008.

Hee Young Jeong, MDes, 2008.

Imran Sobh, MDes, 2008.

Simon King, MDes, 2007.

Min Kyung Lee, MDes, 2007.

Max Snyder, MDes, 2007.

PenFan Sun, MDes, 2006.

Chun-Yi Chen, MDes, 2005.

Yuan-Chou Chung, MDes, 2005.

Jeff Howard, MDes, 2005.

Ben Fineman, MDes, 2004.

Bilge Multu, MDes, 2004.

Chad Thornton, MDes, 2004.

Amy Ip, MDes, 2003.

Marti Louw, MDes, 2003.

Tamella Monk, MDes, 2002.

Peter Scupelli, MDes, 2002.

Lisa Villemeure, MDes, 2002.

Mark Erhardt, MDes, 2001.

Daniel Gloyd, MDes, 2001.

Sabine Junginger, MDes, 2001.

John Beck, MDes, 2000.

University Service

Master's in Design Admissions Committee, 2000-present.
Master's in HCI Admissions Committee, 2008-2009.
Smiley Award in Computer Science Invited Judge, 2008.
PhD Admissions Committee, HCII, 2006-2008.
Nierenberg Chair Search Committee Chair, School of Design, 2007-2008.
School of Computer Science Research Review Committee, 2007-present.
Review committee for Head of School of Design, 2007-2008.
Graduate Policy Committee, School of Design, 2006-present.
PhD in CFA committee member, 2005-2008.
Graduate Women's Luncheon Series Invited Speaker, March 2007.
Hiring committee, HCII, 2007.
300 S. Craig Street Planning and Design Committee, 2005.
Robotics Awareness Program, Pittsburgh Public School Teachers Visit, 2005.
Space Committee, HCII Faculty and Student Office, 2004.
Program Committee, Design Networking 02X-change, 2002.
[Women@SCS](#) Self-Defense Course, 2002.
Design and Graphics Hiring Committee, HCII, 2001.
Admissions Committee, Design PhD Program, 2000-2005.
Admissions Committee, Interaction Design Master's Program, 2000-2007.
Admissions Committee, HCI PhD Program, 1999-2007.
Admissions Committee, HCI Undergraduate Program, 1999, 2000.
Curriculum Committee, HCII, 1999-present.
CMU Seido Karate, 1999-present.
CMU Tae Kwon Do Study Group, 1996-1999.