

WENDY JU

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I explore how people respond to interactive and automated technologies using design research. My particular expertise is in studying interactions to create physical and digital interfaces that implicitly communicate with users; this knowledge has wide-reaching application in the creation of robots, automated vehicles and consumer technology devices. Also, I aim to lower the barriers to designing interactive systems so that these systems better represent the interests of a wider demographic of people.

EDUCATION

- JUN 2008 Stanford University, Stanford, CA
Ph.D. in Design, Mechanical Engineering
DISSERTATION: The Design of Implicit Interactions
COMMITTEE: Larry Leifer, Terry Winograd, Clifford Nass, Edward
Carryer, Donald Norman, Scott Klemmer.
- AUG 2001 Massachusetts Institute of Technology, Cambridge, MA
M.S. Media Arts and Sciences
THESIS: The Design of Active Workspaces
COMMITTEE: Michael Hawley, Joseph Paradiso, Chee Pearlman.
- JUN 1997 Stanford University, Stanford, CA
B.S. with Distinction, Mechanical Engineering. TAU BETA PI.

POSITIONS

- JAN 2018 – Assistant Professor, Information Science
PRESENT Cornell Tech, New York, NY
Current research focus on interaction with autonomous systems such as automobiles and robots.
- JUN 2013 – Executive Director for Interaction Design Research
DEC 2017 Center for Design Research, Stanford University, Stanford, CA
Develop research proposals and collaboration opportunities for future research with industrial, academic and governmental affiliates. Author proposals and propose joint projects for research funding (over \$4 M raised). Lead Automotive Interactions at Center for Automotive Research at Stanford (CARS).

- FALL 2008 – Associate Professor, *promoted Fall 2014*
- SUMMER 2017 GRADUATE PROGRAM IN DESIGN, California College of the Arts
Teach original studio design courses in interaction design & advise thesis work for transdisciplinary Master's program in design. Act as technical liaison with Education Technology Services and advisor for interaction design lab.
- SEP 2009 – Research Associate, Computer Science
AUG 2013 Stanford University, Stanford, CA
Research the use of embedded technologies in game controllers as data acquisition tools to promote scientific inquiry in K-12 education. Collaboration with Sodertörn University and Nueva School in Hillsborough. Author of the grant for the project from the Wallenberg Foundation. PI: Terry Winograd.
- SEP 2012 – Research Associate, Center for Design Research
MAY 2013 Stanford University, Stanford, CA
Research studying how to design and evaluate the design of robotic technologies embedded in everyday devices. PI: Larry Leifer.

PUBLICATIONS

- MONOGRAPH Wendy Ju. 2015. *The Design of Implicit Interactions*. In Cerra, D. (ed.) Synthesis Lectures on Human-Centered Informatics, Morgan & Claypool. 93pp.
- JOURNAL PAPERS Dylan Moore, Xiao Ge, Daniel Stenholm, David Sirkin, Wendy Ju. 2018. ActiveNavigator: Toward Real-time Knowledge Capture and Feedback in Design Workspaces In International Journal of Engineering Education, Vol.34, No. 2(B) pp1-11, 2018
- Pablo E Paredes, Nur A Hamdan, Dav Clark, Carrie Cai, Wendy Ju, James A Landay. 2017. Evaluating In-Car Movements in the Design of Mindful Commute Interventions: Exploratory Study. In Journal of Medical Internet Research, Special Issue Computing and Mental Health, 19(12), December 2017.
- Megan K. Strait, Victoria A. Floerke, Wendy Ju, Keith Maddox, Jessica D Remedios, Malte F. Jung, Heather L. Urry. 2017. Understanding the Uncanny: Both Atypical Features and Category Ambiguity Provoke Aversion towards Humanlike Robots. In Frontiers in Psychology: Human-Media Interaction. 30 August 2017.

Jamy Li, Rene Kizilcec, Jeremy Bailenson, Wendy Ju. 2016. Social robots and virtual agents as lecturers for video instruction. In *Computers in Human Behavior*. 55, PB. Elsevier. 1222-1230.

Jeamin Koo, Kwac, J., Wendy Ju, Steinert., M, Larry Leifer, & Clifford Nass. 2014. Why did my car just do that? Explaining semi-autonomous driving actions to improve driver understanding, trust and performance. In *International Journal of Interactive Design and Manufacturing*. Springer. 9(4), Apr 2014. 269-275.

Nuri Kim, Jeonghye Han, Wendy Ju. 2014. Is a Robot better than Video for Initiating Remote Social Connections among Children? In *Journal of Institute of Control, Robotics and Systems*. 20(5), 2014: 513-519

Guy Hoffman & Wendy Ju. 2014. Designing Robots with Movement in Mind. In Holmquist, L.E., & Forlizzi, J., (eds.) Special Issue on Design in HRI: Past, Present and Future. *Journal of Human Robot Interactions*. Mar 2014. 89-122.

Edgar Berdahl, Wendy Ju, Julius O. Smith. 2010. Homemade Digital Instruments. *The Journal of the Acoustical Society of America*, 127 (3). Mar 2010. 1763.

Wendy Ju & Leila Takayama. 2009. Approachability: How People Interpret Automatic Door Movement as Gesture. *International Journal of Design, Special Issue on Design & Emotion*, Vol. 3(2), Aug 2009. 1-10.

Wendy Ju, & Larry Leifer. 2008. The Design of Implicit Interactions: Making Interactive Objects Less Obnoxious. *Design Issues: Special Issue on Design Research in Interaction Design*, 24(3), Summer 2008. 72-84.

CHAPTERS Nikolas Martelaro, Wendy Ju, Mark Horowitz. 2018. The Interaction Engine. In H. Plattner et al. (eds.), *Design Thinking Research, Understanding Innovation, Making Distinctions: Collaboration versus Cooperation*. Springer 2018.

Edgar Berdahl & Wendy Ju. 2017. Satellite CCRMA: A Musical Interaction and Sound Synthesis Platform. In Jensenius, A. & Lyons, M. (eds.) *New Interfaces for Musical Expression Reader*. Springer-Verlag 2017.

Wendy Ju, Lauren Aquino Shluzas, Larry Leifer. 2016. People with a Paradigm: The Center for Design Research's Contributions to Practice. In Chakrabarti, A., & Lindemann, U. (eds.) *Impact of Design Research on Practice*. Springer 2016.

David Sirkin, Brian Mok, Stephen Yang, Rohan Maheshwari, Wendy Ju. 2016. Improving Design Thinking through Collaborative Improvisation. in Meinel, C & Larry Leifer (eds.) *Design Thinking Research: 7th edition*. Springer Intl 2016.

David Sirkin & Wendy Ju. 2015. Embodied Design Improvisation: A Method to Make Tacit Design Knowledge Explicit and Usable. In Meinel, C & Larry Leifer (eds.) *Design Thinking Research: Building Innovators 2015.*: 195-209.

Steven Dow, Wendy Ju, Wendy Mackay. 2013. Projection, Place and Point-of-View in Research through Design. In Jewitt, C., Price, S., and Brown, B. (eds.), *The SAGE Handbook of Digital Technology Research*. London UK: SAGE.

David Sirkin, Wendy Ju, Mark Cutkosky. 2012. Communicating Meaning and Role in Distributed Design Collaboration: How Crowdsourced Users Help Inform the Design of Telepresence Robotics. In *Design Thinking Research: Studying Co-creation in Practice* (2012): 173-187.

Wendy Ju. 2008. The mouse, the demo & the big idea. In T. Erickson and D. McDonald (eds.), *HCI Remixed*. Cambridge MA: MIT Press.

CONFERENCE PAPERS
(REFEREED) Helena Stromberg, Ingrid Pettersson, Wendy Ju. 2018, in press. Horse, butler or elevator? Metaphors and enactment as a catalyst for exploring interaction with autonomous technology. In Design Research Society 2018, June 25-28, 2018. Limerick, Ireland.

David Goedicke, Jamy Li, Vanessa Evers, Wendy Ju. 2018, in press. VR-OOM: Virtual Reality On-rOad driving siMulation. In CHI 2018, April 21-26, 2018. Montreal, Canada.

Pablo E. Paredes, Francisco Ordoñez, Wendy Ju, James A. Landay. 2018, in press. Fast & Furious: Detecting Stress with a Car Steering Wheel. In CHI 2018, April 21-26, 2018. Montreal, Canada.

Hamish Tennent, Dylan Moore, Wendy Ju. 2017. Character Actor: Design and Evaluation of Expressive Robot Car Seat Motion. In

Interactive, Mobile, Wearable and Ubiquitous Technologies, 1(4), December 2017.

Brian Mok, Mishel Johns, Stephen Yang, Wendy Ju. 2017. Reinventing the Wheel: Transforming Steering Wheel Systems for Autonomous Vehicles. In Proc. UIST 2017, October 22-25, 2017. Quebec City, Canada.

Brian Mok, Mishel Johns, Stephen Yang, Wendy Ju. 2017. Actions Speak Louder: Effects of a Transforming Steering Wheel on Post-Transition Driver Performance. In Proc. IEEE Intelligent Transportation Systems 2017, October 16-19, 2017. Yokohama, Japan. **Best Student Paper Award**

Mishel Johns, Brian Mok, Walter Talamonti, Srinath Sibi, Wendy Ju. 2017. Anticipatory Interfaces for Driver-Automation Collaboration. In Proc. IEEE Intelligent Transportation Systems 2017, October 16-19, 2017. Yokohama, Japan.

Stephanie Balters, Srinath Sibi, Mishel Johns, Martin Steinert, Wendy Ju. 2017. Learning-by-Doing: Using Near Infrared Spectroscopy to Detect Habituation and Adaptation in Automated Driving. In Proc. AutomotiveUI 2017, September 24-27, 2017. Oldenburg, Germany.

Yumiko Shinohara, Rebecca Currano, Wendy Ju, Yukiko Nishizaki 2017. Cultural Differences in Eye Movements While Driving. In Proc. AutomotiveUI 2017, September 24-27, 2017. Oldenburg, Germany.

Hamish Tennent, Dylan Moore, Malte Jung, Wendy Ju. 2017. Good Vibrations: How Consequential Sounds Affect Perception of Robotic Arms. In Proc. RO-MAN 2017, August 28-31, 2017. Lisbon, Portugal.

Heather Knight, Timothy Lee, Brittany Hallawell, Wendy Ju. 2017. I Get It Already! The Influence of ChairBot Motion Gestures on Bystander Response. In Proc. RO-MAN 2017, August 28-31, 2017. Lisbon, Portugal.

Srinath Sibi, Stephanie Balters, Brian Mok, Martin Steinert, Wendy Ju. 2017. Assessing Driver Cortical Activity under Varying Levels of Automation with Functional Near Infrared Spectroscopy. In *IEEE Intelligent Vehicles Symposium 2017*. June 11-14, 2017. Redondo Beach, CA.

Ingrid Pettersson, Wendy Ju. 2017. Design Techniques for Exploring Automotive Interaction in the Drive towards Automation. In *Designing Interactive Systems 2017*. June 10-14, 2017. Edinburgh, Scotland.

Christopher Ploch, Jung Hwa Bae, Wendy Ju, Mark Cutkosky. 2017. Comparing Haptic and Audio Navigation Cues on the Road for Distracted Drivers with a Skin Stretch Steering Wheel. In *IEEE World Haptics 2017*. June 6-9, 2017. Fürstenfeldbruck (Munich), Germany. **Finalist for Best Poster Paper; Finalist for Best Poster Presentation.**

Brian Mok, Mishel Johns, David Miller, Wendy Ju. 2017. Tunneled In: The Effects of Active Secondary Tasks on Unstructured Transitions from Automation. In *Human Factors in Computing Systems (CHI 2017)*. May 6-11, 2017. Denver, CO.

David Sirkin, Nikolas Martelaro, Mishel Johns, Wendy Ju. 2017. Measuring Situation Awareness in Autonomous Vehicles. In *Human Factors in Computing Systems (CHI 2017)*. May 6-11, 2017. Denver, CO.

Dylan Moore, Hamish Tennent, Nikolas Martelaro, Wendy Ju. 2017. Making Sound Intentional: A Study of Servo Sound Perception. In *Human Robot Interaction (HRI 2017)*. Mar 6 – 9, 2017. Vienna, Austria.

Peter Wang, Srinath Sibi, Brian Mok, Wendy Ju. 2017. Marionette: Enabling On-Road Wizard-of-Oz Autonomous Driving Studies. In *Human Robot Interaction (HRI 2017)*. Mar 6 – 9, 2017. Vienna, Austria.

Nikolas Martelaro, Wendy Ju. 2017. Woz Way: Enabling real-time remote interaction prototyping and observation in on-road vehicles. In *ACM Computer-Supported Cooperative Work (CSCW 2017)*. Feb 25 – Mar 1, 2017. Portland, OR. **Best Demonstration Award.**

Christopher Ploch, Jung Hwa Bae, Mark Cutkosky, Wendy Ju. 2016. Haptic Skin Stretch on a Steering Wheel for Displaying Preview Information in Autonomous Cars. In *Intelligent Robots and Systems (IROS 2016)*. Oct 9-14, 2016. Daejeon, Korea. **Highlight Presentation, Top 20 of 800 papers.**

David Miller, Mishel Johns, Brian Mok, Nikhil Gowda, David Sirkin, Lee, K., Wendy Ju. 2016. Behavioral Measurement of Trust in Automation: The Trust Fall. In *Human Factors and Ergonomics Society (HFES 2016)*. Sep 19-23, 2016. Washington, DC. **Nominated for Best Student Paper.**

Romain Michon, Chris Chafe, Nick Gang, Mishel Johns, Sile O'Modhrain, David Sirkin, Nikhil Gowda, Wendy Ju. 2016. A Faust Based Driving Simulator Sound Synthesis Engine. In *Sound and Music Computing Conference (SMC 2016)*. Aug 31-Sep 3, 2016. Hamburg, Germany.

Dirk Rothenbücher, Jamy Li, David Sirkin, Brian Mok, Wendy Ju. 2016. Ghost Driver: A Field Study Investigating the Interaction between Pedestrians and Driverless Vehicles. In *Robot and Human Interactive Communication (RO-MAN 2016)*. Aug 26-31, 2016. New York, NY.

Brian Mok, Johns, M, Nikhil Gowda, Srinath Sibi, Wendy Ju. 2016. Take the Wheel: Effects of Available Modalities on Driver Intervention. In *IEEE Intelligent Vehicles Symposium (IV 2016)*. Jun 19-22, 2016. Gothenburg, Sweden.

Srinath Sibi, Hassan Ayaz, David Kuhns, David Sirkin, Wendy Ju. 2016. Monitoring Driver Cognitive Load using Near Infrared Spectroscopy in Partially Autonomous Cars. In *IEEE Intelligent Vehicles Symposium (IV 2016)*. Jun 19-22, 2016. Gothenburg, Sweden.

Jamy Li, Wendy Ju, Byron Reeves. 2016. Touching a Mechanical Body: Tactile Contact of a Human-Shaped Robot is Physiologically Arousing. In *International Communication Association Conference (ICA 2016)*. Jun 9-13, 2016. Fukuoka, Japan.

Jamy Li, Xuan Zhao, MJ Cho, Wendy Ju, Bertram Malle. 2016. From Trolley to Autonomous Vehicle: Perception of Responsibility and Moral Norms in Traffic Accidents with Autonomous Cars. In *Society of Automotive Engineers World Congress (SAE 2016)*. Apr 12-14, 2016. Detroit, MI.

David Miller, Mishel Johns, Hillary P Ive, Nikhil Gowda, David Sirkin, Srinath Sibi, Brian Mok, Sudipto Aich, Wendy Ju. 2016. Exploring Transitional Automated Driving with New and Old Drivers. In *Society of Automotive Engineers World Congress (SAE 2016)*. Apr 12-14, 2016. Detroit, MI.

Nikolas Martelaro, Victoria Nneji, Wendy Ju, Pamela Hinds. 2016. Tell Me More: Designing HRI to encourage more trust, disclosure and companionship. In *Human Robot Interaction (HRI 2016)*. Mar 7-10, 2016. Christchurch, New Zealand.

Mishel Johns, Brian Mok, David Sirkin, Nikhil Gowda, David Miller, Talamonti, W., Wendy Ju. 2016. Exploring Shared Control in Automated Driving. In *Human Robot Interaction (HRI 2016)*. Mar 7-10, 2016. Christchurch, New Zealand.

Marco Spadafora, David Sirkin, Victor Chahuneau, Nikolas Martelaro, Wendy Ju. 2016. Designing the Behavior of Interactive Objects. In *ACM Tangible Embedded and Embodied Interactions (TEI 2016)*. Feb 14-17, 2016. Eindhoven, Netherlands.

David Miller, Sun, A., Mishel Johns, Hillary P Ive, David Sirkin, Sudipto Aich, Wendy Ju. 2015. Distraction Becomes Engagement in Automated Driving. In *Human Factors and Ergonomics Society (HFES 2015)*. Oct 26-30, 2015. Los Angeles, CA. **Best Student Paper in Surface Transportation Track.**

Brian Mok, Mishel Johns, Key J Lee, David Miller, David Sirkin, Hillary P Ive Wendy Ju. 2015. Distracted Drivers Blow Unstructured Transitions. In *Intelligent Transportation Systems (ITS 2015)*. Sep 15-18, 2015. Canary Islands, Spain.

Sonia Baltodano, Srinath Sibi, Nikolas Martelaro, Nikhil Gowda, Wendy Ju. 2015. The RRADS Platform: A Real Road Autonomous Driving Simulator. In *Automotive User Interfaces and Interactive Vehicular Applications (AutoUI 2015)*. Sep 1-3, 2015. Nottingham, UK.

Brian Mok, Stephen Yang, David Sirkin, Wendy Ju. 2015. A Place for Every Tool and Every Tool in Its Place: Performing Collaborative Tasks with Interactive Robotic Drawers. In *Robot and Human Interactive Communication (RO-MAN 2015)*. Aug 31-Sep 3, 2015. Kobe, Japan.

Stephen Yang, Brian Mok, David Sirkin, Hillary P Ive, Rohan Maheshwari, Kerstin Fischer, Wendy Ju. 2015. Experiences Developing Socially Acceptable Interactions for a Robotic Trash Barrel. In *Robot and Human Interactive Communication (RO-MAN 2015)*. Aug 31-Sep 3, 2015. Kobe, Japan.

Brian Mok, Mishel Johns, Hillary P Ive, David Miller, Key J Lee & Wendy Ju. 2015. Timing of Unstructured Takeovers in Automated Driving. In *Intelligent Vehicles (IV 2015)*. Jun 29th-Jul 1, 2015, COEX, Seoul, Korea.

Brian Mok, David Sirkin, Srinath Sibi, David Miller & Wendy Ju. 2015. Understanding Driver- Automated Vehicle Interactions through Wizard of Oz Design Improvisation. In *Driving Assessment'15*. Jun 22-25, 2015. Salt Lake City, UT.

Mishel Johns, David Miller, Annabel C Sun, Shawnee Baughman, Tongda Zhang, & Wendy Ju. 2015. The Driver has Control: Exploring Driving Performance with Varying Automation Capabilities. In *Driving Assessment'15*. Jun 22-25, 2015. Salt Lake City, UT.

Brian Mok, Stephen Yang, David Sirkin & Wendy Ju. 2015. Every Tool in Its Place: Interaction and Collaboration with Robotic Drawers. In *AAAI Spring Symposium on Turn-taking and Coordination in Human Machine Interaction*. Mar 23-25 2015. Palo Alto, CA.

Kerstin Fischer, Stephen Yang, Brian Mok, Rohan Maheshwari, David Sirkin & Wendy Ju. 2015. Initiating Interactions and Negotiating Approach: A Robotic Trash Can in the Field. In *AAAI Spring Symposium on Turn-taking and Coordination in Human Machine Interaction*. Mar 23-25 2015. Palo Alto, CA.

Jamy Li, Wendy Ju & Clifford Nass. 2015. Observer Perception of Dominance and Mirroring Behavior in Human-Robot Relationships. In *Human-Robot Interaction (HRI 2015)*. Mar 2-5, 2015. Portland OR.

David Sirkin, Brian Mok, Stephen Yang & Wendy Ju. 2015. Mechanical Ottoman: How Robotic Furniture Offers and Withdraws Support. In *Human-Robot Interaction (HRI 2015)*. Portland OR. **Award for Best Demonstration.**

David Sirkin & Wendy Ju. 2014. Using Embodied Design Improvisation as a Design Research Tool. In *Human Behavior in Design*. Oct 14-17, 2014. Ascona, Switzerland.

Kristin Neidlinger, & Wendy Ju. 2014. Sound Bending: Talking Bodies Quantum Sound Suits. In *International Conference of Design*,

User Experience, and Usability, as part of *HCI International 2014*. 598-605. Springer International Publishing.

David Sirkin & Wendy Ju. 2014. A Course in Interactive Device Design. In *Design in Engineering Education (ASEE 2014)*. Jun 15-18, 2014. Indianapolis, IN.

Sarah Lewis & Wendy Ju. 2013. Repurposing Everyday Devices for Math & Science Inquiry. In *Computer Supported Cooperative Learning (CSCL 2013)*. Jun 15-19, 2013. Madison, WI.

Jason Linder & Wendy Ju. 2012. Playable Character: Extending Digital Games into the Real World. In *Human Factors in Computing Systems (CHI 2012)*. May 5-10, 2012. Austin, TX.

David Sirkin & Wendy Ju. 2012. Consistency in Physical and On-screen Action Improves Perceptions of Telepresence Robots. In *Human Robot Interactions (HRI 2012)*. Mar 5-8, 2012. Boston, MA.

Sarah Lewis, Ugochi Acholonu, & Wendy Ju. 2012. Using Low Cost Game Controllers to Capture Data for 6th Grade Science Labs. In *Computer Supported Cooperative Work (CSCW 2012)*. Feb 11-15, 2012. Seattle, WA.

Wendy Ju & Leila Takayama. 2011. Should Robots or People Do These Jobs? A Survey of Robotics Experts and Non-Experts About Which Jobs Robots Should Do. In *Intelligent Robots and Systems (IROS 2011)*. Sep 25-30, 2011. San Francisco, CA.

Jason Mickelson, Matthew Canton, Wendy Ju. 2011. Pattern Poses: Embodied Geometry with Tangibles and Computer Visualization. In *Interaction Design and Children (IDC 2011)*. Jun 20-23, 2011. Ann Arbor, MI.

Berdahl, E, & Wendy Ju. 2011. Satellite CCRMA: A Musical Interaction and Sound Synthesis Platform. In *New Instruments for Musical Expression (NIME 2011)*. May 30-Jun 1, 2011. Oslo, Finland.

Leila Takayama, Doug Dooley & Wendy Ju. 2011. Expressing thought: Improving readability of robot actions with animation principles. In *Human-Robot Interaction Conference (HRI 2011)*. Mar 6-9, 2011. Lausanne, Switzerland.

Jason Mickelson & Wendy Ju. 2011. Math Propulsion: Engaging Math Learners Through Embodied Performance & Visualization. In *Tangible, Embedded and Embodied Interaction (TEI 2011)*. Jan 22-26, 2011. Madeira, Portugal.

Wendy Ju, David Sirkin. 2010. Animate Objects: How Physical Motion Encourages Public Interaction. In *Persuasive Technology*. Jun 7-10, 2010. Copenhagen, Denmark.

Wendy Ju, Brian Lee, & Scott Klemmer. 2008. Range: Exploring Implicit Interaction through Electronic Whiteboard Design. In *Computer Supported Cooperative Work (CSCW 2008)*. Nov 8-12, 2008. San Diego, CA.

Leila Takayama, Wendy Ju & Clifford Nass. 2008. Beyond Dirty, Dangerous and Dull: What Everyday People Think Robots Should Do. In *Human Robot Interactions (HRI 2008)*. Mar 12-15, 2008. Amsterdam, Netherlands.

Scott R Klemmer, William Verplank, & Wendy Ju. 2005. Teaching Embodied Interaction Design Practice. In *Designing for User eXperience (DUX 2005)*. Nov 3-5, 2005. San Francisco, CA.

Wendy Ju, Seth Nickell, Katherine Eng, & Clifford Nass. 2005. Influence of colearner agent behavior on learner performance and attitudes. In *Human Factors in Computing Systems (CHI '05)*. Apr 2-7, 2005. Portland, OR.

Wendy Ju, Arna Ionescu, Lawrence Neeley, & Terry Winograd. 2004. Where the Wild Things Work: Capturing Shared Physical Design Workspaces. In *Computer Supported Cooperative Work (CSCW 2004)*. Nov 6-10, 2004. Chicago, IL.

Wendy Ju, Sally Madsen, Jonathan Fiene, Mark Bolas, Ian McDowall, Rolf Faste. 2003. Interaction Devices for Hands-on Desktop Design. In *SPIE/IS&T Vol 5006. The Engineering Reality of Virtual Reality*. Jan 21-24, 2003. Santa Clara, CA.

Wendy Ju, Leonardo Bonanni, Richard Fletcher, Rebecca Hurwitz, Tilke Judd, Rehmi Post, Matthew Reynolds, Jennifer Yoon. 2002. Origami Desk: Integrating Technological Innovation and Human-Centric Design. In *Designing Interactive Systems (DIS 2002)*. Jun 25-28, 2002. London, England.

Wendy Ju, Rebecca Hurwitz, Tilke Judd & Bonny Lee. 2001. CounterActive: An Interactive Cookbook for the Kitchen Counter. In *Extended Abstracts on Human Factors in Computing Systems (CHI 2001)*. Mar 31-Apr 5, 2001. Seattle, WA.

Kelly Dobson, danah boyd, Wendy Ju, Judith Donath & Hiroshi Ishii. 2001. Creating Visceral Personal and Social Interactions in Mediated Spaces. In *Extended Abstracts on Human Factors in Computing Systems (CHI 2001)*. Mar 31-Apr 5, 2001. Seattle, WA.

EXHIBITS Origami Desk. 2002. Boston Museum of Science. Mar 24-31, 2002.

COURSES David Sirkin, Nikolas Martelaro & Wendy Ju. 2017. Make This!
& WORKSHOPS Introduction to Electronics Prototyping Using Arduino. Course at *Human Factors in Computing Systems (CHI 2017)*. Denver, CO.

Nikhil Gowda, David Sirkin, Wendy Ju. 2016. Prototyping HMI for Autonomous Vehicles In *Automotive User Interfaces and Interactive Vehicular Applications (AutoUI 2016)*. Ann Arbor MI.

David Sirkin, Nikolas Martelaro & Wendy Ju. 2016. Make This! Introduction to Electronics Prototyping Using Arduino. Course at *Human Factors in Computing Systems (CHI 2016)*, San Jose, CA.

Alexander Meschtscherjakov, Manfred Tscheligi, Dalia Stostak, Sven Krome, Rabindra Ratan, Bastian Pfleging, Ioannis Politis, Sonia Baltodano, David Miller, & Wendy Ju. 2016. HCI and Autonomous Vehicles: Contextual Experience Informs Design. Workshop. *Human Factors in Computing Systems (CHI 2016)*. San Jose, CA.

Andreas Riener, Ignacio Alvarez, Lewis Chuang, Wendy Ju, Bastian Pfleging and Mario Chiesa. 2015. Practical Experiences in Measuring and Modeling Drivers and Driver-Vehicle Interactions. In *Automotive User Interfaces and Interactive Vehicular Applications (AutoUI 2015)*. Nottingham UK.

Nikolas Martelaro, Michael Shiloh & Wendy Ju. 2016. The Interaction Engine: Tools for Prototyping Connected Devices. In *Tangible, Embedded, and Embodied Interaction (TEI 2016)*. Eindhoven, Netherlands.

Wendy Ju & David Sirkin 2014. Make This! Introduction to Electronics Prototyping Using Arduino. Course at *Human Factors in Computing Systems (CHI 2014)*. Toronto, Canada.

Wendy Ju & David Sirkin 2013. Make This! Introduction to Electronics Prototyping Using Arduino. Course at *Human Factors in Computing Systems (CHI 2013)*, Paris, France.

PANELS, DEMOS,
& VIDEOS
(REFEREED) Jamy Li, Wendy Ju. 2016. Social Robots for Automated Remote Instruction. (Video) In *Human Robot Interaction (HRI 2016)*. Mar 2016. Christchurch, New Zealand.

Lia Emanuel, Joel Fischer, Wendy Ju, Saiph Savage. (Panel) 2016. Innovations in autonomous systems: Challenges and opportunities for human-agent collaboration. In *Computer Support Cooperative Work (CSCW 2016)*. Feb 27-Mar 2, 2016. San Francisco, CA.

David Sirkin, Brian Mok, Stephen Yang, Wendy Ju. 2016. Oh, I Love Trash: Personality of a Robotic Trash Barrel. (Demo) In *Computer Support Cooperative Work (CSCW 2016)*. Feb 27-Mar 2, 2016. San Francisco, CA.

Kristin Neidlinger, & Wendy Ju 2011. SENSOREE Therapeutic Bio.media. (Demo) In *International Symposium on Wearable Computers*, Jun 12-15, 2011. San Francisco, CA.

Wendy Ju, Panel Organizer. (2004). Trading design spaces: exchanging ideas on physical design environments. Margot Brereton, Michael Haller, Amanda Parkes, Scott Klemmer, Brian Lee, Dan Rosenfeld, panelists. In *CHI '04 Extended Abstracts on Human Factors in Computing Systems*. Apr 24-29, 2004. Vienna, Austria.

Wendy Ju (2002). Hands-On Interactive Demo: Origami Desk. At *CHI '02 Conference on Computer-Human Interactions*, Apr 20-25, 2002. Minneapolis, MN.

Wendy Ju, Leonardo Bonanni, Richard Fletcher, Rebecca Hurwitz, Tilke Judd, Rehmi Post, Matthew Reynolds, Jennifer Yoon. (2001). Emerging Technologies Exhibit: Origami Desk. In *Computer Graphics and Interactive Techniques (SIGGRAPH 2001)*. Aug 12-17, 2001. Los Angeles, CA.

TEACHING EXPERIENCE

- WINTER 2014 Instructor
- WINTER 2012 EE92A. MAKING AND BREAKING THINGS, Stanford Electrical Engineering. Created new “hands-on” seminar course to encourage a maker culture in the Electrical Engineering department at Stanford. Weekly guest speakers guide students through short projects or product dissections. *With David Sirkin.*
- SPRING 2010-2013 Instructor
- EE47. INTERACTIVE DEVICE DESIGN, Stanford Electrical Engineering
Designed new course to expose undergraduate students to the various human-centered and technical aspects of designing interactive devices with embedded controllers, digital displays and electronic sensors and actuators, culminating in the final project where students design their own MP3 players.
- SPRING 2013 Lecturer
- ARCH 39D. DESIGN AND ACTIVISM, UC Berkeley College of Environmental Design. Taught freshman/sophomore seminar to explore the relationships between design and activism. *With Ronald Rael & Walter Hood.*
- FALL QTRS 2009-2012 Instructor
- FALL-WINTER 2008-09 MUSIC 250A&B PHYSICAL INTERACTION DESIGN, Stanford CCRMA
Guided graduate students in employing embedded controllers and sensor technology to create new musical controllers for Stanford’s Center for Computer Research in Music and Acoustics. Developing new platforms to allow novel autonomous new musical instruments. *With Edgar Berdahl.*
- FALL 2012 Lecturer
- ARCH 109/209. EXPRESSIVE MOVEMENT IN DESIGN & ARCHITECTURE, UC Berkeley
Taught original studio design course to explore the expressive possibilities of using motion to build more “intuitive” systems in domains as varied as architecture, public art and industrial design.
- SUMMER 2009-10, 2012 Workshop Instructor
- SUMMER 2005 PHYSICAL INTERACTION DESIGN, Stanford CCRMA
Instructed diverse students in basic electronics, embedded development and patch programming to create new musical controllers. Lecture, design daily labs, coach projects. *With Matthew Wright. 2005. and Edgar Berdahl (2009).*

WINTER 2008, 2009 Co-Instructor
ENGR231 TRANSFORMATIVE DESIGN, Stanford d.school
Designed new advanced graduate course focused on recognizing and harnessing social, cultural and behavioral factors in design for health, conservation & safety. *Co-teach class with Bernard Roth, S. Lochlann Jain & Bill Moggridge.*

SPRING 2008 Instructor
IEOR170 INDUSTRIAL DESIGN & HUMAN FACTORS, UC Berkeley
Lead survey course on industrial design & human factors. Class featured lectures, historical & contemporary case studies, design exercises and a major design project.

PROFESSIONAL ACTIVITY

AY 2012-13 Academic Program Coordinator
Cal Design Lab, UC Berkeley, CA
Created a nexus for the many design courses, research labs and initiatives at UC Berkeley to foster a clear identity and a shared sense of community. Inaugurated Design Frontier summer workshop series. Built relationship to host the student design clubs at Cal Design Lab. Worked with Alice Agogino to host the Berkeley Design Fest.

FALL 2006 – FALL 2010 Editor-at-Large
WINTER 2005 – Founder & Editor-in-Chief
SUMMER 2006 Ambidextrous Magazine, Stanford, CA
Founded quarterly cross-disciplinary, cross-market print magazine for Stanford d.school, and Center for Design Research to create forum for the academic and professional design community.

AY 2002-2004 Editor-in-Chief & Coordinator
SUMMER 2002 Reporter
ACM SIGGRAPH Reporters Program
Supervised program for corps of six student reporters to canvass ACM SIGGRAPH conference for online publication. Introduced real-time conference report posting.

INDUSTRY EXPERIENCE

FALL 2009 – SPRING 2013 Willow Garage, Menlo Park, CA
Research & Development Consultant
Conducting controlled online and laboratory experiments to better design human-robot interactions. Assisting product design development of home robot product.

- SUMMER 2005 Intel Corporation, Portland, OR
Intern, Digital Health Group
 Developed and prototyped networked mobile phone application on Series60 Nokia to capture, remotely log, and present pulse rate information from Bluetooth device.
- SUMMER 2002 Motorola, Inc., Mountain View, CA
Research Intern, Silicon Valley Research Center
 Developed design for handheld device with embedded sensors to infer user location.
- SUMMER 2000 Motorola, Inc., Cambridge, MA
Consultant, Cambridge Research Center
 Developed interface, mechanical design of a wireless handheld Linux server.
- JUN 1997 – JUN 1999 Silicon Graphics, Inc., Mountain View, CA
Product Design Engineer, Advanced Systems Division
 Designed embedded system controller infrastructure to help technicians diagnose, service, and maintain Origin 2000 scalable servers.

RECOGNITION

- INVITED TALKS *(scheduled)* Wendy Ju. 2018. Distinguished Keynote speaker. 2018 International Conference on Intelligent Robots and Systems (IROS) Workshop on Non-Verbal Communication for Non-Anthropomorphic Robots. Madrid, Spain. October 2018.
- (scheduled)* Wendy Ju. 2018. Invited Speaker. Apple University Presents. Cupertino, CA. August 13, 2018.
- (scheduled)* Wendy Ju. 2018. Invited Participant. Dagstuhl seminar on “Human-Computer Integration.” Dagstuhl, Germany. August 5-10, 2018.
- (scheduled)* Wendy Ju. 2018. Invited Speaker. Car HMI Europe. Berlin. June 27-29, 2018.
- (scheduled)* Wendy Ju. 2018. Invited Speaker. Interdisciplinary Symposium for Decision Neuroscience, University of Michigan, June 1-2, 2018.

(*scheduled*) Wendy Ju. 2018. Featured Panelist. Future of Robotics. Design Lab, New York City, March 22, 2018.

Ryan Chin & Wendy Ju. 2018. Invited Speaker. Demystifying Self-driving Vehicles. Cornell Tech. February 21, 2018.

Alex Rivera & Wendy Ju. 2017. Discussion on *Sleep Dealer*. Science on Screen series. Museum of the Moving Image, Astoria. December 3, 2017.

Wendy Ju. Speaker. 2017. A Car is a Robot You Sit Inside of. Human-Robot Interaction Mini-Symposium. Cornell, Ithaca. November 26, 2017.

Stefan Heck, Clay Kunz, Wendy Ju & Joshua Greene. 2017. Panel, “When the Ethics Meets the Road - How Should Cars Decide?” Stanford Symbolic Systems 30th Anniversary Celebration weekend. May 19, 2017.

Wendy Ju. 2016. Power in Human Robot Interactions. Invited plenary speaker for Robo-Philosophy Conference. Oct 17-21, 2016. Aarhus, Denmark.

Wendy Ju. 2016. Robots in Our Midst. Closing keynote speaker for MexIHC, the Mexican Conference on Human-Computer Interaction. Sep 21-23, 2016. Colima, Mexico.

Wendy Ju. 2016. A Field Guide to Robots. Invited speaker for Symposium on Robots in Public Spaces. Sep 14, 2016. University of Twente, Netherlands.

Wendy Ju. 2016. Invited Participant. Dagstuhl seminar on “Automotive User Interfaces in the Age of Automation.” June 26-July 1, 2016. Dagstuhl, Germany.

Stelarc, Wendy Ju, Natalie Jeremijenko, Cat Matson. (Panelists) 2016. Never Mind: Beyond Flesh and Body. ACM 2016 Designing Interactive Systems Conference. Plenary Discussion Panel. Jun 4-8, 2016. Brisbane, Australia.

Wendy Ju. 2016. Trust and Interaction in Public Spaces. Invited keynote in Social Trust in Autonomous Robots Workshop at 2016 Robotics: Science and Systems Conference. Jun 18-22, 2016. Ann Arbor, MI.

Sabrina Merlo. (Moderator), Nan Eastep, Wendy Ju, Tessa Lau, Lisa Winter. (Panelists) 2016. Four Women in Robotics. Panel at Maker Faire Bay Area. May 21, 2016. San Mateo, CA.

Nuri Kim. (Moderator). Leila Takayama, Thav Ranatunga, Wendy Ju (Panelists) 2016. One Robot Doesn't Fit All. South by Southwest Interactive. Mar 12, 2016. Austin, TX.

Wendy Ju. 2016. Invited speaker for Politecnico di Milano's Milano Design PhD Festival, Italy. Mar 9, 2016. Milan, Italy.

Brian Cooley & Tim Stevens. (Moderators). Marcus Behrendt, Susan Bennett, Wendy Ju, Patti Maes, Vlad Sejnoha. (Panelists) 2016. The Next Big Thing: Is Typing Dead? Consumer Electronics Show. Jan 6, 2016. Las Vegas, NV.

Wendy Ju. 2015. Invited speaker for UC Berkeley Institute of Design Seminar Series. Dec 15, 2015. Berkeley, CA.

Wendy Ju. 2015. Invited speaker for General Robotics, Automation, Sensing and Perception (GRASP) Lab at University of Pennsylvania. Dec 6, 2015. Philadelphia, PA.

Wendy Ju. 2015. Welcome Robot Overlords? Keynote speaker at International Conference on Social Robotics. Oct 29, 2015. Paris, France.

Wendy Ju. 2015. Transforming Design: Interaction with Robots and Cars. Invited talk in Stanford's HCI Seminar on People, Computers and Design. Oct 9, 2015. Stanford, CA.

Wendy Ju. 2015. Theatre of the Car. Invited talk in Distinguished Speaker Program in Computer Science at Instituto Tecnológico Autónomo de México (ITAM). Aug 22, 2015. Mexico City, Mexico.

Wendy Ju. 2015. Car as Theatre. Invited speaker at Autospaces 2025 at Art Center. May 21, 2015. Pasadena, CA.

Wendy Ju. 2015. Driven By Design. At Automotive Cockpit Human-Machine Interaction 2015 Symposium, May 19-21, 2015. Detroit, MI.

Sean Andrist (Moderator), Wendy Ju, Hirshberg, J, & Ward, N. (Panelists) Challenges in Human Machine Interaction. 2015. At AAAI Spring Symposium on Turn-taking and Human-Machine Interaction. Mar 23-25, 2015. Stanford CA.

Daniel Szafir (Moderator), Adriana Tapus, Wendy Ju, & Christoph Bartneck, (panelists) 2015. Human Robot Interaction Pioneers Workshop at Human-Robot Interaction 2015. Mar 2, 2015. Portland, OR.

Maxwell-Parish, Andrew (Moderator), Shiloh, M., Wendy Ju, Rose, A., Phillip van Allen, Donald Norman, Meyer, M.W., Date, J. (panelists) 2015. The Role of Technology in the Design School Curriculum. Interaction Design Association 2015 Education Summit. Feb 8th, 2015. San Francisco, CA.

Wendy Ju. 2014. Creating Connections. Invited speaker at UC San Diego Design At Large Lecture Series. Oct 6, 2014. San Diego, CA.

Dalia Szostak. (Moderator), Foley, J., Joseph, J., Wendy Ju, LaMagna, S., Langlois, S., Skrypchuk, L. (panelists) 2014. Autonomous Driving. Sep 1, 2014. Seattle, WA.

Lefevre, S. (Moderator) Trivedi, Mohan, Schlegel, C., Ju, W (panelists). System Engineering Human-Centered Intelligent Vehicles. 2014. Workshop at IEEE International Conference on Systems, Man, and Cybernetics. Oct 5, 2014. San Diego, CA.

Martin Sierhus & Vanessa Evers. (Moderator), Manfred Tscheigli, Ulrich Bueker, Wendy Ju, Bernhard Sendhoff, panelists. 2014. Toward 2020: Human Interaction with Autonomous Vehicles. 9th ACM/IEEE International Conference on Human-Robot Interaction. Mar 3-6, 2014. Bielefeld, Germany.

Wendy Ju. 2013. The Mechanical Ottoman (& other interactive furnishings). Invited speaker for UC Berkeley Institute of Design Guest Lecture Series. Oct 22, 2013. Berkeley, CA.

Bjoern Hartmann & Wendy Ju. 2013. Sketching at Berkeley. Talk at Sketching in Hardware 2013. Jul 19-21, 2013. Palo Alto, CA.

Alex Madrigal (Moderator), David Hanson & Wendy Ju, Panelists 2012. From Android to Humanoid: Human-Computer Interaction

and the Next Generation of Robotics. Panel for The Atlantic's Big Science Summit, Oct 30, 2012. San Jose, CA.

Wendy Ju. 2012. How Motion Matters. Keynote speaker for Diseño + Tecnología, 5th International Meeting of Research in Design. Universidad Icesi, Oct 25 – 27, 2012. Cali, Colombia.

William Drenttel & Michael Mossoba. 2012. Winterhouse Third Symposium on Design Education and Social Change. Symposium participant. Yale University, Aug 19-21, 2012. New Haven, CT.

Wendy Ju. 2012. New Trajectories in Teaching Electronics. Presentation at Sketching in Hardware 2012. Jul 20-22, 2012. Portland, OR.

Wendy Ju. 2012. How Motion Matters. Invited talk at Berkeley Center for New Media Feb 21, 2012. Berkeley CA.

Wendy Ju. 2011. Designing Implicit Interactions. Guest lecture for Tangible User Interfaces course at UC Berkeley School of Information. Nov 21, 2011. Berkeley, CA.

Terry Winograd & Wendy Ju. 2011. WiiScience. Speakers for Innovative Learning Conference at Nueva School. Oct 21, 2011. Hillsborough, CA.

William Drenttel. 2011. Winterhouse Second Symposium on Design Education and Social Change: Program Description. Symposium participant. Hotchkiss School, Aug 14-16, 2011. Lakeville, CT.

Wendy Ju, Brett McFadden & Scott Thorpe. 2010. Future or Alternatives in the role of Design in Exhibitions. Invited for CCA Wattis Institute for Contemporary Arts' Wider White Space Faculty Lecturer Series. Feb 3, 2010. San Francisco, CA.

Wendy Ju. 2010. Designing Implicit Interactions. Invited speaker for Device Design Day 2010, Aug 20, 2010. San Francisco, CA.

Tara McPherson. (Moderator), Anne Balsamo, Wendy Ju, & Micahel Century, panelists. 2010. "Design". Online panel discussion for HASTAC, Jul 28, 2010.

Wendy Ju & Hartmann, B. 2010. Reverse Engineering by Demonstration. Presentation at Sketching in Hardware 2010. Jul 23-25, 2010. Los Angeles, CA.

Wendy Ju. 2008. Thoughts on Physical Interaction Design. CCA Graduate Lecture Series, Sep 23, 2008. San Francisco, CA.

Wendy Ju. 2007. The Design of Implicit Interactions. Stanford CS547 Seminar on People, Computers and Design. May 18, 2007. Stanford, CA.

Wendy Ju. 2007. The Design of Implicit Interactions. Special talk at MIT Media Lab Apr 10, 2007. Stanford, CA.

Wendy Ju. 2006. The Design of Implicit Interactions. Seminar talk for Berkeley Expert System Technologies group. Nov 15, 2006. Berkeley, CA.

Wendy Ju. 2005. The Emperor's New New Clothes: The Challenges of Designing Implicit Interactions. Talk for Cornell Information Science Colloquium. May 4, 2005. Ithaca, NY.

Wendy Ju. 2005. CardioCar: Embedded Assessment on the Go. Invited presentation for Workshop on HCI challenges in Health Assessment, CHI 2005. Apr 2005, Portland, OR.

Mountford, S Joy, Panel organizer. 2002. Can we learn anything about the process of UI design? Sally Grisedale, Jan-Christoph Zoels, Ramia Mazé, Monica Bueno, Wendy Ju, panelists. In *Designing Interactive Systems (DIS 2002)*. Jun 25-28, 2002. London, UK.

HONORS & AWARDS Best Student Paper Award. IEEE Intelligent Transportation Systems 2017. For “Actions Speak Louder: Effects of a Transforming Steering Wheel on Post-Transition Driver Performance.” With *Brian Mok, Mishel Johns, Stephen Yang*.

Best Poster Paper Finalist. IEEE World Haptics 2017. For “Comparing Haptic and Audio Navigation Cues on the Road for Distracted Drivers with a Skin Stretch Steering Wheel.” With *Christopher Ploch, Jung Hwa Bae, Mark Cutkosky*.

Best Demonstration Award. ACM Computer Supported Cooperative Work 2017. For “WoZ Way: Enabling real-time remote interaction

prototyping & observation in on-road vehicles.” With *Nikolas Martelaro*.

Best Student Paper Nomination, Surface Transportation Track, Human Factors and Ergonomics Society 2016 Annual Meeting. Washington DC. Oct 2016. *With David Miller, Mishel Johns, Brian Mok, Nikhil Gowda, David Sirkin, & Key Lee.*

Highlight Presentation (Top 20 papers out of 800), Intelligent Robots and Systems (IROS 2016), Daejeon, Korea, Oct, 2016. *With Christopher Ploch, Jung Hwa Bae, & Mark Cutkosky.*

Best Student Paper, Surface Transportation Track, Human Factors and Ergonomics Society 2015 Annual Meeting. Los Angeles, CA. Oct 2015. *With David Miller, Annabel Sun, Mishel Johns, Page Iwe, David Sirkin & Sudipto Aich.*

Best Demonstration Award, ACM/IEEE Human-Robot Interactions Conference 2015 for Mechanical Ottoman. Portland, OR. Mar 2015. *With David Sirkin, Brian Mok & Stephen Yang.*

Google Faculty Research Award. Sensing and Responding to Driver Emotion. Winter 2015. *With Larry Leifer.*

Intel Foundation PhD Fellowship, Stanford University, AY 2005 – 2007.

First Prize, Motorola “Big Idea” Competition, for design of “HitchHiker’s Guide” a network connected and context-aware electronic guidebook. *With Thai Tran.* Stanford University, SPRING 2002.

McDonald’s Fellowship, MIT Media Lab, FALL 2000.

Best Prototype, Interval Research Design Competition. SUMMER 1997.

TAU BETA PI, Stanford University, AY 1994-1997.

National Merit Scholar, 1993.

SELECTED MEDIA Evan Ackerman, “Transforming Robotic Steering Wheel Is a Reminder That Your Car Needs You,” IEEE Spectrum, 22 February 2018. <https://spectrum.ieee.org/cars-that-think/transportation/self-driving/transforming-robotic-steering-wheel-is-a-reminder-that-your-car-needs-you>

Ockmann, Von Frank, "Kann man selbstfahrenden Autos überhaupt vertrauen?," Stern, 11 February 2018.

<https://www.stern.de/auto/news/autonome-autos--ingenieure-werben-um-vertrauen-in-die-neue-technik-7855298.html>

Sophia Stuart, "How Dr. Wendy Ju Designs Robots That Won't Freak You Out," PC Magazine, 18 December 2017.

<https://www.pcmag.com/news/357841/how-dr-wendy-ju-designs-robots-that-wont-freak-you-out>

Carolyn Said and David Baker, "Humanizing cars, sensitizing humans," San Francisco Chronicle, 22 September 2017.

<https://www.sfchronicle.com/news/article/Self-driving-cars-human-car-interactions-12215194.php>

Jack Stewart, "Ford's Robocar Delivers Pizza In The Name Of Science," WIRED, 29 August 2017. <https://www.wired.com/story/ford-self-driving-pizza-delivery-dominos/>

Aarian Marshall, "That Guy Dressed Up As A Car Seat To Solve A Robocar Riddle," WIRED, 8 August 2017.

<https://www.wired.com/story/virginia-self-driving-car-seat-disguise-van/>

Andrew Small, "Here's the Real Science Behind That Fake Driverless Car," CityLab, 9 August 2017.

<https://www.citylab.com/transportation/2017/08/heres-the-real-science-behind-that-fake-driverless-car/536268/>

Ari Shapiro, "Car Seat Camouflage: Man Wears Bizarre Costume In Automatic Vehicle Experiment," All Things Considered, 9 August 2017.

<https://www.npr.org/2017/08/09/542468251/car-seat-camouflage-man-wears-bizarre-costume-in-automatic-vehicle-experiment>

Horizons, BBC2, "Dawn of the Driverless Car," 29 June 2017.

<http://www.bbc.co.uk/programmes/b08w0wnwk>

Giuliano Aluffi, "Travesto i miei studenti da sedili, per capire meglio l'auto senza pilota," La Repubblica, 18 April 2017.

http://www.repubblica.it/tecnologia/2017/04/18/news/_travesto_i_miei_studenti_da_sedili_per_capire_meglio_l_au_to_senza_pilota_-163237800/

Gary Robbins, "Why are UCSD scientists disguising themselves as empty car seats?"

San Diego Union-Tribune, April 4, 2017.

<http://www.sandiegouniontribune.com/news/science/sd-me-ghostdriver-ucsd-20170403-story.html>

Richard Scheinin, “Not easy: Figuring out your car’s high-tech dashboard” San Jose Mercury News, Oct 13, 2016.

<http://www.mercurynews.com/2016/10/13/not-easy-figuring-out-your-cars-high-tech-dashboard/>

Kelsey Houston-Edwards, “Can Autonomous Cars Learn to be Moral?” NOVA Next, Jul 27, 2016.

<http://www.pbs.org/wgbh/nova/next/tech/robot-morals/>

Evan Ackerman, “Touching a Robot's 'Intimate Parts' Makes People Uncomfortable” IEEE Spectrum, Apr 5, 2016.

<http://spectrum.ieee.org/automaton/robotics/humanoids/stanford-touching-nao-robot>

Tom Guarriello, “Episode 17: Wendy Ju, PhD”, RoboPsych Podcast interview, Mar 29, 2016.

<http://www.robopsych.com/robopsychpodcast/3292016>

Cara Giaimo, “What Does Your Reaction to a Robotic Trash Can Say About You?” Atlas Obscura, Mar 18, 2016.

<http://www.atlasobscura.com/articles/what-does-your-reaction-to-a-robotic-trash-can-say-about-you>

Casey Newton. “Watch humanity fall in love with a robot trash can” The Verge. Mar 12, 2016.

<http://www.theverge.com/2016/3/12/11212258/robot-trash-can-sxsw>

Kelsey Campbell-Dollaghan. “The Future of Tangible Interfaces: 5 Insights Backed By Science.” Fast Company Co.Design. Feb 24, 2016. <http://www.fastcodesign.com/3056947/innovation-by-design/the-future-of-tangible-interfaces-5-insights-backed-by-science>

Katerina Andersson. “Så kommer framtidens robotar interagera med människor.” Aftonbladet TV. Feb 1, 2016.

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<http://www.nbcnews.com/tech/innovation/self-driving-cars-10-years-how-4b-could-make-it-n503901>

Richard Waters, "Why it is hard to teach robots to choose wisely"
Financial Times, Jan 20, 2016.

<http://www.ft.com/intl/cms/s/2/c74175fa-a25c-11e5-8d70-42b68cfae6e4.html#axzz4A1Pbxbh9>

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Katerina Andersson. "Hjälp – vad är det som händer?" Aftonbladet digital. Dec 18, 2015.

<http://www.aftonbladet.se/partnerstudio/digitalalivet/article21958064.ab>

Justin Pritchard, "How can people safely take control from a self-driving car?" Associated Press, Nov 30, 2015

<http://bigstory.ap.org/article/84c6f179beb24f758a40acac1340ce78/how-can-people-safely-take-control-self-driving-car>

Matt McFarland, "How human nature could foil Tesla's new autopilot," Washington Post, Oct 16, 2015.

<https://www.washingtonpost.com/news/innovations/wp/2015/10/16/how-human-nature-could-foil-teslas-new-autopilot/>

Evan Ackerman, "Testing Trust in Autonomous Vehicles through Suspension of Disbelief," IEEE Spectrum Blog, Aug 10, 2015.

<http://spectrum.ieee.org/cars-that-think/transportation/self-driving/testing-trust-in-autonomous-vehicles-by-fooling-human-passengers>

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Ed Cara, "Robot love: how to persuade humans to embrace machines" Engineering and Technology Magazine, 10(6). Jun 15, 2015.

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Jeremy Hsu, "Even Trash Can Robots Need Social Skills," Discover Magazine online blog. May 8, 2015.

<http://blogs.discovermagazine.com/lovesick-cyborg/2015/05/08/even-trash-can-robots-need-social-skills/#.VjsURYR5tck>

Leon Neyfakh, "Can a robot be too nice?" Boston Globe. Aug 15, 2014. <https://www.bostonglobe.com/ideas/2014/08/15/artificial-agents/YHi20t50sS4bhj0so98OZK/story.html>

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Paul Marks, "Computer screens that shrug or laugh when you do," New Scientist website, Apr 4th, 2012. <http://www.newscientist.com/blogs/onepercent/2012/04/computer-screens-that-shrug-or.html>

Bonnie Cha, "Researchers mod computer to copycat human motions," Cnet.com, Apr 4th, 2012. http://news.cnet.com/8301-17938_105-57409446-1/researchers-mod-computer-to-copycat-human-motions/

Tina Barseghian, "What Do Wii Remotes Have to Do with Science? Ask Sixth- Graders," Online article, *KQED MindShift*. <http://mindshift.kqed.org/2011/11/what-do-wii-remotes-have-to-do-with-science-ask-sixth-graders/>

Ben Fullerton, "Kicker Studio's Inaugural Device Design Day Conference," *Core 77*. http://www.core77.com/blog/events/a_day_at_the_museum_kicker_studios_inaugural_device_design_day_conference__17326.asp

Kicker Studio, "Six Questions from Kicker: Wendy Ju," Interview for Blog. <http://www.kickerstudio.com/blog/2010/07/six-questions-from-kicker-wendy-ju/>

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Winterhouse Institute, "Volume One. Number One." *Below the Fold*, Vol.1(1) Spring 2006, p. 5.

Mary Fichter. "Ambidextrous Design." *STEP Inside Design*. Vol 22(2) Mar/Apr 2006, p. 25.

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Geneveive Bell & Joseph Kaye. "Designing technology for domestic spaces: A Kitchen Manifesto." *Gastronomica*, Spring 2002, p. 46-62.

Ogama Kenji. "Origami Desk" (in Japanese), in Digital Stadium, broadcast on NHK (Japan Broadcasting Corporation), Airdate Sep 22 (#63) & 29 (#64), 2001.

Staff. "Pengachu." *FRAMES (MIT Media Lab)*, Feb 2001, No.102, p. 2.

Staff. "Counter Intelligence." *FRAMES*, Jan 2000, No. 93, p. 2.

David Colker. "Culinary Curiosities/How video-projected recipes and dinner-table screens may help bring households together" *Los Angeles Times*, Nov 8th 2000. p. C-14.

Lee Ridgway. "Counter Intelligence Cooks up Technology for the Kitchen." *MIT Information Services & Technology*, Vol.15(6) Jul/Aug 2000. p. 1.

Richard Wolkomir. "Will the Kitchen Please Shut Up!" *Smithsonian Magazine*, Vol.30(6) Sep 1999, p. 56-69.

OTHER PROFESSIONAL ACTIVITY

SERVICE Associate Editor for ACM Transactions on Human Robot Interactions (2017-present), previously Journal of Human Robot Interactions (2015 – 2017)

Active service in:

ACM UBICOMP (Conference on Pervasive and Ubiquitous Computing)

2017 Posters Co-Chair

ACM CHI (Conference on Human Factors in Computing Systems)

2018 Subcommittee Chair for Papers and Notes, Understanding People

2017 Associate Chair for Papers and Notes

2016 Courses Co-Chair, Student Design Competition Jury

2014, 2012, 2011 Associate Chair for Papers and Notes

2007 Student Volunteer for Technical Program Committee

ACM HRI (Human-Robot Interactions)

2018, 2016, 2015 Program Committee

2017 Pioneers Program Committee

2013, 2012 Video Program Co-chair

ACM DIS (Designing Interactive Systems)

2016-present Steering Committee

2016 Technical Program Co-chair

2014 Papers Committee

ACM TEI (Tangible Embodied and Embedded Interactions)

2016-present Appointed to Steering Committee

2017 Graduate Student Consortium Co-chair

2015 General Conference Chair

ACM AutoUI (Automotive User Interfaces and Interactive Vehicular Applications)

2017 Doctoral Colloquium Co-chair

2016, 2015 Program Committee

ACM CSCW (Computer Supported Cooperative Work)

2017, 2016 Sponsorship Co-Chair

2016 Program Committee

2012 Associate Chair Papers Committee, Final Program Chair

Inaugural member of the Steering Committee for North American Design Research Organization, 2016

International Advisory Board for new Faculty of Automotive Engineering in Recife, Brazil, 2015, sponsored by Fiat Chrysler Automobiles

Aarhus Decennial Conference 2015 (Critical Alternatives) Full Papers
Program Committee

ACM CHINESE CHI 2014 Program Committee

ACM NIME 2014 Performance Review Committee

Organizer, Symposium on the Nature of Wicked Problems, UC
Berkeley College of Environmental Design, Oct 26, 2013

ACM SIGGRAPH 2010 (International Conference on Computer
Graphics and Interactive Techniques) Unified Jury Member

ACM SIGGRAPH 2009 Interactive Music Special Projects
Coordinator

ACM DUX 2007 (Designing User eXperiences) Student Volunteer
Coordinator

ACM SIGGRAPH 2005 – 2007 Sketches Committee

NEEDS (National Engineering Education Delivery System) Premier
Award for Excellence in Engineering Education, Member of judging
panel, 2002-2003

Peer Reviewer for:

ACM CHI (Human-Computer Interactions)
ACM DIS (Designing Interactive Systems)
ACM HRI (Human Robot Interactions)
ACM CSCW (Computer Supported Cooperative Work)
ACM NIME (New Instruments for Musical Expression)
ACM UIST (User Interface Software and Technology)
ACM SIGGRAPH (Computer Graphics)
Human-Computer Interaction (Journal)
IEEE ICRA (International Conference on Robotics and
Automation)
International Journal of Design
IXDA Interaction Awards
Open Hardware Summit
NSF Human Robot Interactions Program
NSF National Robot Initiative

ASSOCIATIONS Association of Computer Machinery
Institute of Electrical and Electronics Engineers
American Society of Mechanical Engineers