

## W E N D Y J U

3324 Middlefield Rd, Palo Alto CA 94306  
650.575.6626  
wendyju@stanford.edu  
www.wendyju.com

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. I also aim to lower the barriers to designing interactive systems so that these systems better represent the interests of a wider demographic of people.

## E D U C A T I O N

- 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.

## P O S I T I O N S

- JUN 2013 – PRESENT Executive Director for Interaction Design Research, 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). Current research focus on interactions with autonomous systems such as automobiles and robots. Lead Automotive Interactions at Center for Automotive Research at Stanford (CARS). Supervise 15 students, three post-doctoral researchers, and one research staff member. Google Scholar lists 1288 citations of my work.
- FALL 2008 - PRESENT Associate Professor, *promoted Fall 2014*  
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 – AUG 2013 Research Associate, Computer Science  
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 Ju, W. (2015). *The Design of Implicit Interactions*. In Cerra, D. (ed.) *Synthesis Lectures on Human-Centered Informatics*, Morgan & Claypool. 93pp.
- JOURNAL PAPERS Li, J., Kizilcec, R., Bailenson, J., Ju, W. (2016) Social robots and virtual agents as lecturers for video instruction. In *Computers in Human Behavior*. 55, PB. Elsevier. 1222-1230.
- Koo, J., Kwac, J., Ju, W., Steinert., M, Leifer, L., & Nass, C. (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.
- Kim, N., Han, J., & Ju, W. (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
- Hoffman, G, & Ju, W. (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.
- Berdahl, E., Ju, W., Smith J.O. (2010). Homemade Digital Instruments. *The Journal of the Acoustical Society of America*, 127 (3). Mar 2010. 1763.
- Ju, W., & Leifer, L. (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.
- Ju, W., & Takayama, L. (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.
- CHAPTERS Berdahl, E. & Ju, W. (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.
- Ju, W., Aquino Shluzas, L., Leifer, L. (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.
- Sirkin, D., Mok, B., Yang, S., Maheshwari, R., Ju, W. (2016). Improving Design Thinking through Collaborative Improvisation. in Meinel, C & Leifer, L. (eds.) *Design Thinking Research: 7<sup>th</sup> edition*. Springer Intl 2016.

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

Dow, S., Ju, W., Mackay, W. (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.

Sirkin, D., Ju, W., Cutkosky, M. (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.

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

CONFERENCE PAPERS  
(REFEREED)

Sibi, S., Balters, S., Mok, B., Steinert, M., Ju, W. (2017, in press) 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.

Pettersson, I., Ju, W. (2017, in press) Design Techniques for Exploring Automotive Interaction in the Drive towards Automation. In *Designing Interactive Systems 2017*. June 10-14, 2017. Edinburgh, Scotland.

Ploch, C., Bae, JW, Ju, W., Cutkosky, M. (2017, in press) 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. Fürstfeldbruck (Munich), Germany.

Mok, B., Johns, M., Miller, D., Ju, W. (2017, in press) 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.

Sirkin, D., Martelaro, N., Johns, M., Ju, W. (2017, in press) Measuring Situation Awareness in Autonomous Vehicles. In *Human Factors in Computing Systems (CHI 2017)*. May 6-11, 2017. Denver, CO.

Moore, D., Tennent, H., Martelaro, N., Ju, W. (2017) Making Sound Intentional: A Study of Servo Sound Perception. In *Human Robot Interaction (HRI 2017)*. Mar 6 – 9, 2017. Vienna, Austria.

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

Martelaro, N., Ju, W. (2017, in press) 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.

Ploch, C., Bae, J.H., Cutkosky, M., Ju, W. (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.*

Miller, D., Johns, M., Mok, B., Gowda, N., Sirkin, D., Lee, K., Ju, W. (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.*

Michon, R., Chafe, C., Gang, N., Johns, M., O'Modhrain, S., Sirkin, D., Gowda, N., Ju, W. (2016) A Faust Based Driving Simulator Sound Synthesis Engine. In *Sound and Music Computing Conference (SMC 2016)*. Aug 31-Sep 3, 2016. Hamburg, Germany.

Rothenbücher, D., Li, J., Sirkin, D., Mok, B., Ju, W. (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.

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

Sibi, S., Ayaz, H., Kuhns, D., Sirkin, D., Ju, W. (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.

Li, J., Ju, W., Reeves, B. (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.

Li, J., Zhao, X., Cho, MJ, Ju, W., Malle, B. (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.

Miller, D., Johns, M., Ive, HP, Gowda, N., Sirkin, S., Sibi, S., Mok, B., Aich, S., Ju, W. (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.

Martelaro, N., Nneji, V., Ju, W., Hinds, P. (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.

Johns, M., Mok, B., Sirkin, D., Gowda, N., Miller, D., Talamonti, W., Ju, W. (2016). Exploring Shared Control in Automated Driving. In *Human Robot Interaction (HRI 2016)*. Mar 7-10, 2016. Christchurch, New Zealand.

Spadafora, M., Sirkin, D., Chahuneau, V., Martelaro, N., Ju, W. (2016) Designing the Behavior of Interactive Objects. In *ACM Tangible Embedded and Embodied Interactions (TEI 2016)*. Feb 14-17, 2016. Eindhoven, Netherlands.

- Miller, D., Sun, A., Johns, M., Ive, H.P., Sirkin, D., Aich, S., Ju, W. (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*.
- Mok, B., Johns, M., Lee, K., Miller, D., Sirkin, D., Ive, P., Ju, W. (2015). Distracted Drivers Blow Unstructured Transitions. In *Intelligent Transportation Systems (ITS 2015)*. Sep 15-18, 2015. Canary Islands, Spain.
- Baltodano, S., Sibi, S., Martelaro, N., Gowda, N., Ju, W. (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.
- Mok, B., Yang, S., Sirkin, D., Ju, W. (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.
- Yang, S., Mok, B., Sirkin, D., Ive, H., Maheshwari, R., Fischer, K., Ju, W. (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.
- Mok, B., Johns, M., Ive, H.P., Miller, D. Lee, K.J. & Ju, W. (2015). Timing of Unstructured Takeovers in Automated Driving. In *Intelligent Vehicles (IV 2015)*. Jun 29th-Jul 1, 2015, COEX, Seoul, Korea.
- Mok, B., Sirkin, D., Sibi, S., Miller, D. & Ju, W. (2015). Understanding Driver-Automated Vehicle Interactions through Wizard of Oz Design Improvisation. In *Driving Assessment'15*. Jun 22-25, 2015. Salt Lake City, UT.
- Johns, M., Miller, D.B., Sun, A.C., Baughman, S., Zhang, T., & Ju, W. (2015). The Driver has Control: Exploring Driving Performance with Varying Automation Capabilities. In *Driving Assessment'15*. Jun 22-25, 2015. Salt Lake City, UT.
- Mok, B., Yang, S., Sirkin, D. & Ju, W. (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.
- Fischer, K., Yang, S., Mok, B., Maheshwari, R., Sirkin, D. & Ju, W. (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.
- Li, J., Ju, W. & Nass, C. (2015). Observer Perception of Dominance and Mirroring Behavior in Human-Robot Relationships. In *Human-Robot Interaction (HRI 2015)*. Mar 2-5, 2015. Portland OR.
- Sirkin, D., Mok, B., Yang, S. & Ju, W. (2015). Mechanical Ottoman: How Robotic Furniture Offers and Withdraws Support. In *Human-Robot Interaction (HRI 2015)*. Portland OR. *Award for Best Demonstration*.

- Sirkin, D. & Ju, W. (2014). Using Embodied Design Improvisation as a Design Research Tool. In *Human Behavior in Design*. Oct 14-17, 2014. Ascona, Switzerland.
- Neidlinger, K., & Ju, W. (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.
- Sirkin, D. & Ju, W. (2014). A Course in Interactive Device Design. In *Design in Engineering Education (ASEE 2014)*. Jun 15-18, 2014. Indianapolis, IN.
- Lewis, S. & Ju, W. (2013). Repurposing Everyday Devices for Math & Science Inquiry. In *Computer Supported Cooperative Learning (CSCL 2013)*. Jun 15-19, 2013. Madison, WI.
- Linder, J. & Ju, W. (2012). Playable Character: Extending Digital Games into the Real World. In *Human Factors in Computing Systems (CHI 2012)*. May 5-10, 2012. Austin, TX.
- Sirkin, D. & Ju, W. (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.
- Lewis, S., Acholonu, U. & Ju, W. (2012). Using Low Cost Game Controllers to Capture Data for 6<sup>th</sup> Grade Science Labs. In *Computer Supported Cooperative Work (CSCW 2012)*. Feb 11-15, 2012. Seattle, WA.
- Ju, W. & Takayama, L. (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.
- Mickelson, J., Canton, M., Ju, W. (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. & Ju, W. (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.
- Takayama, L., Dooley, D. & Ju, W. (2011). Expressing thought: Improving readability of robot actions with animation principles. In *Human-Robot Interaction Conference (HRI 2011)*. Mar 6-9, 2011. Lausanne, Switzerland.
- Mickelson, J. & Ju, W. (2011). Math Propulsion: Engaging Math Learners Through Embodied Performance & Visualization. In *Tangible, Embedded and Embodied Interaction (TEI 2011)*. Jan 22-26, 2011. Madeira, Portugal.
- Ju, W., Sirkin, D. (2010). Animate Objects: How Physical Motion Encourages Public Interaction. In *Persuasive Technology*. Jun 7-10, 2010. Copenhagen, Denmark.

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

Takayama, L., Ju, W. & Nass, C. (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.

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

Ju, W., Nickell, S., Eng, K., & Nass, C. (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.

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

Ju, W., Madsen, S., Fiene, J., Bolas, M., McDowall, I., Faste, R. (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.

Ju, W., Bonanni, L., Fletcher, R., Hurwitz, R., Judd, T., Post, R., Reynolds, M., Yoon, J. (2002). Origami Desk: Integrating Technological Innovation and Human-Centric Design. In *Designing Interactive Systems (DIS 2002)*. Jun 25-28, 2002. London, England.

Ju, W., Hurwitz, R., Judd, T., & Lee, B. (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.

Dobson, K., boyd, d., Ju, W., Donath, J., & Ishii, H. (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 Sirkin D., Martelaro, N. & Ju, W. (2017) Make This! Introduction to Electronics  
& WORKSHOPS Prototyping Using Arduino. Course accepted at *Human Factors in Computing Systems (CHI 2017)*. San Jose, CA.

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

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

Meschtscherjakov, A, Tscheligi, M., Stostak, D., Krome, S., Ratan, R., Pflieger, B., Politis, I., Baltodano, S., Miller, D., & Ju, W. (2016) HCI and Autonomous

Vehicles: Contextual Experience Informs Design. Workshop. *Human Factors in Computing Systems (CHI 2016)*. San Jose, CA.

Riener, A., Alvarez, I., Chuang, L., Ju, W., Pfleging, B. and Chiesa, M. (2015). Practical Experiences in Measuring and Modeling Drivers and Driver-Vehicle Interactions. In *Automotive User Interfaces and Interactive Vehicular Applications (AutoUI 2015)*. Nottingham UK.

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

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

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

PANELS, DEMOS,  
& VIDEOS  
(REFEREED)

Li, J., Ju, W. (2016) Social Robots for Automated Remote Instruction. (Video) In *Human Robot Interaction (HRI 2016)*. Mar 2016. Christchurch, New Zealand.

Emanuel, L., Fischer, J., Ju, W., Savage, S. (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.

Sirkin, D., Mok, B., Yang, S., Ju, W. (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.

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

Ju, W., 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.

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

Ju, W., Bonanni, L., Fletcher, R., Hurwitz, R., Judd, T., Post, E.R., Reynolds, M., Yoon, J. (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 –  
SUMMER 2006 Founder & Editor-in-Chief  
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 Kim, N. (Moderator). Canoso, A, Ranatunga, T, Ju, W. (Panelists) (2017) The Sound of Robots. South by Southwest Interactive. Mar 2017. Austin, TX.
- Ju, W. (2016) Power in Human Robot Interactions. Invited plenary speaker for Robo-Philosophy Conference. Oct 17-21, 2016. Aarhus, Denmark.
- Ju, W. (2016) Robots in Our Midst. Closing keynote speaker for MexIHC, the Mexican Conference on Human-Computer Interaction. Sep 21-23, 2016. Colima, Mexico.
- Ju, W. (2016) A Field Guide to Robots. Invited speaker for Symposium on Robots in Public Spaces. Sep 14, 2016. University of Twente, Netherlands.
- Stelarc, Ju, W., Galloway, A. (Panelists) (2016) Never Mind: Beyond Flesh and Body. ACM 2016 Designing Interactive Systems Conference. Plenary Discussion Panel. Jun 4-8, 2016. Brisbane, Australia.
- Ju, W. (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.
- Merlo, S. (Moderator), Eastep, N., Ju, W., Lau, T., Winter, L. (Panelists) (2016) Four Women in Robotics. Panel at Maker Faire Bay Area. May 21, 2016. San Mateo, CA.
- Kim, N. (Moderator). Takayama, L., Ranatunga, T., Ju, W. (Panelists) (2016) One Robot Doesn't Fit All. South by Southwest Interactive. Mar 12, 2016. Austin, TX.
- Ju, W. (2016). Invited speaker for Politecnico di Milano's Milano Design PhD Festival, Italy. Mar 9, 2016. Milan, Italy.
- Cooley, B. & Stevens, T. (Moderators). Behrendt, M., Bennett, S., Ju, W., Maes, P., Sejnoha, V. (Panelists) (2016) The Next Big Thing: Is Typing Dead? Consumer Electronics Show. Jan 6, 2016. Las Vegas, NV.
- Ju, W. (2015). Invited speaker for UC Berkeley Institute of Design Seminar Series. Dec 15, 2015. Berkeley, CA.
- Ju, W. (2015). Invited speaker for General Robotics, Automation, Sensing and Perception (GRASP) Lab at University of Pennsylvania. Dec 6, 2015. Philadelphia, PA.
- Ju, W. (2015). Welcome Robot Overlords? Keynote speaker at International Conference on Social Robotics. Oct 29, 2015. Paris, France.
- Ju, W. (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.

Ju, W. (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.

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

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

Andrist, S. (Moderator) Ju, W., 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.

Szafir, D. (Moderator) Tapus, A., Ju, W., & Bartneck, C., (panelists) (2015). Human Robot Interaction Pioneers Workshop at Human-Robot Interaction 2015. Mar 2, 2015. Portland, OR.

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

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

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

Lefevre, S. (Moderator) Trivedi, M., 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.

Sierhus, M. & Evers, V. (Moderator), Tscheigli, M., Bueker, U., Ju, W., Sendhoff, B., panelists (2014). Toward 2020: Human Interaction with Autonomous Vehicles. 9<sup>th</sup> ACM/IEEE International Conference on Human-Robot Interaction. Mar 3-6, 2014. Bielefeld, Germany.

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

Hartmann, B. & Ju, W. (2013). Sketching at Berkeley. Talk at Sketching in Hardware 2013. Jul 19-21, 2013. Palo Alto, CA.

Madrigal, A. (Moderator) Hanson, D., & Ju, W, 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.

Ju, W. (2012). How Motion Matters. Keynote speaker for Diseño + Tecnología, 5<sup>th</sup> International Meeting of Research in Design. Universidad Icesi, Oct 25 – 27, 2012. Cali, Colombia.

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

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

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

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

Winograd, T. & Ju, W. (2011). WiiScience. Speakers for Innovative Learning Conference at Nueva School. Oct 21, 2011. Hillsborough, CA.

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

Ju, W., McFadden, B. & Thorpe, S. (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.

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

McPherson, T. (Moderator), Balsamo, A., Ju, W., & Century, M., panelists. (2010). "Design". Online panel discussion for HASTAC, Jul 28, 2010.

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

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

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

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

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

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

Ju, W. (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 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 Ive, 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 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\\_auto\\_senza\\_pilota\\_-163237800/](http://www.repubblica.it/tecnologia/2017/04/18/news/_travesto_i_miei_studenti_da_sedili_per_capire_meglio_l_auto_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. <http://tv.aftonbladet.se/abt/articles/107838>

Keith, Wagstaff. "Self-Driving Cars in 10 Years? How \$4B Could Make it a Reality?" NBC News, Jan 28, 2016. <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#axzz4A1Pbxhh9>

Laura Hautala, "Typing is so 19<sup>th</sup> century: CES panelists discuss its replacements" CNET, Jan 6, 2016. <http://www.cnet.com/news/typing-is-so-2-centuries-ago-ces-panelists-discuss-its-replacements/>

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>

The Economist, "Summon the comfy chairs," Aug 8<sup>th</sup>, 2015. Print magazine article. <http://www.economist.com/news/science-and-technology/21660510-domestic-furniture-may-soon-have-mind-its-own-summon-comfy-chairs>

Ed Cara, "Robot love: how to persuade humans to embrace machines" Engineering and Technology Magazine, 10(6). Jun 15, 2015. <http://eandt.theiet.org/magazine/2015/06/robot-love.cfm>

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>

Heather Kelly, "Bridging the gap between humans and computers" CNN.com, Nov 1, 2012. <http://www.cnn.com/2012/11/01/tech/innovation/computers-humans-science/index.html?c=tech>

Zac Unger, "Robots Moving Closer to Humans," The Atlantic Online, Oct 31, 2012. <http://www.theatlantic.com/sponsored/boeing-big-science/archive/2012/10/robots-moving-closer-to-humans-/264271/>

Virginia Prescott, "Gaming the Forest," New Hampshire Public Radio, Apr 18, 2012. <http://nhpr.org/post/gaming-forest>

India Times, "Soon, screens that mimic human motions," Apr 6<sup>th</sup>, 2012. <http://www.indiatimes.com/science/soonscreens-that-mimic-human-motions-18890.html>

Paul Marks, "Computer screens that shrug or laugh when you do," New Scientist website, Apr 4<sup>th</sup>, 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 4<sup>th</sup>, 2012. [http://news.cnet.com/8301-17938\\_105-57409446-1/researchers-mod-computer-to-copycat-human-motions/](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](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/>



Balsamo, Anne. "Ways of the Hand: Postcards from Maker Faire 2009," online video interview. <https://vimeo.com/67224310>

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.

Food Network. "Kitchens of the Future." Special Feature. Airdate Jan 18, 2004.

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 8<sup>th</sup> 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 Journal of Human Robot Interactions (2015 – present)

Active service in:

ACM UBICOMP (Conference on Pervasive and Ubiquitous Computing)

2017 Posters Co-Chair

ACM CHI (Conference on Human Factors in Computing Systems)

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)

2017 Pioneers Program Committee

2016, 2015 Program Committee

2013, 2012 Video Program Co-chair  
ACM DIS (Designing Interactive Systems)  
2016 Appointed to Steering Committee  
2016 Technical Program Co-chair  
2014 Papers Committee  
ACM TEI (Tangible Embodied and Embedded Interactions)  
2017 Graduate Student Consortium Co-chair  
2016 Appointed to Steering Committee  
2015 General Conference Chair  
ACM AutoUI (Automotive User Interfaces and Interactive Vehicular Applications)  
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