

## W E N D Y J U

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I explore how people interact with automated systems. My particular expertise is in using design research to study interactions using 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 work for more 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

- JAN 2018 – Assistant Professor, Information Science  
PRESENT Jacobs Cornell-Technion Institute, Cornell Tech, New York, NY  
Current research focus on interaction with autonomous systems such as automobiles and robots.
- AUG 2016 – Academic Advisory Board  
PRESENT Jacobs Institute for Design Innovation, Berkeley, CA  
Advised creation and operation of design institute with professional Master's degree in Designing Emerging Technologies at UC Berkeley.
- 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 Jamy Li, Andrea Cuadra, Brian Mok, Byron Reeves, Joseph 'Jofish' Kaye, & Wendy Ju. 2019. Communicating dominance in a nonanthropomorphic robot using locomotion. In *Transactions on Human-Robot Interaction (THRI)*, 8(1), 4.
- Christian Janssen, Linda Ng Boyle, Andrew Kun, Wendy Ju, Lewis Chuang. 2019. A Hidden Markov Framework to Capture Human-Machine Interaction in Automated Vehicles. In *International Journal of Human-Computer Interaction*, 21 Jan 2019.
- Pablo Paredes, Kyle Qian, Stephanie Balters, Elizabeth Murnane, Francisco Ordóñez, Wendy Ju, James Landay. 2018. Driving with the Fishes: Towards Calming and Mindful Virtual Reality Experiences for the Car. In *Interactive Mobile Wearable and Ubiquitous Technologies*, 2(4) Dec 2018.

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, Yijun Zhou, Nur Al-Huda Hamdan, Stephanie Balters, Elizabeth Murnane, Wendy Ju, and James A. Landay. 2018. Just Breathe: In-Car Interventions for Guided Slow Breathing. In *Interactive, Mobile, Wearable and Ubiquitous Technologies*, 2(1), 28 March 2018, 23 pages.

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.

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, Martin, 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. 2018. The Needfinding Machine. Soro A., Brereton M., Roe P. (eds) *Social Internet of Things. Internet of Things (Technology, Communications and Computing)*. 2019. Springer, Cham. p. 51-84.

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: 147-194.

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.

David Sirkin, Brian Mok, Sonia Baltodano, Dirk Rothenbücher, Srinath Sibi, David Miller, Jamy Li, Nikolas Martelaro, Nikhil Gowda & Wendy Ju. 2016. Embodied Design Improvisation for Autonomous Vehicles, In H. Plattner et al. (eds.), *Design Thinking Research, Taking Breakthrough Innovation Home*. Springer 2016: 125-143.

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: 202-222.

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: Making Design Thinking Foundational*. Springer Intl 2016: 93-108.

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)

Florian 'Floyd' Mueller, Pedro Lopes, Paul Strohmeier, Wendy Ju, Caitlyn Seim, Martein Weigel, Suranga Nanayakkara, Marianna Obrist, Zhuying Li, Joseph Delfa, Jun Nishida, Elizabeth M. Gerber, Dag Svanaes, Jonathan Grudin, Stefan Greuter, Kai Kunze, Thomas Erickson, Steven Greenspan, Masahiko Inami, Joe Marshall, Harald Reiterer, Katrin Wolf, Jochen Meyer, Thecla Schiphorst, Dakuo Wang, Patti Maes. Next Steps for Human-Computer Integration. In *Human Factors in Computing Systems (CHI 2020)*, April 25-30, 2020. Honolulu, HI.

Jamy Li, Rebecca Currano, David Sirkin, David Goedicke, Hamish Tennent, Aaron Levine, Vanessa Evers & Wendy Ju. On-Road and Online Studies to Investigate Beliefs and Behaviors of Netherlands and US Pedestrians Encountering Hidden-Driver Vehicles. In *Human Robot Interactions 2020 (HRI2020)*, March 23-26, 2020. Cambridge, UK.

Sven Krome, David Goedicke, Thomas J Matarazzo, Zimeng Zhu, Zhenwei Zhang, J.D. Zamfirescu-Pereira, Wendy Ju. How People Experience Autonomous Intersections: Taking a First-Person Perspective. In *Automotive User Interfaces and Interactive Vehicular Applications (AutoUI 2019)* September 22-25, 2019. Utrecht, the Netherlands.

Robert Semmens, Nikolas Martelaro, Pushyami Kaveti, Simon Stent, Wendy Ju. Is Now A Good Time? An Empirical Study of Vehicle-Driver Communication Timing. In *Human Factors in Computing Systems (CHI 2019)*, May 4-9, 2019. Glasgow, UK.

Lorin Dole, Wendy Ju. Face and Ecological Validity in Simulations: Lessons from Search-and-Rescue HRI. In *Human Factors in Computing Systems (CHI 2019)*, May 4-9, 2019. Glasgow, UK.

Dylan Moore, Paula Varela, Tobias Dahl, Wendy Ju, Tormod Naes, Ingunn Berget. Unintended Consonances: Methods to Understand Robot Motor Sound Perception. In *Human Factors in Computing Systems (CHI 2019)*, May 4-9, 2019. Glasgow, UK.

Mishel Johns, Gamze Strack, Wendy Ju. 2018. Driver Assistance after Handover of Control from Automation. In *IEEE International Conference on Intelligent Transportation Systems 2018*. November 4-7, 2018. Maui, HI.

Sonia Baltodano, Jesus Garcia-Mancilla, Wendy Ju. 2018. Eliciting Driver Stress Using Naturalistic Driving Scenarios on Real Roads. To be published at *Automotive User Interfaces and Interactive Vehicular Applications (AutoUI 2018)*. Sept 23-25, 2018. Toronto, Canada.

Rebecca Currano, So Yeon Park, Lawrence Domingo, Jesus Garcia-Mancilla, Pedro Cesar Santana-Mancilla, Victor Manuel Gonzalez, Wendy Ju. 2018. ¡Vamos! How Pedestrians Interact with Driverless Cars in Mexico. In *Automotive User Interfaces and Interactive Vehicular Applications (AutoUI 2018)*. Sept 23-25, 2018. Toronto, Canada.

Nick Gang, Srinath Sibi, Romain Michon, Brian Mok, Chris Chafe, Wendy Ju. 2018. Don't Be Alarmed: Sonifying Autonomous Vehicle Perception to Increase Situation Awareness. In *Automotive User Interfaces and Interactive Vehicular Applications (AutoUI 2018)*. Sept 23-25, 2018. Toronto, Canada.

Helena Stromberg, Ingrid Pettersson, Wendy Ju. 2018. 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. VR-OOM: Virtual Reality On-rOad driving siMulation. In *Human Factors in Computing Systems (CHI 2018)*, April 21-26, 2018. Montreal, Canada.

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

Brian Mok, Mishel Johns, Stephen Yang, Wendy Ju. 2017. Reinventing the Wheel: Transforming Steering Wheel Systems for Autonomous Vehicles. In *User Interface Software and Technology (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 *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 *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 *Automotive User Interfaces and Interactive Vehicular Applications (AutoUI 2017)*, September 24-27, 2017. Oldenburg, Germany.

Yumiko Shinohara, Rebecca Currano, Wendy Ju, Yukiko Nishizaki. 2017. Cultural Differences in Eye Movements While Driving. In *Automotive User Interfaces and Interactive Vehicular Applications (AutoUI 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 *Robot and Human Interactive Communication (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 *Robot and Human Interactive Communication (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, Mishel Johns, 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, Walter, 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 6<sup>th</sup> 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.

Edgar Berdahl & 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  
& WORKSHOPS Andreas Reiner, Wendy Ju, Bastian Pfleging & Ingrid Petterson. 2020. Dagstuhl Seminar on *Radical Innovation and Design in the Age of Connected and Autonomous Vehicles*. To be held July 6-10, 2020, Schloss Dagstuhl, Wadern Germany.

Wendy Ju, David Goedicke. 2019. Neural Nets for Music. Workshop in *Stanford Center for Research in Music and Acoustics Summer Workshop series*. August 4-9, 2019. Stanford, CA.

David Sirkin, Nikolas Martelaro, Wendy Ju. (Annual) Make This! Introduction to Electronics Prototyping Using Arduino. Course at *Human Factors in Computing Systems (2013-2014, with David Sirkin, 2016-2019, with David Sirkin, Nikolas Martelaro)*.

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.

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.

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.

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.

Wendy Ju, Edgar Berdahl, 2009-2012. New Music Controllers. Workshop in *Stanford Center for Research in Music and Acoustics Summer Workshop series*. Summer 2009-2012. Stanford, CA.

Wendy Ju, Matthew Wright, 2005. Physical Interaction Design. Workshop in *Stanford Center for Research in Music and Acoustics Summer Workshop series*. Summer 2005. Stanford, CA.

PANELS, DEMOS,  
& VIDEOS  
(REFEREED) David W. Vinson, Leila Takayama, Jodi Forlizzi, Wendy Ju, Maya Cakmak, and Hideaki Kuzuoka. Human-robot teaming (Panel). In *Human Factors in Computing Systems (CHI 2018)*, April 21-26, 2018. Montreal, Canada.

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. 2016. Innovations in autonomous systems: Challenges and opportunities for human-agent collaboration (Panel). 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, Margot Brereton, Michael Haller, Amanda Parkes, Scott Klemmer, Brian Lee, Dan Rosenfeld. (2004). Trading design spaces: exchanging ideas on physical design environments (Panel). 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

- FALL 2018, 2019 CS 5424/ECE5413/INFO5345. DEVELOPING AND DESIGNING  
SPRING 2018 INTERACTIVE DEVICES. Cornell Tech. Designed new graduate-level course covering the technical and human-center aspects of designing interactive devices with single board Linux computers and embedded controllers, culminating in final project of student's design.
- SPRING 2019 INFO6940. PHD RESEARCH THROUGH DESIGN STUDIO, Cornell Tech. Designed new graduate-level course studio course to explore the intersection of research and design, through exploration, study and practice.
- 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.
- 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 – Silicon Graphics, Inc., Mountain View, CA  
JUN 1999 *Product Design Engineer, Advanced Systems Division*  
Designed embedded system controller infrastructure to help technicians diagnose, service, and maintain Origin 2000 scalable servers.

#### RESEARCH FUNDING

AWARDED, PI Nissan Motor Company. *Transforming Uncomfortable Silences Into Comfortable Silences*. Awarded \$84,127, 6/1/2019–12/31/2019.

Toyota Research Institute. *Virtual Reality On-rOad driving simulation*. Awarded \$149,922, 5/1/2019 – 4/30/2020.

Mitsubishi Motors. *Toolkit for Evaluating Interactive Artificial Intelligence Systems*. Awarded \$82,964, 11/14/2018 – 4/30/2019.

Australian Research Council. *Intention-Aware Cooperative Driving Behaviour Model for Automated Vehicles*. Awarded AUD\$ 403,052, 5/29/2018 – 5/28/2021, with Andry Rakotonirainy and Ronald Schroeter, Queensland University of Technology.

Toyota Research Institute. *Understanding Driver State in Laboratory and Naturalistic Environments*. Awarded \$1,560,000. 12/1/2015 – 11/30/2018.

Ford Motor Company. *Shared Control in Driver Vehicle Automation*. Awarded \$262,961.00. 1/1/2017 – 12/31/2018.

Ford Motor Company. *Socially Acceptable Motion for Pedestrian Assistive Devices*. Awarded \$262,810.00 1/1/2017 – 12/31/2018.

SUBMITTED, PI National Science Foundation. *CAREER: The Car as a Vehicle for Understanding Interaction at Scale*. Requested \$550,924.

National Science Foundation. *NSF-BSF: CHS: Small: Cultural Differences in Driving Interaction*. Requested \$500,000.

SUBMITTED, CO-PI National Science Foundation. *Engineering Research Center for Advancing Communications and Computing for Emerging StreetScapes (ACCESS)*. With Andrew W. Smyth, Columbia (Lead PI), Patricia Culligan, Columbia, Jason O Hallstrom, Florida Atlantic University, Paul M Torrens, New York University. Requested \$26,000,000. **Currently finalist.**

National Science Foundation. *CHS: Medium: Co-Bots to Support Design Work in Teams*. With Malte Jung (PI), Guy Hoffman, Cornell. Requested \$1,196,835.

#### RECOGNITION

INVITED TALKS Invited Panelists, “Community Engagement, Personal Data and Smart City Solutions for the Urban Street Scape.” Greater Good Gathering, Columbia University. New York, NY. February 7, 2020.

Invited Speaker, “A Car is a Robot You Sit Inside of.” Temple University. Philadelphia, PA. February 3, 2020.

Invited Speaker, “Invisible Robots,” Brooklyn Tech. New York, NY. December 6, 2019.

Invited Talk. “Invisible Robots,” Northeast Robotics Colloquium. University of Pennsylvania, PA. October 12, 2019.

Invited Panelist, “DARQMatters,” Silicon Harlem Sixth Annual Next-Gen Tech Conference & Job Fair. New York, NY. October 18, 2019.

Invited Speaker, “Theatre of the Car,” Cognizant Autonomous Systems for Safety Critical Applications Conference, Miami, FL. September 17, 2019.

Invited Speaker, “Where did this \$^@# \$! Autonomous Car Learn to Drive? Addressing Cross-cultural differences Autonomous Car Design,” Mozilla, Mountain View, CA. August 1, 2019.

Invited Keynote Discussant, “Sympathy for the Devil,” ACM Designing Interactive Systems, San Diego, CA. June 27, 2019.

Invited Participant, ISAT/DARPA Workshop on “Designing for Values, Interactivity, Contestability, & Ethics in Systems (DeVICES)” Berkeley, CA. April 2-3, 2019.

Invited Speaker, “Putting Humans in the AV Driver's Seat: Autonomous Vehicles--People, Policy and Law.” Workshop on Transportation Technology & Society, University of Connecticut. April 1, 2019.

Invited Participant. Dagstuhl seminar on “Users and automated driving systems: How will we interact with tomorrow's vehicles?” Dagstuhl, Germany. March 24-29, 2019.

Invited Participant. NSF Embodied Conversational Agent-Human Robot Interaction Workshop. Boulder, CO. October 20-22, 2018.

Invited Panelist, with Yumi Kawabata, Ben Rabinowitz. Going Global: The Future of Auto Tech Opportunities for U.S.-Japan-Israel Cooperation. October 17, 2018.

Invited talk. Theatre of the Future: Autonomous Vehicles as a Test Case for Designing for Speed, Speed Conference, September 28-29, 2018. New York City, NY.

Speaker & Moderator. Designing Smart Objects, Sketching in Hardware Conference, July 27-29, 2018. Detroit, MI.

Invited Panelist, with Mariette DiChristina, moderator, Jessica Brillhart, Matthew Liao, Hod Lipson, Max Tegmark, 2018, panelist. To be or not to be bionic: on immortality and superhumanism, World Science Festival, June 2, 2018. New York City, NY.

Invited talk. Beyond Brains and Beauty: Design in the Age of AI. Humanizing AI workshop, Stockholm, Sweden. May 31, 2018.

Session Leader, Everyday Interaction with Robots. President's Council of Cornell Women, New York City, NY. April 13, 2018.

Invited Panelist, with Ikeuchi Katsushi, Oishi Takeshi, Miles Pennington. Re: Rethinking the Robot. UTokyo-NY workshop. New York City, NY. March 22, 2018.

Invited Speaker. Apple University Presents. Cupertino, CA. August 13, 2018.

Invited Participant. Dagstuhl seminar on “Human-Computer Integration.” Dagstuhl, Germany. August 5-10, 2018.

Featured Panelist. Future of Robotics. Design Lab, New York City, NY. March 22, 2018.

Invited Speaker. Demystifying Self-driving Vehicles. Urban Land Institute, Tata Center for Innovation. New York City, NY. February 21, 2018.

Invited Speaker, with director Alex Rivera. Discussion on *Sleep Dealer*. Science on Screen series. Museum of the Moving Image, Astoria, New York City, NY. December 3, 2017.

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

Invited Panelist, with Stefan Heck, Clay Kunz, & Joshua Greene. “When the Ethics Meets the Road - How Should Cars Decide?” Stanford Symbolic Systems 30<sup>th</sup> Anniversary Celebration weekend. Stanford, CA. May 19, 2017.

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

Closing keynote speaker. “Robots in Our Midst.” MexIHC, Mexican Conference on Human-Computer Interaction. Sep 21-23, 2016. Colima, Mexico.

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

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

Invited Panelist, with Stelarc, Natalie Jeremijenko, Cat Matson. “Never Mind: Beyond Flesh and Body.” ACM 2016 Designing Interactive Systems Conference. Plenary Discussion Panel. Jun 4-8, 2016. Brisbane, Australia.

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

Panelist. “Four Women in Robotics.” With Sabrina Merlo. (Moderator), Nan Eastep, Tessa Lau, Lisa Winter. Maker Faire Bay Area. May 21, 2016. San Mateo, CA.

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

Invited Speaker. “Theatre of the Car.” Milano Design PhD Festival, Italy. Mar 9, 2016. Milan, Italy.

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

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

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

Invited Keynote Speaker. “Welcome Robot Overlords?” International Conference on Social Robotics. Oct 29, 2015. Paris, France.

Invited talk. “Transforming Design: Interaction with Robots and Cars.” Stanford’s HCI Seminar on People, Computers and Design. Oct 9, 2015. Stanford, CA.

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

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

Invited speaker. “Driven By Design.” Automotive Cockpit Human-Machine Interaction 2015 Symposium, May 19-21, 2015. Detroit, MI.

Invited panelist. “Challenges in Human Machine Interaction.” With Sean Andrist (moderator), Hirshberg, J, & Ward, N. (panelists). At AAAI Spring Symposium on Turn-taking and Human-Machine Interaction. Mar 23-25, 2015. Stanford, CA.

Invited panelist. “Human Robot Interaction Pioneers.” With Daniel Szafir (moderator), Adriana Tapus, & Christoph Bartneck (panelists) Workshop at Human-Robot Interaction 2015. Mar 2, 2015. Portland, OR.

Invited panelist. “The Role of Technology in the Design School Curriculum.” With Andrew Maxwell-Parish (moderator), Michael Shiloh, Asta Rose, Phillip van Allen, Donald Norman, M.W Meyer, J. Date. (panelists) 2015. Interaction Design Association 2015 Education Summit. Feb 8<sup>th</sup>, 2015. San Francisco, CA.

Invited Speaker. “Creating Connections.” UC San Diego Design At Large Lecture Series. Oct 6, 2014. San Diego, CA.

Invited panelist. “Autonomous Driving.” With Dalia Szostak, (moderator), Jim Foley, Jay Joseph, Sam LaMagna, Sabine Langlois, Lee Skrypchuk (panelists). AutoUI. Sep 19, 2014. Seattle, WA.

Invited panelist. “System Engineering Human-Centered Intelligent Vehicles.” With Lefevre, S. (moderator), Mohan Trivedi, Christian Schlegel (panelists). Workshop at IEEE International Conference on Systems, Man, and Cybernetics. Oct 5, 2014. San Diego, CA.

Invited panelist. “Toward 2020: Human Interaction with Autonomous Vehicles.” With Martin Sierhus & Vanessa Evers (moderators), Manfred Tscheigli, Ulrich Bueker, Bernhard Sendhoff (panelists). ACM/IEEE International Conference on Human-Robot Interaction. Mar 3-6, 2014. Bielefeld, Germany.

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

Invited talk. “Sketching at Berkeley.” With Bjoern Hartmann. Sketching in Hardware 2013. Jul 19-21, 2013. Palo Alto, CA.

Invited panelist. “From Android to Humanoid: Human-Computer Interaction and the Next Generation of Robotics.” With Alex Madrigal (Moderator) & David Hanson, panelists. The Atlantic’s Big Science Summit, Oct 30, 2012. San Jose, CA.



Invited Keynote. “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.

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

Invited Speaker. “New Trajectories in Teaching Electronics.” Presentation at Sketching in Hardware 2012. Jul 20-22, 2012. Portland, OR.

Invited Speaker. “How Motion Matters.” Invited talk at Berkeley Center for New Media Feb 21, 2012. Berkeley, CA.

Invited Speaker. “Designing Implicit Interactions.” Guest lecture for Tangible User Interfaces course at UC Berkeley School of Information. Nov 21, 2011. Berkeley, CA.

Invited Speaker. “WiiScience.” with Terry Winograd. Innovative Learning Conference at Nueva School. Oct 21, 2011. Hillsborough, CA.

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

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

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

Invited panelist. “Design.” With Tara McPherson. (Moderator), Anne Balsamo, & Micahel Century. Online panel discussion for HASTAC, Jul 28, 2010.

Invited Speaker. “Reverse Engineering by Demonstration.” With Bjoern Hartmann. Presentation at Sketching in Hardware 2010. July 23-25, 2010. Los Angeles, CA.

Invited Speaker. “Thoughts on Physical Interaction Design.” CCA Graduate Lecture Series, Sep 23, 2008. San Francisco, CA.

Invited Speaker. “The Design of Implicit Interactions.” Stanford CS547 Seminar on People, Computers and Design. May 18, 2007. Stanford, CA.

Invited Speaker. “The Design of Implicit Interactions.” Special talk at MIT Media Lab Apr 10, 2007. Stanford, CA.

Invited Speaker. “The Design of Implicit Interactions.” Seminar talk for Berkeley Expert System Technologies group. Nov 15, 2006. Berkeley, CA.

Invited Speaker. “The Emperor’s New New Clothes: The Challenges of Designing Implicit Interactions.” Cornell Information Science Colloquium. May 4, 2005. Ithaca, NY.

Invited presenter. “CardioCar: Embedded Assessment on the Go.” Workshop on HCI challenges in Health Assessment, CHI 2005. Apr 2005, Portland, OR.

Invited panelist. “Can we learn anything about the process of UI design?” With Mountford, S Joy, organizer. Sally Grisedale, Jan-Christoph Zoels, Ramia Mazé, Monica Bueno, 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.

SELECTED MEDIA Alexandra Chang, “Human Robot Interaction” Cornell Research, June 2019. <https://research.cornell.edu/news-features/human-robot-interaction>

Ophélie Surcouf, “Les robots seront-ils un jour des humains comme les autres?” Korii, January 17, 2019. <https://korii.slate.fr/tech/chatbots-intelligence-artificielle-progres-technologie-humanite>

Nikolas Martelaro, Wendy Ju. Cybernetics and the Design of the User Experience of AI Systems. In *Interactions*, 25(6), November-December 2018, 38-41.

Melanie Lefkowitz, “Speed Conference at Cornell Tech examines the pace of a digital world,” *Cornell Chronicle*, October 3, 2018. <http://news.cornell.edu/stories/2018/10/speed-conference-cornell-tech-examines-pace-digital-world>

Carolyn Said, “Move over, R2-D2: Friendly robot sidekick Vector to hit market this fall,” August 8, 2018. <https://www.sfchronicle.com/business/article/Move-over-R2-D2-Friendly-robot-sidekick-Vector-13138964.php>

Nicole Gelinas, “How Far Can Driverless Cars Take Us?” City Journal, Summer 2018.

<https://www.city-journal.org/driverless-cars-16034.html>

Syl Kacapyr, “Cornell partners with Italian universities, automakers on ‘vehicle intelligence’,” Cornell Chronicle, May 14, 2018.

<http://news.cornell.edu/stories/2018/05/cornell-partners-italian-universities-automakers-vehicle-intelligence>

Tom Guariello, Carla Diana, “Dr Wendy Ju on Autonomous Ecosystems,” Robopsych podcast, May 7, 2018.

<http://robopsych.libsyn.com/ep-61-wendy-ju-on-autonomous-objects-and-their-ecosystems>

Wendy Ju, “Prototyping Experiences” Design Everywhere podcast, March 30, 2018. <https://soundcloud.com/designeverywhere>

Melinda Sacks, “Traveling in the age of driverless cars,” Stanford Magazine, March 20, 2018.

<https://engineering.stanford.edu/magazine/article/traveling-age-driverless-cars>

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>

Matthew Hutson, “A Matter of Trust: Researchers are studying why many consumers are apprehensive about autonomous vehicles, and how to put them at ease,” Science Magazine, 15 December 2017.

<http://science.sciencemag.org/content/sci/358/6369/1375.full.pdf>

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/b08rwnrk>

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/abtvtv/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.  
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#### 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 CHI (Conference on Human Factors in Computing Systems)

2021 Doctoral Colloquium Co-chair

2019, 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 UIST (User Interface Software and Technology)

2020 Doctoral Symposium Co-chair

2018 Awards Co-Chair

ACM AutoUI (Automotive User Interfaces and Interactive Vehicular Applications)

2019 Program Committee Co-chair

2017 Doctoral Colloquium Co-chair

2016, 2015 Program Committee

ACM DIS (Designing Interactive Systems)

2019 Doctoral Colloquium Chair

2019, 2018, 2017, 2016 Steering Committee

2016 Technical Program Co-chair

2014 Papers Committee

ACM TEI (Tangible Embodied and Embedded Interactions)

2019, 2018, 2017, 2016 Steering Committee

2017 Graduate Student Consortium Co-chair

2015 General Conference Chair

ACM CHI (Conference on Human Factors in Computing Systems)

2019, 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)

2019, 2018 Steering Committee

2018, 2016, 2015 Program Committee

2019, 2013, 2012 Video Program Co-chair

ACM UBICOMP (Conference on Pervasive and Ubiquitous Computing)

2017 Posters Co-Chair

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

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