

**Jodi L. Forlizzi**

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as of 2/1/15

**Education**

Ph.D., Design in Human-Computer Interaction, Carnegie Mellon University, 2007. Advisors: Sara Kiesler and Pamela J. Hinds. Thesis: Product Ecologies: Understanding the Context of Use Surrounding Products.

MDes, Interaction Design, Carnegie Mellon University, 1997. Advisors: Richard Buchanan and Suguru Ishizaki. Thesis: Designing for Experience: An Approach to Human-Centered Design.

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

**Employment**

Professor, Human Computer Interaction Institute and School of Design, Carnegie Mellon University, July 2014–present.

Associate Professor, Human Computer Interaction Institute and School of Design, Carnegie Mellon University, July 2007–June 2014.

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

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

Design Researcher, Novum Design Center, Carnegie Mellon University, 1996-1997. Conceive of, design and execute research funded by Intel and Microsoft.

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

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

## **Consultant Experience**

Interaction Designer, 1997-present

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

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

## **Publication List**

### **Books**

[1] Holmquist, L. E., and Forlizzi, J. (2014). Introduction to Journal of Human-Robot Interaction Special Issue on Design. *Journal of Human-Robot Interaction*, 3/1, 1-3.

[2] Special Issue on Design for Wellbeing, Eds. Pieter Desmet, Jodi Forlizzi, and Anna Pohlmeyer. *International Journal of Design*, 7/3, December, 2013. <http://www.ijdesign.org/ojs/index.php/IJDesign/>

[3] Forlizzi, J. (in review). *Product Service Ecologies: A Systems Approach To Interaction Design*. MIT Press.

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

### **Chapters in Books**

[5] Zimmerman, J. and Forlizzi, J. (2014). The Rise of Research through Design in HCI. In W. Kellogg and J. Olsen, (Eds.): *Ways of Knowing in HCI*. New York, NY: Springer, 167-189.

[6] Odom, W., Harper, R., Sellen, A., Forlizzi, J., Zimmerman, J., Banks, R., and Kirk, D. (2011). *Absence And Family Life: Understanding And Supporting Dynamic Adaption To Change*. In Harper, R. (Ed.): *At Home With Smart Technologies: The Future Of Domestic Life*. New York, NY: Springer.

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

[8] Forlizzi, J. and Lebbon, C. (2006). *From Formalism to Social Significance in Communication Design*. *Design Studies: Theory and Research in Graphic*

Design, Ed. Aubrey Bennett. Princeton, NJ: Princeton Architectural Press, 51-63.

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

### **Refereed Journal Papers, Published**

[10] Ferreira, E., Ferreira, D., Kim, S., Siirtola, P., Roning, J., Forlizzi, J. and Dey, A.K. (2014). Assessing real-time cognitive load based on psycho-physiological measures for younger and older adults. *IEEE Symposium Series on Computational Intelligence*.

[11] Nisi, V., Nunes, N., Isarankura, K., & Forlizzi, J. (2014). Cozinha da Madeira: A Sustainable Tourism Service. *Advanced Research and Trends in New Technologies, Software, Human-Computer Interaction, and Communicability*, 364.

[12] Li, I., Dey, A., and Forlizzi, J. (2012). Using Context to Reveal Factors that Affect Physical Activity. *ACM Transactions on Computer-Human Interaction*.

[13] Mutlu, B., Kanda, T., Forlizzi, J., Hodgins, J. and Ishiguro, H. (2012). Conversational Gaze Mechanisms for Humanlike Robots. *ACM Transactions on Interactive Intelligent Systems*, V1/N2.

[14] Simmons, R., Makatchev, M., Kirby, R., Lee, M.K., Fanaswala, I., Browning, B., Forlizzi, J., and Sakr, M. (2011). Believable Robot Characters. *AI Magazine*, 32/4.

[15] Tractinsky, N., Abdu, R., Forlizzi, J. and Seder, T. (2011). Towards Personalization Of The Driver Environment: Investigating Responses To Instrument Cluster Design. *International Journal of Vehicle Design*, 55/2-4, 208-236.

[16] Karapanos, E., Martens, J.-B., Zimmerman, J. and Forlizzi, J. (2010). Measuring the Dynamics of Remembered Experience Over Time. *Interacting with Computers*, 22/5, 328-335.

[17] Bharucha, A.J., Anand, V., Forlizzi, J., Dew, M.A., Reynolds III, C.F., Stevens, S., and Wactlar, H. (2009). Intelligent Assistive Technology Applications to Dementia Care: Current Capabilities, Limitations, and Future Challenges. *American Journal of Geriatric Psychiatry*, 17/2, 88-104.

[18] Gockley, R., Forlizzi, J. and Simmons, R. (2009). Affective Social Robots. *Robotics and Autonomous Systems*, 58/3, 322-332.

- [19] Zimmerman, J. and Forlizzi, J. (2008). The Role of Design Artifacts in Design Theory Production. *Artifact*, v2n1, 41-45.
- [20] Forlizzi, J. (2008). The Product Ecology: Understanding Social Product Use and Supporting Design Culture. *International Journal of Design V2N1*, 11-20.
- [21] Forlizzi, J., Zimmerman, J. and Evenson, S. Crafting a Place for Interaction Design Research in HCI. (2008). *Design Issues*, V24N3, 19-29.
- [22] Lee, J., Forlizzi, J., and Hudson, S.E. (2007). Iterative Design of MOVE: A Situationally Appropriate Vehicle Navigation System. *International Journal of Human-Computer Studies*, V66N3, 198-215.
- [23] Fogarty, J., Hudson, S., Atkeson, C., Avrahami, D., Forlizzi, J., Kiesler, S., Lee, J., Yang, J. (2005). Predicting Human Interruptibility with Sensors. *ACM Transactions on Computer Human Interaction*, V12N1, 119-146.
- [24] Forlizzi, J., DiSalvo, C., and Gemperle, F. (2004). Assistive Robotics and an Ecology of Elders Living Independently in Their Homes. *Journal of HCI Special Issue on Human-Robot Interaction*, V19 N1/2, January, 2004, 25-59.
- [25] Forlizzi, J., DiSalvo, C., and Hanington, B. (2003). On the Relationship Between Emotion, Experience, and the Design of New Products. *Design Journal*, V6N2, 29-38.
- [26] Forlizzi, J., Shedroff, N., Morville, P., Lyman, P., Hodge, C., Laurel, B., Meggs, P., and Dubberly, H. (2003). A Virtual Roundtable On Archiving Experience Design. *Loop N6 (the AIGA Advance Journal of Interaction Design Education)*, December 2003, [www.loop.aiga.org](http://www.loop.aiga.org).
- [27] Forlizzi, J. (2001). Family Lifebooks: A Case Study of Undergraduate Interaction Design at Carnegie Mellon University. *Loop N3 (the AIGA Advance Journal of Interaction Design Education)*, March/April 2001, [www.loop.aiga.org](http://www.loop.aiga.org).
- [28] Forlizzi, J., and Ford, S. (2000). Towards a Framework of Experience as It Relates to Interaction Design: UPA Workshop Report. *Common Ground (newsletter of the Usability Professional's Association)*, V10 N2, March 2000.
- [29] Forlizzi, J., and Lebbon, C. (2000). From Formalism to Social Significance in Communication Design. *Design Issues*, V18 n4, 3-13.
- [30] Strabala, K., Lee, M.K., Dragan, A., Forlizzi, J., Srinivasa, S., and Micelli, V. (in press). Towards Seamless Human-Robot Handovers. *Journal of Human-Robot Interaction*.

### **Refereed Journal Papers, Accepted**

[31] Lee, J., Forlizzi, J., Hudson, S.E., and Jun, S. (2014). Use of the Backseat Driving Technique in Evaluation of a Perceptually-Optimized In-car Navigation Display. *International Journal of Human-Computer Interaction*, (just-accepted).

[32] Brotman, R., Burleson, W., Forlizzi, J., Heywood, W., Lee, J., and Rosales, J. (2013). The Motivational Home: Occupant Tailored Smart Home Provisions for Human Flourishing. *TOCHI* (just-accepted).

### **Refereed Journal Papers, Submitted**

[33] Karapanos, E. Gouveia, R., Hassenzahl, M., and Forlizzi, J. (2015). "It's not that hard to walk more": People's experiences with wearable activity trackers. Submitted to the *Journal of Personal and Ubiquitous Computing*.

### **Refereed Conference/Workshop Papers**

[34] Shomin, M., Vaidya, B., Hollis, R., and Forlizzi, J. (2015). Sit-to-Stand Assistance with a Balancing Mobile Robot. To appear at ICRA 2015.

[35] Brotman, R., Burleson, W., and Forlizzi, J. Building Change: Constructive Design of Smart Homes for Goal Achievement. To appear at CHI15.

[36] Gulotta, R., Sciuto, A., Forlizzi, J. and Kelliher, A. Making Use of Metadata: Investigating Digital Information as a Means of Reflecting on Experience and Legacy. To appear at CHI15.

[37] Marlow, J., Dabbish, L., and Forlizzi, J. Exploring the role of activity trace design on evaluations of online worker quality. To appear at CHI15.

[38] Dragan, A., Baumann, S., Forlizzi, J., and Srinivasa, S. (2015). Effect of Robot Motion in Human-Robot Collaboration. To appear at HRI15.

[39] Cha, L., Srinivasa, S., and Forlizzi, J. (2015). Robots in the Home: Qualitative and Quantitative Insights into Kitchen Organization. To appear at HRI15.

[40] Hoffman, G., Forlizzi, J., Ayal, S., Steinfeld, S., and Hochman, G. (2014). Robot Presence and Human Honesty: Experimental Evidence. To appear at HRI15.

[41] Social Group Interactions in a Role-Playing Game Vasquez, Steinfeld, Hudson, Forlizzi, Carter, Parker. To appear at HRI15.

[42] Cheng, S., Sun, Z., Ma, X., Forlizzi, J., Hudson, S. and Dey, A. (2015). Social Eye Tracking: Gaze Recall with Online Crowds. To appear at CSCW15.

[43] Ma, X.J., Dow, S., Li, L. and Forlizzi, J. (2015). IdeaRoulette: Leveraging Online Video and Crowds for Design Exploration. To appear at CSCW15.

[44] Forlizzi, J., McLaren, B., Ganoe, C., McLaren, P., Kihumba, G., and Lister, K. (2014). Decimal Point: Designing and developing an educational game to teach decimals to middle school students. Proceedings of the 8th European Conference on Games Based Learning. Reading, UK: Academic Conferences and Publishing International Limited, 128-135.

[45] Shomin, M., Vaidya, B., Hollis, R., and Forlizzi, J. (2014). Human-Approaching Trajectories for a Person-Sized Balancing Robot. IEEE International Workshop on Advanced Robotics and Its Social Impacts. New York, NY: IEEE Press.

[46] Odom, W., Zimmerman, J., Forlizzi, J., Choi, H., Meier, S., and Park, A. (2014). Unpacking the thinking and making behind a user enactments project. Proceedings of DIS14. New York, NY: ACM Press, 513-522.

[47] Odom, W., Zimmerman, J., and Forlizzi, J. (2014). Placelessness, spacelessness, and formlessness: experiential qualities of virtual possessions. 985-994.

[48] Vasquez, M., Steinfeld, A., Hudson, S.E., and Forlizzi, J. (2014). Spatial and Other Social Engagement Cues in a Child-Robot Interaction: Effects of a Sidekick. Proceedings of HRI14. New York, NY: ACM Press, 391-398.

[49] Odom, W., Zimmerman, J., Forlizzi, J. (2014). Designing for Slowness, Anticipation and Re-visitation: A Long Term Field Study of the Photobox. Proceedings of CHI14. New York, NY: ACM Press, 1961-1970. *Best Paper Award*.

[50] Sas, C. Whitaker, S., Forlizzi, J., Zimmerman, J., and Dow, S. (2014). Generating Design Knowledge Through Design Research. Proceedings of CHI14. New York, NY: ACM Press, 1971-1980.

[51] Yang, R., Newman, M., and Forlizzi, J. (2014). Making Sustainability Sustainable: Challenges in the Design of Eco-Interaction Technologies. Proceedings of CHI 14. New York, NY: ACM Press, 823-832. *Best Paper Award*.

[52] Forlizzi, J. and Zimmerman, J. (2013). Promoting Service Design as a Core Practice in Interaction Design. Proceedings of IASDR13.

[53] Lyra, O., Karapanos, E., Gouveia, R., Barreto, M., Nisi, V., Nunes, N.J., Zimmerman, J., and Forlizzi, J. (2013). Towards Persuasive Sociometric Technologies for Inclusive Educational Settings. CHIItaly 2013. New York, NY: ACM Press.

[54] Gulotta, R., Odom, W., Forlizzi, J., and Faste, H. (2013). Digital Artifacts as Legacy: Exploring the Lifespan and Value of Digital Data. Proceedings of CHI13. New York, NY: ACM Press, 1813-1822. *Best Paper Nomination*.

[55] Lomas, J.D., Patel, K., Forlizzi, J., and Koedinger, K. (2013). Optimizing Challenge in an Educational Game Using Large-Scale Design Experiments. Proceedings of CHI13. New York, NY: ACM Press, 89-98.

[56] Lomas, J.D., Patel, K., Ching, D., Lakshmanan, M., Kam, M., Kumar, A., and Forlizzi, J. (2013). The Power of Play: Design Lessons for Increasing the Life of Outdated Computers. Proceedings of CHI13. New York, NY: ACM Press, 2735-2744.

[57] Odom, W., Zimmerman, J., Forlizzi, J., Higuera, A.L., Marchitto, M., Cañas, J., Nam, T.J., Lim, Y., Lee, M.-H., Seok, J., Kim, D., Lee, Y., Row, Y., Sohn, B., and Moore, H. (2013). Fragmentation and Transition: Understanding Perceptions of Virtual Possessions among Young Adults in Spain, South Korea, and the United States. Proceedings of CHI13. New York, NY: ACM Press, 1833-1842.

[58] Fan, C., Forlizzi, J. and Dey, A. (2012). A Spark of Activity: Exploring Informative Art as a Visualization for Physical Activity. Proceedings of Ubicomp12. New York, NY: ACM Press, 81-84.

[59] Fan, C., Forlizzi, J. and Dey, A. (2012). Considerations for Technology that Support Physical Activity By Older Adults. Proceedings of ASSETS12. New York, NY: ACM Press, 33-40.

[60] Strabala, K., Lee, M.K., Dragan, A., Forlizzi, J. and Srinivasa, S. (2012). Learning the Communication of Intent Prior to Physical Collaboration. Proceedings of Ro-Man12. New York, NY: IEEE Press.

[61] Bardzell, S., Bardzell, J., Forlizzi, J., Zimmerman, J., and Antanitis, J. (2012). Critical Design and Critical Theory: The Challenge of Designing for Provocation. Proceedings of DIS12. New York, NY, ACM Press, 288-297.

[62] Odom, W., Zimmerman, J., Davidoff, S., Forlizzi, J., Lee, M.K., and Dey, A. (2012). A Fieldwork of the Future with User Enactments. Proceedings of DIS12. New York, NY: ACM Press, 338-347. *Best Paper Award*.

[63] Ma, X., Forlizzi, J., and Dow, S. (2012). Guidelines for Depicting Emotions in Storyboard Scenarios. Proceedings of DandE12.

[64] Lee, M.K., Kiesler, S., Forlizzi, J., and Rybski, P. (2012). Ripple Effects of an Embedded Social Agent: A Field Study of a Social Robot in the Workplace. Proceedings of CHI12. New York, NY: ACM Press, 695-704.

[65] Odom, W., Zimmerman, J., and Forlizzi, J. (2012). Investigating The

Presence, Form, And Behavior Of Virtual Possessions In The Context Of A Teen Bedroom. Proceedings of CHI12. New York, NY: ACM Press, 327-336.

[66] Lee, M.K., Forlizzi, J., Kiesler, S., Rybski, P., Antanitis, J., and Savetsila, S. (2012). Personalization in HRI: A Longitudinal Field Experiment. Proceedings of HRI12. New York, NY: ACM Press, 319-326.

[67] Rule, A. and Forlizzi, J. (2012). Designing Interfaces for Multi-User, Multi-Robot Systems. Proceedings of HRI12. New York, NY: ACM Press, 97-104. *Best Paper Nomination*.

[68] Cakmak, M., Srinivasa, S., Lee, M.K., Forlizzi, J., and Kiesler, S. (2011). Human Preferences for Robot-Human Hand-over Configurations. Proceedings of IROS11. New York, NY: IEEE Press, 1986-1993.

[69] Forlizzi, J., Zimmerman, J., and Dow, S. (2011). Families and Services: Understanding Opportunities for Co-Production of Value in Service Design. Proceedings of DPPI11. Available on DVD.

[70] Slyper, R., Lehman, J., Forlizzi, J., and Hodgins, J. (2011). A Tongue Input Device for Creating Conversations. Proceedings of UIST11. New York, NY: ACM Press, 117-126.

[71] Li, I., Dey, A.K., and Forlizzi, J. (2011). Understanding My Data, Myself: Supporting Self-Reflection with Ubicomp Technologies. Proceedings of Ubicomp11. New York, NY: IEEE Press.

[72] Kwak, S.S., Forlizzi, J., and Kim, M.S. (2011). The Dynamics of the Components in the Triad Problem-Solving Model of Design. Proceedings of IASDR11. Available on DVD.

[73] Harrison, C., Hsieh, G., Willis, K., Forlizzi, J., and Hudson, S. (2011). Kineticons: Using Iconographic Motion in Graphical User Interface Design. Proceedings of CHI11. New York, NY: ACM Press, 1999-2008.

[74] Kim, S., Forlizzi, J., and Dey, A. (2011). Aesthetics and Usability of Dashboard Displays for Elder Drivers. Proceedings of CHI11. New York, NY: ACM Press, 493-502.

[75] Lee, M.K., Kiesler, S., and Forlizzi, J. (2011). Mining Behavioral Economics to Design Persuasive Technology for Healthy Choices. Proceedings of CHI11. New York, NY: ACM Press, 325-334.

[76] Odom, W., Zimmerman, J., and Forlizzi, J. (2011). Teenagers and Their Virtual Possessions: Design Issues and Opportunities. Proceedings of CHI11. New York, NY: ACM Press, 1491-1500. *Best Paper Award*.



- [77] Cakmak, M., Srinivasa, S., Lee, M.K., Kiesler, S., and Forlizzi, J. (2011). Using Spatial and Temporal Contrast for Fluent Human-Robot Handovers. Proceedings of HRI 2011. New York, NY, ACM Press, 489-496.
- [78] Lee, M.K., Forlizzi, J., Kiesler, S., Cakmak, M., and Srinivasa, S. (2011). Predictability or Adaptability? Designing Robot Handoffs Modeled from Trained Dogs and People. Proceedings of HRI11. New York, NY: ACM Press, 179-180.
- [79] Lee, M.K., Tang, K.P., Forlizzi, J., and Kiesler, S. (2011). Understanding Users' Perception of Privacy in Human-Robot Interaction. Proceedings of HRI11. New York, NY: ACM Press, 181-182.
- [80] Haaplainen, E., Kim, S., Forlizzi, J., and Dey, A. (2010). Psycho-Physiological Measures for Assessing Cognitive Load. Proceedings of Ubicomp10. New York, NY: ACM Press, 301-310.
- [81] Michaelides, C., Forlizzi, J., Lee, M.K., and Rybski, P. (2010). Sonification of Robot Sound: A Case Study. Proceedings of Design and Emotion10, available on DVD.
- [82] Odom, W., Zimmerman, J., and Forlizzi, J. (2010). Designing for Dynamic Family Structures: Divorced Families and Interactive Systems. Proceedings of DIS10. New York, NY: ACM Press, 151-160.
- [83] Odom, W., Zimmerman, J. and Forlizzi, J. (2010). Virtual Possessions. Proceedings of DIS10. New York, NY: ACM Press, 368-371.
- [84] Zimmerman, J., Stolterman, E., and Forlizzi, J. (2010). An Analysis and Critique of Research through Design: Towards A Formalization Of A Research Approach. Proceedings of DIS10. New York, NY: ACM Press, 310-319.
- [85] Lee, M.K., Kiesler, S., Forlizzi, J., Srinivasa, S., and Rybski, P. (2010). Gracefully Mitigating Breakdowns in Robotic Services. Proceedings of HRI10. New York, NY: ACM Press, 203-210. *Best Paper Award*.
- [86] Forlizzi, J., Barley, W., and Seder, T. (2010). Where Should I Turn? Moving from Individual to Collaborative Navigation Activities to Inform the Interaction Design of Future Navigation Systems. Proceedings of CHI10. New York, NY: ACM Press, 1261-1270.
- [87] Li, I.A.R., Dey, A., and Forlizzi, J. (2010). A Stage-Based Model of Personal Informatics Systems. Proceedings of CHI10. New York, NY: ACM Press, 557-566.
- [88] Lee, M.K., Kiesler, S., and Forlizzi, J. (2010). Receptionist or Information Kiosk: How Do People Talk with a Robot? Proceedings of CSCW10. New York, NY: ACM Press, 31-40.

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- [91] Lee, M.K. and Forlizzi, J. (2009). Designing Adaptive Robotic Services. Proceedings of IASDR09. New York, NY: ACM Press, available on CD-rom.
- [92] Fleischman, L. and Forlizzi, J. (2009). Designing Luxurious Interactions: Why the role of luxury products has changed over time and how interaction designers will be integral to the design of future luxury experiences. Proceedings of DPPI09, available on CD-rom.
- [93] Kirby, R., Simmons, R., and Forlizzi, J. (2009). Variable Sized Grid Cells for Rapid Replanning in Dynamic Environments. Proceedings of IROS09. Hoboken, NJ: IEEE Press, 4913-4918.
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- [97] Li, I.A.R., Hsieh, G, Dey, A.K., Forlizzi, J. Hudson, S.E. (2009). Using Visualizations to Increase Compliance in Experience Sampling. Proceedings of Ubicomp08, New York, NY: Springer, 164-167.
- [98] Forrest, M., Zimmerman, J. and Forlizzi, J. (2008). Magonote: Making Complex Home Electronics Accessible by Empowering the Family Technology Lead. Proceedings of Design and Emotion08, available on CD-rom.
- [99] Mutlu, B. and Forlizzi, J. (2008). Robots in Organizations: The Role of Workflow, Social, and Environmental Factors in Human-Robot Interaction. Proceedings of HRI08. New York, NY: ACM Press, 239-248. *Best Paper Award.*

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- [101] Mutlu, B., Krause, A., Forlizzi, J., Guestrin, C., and Hodgins, J. (2007). Robust, Low-Cost, Non-intrusive Sensing and Recognition of Seated Postures. Proceedings of UIST07. New York, NY: ACM Press, 149-158.
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- [103] Forlizzi, J., Zimmerman, J., Mancuso, V., and Kwak, S. (2007). How Interface Agents Affect Interaction Between Humans and Computers. Proceedings of DPPI07. New York, NY: ACM Press, 209-221.
- [104] Snyder, M.I., Zimmerman, J. and Forlizzi, J. (2007). What's for Dinner? Supporting Family Dinnertime Activities. Proceedings of DPPI07. New York, NY: ACM Press, 485-489.
- [105] King, S.J., and Forlizzi, J. (2007). Slow Messaging: Intimate Communication for Couples Living at a Distance. Proceedings of DPPI07. New York, NY: ACM Press, 451-454.
- [106] Zimmerman, J., Forlizzi, J., and Evenson, S. (2007). Research Through Design As A Method For Interaction Design Research In HCI. CHI07 Proceedings. New York, NY: ACM Press, 493-502.
- [107] Gockley, R., Forlizzi, J., and Simmons, R. (2007). Natural Person-Following Behavior for Social Robots. Proceedings of HRI07. New York, NY: ACM Press, 17-24.
- [108] Forlizzi, J. (2007). How Robotic Products Become Social Products: An Ethnographic Study of Cleaning in the Home. Proceedings of HRI07. New York, NY: ACM Press, 129-136. *Best Paper Award*.
- [109] Mutlu, B., Hodgins, J., and Forlizzi, J. (2006). A Storytelling Robot: Modelling and Evaluation of Human Gaze-Like Behavior. Proceedings of Humanoids06. New York, NY: IEEE.
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- [111] Mutlu, B., Forlizzi, J., Hodgins, J. (2006). The Use of Abstraction and Motion in the Design of Social Interfaces. Proceedings of DIS06. New York, NY: ACM Press, 251-260.

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### **Refereed Conference/Workshop Papers, Submitted**

[159] Wang, J., Ding, D., and Forlizzi, J. (2015). A comparison of automatic prompting and user-controlled prompting in assisting people with traumatic brain injury in cooking tasks. Submitted to ICOST 2015.

### **Other Publications**

[160] Forlizzi, J. Defining Human-Centered Design. In V. Casey, Ed. Design for all, Issue 100.

[161] Happalainen-Ferreira, E., Kim, S., Siirtola, P., Forlizzi, J. and Dey, A.K. (2013). Assessing Real-Time Cognitive Load Based On Psycho-Physiological Measures For Younger And Elder Adults. Submitted to IEEE Pervasive Computing Magazine's Special Issue on Attention Management.

[162] Forlizzi, J. (2013). Confessions Of A Human-Centered Designer. interactions, 20/3.

[163] Reeder, S., Forlizzi, J., and Dow, S. (2013). Family Health Heritage. interactions, 20/1, January+February 2013, 22-25.

[164] Forlizzi, J. (2012). Systems are Everywhere! Where is Systems Thinking? interactions, March+April 2011, 34-35.

[165] Forlizzi, J. (2010). All Look Same? A Comparison Of Service Design And Experience Design. interactions, 17/5, September+October 2010, 60-62.

[166] Li, A.R., Dey, A., and Forlizzi, J. (2009). Graffiter: Leveraging Social Media For Self-Reflection. Crossroads, v16n2, 12-13.

[167] Robare, P. and Forlizzi, J. (2009). Sound in Computing: A Short History. interactions, January/February 2009, 62-65.

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

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

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Russell J. Branagan. Chicago, IL: Usability Professional's Association, 2000, 41-46.

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### **Software Artifacts**

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

### **Evidence of External Reputation Citations and Awards**

ACM SIGCHI Academy Member, 2014.

Alan Newell Award for Research Excellence, Carnegie Mellon University, January, 2013.

Excellence Award, Walter Reed Army Medical Center, State of the Science: Robotics in Rehabilitation, March, 2011.

Design and Emotion Slow Glow Award for Excellence in Design Research, 2010.

CRA Fellows Postdoctoral Research Grant Award, 2010 (Xiaojuan Ma, Princeton University, 2010).

Visiting Professor of Research, Northumbria University, 2010-2012.

A. Nico Habermann Junior Faculty Chair in Computer Science, 2007-2010.

Alfred P. Sloan Research Fellowship Nominee, 2007.

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

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

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

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

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

### **Invited Talks**

Design for Now, Design for All! Invited Opening Plenary, IsraHCI, Tel Aviv, Israel, February 18, 2015.

Promoting Service Design as the Next Wave in HCI. Cornell NYC, October 29, 2014.

Service Design and HCI. University of Rochester Department of Computer Science, September 29, 2014.

Will Robots Save Labor, or Simply Shift It Around? Invited paper discussant, WeRobot Conference on Robots in Law and Policy, April 23, 2014.

Service Design as a Framing for Successful Healthcare Products and Services. Jewish Healthcare Foundation, March 4, 2014.

The Death of User-Centered Design? Middle Eastern Technical University, Department of Industrial Design, May 22, 2013.

Virtual Possessions, Value Construction, and New Opportunities for Cloud Computing. Arizona State University Department of Computer Science, April 18, 2013.

The Death of User-Centered Design? University of Michigan, Information School, March 28, 2013.

How Should Technology That Works Closely With People Be Designed? Highmark SPARK Innovation in Home Healthcare Retreat, September 24-25, 2012.

A Fieldwork of the Future with User Enactments. Pittsburgh Usability Group Meeting, July 25, 2012.

How People Value Their Virtual Things: Service Opportunities. Invited talk at Google Research, with John Zimmerman, May 23, 2012.

Virtual Possessions, Value Construction, and Opportunities for Cloud Computing. Invited talk at Google UX, with John Zimmerman, May 23, 2012.

How People Make Sense of and Value Their Digital Things: Service Opportunities. Invited talk at LinkedIn, with John Zimmerman, May 22, 2012.

How People Make Sense of and Value Their Digital Things: Service Opportunities. Invited talk at Facebook, with John Zimmerman, May 22, 2012.

How Should Robots that Assist People Be Designed? Carnegie Science Museum, Invited Lecture for QOLT ERC and High School Science Symposium, March 9, 2012.

Robots: Reality or Science Fiction? Carnegie Mellon University Alumni Event, Invited Panel with Howie Choset, Don Marinelli, and Daniel Wilson, Los Angeles, CA, February 17, 2012.

Delight and Responsibility: Problematic Situations and Preferred Future States. Invited Plenary Talk, ICID 2011 (The International Conference on Interaction Design). Hong Kong, China, November 11, 2011.

Discussion Panel: What is the State of Interaction Design in China? Invited Panel Participant, ICID 2011 (The International Conference on Interaction Design). Hong Kong, China, November 11, 2011.

Active Home Robotics. Invited Speaker, State of the Science: Robotics in Rehabilitation, Walter Reed Medical Center, Bethesda, MD, March 11, 2011.

Another Leap Forward? Assessing the field, looking to the future. Invited panel discussion session, Design and Emotion Conference 2010, October 7, 2010.

Interdisciplinary Design for Services, Systems, and Beyond. Invited Presentation, Northwestern University, EECS, April 21, 2010.

Interdisciplinary Design for Services, Systems, and Beyond. Invited Presentation, Stanford Design and HCI Lecture Series, April 21, 2010.

On Kinetic Typography. Invited Plenary Lecture, Thinking Digital Conference, Newcastle, UK, May 27, 2010.

Expressive Tools for Kinetic Typography. Invited Presentation, School of Design, Northumbria University, UK, May 29, 2010.

Interdisciplinary Design for Services, Systems, and Beyond. Invited Presentation, Northwestern University Segal Institute of Design, January 23, 2010.

Beyond the Desktop. Make Think Presentation, Invited Presentation, AIGA National Conference, October 8, 2009.

The Beauty Dilemma. Invited Presentation with Bill Buxton, Mary Czerwinski, and Andrew Monk. CHI09, April 8, 2009.

Snackbot: A Service Robot. Invited Presentation, Microsoft External Research Meeting, March 30, 2009.

Social and Emotional Dialogue. Invited Workshop, Designing for Social Embodied and Bodily Interaction, Stockholm, Sweden, March 2-3, 2009.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Quality Control: A Panel on the Critique and Criticism of Design Research. Panel Organizer, CHI11 Conference, Seattle, WA.

The Beauty Dilemma. Invited Panel, CHI09 Conference, Boston, MA.

Shaping Human-Robot Interaction: Understanding the Social Aspects of Intelligent Robotic Products. Workshop Co-Organizer, CHI04 Conference, Vienna, Austria.

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

### **Participation in Workshops and Panels**

Human-Approaching Trajectories for a Person-Sized Balancing Robot. IEEE International Workshop on Advanced Robotics and its Social Impacts, IROS14.

A taxonomy of multi-touch interface for multi-robot path planning and control. IEEE International Workshop on Advanced Robotics and its Social Impacts, IROS14.

Feminism and HCI, Workshop Participant, CHI12.

NSF Workshop on Graduate Education in Design, Invited Participant, Northwestern University, April 16-17, 2009.

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

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

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

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

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

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

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

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

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

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

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

### **Exhibitions**

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

### **In the Media**

Cribbs, S. Medical Price Matters: It Pratters. HCII web site feature, <https://www.hcii.cmu.edu/news/2015/medical-price-matters-it-pratters>, accessed February 20, 2015.

Eugenios, J. Matchmakers Predict the Future of Love. CNN Money, <http://www.kcci.com/project-economy/matchmakers-predict-the-future-of-love/31169612>, accessed February 9, 2015.

Cribbs, S. Decimal game helps kids get the point. HCII web site feature, <http://hcii.cmu.edu/news/2014/decimal-game-helps-kids-get-point>, accessed October 6, 2014.

Lenard, H. Getting Along With Your New Robot Buddy. Robotics Business Review, [http://www.roboticsbusinessreview.com/article/getting\\_along\\_with\\_your\\_new\\_robot\\_buddy](http://www.roboticsbusinessreview.com/article/getting_along_with_your_new_robot_buddy), accessed November 28, 2014.

Forlizzi, J. How Robots Will Work With Us Isn't Only a Technological Question. Harvard Business Review, <http://blogs.hbr.org/2014/03/how-robots-will-work-with-us-isnt-only-a-technological-question/>, accessed March 20, 2014.

Ehrenberg, R. (2013). Computer scientists grapple with how to manage the digital legacy of the departed. Science News Online, [http://www.sciencenews.org/view/generic/id/350909/description/Computer\\_scientists\\_grapple\\_with\\_how\\_to\\_manage\\_the\\_digital\\_legacy\\_of\\_the\\_departed](http://www.sciencenews.org/view/generic/id/350909/description/Computer_scientists_grapple_with_how_to_manage_the_digital_legacy_of_the_departed), accessed June 19, 2013.

Talbot, D. AT&T Reinvents the Steering Wheel. MIT Technology Review Online, <http://www.technologyreview.com/computing/39947/?p1=A3>, accessed May 14, 2012.

Griggs, B. Vibrating Steering Wheel Could Help Drivers Navigate. CNN What's Next Text Blog, <http://whatsnext.blogs.cnn.com/2012/03/28/vibrating-steering-wheel-could-help-drivers-navigate/>, accessed May 14, 2012.

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Spice, B. Vibrating Steering Wheel Guides Drivers While Keeping Their Eyes on the Road. CMU Homepage, [http://www.cmu.edu/news/stories/archives/2012/april/april24\\_vibratingsteeringwheel.html](http://www.cmu.edu/news/stories/archives/2012/april/april24_vibratingsteeringwheel.html), accessed May 14, 2012.

Shea, C. Psychology: Fast and Furious. Wall Street Journal Online, April, 2012, <http://online.wsj.com/article/SB10001424052702304723304577366103210439214.html?KEYWORDS=vibrations+driving+shea>, accessed May 5, 2012.

Shea, C. Driving, With Feeling. Wall Street Journal Online, April, 2012, <http://blogs.wsj.com/ideas-market/2012/04/27/driving-with-feeling/>, accessed May 5 2012.

Carroll, Chris, and Aguilera-Hellweg, Max. Robots: Us and Them. National Geographic, July 25, 2011.



<http://ngm.nationalgeographic.com/2011/08/robots/carroll-text>, accessed July, 2011.

-- Teenagers Value 'Virtual' Belongings. United Press International, July, 2011, [http://www.upi.com/Science\\_News/2011/05/09/Teenagers-value-virtual-belongings/UPI-42581304975479/](http://www.upi.com/Science_News/2011/05/09/Teenagers-value-virtual-belongings/UPI-42581304975479/), accessed July, 2011.

-- Teens 'Value Virtual Possessions More Than Physical Forms'. ANI/DailyIndia.com, July, 2011, <http://www.dailyindia.com/show/439100.php>, accessed July, 2011.

-- Teens 'Value Virtual Possessions More Than Physical Forms'. BioScholar News July, 2011, <http://news.bioscholar.com/2011/05/teens-%E2%80%98value-virtual-possession-more-than-physical-forms%E2%80%99.html>, accessed July, 2011.

-- Teenagers Love Digital Possessions, Researchers Find. DigitalTrends.com, June 2011, DigitalTrends.com, <http://www.digitaltrends.com/computing/teenagers-love-digital-possession-researchers-find/>, accessed June, 2011.

-- Teenagers Love Digital Possessions, Researchers Find. DigitalTrends.com, June 2011, Yahoo! Singapore News, <http://sg.news.yahoo.com/teenagers-love-digital-possession-researchers-221108405.html>, accessed June, 2011.

Spice, Byron. Virtual Possessions Have Powerful Hold on Teenagers, Carnegie Mellon Researchers Say. NSF Homepage, May 17, 2011, <http://tinyurl.com/3fly7da>, accessed May, 2011.

Schmidt, Elise. Robotic Food Delivery: A High-Tech Munchie Machine That Aids In Human-Robot Research. Design Bureau Magazine, May/June 2011.

Togyer, Jason. Making a Mechanical Pal. The Link, 6.0, Spring 2011.

Mannino, Brinn. Ten Incredible Real-Life Robots. Women's Day Magazine, March, 2011. <http://www.womansday.com/Articles/Lifestyle/10-Incredible-Real-Life-Robots.html>, accessed February 25, 2011.

-- What's the Next Big Thing? Nova Science Now, February 23, 2011. <http://www.pbs.org/wgbh/nova/tech/what-is-the-next-big-thing.html>, accessed February, 2011.

Daly, Ian. Just Like Mombot Used to Make. New York Times, February 23, 2010. <http://www.nytimes.com/2010/02/24/dining/24robots.html>, accessed March, 2010.

Robots Soon to Become Part of Home, Work Life. KDKA TV news, October 11, 2010. <http://kdka.com/technology/CMU.robots.technology.2.1959098.html>, accessed October 15, 2010.

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Barras, Colin. Learning to Love to Hate Robots. New Scientist Magazine, <http://www.newscientist.com/article/mg20427385.600-learning-to-love-to-hate-robots.html>, accessed December 20, 2009.

The New Pittsburgh. (featuring the Snackbot Robot), CBS Evening News, September 24, 2009. <http://www.cbsnews.com/video/watch/?id=5333788n&tag=mg;eveningnews>, accessed November 12, 2009.

Silmore, Melissa. Enabling Cookies. Carnegie Mellon Today Magazine, v6n3, July 2009, 10-11.

-- The Snackbot: A Snack-selling Robot. <http://trendsupdates.com/cmu%E2%80%99s-social-snack-selling-robot-snackbot/>, accessed March 2, 2009.

Hoopes, Laura L. Mays. Loving Computers. Association for Women in Science Newsletter, Winter 2009, 11-13.

Kageki, Norieko. The Snackbot: HRI 2009. <http://robot.watch.impress.co.jp/cda/news/2009/03/19/1672.html>, accessed March 19, 2009.

McCoy, Adrian. How is Your Robot Relationship? For Some, It's an Intimate Affair. Pittsburgh Post Gazette, March 22, 2009. <http://postgazette.com/pg/09081/956901-42.stm>, accessed March 23, 2009.

--Next Generation Computing: A Twitter-Based Graphing Tool. <http://www.cmu.edu/homepage/computing/2009/spring/smiley-award-winner.shtml>, accessed April 1, 2009.

-- CMU Snackbot. Blog Makezine, December, 2008. [http://blog.makezine.com/archive/2008/12/cmu\\_snackbot.html](http://blog.makezine.com/archive/2008/12/cmu_snackbot.html), accessed January 2, 2009.

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

Spice, Byron. Helpful Robot Alters Family Life. Featured on NSF CISE homepage:

[http://nsf.gov/discoveries/disc\\_summ.jsp?cntn\\_id=109703&org=CISE](http://nsf.gov/discoveries/disc_summ.jsp?cntn_id=109703&org=CISE), accessed October 2, 2007.

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

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

Heinrichs, Allison M. Web site expresses emotion through color."Pittsburgh TribPM October 7, 2007: [http://www.pittsburghlive.com/x/pittsburghtrib/news/tribpm/s\\_492151.html](http://www.pittsburghlive.com/x/pittsburghtrib/news/tribpm/s_492151.html), accessed October 10, 2007.

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

Dugdale, Juanita. Senior Momentum: Can Design And Technology Deliver A Golden Age Of Aging? ID Magazine, May 2007.

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

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

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

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

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

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

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

Ruefenacht, Martin. The Hug. COCOM Magazine Switzerland, May 9, 2005.

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

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

The Hug. ZDF German TV, February 2005.

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

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

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

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

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

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

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

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

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

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

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

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

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

## **External Professional Activities**

### **Conference and Workshop Committees**

Committee Co-Chair, WeRobot 2015.

Design Subcommittee Papers Co-Chair, HRI15.

Organizing Committee, ARSO 2014.

Workshops Chair, DRS 2014.

Papers Co-Chair, HRI13.  
Design Subcommittee Papers Co-Chair, CHI12 and CHI13.  
Papers Associate Chair, CHI 2005-2014.  
Papers Co-Chair, DPPI07, DPPI09.  
Papers Associate Chair, Ubicomp13.  
Papers Associate Chair, HRI 2011.  
Papers Associate Chair, DIS 2004-2010.  
Papers Section Chair for Design, CHI 2009.  
CHI 2006 Student Design Competition Mentor (for three teams).  
CHI 2005 Student Design Competition Invited Judge.  
Papers Associate Chair, DIS 2004, 2006, 2008.  
National Accessibility in Design Education Consortium, 2006-2007.  
ICT 2005 Design Competition Student Mentor.  
Co-Organizer, HCIC 2005: Design and Emotion, (with Don Norman and Terry Winograd), Snow Mountain Ranch, CO.  
Special Area Chair, Emotion and Human-Computer Interaction, CHI 2003, Fort Lauderdale, FL.  
Advisory Board, Conference on Affective Human Factors Design, 2001.  
Reviewer, Ro-Man Conference, 2009-2013.  
Reviewer, CHI Conference, 1998-2013.  
Reviewer, C&C, 2009-2013.  
Reviewer, CSCW 2008-2013.  
Reviewer, Design and Emotion, 2002-2012.  
Reviewer, DIS Conference, 2000-2012.  
Reviewer, DRS 2010-2012.  
Reviewer, HAPTICS 2009.  
Reviewer, HRI 2007-2013.  
Reviewer, IASDR 2007-2013.  
Reviewer, ISWC, 2008-2013.  
Reviewer, Ubicomp 2008-2013.  
Reviewer, UIST 2005-2013.  
Reviewer, FutureGround 2003-2007.

### **Consulting**

Pratter, LLC, CIO and Co-founder, 2014-, 25 days/year.

Disney Research, Pittsburgh, 2013-14, 25 days/year.

LUMA Design Institute Fellow, <http://www.luma-institute.com/about/luma-fellows>, June 2009-.

HeadThere (Medical Robotics) Advisory Board, Pittsburgh, PA, 2005-.

Review Committee, NSF CISE/IIS/NRI Panels, Washington, DC, 2004-2013.

### **Memberships in Professional Societies**

ACM CHI Academy Member.  
ACM SIGCHI.

### **Other Review Committees**

Simon Fraser University, Art and Design Advisory Board, Site Visit Leader,  
March 2014.

Industrial Design Association of Istanbul International Proposal Reviewer,  
2013.

Ministry of Dutch Research International Proposal Reviewer, 2013.

Helsinki Institute of Information Technology, Advisory Board, 2012.

International Peer Reviewer and Expert, Italian Ministry for Education,  
University and Research, Scientific Production of Italian Design Professors,  
2012.

New Zealand Ministry of Science and Innovation (MSI) International Science  
Proposal Reviewer, 2012.

Qatar Foundation for Education International Proposal Reviewer, 2012.

Book Draft Reviewer, Exposing the Magic of Design, Oxford, 2010.

Book Draft Reviewer, Design Things, MIT Press, 2009.

Book Draft Reviewer, Lab, Field and Showroom, Morgan Kaufmann Press,  
2009.

Review of Book Proposal for MIT Press, Foundations of Interaction Design by  
David Malouf, August, 2008.

Reviewer, Design Issues, 2004-2013.

Reviewer, International Journal of Design, 2007-2013.

Reviewer, Autonomous Robots Journal, 2007.

Book Draft Reviewer, Press On: Thoughtful Interaction Design, MIT Press,  
2005.

Book Draft Reviewer, Foundations of Interaction Design, Lawrence Erlbaum,  
2004.

Book Draft Reviewer, Thoughtful Interaction Design, MIT Press, 2003.

Review Committee, Special Issues in Ergonomics, 2002.

Book Proposal Reviewer, Laurence King Publishing, 2002.

Review Committee, IEEE Internet Computing, 2001.

Review Committee, Theoretical Issues in Ergonomic Science, 2001.

Book Proposal Reviewer, MIT Press, 2001.

### **Other Academic Review Committees**

Dissertation Committee, Department of Art and Design, University of Montreal (Annmarie Lesage), 2015.

Dissertation Committee, Human Engineering, University of Pittsburgh (Jing/Jenny Wang), 2014.

Dissertation Committee, Industrial Design, University of Montreal, (Annmarie Lesage), 2014.

Dissertation Committee, METU, Ankara, Turkey (Armagan Kuru), 2013.

Dissertation Committee, Arizona State University (Ryan Brotman), 2013.

Dissertation Committee, Georgia Tech (Ja-Young Sung), 2008.

Dissertation Committee, University of Central Florida (Cindy Bethel), 2008.

Dissertation Committee, Georgia Tech (Susan Wyche), 2008.

Dissertation Committee, KAIST (Sona Kwak), 2008.

Dissertation Committee, Heinz School, CMU (Danny Fernandez), 2008.

Dissertation External Evaluator, University of Oulu Computer Science (Leena Arhippainen), 2008.

Dissertation External Evaluator, Helsinki University of Technology (Anu Kankainen), 2002.

### **Contract and Grant Support**

#### **Funded**

Electronic Sandbox for Teaching Financial Literacy to Children and Their Parents. Forlizzi and Zimmerman. PNC Financial Services, 2015-2016.

Studying the long-term acceptance of personal health informatics tools. Karapanos and Forlizzi. MITI Early Bird Grant, 2015.

Online Design Education: Taking Design Education and Critiques Online. Scupelli, Forlizzi, Dow, Kelliher, Christal, Hammer. Simon Seed Initiative, 2015-2016.

Online Design Education: Developing Playtest Skills in Hybrid Game Design Environments. Hammer, Forlizzi, Christel. Simon Seed Initiative, 2014-2015.

Shared Attention in Human-Robot Collaboration. Forlizzi and Srinivasa.

Google, 2014-2015.

Enhancing Math Education with Educational Games: Can Erroneous Examples Help? NSF TSL, co-PI with Bruce McLaren, September 2013-August 2015.

Value Construction with Digital Things. Vodafone Grant, co-PI with John Zimmerman, with University of Granada and KAIST: Korea Advanced Institute of Science and Technology, March 2012-February 2013.

Manifesting Virtual Possessions in the Material World. Google Grant, Co-PI with John Zimmerman, September 2011-August 2012.

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

Extending Skills of Elderly Drivers. General Motors Gift, Co-PI with Anind Dey, November 2009-October 2010.

Interaction Design for the HERB Robot. Quality of Life Technology Research Grant, PI, September 2009-October 2010.

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

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

### **Past**

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

## **Evidence of Teaching Performance**

### **Courses taught at Carnegie Mellon**

05-392, Interaction Design Overview, 46 students, Fall 2014.  
05-392, Interaction Design Overview, 56 students, Spring 2014.\*  
51-385/785, Designing for Service, 28 students, Fall 2013.  
51-385/785, Designing for Service, 28 students, Fall 2012.\*  
05-774, Design Perspectives in HCI, 20 students, Spring 2012.\*  
51-702, Graduate Interaction Design Seminar, 10 students, Spring 2012.  
05-651, Interaction Design Fundamentals, 15 students, Fall, 2011.\*  
51-874, 05-774, Adaptive Service in Design, 24 students, Spring 2010.\*  
05-774, Design Perspectives in HCI, 15 students, Spring 2010.  
51-725, Basic Interaction Design, 24 students, Fall 2009.  
05-650, Basic Interaction Design, 26 students, Spring 2009.  
51-844, Advanced Design Research Methods, 5 students, Spring 2008.\*  
05-774, Design Perspectives in HCI, 15 students, Spring 2008.\*  
51-702, Interaction Design Seminar, 9 students, Spring 2008.  
51-725, Advanced Interface and Interaction Design, 8 students, Fall 2008.  
51-702, Interaction Design Seminar, 13 students, Spring 2007.  
51-725, Advanced Interface and Interaction Design, 16 students, Fall 2006.  
51-702, Interaction Design Seminar, 15 students, Spring 2006.\*  
51-725, Advanced Interface and Interaction Design, 7 students, Fall 2005.\*  
51-702, Interaction Design Seminar, 7 students, Spring 2004.\*  
51-725, Interface and Interaction Design, 18 students, Fall 2003.  
51-712, Graduate Studio 2, 17 students, Spring 2003.\*  
51-725, Interface and Interaction Design, 17 students, Fall 2002.  
05-650, Interface and Interaction Design, 28 students, Spring 2002.  
05-771, HCI Process and Theory, 22 students, Fall 2001 (team taught).  
51-403, Senior Interaction Design Project, 14 students, Fall 2001 (team taught).  
05-650, Visual Interface Design, 24 students, Spring 2001.  
05-540, Rapid Prototyping, 32 students, Spring 2001 (team taught).  
51-403, Senior Interaction Design Project, 12 students, Fall 2000 (sponsored by IBM).\*  
05-671 HCI Project Course Summer 2000 (team taught).  
05-650, Visual Interface Design, 30 students, Spring 2000.\*  
51-702, Graduate Design Seminar, 14 students, Fall 1999 (team taught).\*  
\* indicates new course development

### **Independent Study**

Robot Honesty Study. Thidaenun Saensopkita and Natalie Salaets, Spring 2015.  
Digital Information and Legacy. Alex Sciuto, Fall 2014.  
Study on Egress from a Chair to Inform Human-Robot Interaction, Sean Ro and Min Kyung Kim, Spring 2014.  
LED Light Displays for Human-Robot Interaction, Jun-Ho Lee, Spring 2014  
iPad Interface Design for the mObi Robot, Scott Chiu, Spring 2014.

Service Dashboard Patterns, Andrea Fineman, Jon Perlman, and Anna Turner, Spring 2014.

Study of an Assistive Social Robot in a Nursing Home, Shira Bauman, Fall 2013.

People and Their Virtual Things. Eunkei Chung, Luis Gonzalez, Beka Gulotta, Gilbert Han, Chelsea Joo, Tina Musich, and Laura Tjho, Fall 2012.

Designing an Educational Game. Parita Kapadia, SL Rao, Zifeng Tian, and Sabrina Zhu, Fall 2012.

Virtual Possessions. Mahvish Nagda, Cristina Mele, Russell Andrews, Spencer Sugarman, Rohan Gaikwad, Ben Nimmons, and Katherine Betermeier, Fall 2011.

Adaptive Service Design and Magee PFCC Center. Molly Lafferty and Gretchen Mendoza, Spring 2011.

Study of Elders with Mobility Issues to Inform Robot Design. Yoo Mi Lee, Spring 2010.

Service Design for HERB Robot. Yash Vora, Spring 2010.

Visual Literacy Study. Stephanie Meier, Spring 2010.

Ambient Displays. Jared Cole, Spring 2007.

Peripheral Displays. Greg Fogel, Spring 2004.

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

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

Design and Emotion. Bilge Mutlu, Spring 2003.

Perceptive Brand Study. Rahul Culas, Fall 2002.

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

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

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

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

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

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

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

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

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

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

Studies in Enhanced Messages. Eric Wilcox, Summer 2000.

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

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

### **Courses taught outside Carnegie Mellon**

Designing Multi-Stakeholder Product-Service Systems. CHI 2011 Invited Course, May 10, 2011.

Research Through Design: Method for Interaction Design Research in HCI. CHI 2011 Invited Course, May 10, 2011.

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

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

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

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

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

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

### **Contributions to Education**

#### **Curriculum Design**

51-392, Interaction Design Overview.

51-385/785, Designing for Service.

05-651, Interaction Design Fundamentals.

51-874, 05-774, Adaptive Service in Design.

51-844, Advanced Design Research Methods.

05-774, Design Perspectives in HCI.

51-725, Advanced Interface and Interaction Design.

51-702, Interaction Design Seminar.

05-771, HCI Process and Theory.

51-403, Senior Interaction Design Project.

05-650, Interface and Interaction Design.

#### **Graduate Seminars Organized and Supervised**

Design Research Group, Fall 2012-present, with Steven Dow and John Zimmerman.

Design Research Reading Group, Spring 2010, with John Zimmerman.

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

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

## **Student Advising**

### **Current PhD Students**

Eunki Chung, HCII (with Steven Dow).  
Judeth Oden Choi, HCII (with Jessica Hammer).  
Beka Gulotta, HCII (with Aisling Kelliher).

### **Completed PhD Students**

Derek Lomas, HCII (with Ken Koedinger), 2014. Optimizing Motivation and Learning in Educational Games: Crowdsourcing Design Decisions Using Large-Scale Design Experiments. Post-doc, UCSD.

Will Odom, HCII (with John Zimmerman), 2014. Critically Exploring the Virtual Possession Design Space Through Fieldwork and Constructive Design Research. Post-doc, Simon Fraser University.

Min Kyung Lee, HCII (with Sara Kiesler), 2013, Personalization Revisited. Post-doc, CMU.

Ian Li, HCII (with Anind Dey), 2011, Personal Informatics and Context: Using Context to Reveal Factors that Affect Behavior. Google.

Rachel Kirby, Robotics (with Reid Simmons), 2010, Social Robot Navigation. Google.

Bilge Mutlu, Ph.D in HCII, 2009, Designing Gazelike Behavior for Humanoid Robots. (with Jessica Hodgins). University of Wisconsin Madison Computer Science.

Joonhwan Lee, Ph.D. in HCII, 2008, Designing Perceptually Optimized Displays. (with Scott Hudson). Seoul National University, HCI.

Carl DiSalvo, Ph.D. in Design, 2006, The Problem with Products. Georgia Institute of Technology Literature, Culture, and Communication.

### **PhD Committee Service**

Laura Herlant (TBD).  
Yanjin Long (TBD).  
Anca Dragan (TBD).  
James Pierce (TBD).  
Jenn Marlow (Ph.D in HCI, 2014).  
Chris Harrison (Ph.D in HCI, 2013).  
Amy Hurst, Ph.D. in HCI, 2010.  
Peter Scupelli, Ph.D. in HCI, 2009.  
Marek Michalowski, Ph.D. in Robotics, 2009.  
Aaron Bauer, Ph.D. in HCI, 2008.  
Joy Sykes, Ph.D. in Design, 2008.  
Johnny Lee, Ph.D in HCI, 2006.

### **Master's Students Thesis Advisor**

Andrea Fineman, 2015.  
Meredith Niemczyk, 2015.  
Alex Sciuto, 2015.  
Jessica Weeden, 2015.  
Eunki Chung, 2014.  
Nicolas Perez-Cervantes, 2014.  
Shahrzad Samadzeh, 2014.  
Emily Sappington, MDes, 2013.  
Katy Tsai, MDes, 2013.  
Bruno Rivero, Ohio State University, MDes, 2012.  
Wes Johnson, MDes, 2012.  
Molly Lafferty, MDes, 2012.  
Chongho Lee, MDes, 2012.  
Clarence Yung, MDes, 2012.  
Yoomi Lee, MDes, 2011.  
Marcus Perez-Cervantes, MDes, 2011.  
Caitlin Robinson, MDes, 2010.  
Sarah Phares, MDes, 2010.  
Carlos Gutierrez, MDes, 2010.  
Jenn Gooch, MFA, 2009.  
Melissa Cliver, MDes, 2009.  
Lesley Fleischman, MDes, 2009.  
Chris Michaelades, MDes, 2009.  
Wiebke Porshcke, MDes, 2009.  
Kyle Vice, MDes, 2009.  
Jamin Hegeman, MDes, 2008.  
Joseph Iloreta, MDes, 2008.  
Hee Young Jeong, MDes, 2008.  
Imran Sobh, MDes, 2008.  
Simon King, MDes, 2007.  
Min Kyung Lee, MDes, 2007.  
Max Snyder, MDes, 2007.  
PenFan Sun, MDes, 2006.  
Chun-Yi Chen, MDes, 2005.  
Yuan-Chou Chung, MDes, 2005.  
Jeff Howard, MDes, 2005.  
Ben Fineman, MDes, 2004.  
Bilge Multu, MDes, 2004.  
Chad Thornton, MDes, 2004.  
Amy Ip, MDes, 2003.  
Marti Louw, MDes, 2003.  
Tamella Monk, MDes, 2002.  
Peter Scupelli, MDes, 2002.  
Lisa Villemeure, MDes, 2002.  
Mark Erhardt, MDes, 2001.  
Daniel Gloyd, MDes, 2001

Sabine Junginger, MDes, 2001.  
John Beck, MDes, 2000.

## **University Service**

### **University Service and Committee Work**

Industry vs. Academia: Weighing Your Options Invited Panel Member, Career and Professional Development Center, Carnegie Mellon University, April 4, 2012.

IDEATE Learning Committee, 2012-present.

IDEATE Additive Manufacturing Committee, 2012-present.

Graduate Women's Luncheon Series Invited Speaker, March 2007.

DaVinci Effect, NY, NY, April 2005.

Robotics Awareness Program, Pittsburgh Public School Teachers Visit, 2005.

[Women@SCS](#) Self-Defense Course, 2002.

Design and Graphics Hiring Committee, HCII, 2001.

CMU Seido Karate, 1999-2011.

CMU Tae Kwon Do Study Group, 1996-1999.

### **Department Service and Committee Work**

PhD in Design Admissions Committee, 2015.

407 South Craig Design and Development of new shop and classroom, 2013-present.

HCII External Communications Committee, Chair, 2012-2014.

QoLT HSIT Thrust Leader, October 2011-present.

Berkman Faculty Development Fund Committee Chair, 2012-2013.

Hiring Committee, School of Design, 2010-2011.

Hiring Committee, School of Design, 2011-2012.

SCS Fellowship Committee, 2011-present.

Berkman Faculty Development Fund Reviewer, 2011-2012.

HCII Web Redesign Committee, 2012-present.

Consultant to Edgewood High School Robotics Class, Spring 2012.

Gates-Hillman Classroom Design Committee, 2008-2009.

Master's in Design Admissions Committee, 2000-present.

Master's in HCI Admissions Committee, 2008-2009, 2013.

BHCI Admissions Committee, 2006; 2013.

Smiley Award in Computer Science Invited Judge, 2008.

PhD Admissions Committee, Design, 2013.

PhD Admissions Committee, HCII, 2006-2008.

Nierenberg Chair Search Committee Chair, School of Design, 2007-2008.

School of Computer Science Research Review Committee, 2007-present.

Review committee for Head of School of Design, 2007-2008.

Graduate Policy Committee, School of Design, 2006-present.

PhD in CFA committee member, 2005-2008.

300 S. Craig Street Planning and Design Committee, 2005.

Hiring committee, HCII, 2007.

Space Committee, HCII Faculty and Student Office, 2004.

Program Committee, Design Networking 02X-change, 2002.  
Admissions Committee, Design PhD Program, 2000-2005.  
Admissions Committee, Interaction Design Master's Program, 2000-2007.  
Admissions Committee, HCI PhD Program, 1999-2007.  
Admissions Committee, HCI Undergraduate Program, 1999, 2000.  
Curriculum Committee, HCII, 1999-2004.