

Shaowen Bardzell, Ph.D.

Curriculum Vitae
Last Updated: January 12, 2011

Basic Information

Title: Assistant Professor
Affiliation: Human-Computer Interaction Design
School of Informatics and Computing
Indiana University -- Bloomington
Office Address: 919 E. Tenth St. Room 237
Bloomington, IN 47408
Email: selu@indiana.edu

Academic History

Degrees

Ph. D.	2004	Comparative Literature, Indiana University	U.S.A.
M. A.	1994	Comparative Literature, Indiana University	U.S.A.
B. A.	1991	Foreign Languages and Literatures, Tunghai University	Taiwan, R.O.C.

Academic Appointments

2008-present	Assistant Professor School of Informatics and Computing	Indiana University
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Research areas include feminist HCI, domestic computing, intimate interaction, affective computing, and virtual worlds for collaboration. Teaching includes Interaction Design Methods (grad and undergrad), CSCW (grad), and the Ph.D. Seminar on Affective and Intimate Computing in HCI.

2007-2008	Assistant Professor School of Informatics and Computing	IUPUI
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Research areas included intimate interaction and virtual worlds for serious use. Teaching included Experience Design (grad and undergrad), HCI II (grad), and Virtual Worlds (undergraduate).

2005-2007	Visiting Assistant Professor School of Health, Physical Ed. & Recreation	Indiana University
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Research areas included intimate interaction, mixed reality and virtual world interaction, and sports informatics. Teaching included Sports Informatics (grad).

Academic Awards and Honors

2010	Best Paper Award ACM CHI'10: World Conference on Human Factors in Computing Systems
2010	Best Paper Nomination IEEE International Symposium on Collaborative Technologies and Systems
2010	Graduate Women Informatics Appreciation Award Indiana University School of Informatics and Computing

Professional History

Consultant **2003 – 2008**

- Consulted with One-to-One Interactive on user experience evaluation (2006-08)
- Author, commercial computer books (2003-2006)

Director **2001 – 2005**

Instructional Consulting and Technology Services (Indiana University School of HPER)

Instructional Designer and Consultant **1999 – 2001**

HPER Technology Services/Dean's Office (Indiana University School of HPER)

Editorial Experience

- Assistant Editor, *Yearbook of Comparative and General Literature* **1997-99**

Grants and Funding

External Funding History (Awarded)

2010-2013	CreativeIT Major: Massively Amateur Creativity National Science Foundation. Grant #1002772	Co-PI	\$686,036
2010	Interaction Design & Critical and Aesthetic Theory Northumbria University, UK.	PI	\$15,380
2009-2010	Junior Scholar Grant Chiang Ching-Kuo Foundation (Taiwan, R.O.C.)	PI	\$18,000
2007-2008	Multi-Modal User Engagement Research One-to-One Interactive, Inc. (Boston, MA) Included a neurological/physiological research lab (valued at \$55,000).	Co-PI	\$55,000

Internal Funding History (Awarded)

2005-2006	Joint Faculty/Student Research Incentive Grant Indiana University School of Public Health	PI	\$700
2005-2006	Cross-Disciplinary Research Grant Indiana University School of HPER	PI	\$2,000
2005-2006	Cross-Disciplinary Research Grant Indiana University School of HPER	PI	\$2,500
2004-2005	“e-Health and e-Sports for All” Indiana University Pervasive Technology Lab Fellow Program	Co-PI	\$40,000

Publications

Refereed Journal Publications

Submitted

1. Satinsky, S., Dennis, B., Reece, M., Sanders, S., and **Bardzell, S.** (submitted). Body image, sexualities, and the importance of self-worth in women of size: A qualitative study. Submitted to *Qualitative Health Research*.
2. Satinsky, S., Reece, M., Sanders, S., Dennis, B., and **Bardzell, S.** (submitted). An assessment of body appreciation and its relationship to sexual function in women. Submitted to *Journal of Sexual Medicine*.

Published & Accepted

1. Jung, H., **Bardzell, S.**, Blevis, E., Pierce, J., and Stolterman, E. (Accepted). How deep is your love: Deep narratives of ensoulment and heirloom status. *International Journal of Design*.
2. Bardzell, J. and **Bardzell, S.** (Accepted). Scientific problems and common love stories: Ubicomp's paradigms of explanation, speculation, and action. *Personal and Ubiquitous Computing*.
3. **Bardzell, S.** (2010). Topping from the viewfinder: The visual language of virtual BDSM photographs in Second Life. *Journal of Virtual World Research*.
4. **Bardzell, S.** (2009). Enchanted Artifacts: Social Productivity and Identity in Virtual Material Ecologies. *Artifact*. 123-136.
5. **Bardzell, S.**, & Odom, W. (2008). The Experience of Embodied Space in Virtual Worlds: An Ethnography of a Second Life Community. *Space and Culture* 11 (3), 239-259.

Refereed Conference Papers (Archival)

1. **Bardzell, S.**, and Bardzell, J. (2011, accepted). Towards a Feminist HCI Methodology: Social Science, Feminism, and HCI. *Proc. of CHI2011*. (Full paper) (Acceptance rate: 26%)
2. Bardzell, J., and **Bardzell, S.** (2011, accepted). "Pleasure is your birthright": Digitally enabled designer sex toys as a case of third-wave HCI. *Proc. of CHI2011*. (Full paper) (Acceptance rate: 26%)
3. Kannabiran, G., Bardzell, J., and **Bardzell, S.** (2011, accepted). How HCI talks

- about sexuality: Discursive strategies, blind spots, and opportunities for future research. *Proc. of CHI2011*. (Full paper) (Acceptance rate: 26%)
4. Pace, T., **Bardzell, S.**, and Fox, G. (2010). Practice-Centered e-Science: A Practice Turn Perspective on Cyberinfrastructure Design. In *Proc. of Group 2010*. ACM Press. (Full paper) (Acceptance rate: 36%)
 5. Pace, T., **Bardzell, S.**, and Fox, G. (2010). Human-centered e-science: A group-theoretic perspective on cyberinfrastructure design. In *Proc. of the 2010 International Symposium on Collaborative Technologies and Systems (IEEE CTS 2010)* (Nominated for Best Paper). (Full paper)
 6. **Bardzell, S.** (2010). Feminist HCI: Taking stock and outlining an agenda for design. In *Proc. of CHI'10: World Conference on Human Factors in Computing Systems*. ACM: New York. (Acceptance rate: 22%) (Received Best Paper Award, top 1%), 1301-1310. (Full paper)
 7. Pace, T., **Bardzell, S.**, and Bardzell, J. (2010). The rogue in the lovely black dress: Intimacy in World of Warcraft. *Proc. of CHI'10: World Conference on Human Factors in Computing Systems*. 232-242. (Acceptance rate: 22%) (Full paper)
 8. **Bardzell, S.**, Rege, R., Huang, C., Chaudry, B. (2009). Designing for the cultural other: Materiality and technology in Indian homes. In *Proc. of International Conference on Designing for Pleasurable Products and Interfaces, DPPI'09*. (Full paper)
 9. Elmore, H., and **Bardzell, S.** (2009). Play with me: Designing for ludic interactions to support intimate awareness between siblings. In *Proc. of International Association of Societies of Design Research (IASDR)'09*. (Full paper)
 10. **Bardzell, S.**, Bardzell, J., Pace, T. (2009). Understanding Affective Interaction: Emotion, Engagement, and Internet Videos. In *Proc. of 2009 IEEE International Conference on Affective Computing and Intelligent Interaction*. (Acceptance rate: 38%). (Full paper)
 11. **Bardzell, S.**, Bardzell, J., Pace, T., and Reed, K. (2008). Blissfully productive: Grouping and cooperative in World of Warcraft instance runs. In *Proc. of CSCW'08*. (Acceptance rate: 23%) (Note/Short paper)
 12. Bardzell, J., and **Bardzell, S.** (2008). Interaction criticism: A proposal and framework for a new discipline of HCI. In *CHI 2008 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York. (Acceptance rate: 27%) (Full paper)
 13. **Bardzell, S.** (2007). From space to place: Socially inscribed surroundings in a Second Life Community. In *Proc. of The Virtual 2007*. Stockholm, Sweden. (Full paper)
 14. Bardzell, J., Jakobsson, M., **Bardzell, S.**, Pace, T., Odom, W., Houssian, A., & Henry, M. (2007). Virtual worlds and fraud: Approaching cybersecurity in massively multiplayer online games. In *Proc. of DIGRA 2007*. Tokyo, Japan. (Full paper)
 15. **Bardzell, S.**, & Bardzell, J. (2007). Docile avatars: Aesthetics, experience, and

- sexual interaction in Second Life. In *Proc. of British HCI 2007*. Lancaster, UK. (Acceptance rate: 29%) (Full paper)
16. Bardzell, J., **Bardzell, S.**, Birchler, C., & Ryan, W. (2007). Double Dribble: Illusionism, MREs, and the sports fans experience. *ACM Advances in Computer Entertainment (ACE07)*. In *Proc. of ACE07*. Salzburg, Austria. (Acceptance rate: 33%) (Note/Short paper)
 17. **Bardzell, S.**, & Shankar, K. (2007). Video game technologies and virtual design: A study of virtual design teams in a Metaverse. In *Proc. of HCI International 2007, Lecture Notes in Computer Science L.N.C.S.* Springer-Verlag. (Full paper)
 18. Bardzell, J., **Bardzell, S.**, Briggs, C., Makice, K., Ryan, W., & Weldon, M. (2006). Machinima prototyping: An approach to evaluation. In *Proc. of NordiCHI 2006*. Nordic Conference on Human-Computer Interaction, Oslo, Norway. (Acceptance rate: 15%) (Note/Short paper)
 19. **Bardzell, S.** (2006). The submissive speaks: The semiotics of visibility in virtual BDSM fantasy play. In *Proc. of the 2006 ACM SIGGRAPH symposium on videogame sandbox'06*. New York: ACM Press. (Note/Short paper)
 20. Bardzell, J., and **Bardzell, S.** (2005). Fostering creativity in learning media: Applying insights learned from creative design software. In *Proc. of Ed-Media 2005 World Conference on Educational Multimedia, Hypermedia & Telecommunications*. Montreal, Canada. (Full paper)
 21. **Bardzell, S.**, Bardzell, J., So, H.-J., & Lee, J. (2004). A model for integrating technology and learning in public health education. In *Proc. of AECT 2004*. The Association for Educational Communications and Technology 2004 Annual International Conference. Chicago, Illinois. (Full paper)
 22. Lee, J., **Bardzell, S.**, So, H.-J., & Kim, B. (2004). Lessons learned from development of Web-based interactive learning modules: Issues on problem-based learning and learner participation. In *Proc. of AECT 2004*. The Association for Educational Communications and Technology 2004 Annual International Conference. Chicago, Illinois. (Full paper).
 23. So, H.-J., **Bardzell, S.**, & Lee, J. (2004). Designing interactive web-based instruction: Examples of three different levels of Web integration. In *Proc. of AECT 2004*. The Association for Educational Communications and Technology 2004 Annual International Conference. Chicago, Illinois. (Full paper).
 24. Reece, M., and **Bardzell S.** (2003). Public health program planning: A distributed education model for Indiana's Public Health Workforce. In *Proc. of American Alliance for Health Physical Education Recreation and Dance (AAHPERD) 2003 Annual Convention*, Philadelphia, PA. (Full paper)

Editor-Reviewed Magazine Articles (Archival)

1. Bardzell, J., **Bardzell, S.**, Blythe, M., and Cockton, G. (2010). The Arts and Design Research in HCI. *Interfaces Magazine*. British Computer Society (BCS). (Editor reviewed)

2. **Bardzell, S.**, Blevis, E. (2010). The Lens of Feminist HCI in the Context of Sustainable Interaction Design. *Interactions*. ACM: New York. (Editor reviewed)
3. Bardzell, J., **Bardzell, S.** (2008). Intimate interactions: Online representation and software of the self. *Interactions*. ACM: New York. p. 11-15. (Editor reviewed)

Refereed Conference Workshops, Panels, and SIG Proposals (Archival)

1. Bardzell, J., **Bardzell, S.**, and Nardi, B. (2011, Accepted). World of Warcraft as a global artifact. *CHI'2011 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York.
2. **Bardzell, S.**, Churchill, E., Bardzell, J., Forlizzi, J., Grinter, B., Tatar, D. Feminism and Interaction Design. (2011, accepted). *CHI'2011 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York.
3. Bardzell, J., **Bardzell, S.**, Bertelsen, O., and Kannabiran, G. (2010). Erotic Life in Human-Computer Interaction. *Proceedings of the Nordic Conference on Human-Computer Interaction (NordiCHI'10)*, Reykjav'k, Iceland. New York: ACM Press.
4. Nardi, B., Ark, W., and **Bardzell, S.** (2011, accepted). *HICSS 44* Minitrack on Virtual Worlds in the Workplace.
5. Cockton, G., **Bardzell, S.**, Blythe, M., Bardzell, J. (2010). Can we all stand under our umbrella? The Arts and design research in HCI. *CHI'2010 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York.
6. Blythe, M., McCarthy, J., Light, A., **Bardzell, S.**, Wright, P., Bardzell, J., and Blackwell, A. (2010). Critical dialogue: Interaction, experience, and cultural theory. *CHI'2010, Extended Abstracts on Human Factors in Computing Systems*. ACM: New York.
7. **Bardzell, S.**, Rohall, S., Ark, W., Bardzell, J., Cefkin, M., Cheng, L., Kaplan, J., Nardi, B., Yankelovich, N. (2008). Virtual worlds, collaboration, and workplace productivity. *Proc. of CSCW'08*.
8. Blythe, M., Bardzell, J., **Bardzell, S.**, Blackwell, A. (2008). Critical issues in interaction design. *Proc. of British HCI 2008*. Liverpool, UK
9. Bardzell, J., **Bardzell, S.**, and Odom, W. (2007). Virtual Ethnography and Amateur Multimedia Community Research. Workshop. *Proc. of Ethnographic Praxis in Industry Conference (EPIC 2007)*, Keystone, CO.
10. **Bardzell, S.**, Wu, V., Bardzell, J., & Quagliara, N. (2007). Transmedial Interactions and Digital Games Workshop. *Proc. of ACM 4th International Conference on Advances in Computer Entertainment Technology (ACE 2007)*, Salzburg, Austria.

Refereed Conference Work-in-Progress and Poster Papers (Archival)

1. Akah, B., **Bardzell, S.** (2010). Empowering products: Personal Identity through the act of appropriation. *CHI'2010 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York.
2. Dombrowski, L., Bolton, R., de Runa, J., Chen, S., and **Bardzell, S.** (2009). Tabletop and intimacy. *Proc. of Interactive Tabletops and Surfaces 2009 (ITS 2009)*. ACM: New York.
3. Maiwand, H., Addy, C., Camara, C., Wu, J., and **Bardzell, S.** (2009). Researching and designing for engaging tabletop experiences. *Proc. of Interactive Tabletops and Surfaces 2009 (ITS 2009)*. ACM: New York.
4. Bhandari, S., and **Bardzell, S.** (2008). Bridging gaps: Affective communication in long distance relationships. *CHI'08: CHI 2008 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York.
5. Bardzell, J., **Bardzell, S.**, Pace, T., & Karnell J. (2008). Making User Engagement Visible: A Multimodal Strategy for Interactive Media Experience Research. CHI 2008 Research Landscapes. *CHI'08: CHI 2008 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York.
6. **Bardzell, S.**, Bardzell, J., Ryan W. (2006). Double dribble: Mixed reality game design for sports informatics. *Proc. of 2006 International Conference on Entertainment Computing (ICEC), Lecture Notes in Computer Science L.N.C.S.* Springer-Verlag. Cambridge, UK.

Book Chapters

1. **Bardzell, S.** (In progress). E-textile as feminist technology. In Buechley, L., Peppler, K., Eisenberg, M., and Kafai, Y. (eds.). *Textile Messages: Dispatches from the World of E-Textiles and Education*. The MIT Press (Invited book chapter).
2. **Bardzell, S.** (2008). Systems of signs and affordances: Interaction cues in 3D games. In A. Fernandez, O. Leino, & H. Wirman, (Eds.). *Extending experiences*. Lapland University Press. Rovaniemi, Finland.
3. Bardzell, J., **Bardzell, S.**, and Pace, T. (2008). Virtual Worlds and Real Fraud. In Ramzan, Z., & Jakobsson, M. (Eds.). *Crimeware*. Indianapolis: Wiley.

Conference Workshop Position Papers

1. **Bardzell, S.**, and Bardzell, J. (2010). Mapping techno-sexuality through feminist geography: Inscription, performativity, and paradoxical space.” “Critical Dialogue Workshop.” CHI 2010, Atlanta, GA, USA.
2. Bardzell, J., and **Bardzell, S.** (2008). The corporate invasion: Why corporate

efforts in Second Life have had mixed results. CSCW08.

3. Bardzell, J., and **Bardzell, S.** (2008). Problems in the appropriation of critical strategies in HCI. "Critical Issues in Interaction Design Workshop." HCI 2008, Liverpool, UK.
4. Bardzell, J., **Bardzell, S.**, Pace, T., & Karnell, J. (2008). Making player engagement visible: A multimodal strategy for game experience research. "Evaluating user experiences in games" workshop. CHI'08. Florence, Italy.
5. **Bardzell, S.** (2007). Understanding emotional responses to navigating among amateur videos: First results. Emotion Workshop, British HCI 2007. Lancaster, UK.
6. **Bardzell, S.**, and Bardzell, J. (2006). Sex-interface-aesthetics: The docile avatars and embodied pixels of Second Life BDSM. Sexual Interactions workshop: Why We Should Talk About Sex at International Conference on Human Factors in Computing Systems, CHI, Montreal, Canada.

Non-Refereed Technical Reports, Books, and White Papers

1. Bardzell, J., **Bardzell, S.**, Pace, T. (2009). Design Lessons from User Generated Content: An Analysis of User Generated Internet Video and Flash Animations. [White paper, 18p].
2. Bardzell, J., **Bardzell, S.**, Pace, T. (2009). Social Media for Marketing: An Analysis of Digg.com Engagement and User Behavior. [White paper, 17p].
3. Bardzell, J., **Bardzell, S.**, Pace, T. (2008). Emotion, Engagement, and Internet Video. [White paper, 19p].
4. Bardzell, J., **Bardzell, S.**, Pace, T. (2008). Player Engagement and In-Game Advertising. [White paper, 19p].
5. Bardzell, J., **Bardzell, S.**, Pace, T. (2008). Serious Games for Marketing: Learnings from Corporate and Amateur Efforts in Second Life. [White paper, 15p].
6. **Bardzell, S.** Bardzell, J., & Flynn, B. (2006). *Macromedia Studio 8: Training From the Source*. Berkeley: Macromedia Press/Peachpit.
7. **Bardzell, S.**, and Bardzell, J. (2004). *Macromedia Studio MX 2004: Training from the source*. Berkeley: Macromedia Press/Peachpit.
8. **Bardzell, S.** and Bardzell, J. (2003). *Mastering Macromedia Contribute*. Indianapolis: Wiley Publishing Inc.
9. **Bardzell, S.**, and Bardzell J. (2003). Optimizing web development for Contribute users: A strategy guide for site administrators. Online. www.macromedia.com.
10. **Bardzell, S.**, and So, H.-J. (2002). Technology, e-learning, and education: Resources for educators. Online. www.macromedia.com.
11. Bardzell, J., & **Bardzell S.** (2002). Drag and drop Inferno: Creating an interactive learning asset in Fireworks MX and Dreamweaver MX. Online. www.macromedia.com.

Presentations

Keynote Address

1. **Bardzell, S.** (2010). Feminist HCI: An Interdisciplinary Approach to More Inclusive Design. Celebrating Women in Computing Banquet. School of Informatics and Computing, Indiana University. March 30, 2010.

Conference Presentations Based on Abstract Review

1. **Bardzell, S.** (2007). Learning to play and playing to learn: Deconstructing avatar-designer's activities in Second Life's virtual sandboxes. AoIR 2007. Vancouver, BC.
2. Shankar, K., and **Bardzell, S.** (2007). Two takes on virtual design: The construction of expertise and embodied design in Second Life's design teams. ASIS&T2007. Milwaukee, WI.
3. Bardzell, J., and **Bardzell S.** (2002). e-Learning project management: Three learning applications created with Macromedia Flash MX. Syllabus Conference, Boston, MA.

Invited Talks and Panel Participation

1. **Bardzell, S.** (2010). Invited speaker. Listening to marginal voices: Feminism and HCI. "New Voices in Human Computer Interaction" track. Grace Hopper Women In Computing Conference. Atlanta, GA.
2. **Bardzell, S.** (2010). Guest lecturer. Virtual worlds for work. I101 Understanding Informatics, Indiana University School of Informatics and Computing (twice in the 2nd 8-week session)
3. **Bardzell, S.** (2010). Invited participant. The future of research in computer games and virtual worlds. UC-Irvine. September 23-24, 2010. (Sponsored by NSF) (Declined due to scheduling conflict).
4. **Bardzell, S.** (2010). Invited participant. Creative IT Workshop. (Sponsored by NSF).
5. **Bardzell, S.** (2010). Invited presenter. Feminist epistemologies and the marginal voices in interaction design. Design Philosophy Dialogue Workshop, Newcastle, UK.
6. **Bardzell, S.** (2010). Invited panelist and presenter. Design Research Methodologies Panel. Reveal: The Future of Design Conference, Newcastle, UK.

7. **Bardzell, S.** (2010). Participant. Prototype: Craft in the Future Tense, Dundee, Scotland.
8. **Bardzell, S.** (2010). Invited Colloquia Speaker. Feminist HCI: Taking stock and outlining an agenda for design. Informatics Colloquium. Ume_ University, Sweden. June 2010.
9. **Bardzell, S.** (2010). Invited Colloquia Speaker. Designing for Others: Building empathetic understanding before products. Northumbria University, UK. May, 2010.
10. **Bardzell, S.** (2010). Invited participant. Thinking Digital Conference, Newcastle, UK. May, 2010.
11. **Bardzell, S.** (2010). Invited panelist. Georgia Tech Gaming Symposium: Emotions and Games. April, 2010. Atlanta, Georgia
12. **Bardzell, S.** (2010). Invited participant. Digital Media Literacy Beyond The Screen: Computational Crafts, DIY, and Education. MacArthur Foundation Working Group. March 12, 2010. Bloomington, Indiana
13. **Bardzell, S.** (2009). Invited speaker. Gender and Design. Yahoo! Research.
14. **Bardzell, S.** (2009). Invited speaker. "The Design Turn in HCI." University of Trento, Italy.
15. **Bardzell, S.** (2009). Invited participant. ICT and Society Workshop. University of Trento, Italy.
16. **Bardzell, S.** (2008). Invited panelist. "Surviving Graduate Schools" workshop. Women in Computing, Indiana University. November, 2008.
17. **Bardzell, S.** (2008). Invited speaker. "Measuring and Designing for Emotional Engagement." IBM Almaden Research. August, 2008.
18. **Bardzell, S.** (2008). Invited participant. "Creativity and the Programmable, Extensible Web" workshop. Yahoo! Research. August 2008.
19. Bardzell, J., and **Bardzell, S.** (2008). Invited lecturer. Interaction design: "Designerly ways of knowing" in HCI. Designing and Evaluating Innovative Interactive Systems: Interdisciplinary and Trans-sectorial Training (COST294-MAUSE Training School). Bertinoro, Italy. June, 2008.
20. **Bardzell, S.** (2008). Invited participant. "Productive Play" workshop, sponsored by NSF. University of California, Irvine. Irvine, CA. May, 2008.
21. **Bardzell, S.** (2008). Invited panelist. Where in the World is Second Life? Place Identification and Identity in Virtual Worlds. Society for Cinema and Media Studies. Philadelphia, PA.
22. Bardzell, J., **Bardzell, S.**, Pace, T., & Karnell, J. (2008). In-Game Advertising. Massachusetts Innovation and Technology Exchange (MITX), Boston, Massachusetts.
23. Bardzell, J., **Bardzell, S.**, Pace, T., & Karnell, J. (2007). Serious Games for Marketing: An Analysis of Second Life Corporate Versus User Builds. Massachusetts Innovation and Technology Exchange (MITX), Boston, Massachusetts.
24. Quagliara, N., Bardzell, J., and **Bardzell, S.** (2007). Disaggregated Media: New

- Architecture, User Experience, and Best Practices. Massachusetts Innovation & Technology Exchange 2007. Boston, Massachusetts.
25. **Bardzell, S.** (2006). Second Life Subcultures. Invited panelist at Massachusetts Innovation & Technology Exchange 2006, Panel on "Get a 'Second Life': Exploring the 3D World." Boston, Massachusetts.
 26. **Bardzell, S.** (2006). The experience of "reality" in mixed reality. Perform.Media, Bloomington, Indiana.
 27. **Bardzell, S.** (2005). Invited Participant. Meeting of Second Life Educators. Serious Games Summit 2005, Arlington, VA.
 28. **Bardzell, S.,** and Bardzell, J. (2005). Sport Informatics: Outlining a Research Agenda. Invited talk at Chengdu Sport University (Chengdu, PRC).
 29. **Bardzell, S.,** and Bardzell, J. (2005). Sport Informatics: Outlining a Research Agenda. Shanghai University of Sports (Shanghai, PRC).
 30. **Bardzell, S.,** and Bardzell, J. (2005). Sport Informatics: Outlining a Research Agenda. Beijing Sports University (Beijing, PRC).
 31. Bardzell, J. and **Bardzell, S.** (2002). Building Rich Learning Content with Macromedia Flash MX. WebDevShare Conference, Bloomington, IN.

Teaching

Courses Taught (IU-Bloomington: School of Informatics and Computing)

- I543 Interaction Design Methods (F2010, F2009, F2008)
- I590 Computer-Supported Cooperative Work (S2010, S2009, S2008)
- I609 Ph.D. Seminar on Affective and Intimate Computing (F2008)
- I400 Human-Centered Design Methods (F2010)

Courses Taught (IUPUI: School of Informatics)

- I561 HCI II (S2008)
- I590 Experience Design (F2007)
- I399 Experience Design (F2007)
- N485 Virtual Worlds (F2007)

Courses Taught (IUB-School of HPER)

- K590 Sports Informatics (S2007, S2006)

Ph.D. Dissertation Committee Membership

Student Name	Department	Outcome
Adity Mutsuddi Upoma	Computer Science	Expected: 2011
Beenish Chaudry	Computer Science	Expected: 2011
Tammy Tasco	Informatics	Expected: 2011
Sonya Satinsky	Applied Health Science	Awarded: 2010

Ph.D. Qualifying Exam Committee Membership

Student Name	Department	Outcome
Tyler Pace	Informatics	Will take: 2011
Tonya Thompson-Stroman	Informatics	Will take: 2011
Natalie DeWitt	Applied Health Science	Passed: 2010
Beenish Chaudry	Computer Science	Passed: 2010
Adity Mutsuddi Upoma	Computer Science	Passed: 2009

PhD Program Advisor

Student Name	Department
Chung-Ching Huang	Informatics (since 2008)
Samantha Merritt	Informatics (since 2010)

PhD Research Co-Advisor

Student Name	Department
Tyler Pace	Informatics (since 2008)
Gopinaath Kannabiran	Informatics (since 2010)

Graduate Advising And Independent Studies

PhD Research Rotation

Student Name	Topic	Term
Gopinaath Kannabiran	Sexual Interactions	F2010-S2011
Tyler Pace	Intimacy and Virtual Worlds; Cyberinfrastructure Design and Virtual Worlds	F2008-S2009 F2009-Sum2010

MS Capstone and Independent Studies

- Supervised 12 MS Capstone research since 2005
- Supervised 11 MS independent studies since 2008

Student Research Groups Supervised

2008-present Tabletop Research Group (led and organized by MS students)

Note: Students in this research group have published 3 peer-reviewed ACM conference papers under my supervision as a part of participating in this group.

Service

Conference Program Committee Participation

Year	Conference	Subcommittee	Position
2011	BCS HCI 2011	Alt.HCI	Co-chair
2011	ACM CHI	Design Subcommittee	Associate Chair
2011	ACM CHI	Technical Program	Session Chair
2010	BCS HCI 2010	Program Committee	Member
2010	ACM CSCW	Program Committee	Madness Chair
2009	ACM CSCW	Papers and Notes Committee	Associate Chair
2007	Serious Games Canada	Program Committee	Member
2007	ACM SIGGRAPH Sandbox Symposium	Program Committee	Member

Journal Special Issue Editor

Bardzell, S., and Churchill, E., eds. Special Issue: Feminism and HCI. (Due out in May, 2011). *Interacting With Computers*. (Elsevier).

Grant Reviewer

2008 Grant reviewer, Atlantic Innovation Fund (AIF)
Atlantic Canada Opportunities Agency (ACOA)

Peer Reviewer, Journals and Conferences

Year	Conference/Journal/Book	Number
2006	ACM CHI	1
	<i>New Media and Society</i>	2
	ACM NordiCHI	2
	<i>Virtual Reality</i>	1
2007	SIGGRAPH	2
	ACM CHI	4
	<i>New Media and Society</i>	2
	BCS HCI 2007	2
2008	ACM CHI	2
	ACM NordiCHI	2
	ACM CSCW	2
	BCS British HCI	3
2009	ACM CHI 2010	4
	BCS British HCI	3
	ACM CSCW 2010 (as 1AC)	7
	<i>Learning, Media and Technology incorporating Education, Communication and Information</i>	1 (+1)
	<i>Artifact</i>	1
	<i>Journal of the American Society for Information Science and Technology</i>	1 (+1)
	<i>Information Society</i>	1
	<i>New Media and Society</i>	2
	<i>Environment and Planning D</i>	1
2010	ACM CHI 2011 (as 1AC)	11 (+1)
	ACM CHI 2011 (as 2AC)	7
	BCS HCI'2010	4
	Design and Emotion Conference	3
	ACM CSCW	2
	ACM DIS	2
	ACM CHI2011 Courses	4

University Service

2009-present Member, Institutional Review Board (HSC-IRB)
Indiana University

School Service

2008-present	Indiana University School of Informatics and Computing HCI/D MS and PhD Program Curriculum Design
2010	Indiana University School of Informatics and Computing Lecturer Search Committee Member

Professional Affiliations

Association for Computing Machinery (ACM)
SIGCHI
SIGGRAPH
British HCI Group
Design Research Society