Katta Spiel

e-Media Research Lab
KU Leuven, Belgium
Centre for Teacher Education
Universität Wien, Austria
katta.spiel@univie.ac.at
[google scholar profile]

HIGHLIGHTS

Multidisciplinary Background
with degrees in Human-Computer Interaction, Cultural Studies and Computer Science.

Excellent International Publication Record
within the last few years with six Honorable Mention Awards (four as first-author, three of which at CHI) and an Equity, Diversity and Inclusion Award at C&T

Passionate for Critical Participatory Research Focusing on Gender & Disability
as evidenced by research on critique, design and evaluation of technologies with marginalised people

International Collaborations
with e.g., University of Sussex, UK, Carnegie Mellon, USA, University of Washington, USA

Extensive Service Record
in academic self-representation, reviewing and organisation and within larger society

EDUCATION

PhD Human-Computer Interaction – with distinction   2015-2018
TU Wien, Vienna, Austria
   "Evaluating Experiences of Autistic Children with Technologies in Co-Design"
   Advised by C. Frauenberger, G. Fitzpatrick (TU Wien) and E. Hornecker (Bauhaus-Universität Weimar)
   Examined by S. Parsons (Southampton University) and J. Mankoff (University of Washington)

M.Sc. Computer Science and Media   2012-2014
Bauhaus-Universität Weimar, Germany
   "Frames and Lenses – Framing Gameplay Experience in Games with Eye Movement Based Adaptation"
   Thesis advisors: S. Bertel (Bauhaus-Universität Weimar) and M. Huckauf (Ulm University)

B.Sc. Media Systems   2008-2012
Bauhaus-Universität Weimar, Germany
   "Out of Sight – Navigation and Immersion of Blind Players in Text Based Games" with Prof. Sven Bertel

B.A. Media Culture   2005-2010
Bauhaus-Universität Weimar, Germany
   "Run, Man, Run – Geschlechtsidentitäten im Italo-Western" with Prof. Lorenz Engell

ACADEMIC POSITIONS

Postdoctoral Researcher   05/19–cont.
KU Leuven, Leuven, Belgium & Universität Wien, Austria
> with Prof. Kathrin Gerling & Prof. Fares Kayali
> I conduct independent and collaborative research on Playful Physical Computing with a focus on play preferences of neurodivergent youth.

Project Assistant Social Play Technologies   09/17-04/19
TU Wien, Vienna, Austria
> funded by FWF (Austrian Science Fund), led by Dr. Christopher Frauenberger
> Within the team, I co-designed technologies with groups of autistic and allistic children, which were supposed to facilitate social play within the group.

Visiting Researcher   04/18-08/18
Games Institute, University of Waterloo, ON, Canada
> funded by the Austrian Ministry of Education, with Dr. Lennart E. Nacke
> I lead a study on idle games and a methodological exploration on object-oriented games studies.

Project Assistant OutsideTheBox   09/14-08/17
TU Wien, Vienna, Austria
> funded by FWF (Austrian Science Fund), led by Dr. Christopher Frauenberger
> Within the team, I co-designed and evaluated technologies with autistic children for their holistic well-being and created research products according to those designs. Includes six months parental leave.

Project Assistant at ILUM   03/16-10/16
TU Wien, Vienna, Austria
> funded by the Vienna Business Agency, led by Prof. Geraldine Fitzpatrick
> We developed a digital layer for way-finding pillars as a mobile app. Within the team, I planned and held different design workshops with participants.

Teaching and Research Assistant   10/12-01-15
Bauhaus-Universität Weimar, Germany
> Teaching and research support for the chair of Media Security (Prof. Stefan Lucks), the chair of Philosophy of Audiovisual Media (Prof. Christiane Voss) and the Centre for Institutional Development.

AWARDS & HONOURS

2019 Honorable Mention at the Annual Symposium on Computer-Human Interaction in Play

2019 Equity, Diversity and Inclusion Award at the Conference on Communities & Technologies

2019 Nominated by TU Wien as best Computer Science Dissertation for the GI Dissertationspreis

2018 Honorable Mention at Foundations of Digital Games Conference 2018

2018 Google Students with Disabilities Scholarship

2017 SIGCHI student scholar at the ACM 50 years Turing Award celebratory conference

2017 Three Honorable Mentions at Conference on Human Factors in Computing Systems – top 5%

2016 Honorable Mention at Conference on Human Factors in Computing Systems – top 5%

THIRD-PARTY FUNDING

FWF Hertha-Firnberg Scholarship 2019
≈ EUR 240.000
> Competitive national scholarship for postdoctoral researchers (Under Review)

EU Horizon 2020 Marie Skłodowska-Curie Action – Individual Fellowship 2019
EUR 178.320 (potentially to be moved to SDU, if evaluation is positive)
> Competitive EU funded scholarship for postdoctoral researchers (Under Review)

Google Students with Disabilities Scholarship 2018
EUR 7.000
> Competitive scholarship for disabled students in Computer Science

Doktorand*innen ans Podium 2017/2018
EUR 1600
> Funding attendance at Mobile HCI 2017 as well as Participatory Design Conference 2018
> competitively provided by the Faculty of Informatics at TU Wien

Marietta Blau Scholarship 2018
EUR 10.500
> Competitive scholarship for doctoral research abroad provided by the Austrian Ministry of Education

Christiana Hörbiger Preis 2017
EUR 7.500
> Funding for early-career research projects abroad provided competitively by TU Wien

Social Play Technologies 2017–2020
EUR 400.000
> FWF (Austrian Science Fund) project funding; PI Christopher Frauenberger; partial authorship

SIGCHI Student Representative Travel Award 2017
US$ 1000
> Travel support for attendance at the ACM 50 years Turing Award celebratory conference

CHI Doctoral Consortium Travel Award 2017
US$ 1200
> Travel support for attendance at CHI

Heinrich Böll Foundation 2010-2014
EUR 36.000
> Competitive scholarship for excellent students with a record in service work

EXHIBITIONS

Wunderkammer Wien 2015
Interactive objects from the OutsideTheBox project
    Vienna, Austria

Changing Worlds 2015
Design process of OutsideTheBox project
    Vienna, Austria

summaery 2007
Radio Free Heiligendamm
    Bauhaus-Universität Weimar, Germany

THESIS ADVISOR

Master's Thesis 2018/19
Franz Wilding on "Supporting Local Political Communication"

MENTORED PHD STUDENTS

Mentoring implies at least one major publication of the thesis with significant input from me.

Bingjie Yu exp. 2020
Care as a Lens to Explore Normative Processes in Online Community Moderation
    Advisor: Leon Watts (University of Bath)

Franziska Tachtler exp. 2020
Designing for Resilience with Unaccompanied Migrant Youth
    Advisors: Geraldine Fitzpatrick (TU Wien) & Petr Slovak (King's College London)

Matthias Steinböck exp. 2021
Disengagement in Serious Games
    Advisor: Fares Kayali (University of Vienna)

Dimitri Vargemidis exp. 2021
Co-creating empowering technology to support physical activity among older adults
    Advisor: Kathrin Gerling (KU Leuven)

Kymeng Tang exp. 2021
Breastfeeding Simulations
    Advisor: Kathrin Gerling (KU Leuven)

TEACHING

Theories and Methods of Gender Studies – **Universität Wien**   2019
Lecturing on the core theories, epistemologies and methods relevant for the interdisciplinary field
>   Independently held lecture – tbd

User Research Methods - **TU Wien**   2017-2018
Focus on Quantitative Analysis, Lab Studies and Interpreting Results for Design
>   Lecture – 40 students per iteration in collaboration

Explorative Design - **TU Wien**   2015-2017
Supervising and initiating project work spanning two semesters combining theory and praxis
>   Praxis Seminar – 16 students per iteration, with P. Purgathofer

Program Construction - **TU Wien**   2015
Leading the applied course
>   Lab Supervisor – 40 students

Cryptography I & II - **Bauhaus Universität Weimar**   2012-2013
Lab Tutor
>   20 students

SERVICE

Committee
Academic Service

2020	Associate Chair for the Full Papers Track of the Participatory Design Conference (PDC)
2020	alt.chi track chair for CHI 2020
2020	Associate Chair for Full Papers (Games and Play subcommittee) at CHI 2020
2019	Member of the advisory board on name changes to the Publications Board of the Association of Computing Machinery (ongoing)
2019	Member of the SIGCHI Communications Team (ongoing)
2019	Associate Chair for Full Papers for CHI PLAY 2019
2019	ECSCW 2019 Posters & Demos Program Committee
2019	Assistant to the General Chairs at CHI 2019 particular focus on equity and accessibility; aided in the development of CHI Equity policy as well as the creation of the CHI Allyship program
2018	Associate Chair for Full Papers for IDC (Interaction Design & Children)
2018	Associate Chair for Full Papers (Games and Play subcommittee) at CHI 2018
2018	Co-Organisation of the Austrian HCI-Networking Event (with A. Krischkowsky)

HCI Gender Guidelines   2019
Co-Initiator & Maintenance

Student Volunteer

Being the Face at a Conference

Conference on Human Factors in Computing Systems (CHI, 2016–2018)

Designing Interactive Systems (DIS, 2017)

Conference on Interaction Design and Children (IDC, 2016)

Reviewing

since 2015

Conferences: CHI PLAY, Interaction Design and Children (IDC), Creativity and Cognition, Tangible, Embedded and Embodied Interaction (TEI), Human Factors in Computing Systems (CHI), NordiCHI, Designing Interactive Systems (DIS), OzCHI, Ableism in Academia, Participatory Design Conference (PDC), Computer Supported Cooperative Work (CSCW), Foundations of Digital Games (FDG), IFIP TC.13 International Conference on Human-Computer Interaction – INTERACT

Journals: Interaction Design and Architecture(s) (IxDA), International Journal of Child-Computer Interaction (IJCCI), Transactions on Computer-Human Interaction (TOCHI), International Journal of Human-Computer Studies (IJHCS), Pervasive and Mobile Computing

Organisation of Talks

Leading Role in Selection and Management of Guests

2014-2018   Lunchtime Seminars at the HCI Group at TU Wien

2015   Committee FemCamp Wien 2015 – queerfeminist Barcamp

2014   Workshop series on "Practices of Surveillance", Bauhaus-Universität Weimar

2008   Talk series on privacy and surveillance, Bauhaus-Universität Weimar

University Representation

Representative for Students and Researchers

2016–2019   Substitute member of the senate of Vienna University of Technology

2006–2014   Member of the students' association of the Faculty of Media
thereby amongst other memberships: member of the student convent, council of the Faculty of Media, commission for graduations, student rep in hiring committees, head of division of student finances (5 years) – all at Bauhaus Universität Weimar

Community

Doing my Share for Positive Communities

2016-cont.   System Administrator die Villa, queerbase and friends of queerbase

2015-cont.   Co-Founder and Member of Chronically Academic

2015-cont.   Roller Derby Official (Skating and Non-Skating) and Bench Coach

2017   Coach for djangogirls.org

2010-2016   Designer, Developer and Player Liaison Discworld MUD

2015   Teaching and conceptualising content for welcomeTUcode

2015   Teaching at Kinderuni

2013-2014   Volunteer at Yiddish Summer Weimar

2009-2014   Weimar City Council Member and Caucus Leader

2006-2009   State and federal positions in a youth organisation

2004-2006   Youth Soccer Official

OVERVIEW OF SELECTED PUBLICATIONS

- K. Spiel, C. Frauenberger, O. Keyes, G. Fitzpatrick. Agency of Autistic Children in Technology Research – A Critical Literature Review. Accepted at *ACM Transactions on Computer-Human Interaction*.

  This article illustrates how technologies for autistic children are fundamentally not *for* them but rather function as a way of mediating external expectations on their behaviour. It is an example for a deep engagement with existing literature, critical writing as well as argumentative persuasiveness.

- K. Spiel, K. Gerling. The Surrogate Body in Play. Accepted at *CHI PLAY 2019*. (To appear in October 2019). (ACM, Acceptance Rate: 28%)

  Acknowledging diverse ways of knowing not only in technological but also theoretical research has lead me to explore drawing as a way of visuo-spatial analysis. This article represents an example for recent work doing exactly that and shows how I develop theoretical knowledge through drawing, incorporate media theory in interaction analysis and translate between different fields.

- K. Spiel, "Body-positive Computing as a Means to Counteract Normative Biases in Fitness Trackers", *XRDS* **25**, 4 (July 2019).

  As an example for works critically inquiring into normative concepts of health and wellbeing, this article presents an alternative of how to engage with bodies and self determination around the object of fitness trackers. It also comprises an example for writing for general audiences, personal positioning and passionate defense of marginalised perspectives.

- K. Spiel, O. Keyes, P. Barlas, "Patching Gender: Non-binary Utopias in HCI", *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems – (altCHI)* , alt05 (2019).

  Reflecting on marginalised positions in technological infrastructures can take on different forms where a narrative supports current theories. This article illustrates creative use of language, artistic forms of expression within academia and narrative explorations.

- K. Spiel, L. Malinverni, J. Good, C. Frauenberger, "Participatory Evaluation with Autistic Children", *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)* **Honorable Mention**, 5755-5766 (2017).(Premier HCI publication venue according to Google Scholar, Acceptance Rate: 25%)

  I consider this the most important publication from my PhD thesis as it shows how who makes meaning about technologies is deeply entrenched with notions of power that need to be actively disrupted to make space for marginalised positions. The work shows how I write about things I find personally meaningful, is an example for methodological development and illustrates my practices in engaging with different forms of communication and expression.

PUBLICATION LIST

Journal Publications

8. D. Vargemidis, K. Gerling, K. Spiel, V. Abeele, L. Geurts. Wearable Physical Activity-Tracking Systems for OlderAdults – A Systematic Review. Submitted to *ACM Transactions on Computing for Healthcare.* (Under Review)

7. O. Keyes, B. Peil, M. Scheuerman, R. Williams, K. Spiel. Reimagining (Women's) Health: HCI, Gender and Essentialised Embodiment. Submitted to *ACM Transactions on Computer-Human Interaction.* (Indexed in SCIE) (Currently Revising after Minor Revisions)

6. K. Spiel, E. Brulé, C. Frauenberger, G. Bailley, G. Fitzpatrick. In the Details: The Micro-Ethics of Negotiations and In-Situ Judgements in Participatory Design with Marginalised Children. Submitted to *Co-Design.* (Indexed in AHCI) (Currently Revising after Minor Revisions)

5. [∗] K. Spiel, C. Frauenberger, O. Keyes, G. Fitzpatrick. Agency of Autistic Children in Technology Research – A Critical Literature Review. Accepted at *ACM Transactions on Computer-Human Interaction.*

4. V. Abeele, K. Spiel, L. Nacke, D. Johnson, K. Gerling, "Development and Validation of the Player Experience Inventory: A Scale to Measure Player Experiences at the Level of Functional and Psychosocial Consequences", *International Journal of Human-Computer Studies* , (2019).

3. C. Frauenberger, K. Spiel, J. Makhaeva, "Thinking OutsideTheBox – Designing Smart Things with Autistic Children", *International Journal of Human-Computer Interaction* , (2019).

2. K. Spiel, C. Frauenberger, G. Fitzpatrick, "Experiences of Autistic Children with Technologies", *International Journal of Child Computer Interaction (IJCCI)* **11**, 50–61 (January 2017).

1. K. Spiel, S. Bertel, M. Heron, "Navigation and Immersion of Blind Players in Text Based Games", *Computer Games Journal* **11**, (2014).

Peer-Reviewed Conference Publications – Full Papers (Archival)

22. A. Weiss, K. Spiel. Assessing Quality in HRI Research: An Approach Supporting Epistemological Diversity. Submitted to ACM/IEEE International Conference on Human Robot Interaction (HRI 2020). (Under Review).

21. H. Strauven, K. Spiel, I. D'Haesleer, B. Vanrumste, H. Hallez, V. Abeele. From Promoting Dignity to Installing Distrust: Understanding the Role of Continence Care Technology in Nursing Homes. Submitted to Conference on Human Factors in Computing (CHI 2020). (Under Review)

20. M. Scheuerman, A. Jiang, K. Spiel, J. Brubaker. Revisiting Gendered Web Forms: An Evaluation of Gender Inputs with (Non-)Binary People. Submitted to Conference on Human Factors in Computing (CHI 2020). (Under Review)

19. Z Toups, N. LaLone, K. Spiel, B. Hamilton. Paper to Pixels: A Chronicle of Map Interfaces in Games. Submitted to Conference on Human Factors in Computing (CHI 2020). (Under Review)

18. K. Gerling, P. Dickinson, K. Hicks, L. Mason, A. Simeone, K. Spiel. Virtual Reality Games for People Using Wheelchairs. Submitted to Conference on Human Factors in Computing (CHI 2020). (Under Review)

17. K. Spiel, E. Brulé, L. Scheepmaker, C. Frauenberger. Constraints and Opportunities: Analysing Spaces for Participatory Design. Submitted to Participatory Design Conference 2020. (Under Review)

16. K. Spiel, K. Gerling, "The Surrogate Body in Play", *CHI PLAY '19 Proceedings of the Annual Symposium on Computer-Human Interaction in Play* , 397-411 (2019).

15. K. Spiel, S. Alharthi, A. Cen, J. Hammer, L. Nacke, Z Toups, T. Tanenbaum, ""It started as a Joke": Interviews with Idle Game Designers", *CHI PLAY '19 Proceedings of the Annual Symposium on Computer-Human Interaction in Play* **Honorable Mention**, 495-508 (2019).

14. E. Brulé, K. Spiel, "Negotiating Gender and Disability Identities in Participatory Design.", *Proceedings of the 9th International Conference on Communities & Technologies - Transforming Communities (C&T '19)* **Equity, Diversity and Inclusion Award**, 218-227 (2019). (ACM)

13. C. Frauenberger, K.Spiel, L. Scheepmaker, I. Posch, "Nurturing Constructive Disagreement - Agonistic Design with Neurodiverse Children", *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* , Paper no. 271 (2019). (Premier HCI publication venue according to Google Scholar, Acceptance Rate: 23.8%)

12. L. Scheepmaker, C. Frauenberger, K. Spiel, "The Things We Play with – Roles of Technology in Social Play", *The Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '18)* , ACM (2018). (ACM, Acceptance Rate: 35%)

11. K. Spiel, E. Brulé, C. Frauenberger, G. Bailley, G. Fitzpatrick, "Micro-Ethics for Participatory Design with Marginalised Children", *Proceedings of the 15th Participatory Design Conference: Full Papers - Volume 1 (PDC '18)* **1**, 17 (2018). (ACM, Acceptance Rate: 23.6%)

10. F. Kayali, N. Luckner, P. Purgathofer, K. Spiel, G. Fitzpatrick, "Design Considerations towards Long-term Engagement in Games for Health", *Foundations of Digital Games (FDG '18)* **Honorable Mention**, (2018). (ACM)

9. C. Frauenberger, J. Makhaeva, K. Spiel, "Blending Methods: Developing Participatory Design Sessions for Autistic Children", *Proceedings of the 2017 Conference on Interaction Design and Children (IDC '17)* , 39-49 (2017). (ACM, Acceptance Rate: 21%)

8. [∗] K. Spiel, L. Malinverni, J. Good, C. Frauenberger, "Participatory Evaluation with Autistic Children", *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)* **Honorable Mention**, 5755-5766 (2017).(Premier HCI publication venue according to Google Scholar, Acceptance Rate: 25%)

7. K. Spiel, C. Frauenberger, E. Hornecker, G. Fitzpatrick, "When Empathy is Not Enough: Assessing the Experiences of Autistic Children with Technologies", *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)* **Honorable Mention**, 2853-2864 (2017). (Premier HCI publication venue according to Google Scholar, Acceptance Rate: 25%)

6. K. Spiel, S. Bertel, F. Kayali, ""Not another Z piece!" – Adaptive Difficulty in TETRIS", *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)* **Note – Honorable Mention**, 5126-5131 (2017). (Premier HCI publication venue according to Google Scholar, Acceptance Rate: 25%)

5. J. Makhaeva, C. Frauenberger, K. Spiel, "Creating Creative Spaces for Co-Designing with Autistic Children – The Concept of a "Handlungsspielraum"", *Proceedings of the 14th Participatory Design Conference: Full papers - Volume 1 (PDC '16)* **1**, 51-61 (2016). (ACM)

4. C. Frauenberger, J. Makhaeva, K. Spiel, "Designing Smart Objects with Autistic Children: Four Design Exposés", *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI '16)* **Honorable Mention**, 130-139 (2016). (Premier HCI publication venue according to Google Scholar, Acceptance Rate: 23%)

3. K. Spiel, J. Makhaeva, C. Frauenberger, "Embodied Companion Technologies for Autistic Children", *Proceedings of the TEI '16: Tenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '16)* , 245-252 (2016). (ACM, Acceptance Rate: 25%)

2. S. Wetzel, K. Spiel, S. Bertel, "Dynamically Adapting an AI Game Engine Based on Players' Eye Movements", *Proceedings of the 2014 ACM SIGCHI symposium on Engineering interactive computing systems (EICS '14)* , 3-12 (2014). (ACM, Acceptance Rate: 18%)

1. K.Spiel, "Surveil and Calculate", *XII. Conference Culture and Computer Science* , 161-172 (2014). (Springer)

Peer-Reviewed Conference Publications – Extended Abstracts

7. K. Spiel, S. Bertel, F. Kayali, "Adapting Gameplay to Eye Movements – An Exploration with TETRIS", *CHI PLAY '19 Extended Abstracts of the Annual Symposium on Computer-Human Interaction in Play Companion* , 687-695 (2019).

6. [∗] K. Spiel, O. Keyes, P. Barlas, "Patching Gender: Non-binary Utopias in HCI", *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems – (altCHI)* , alt05 (2019).

5. K. Spiel, C. Frauenberger, G. Fitzpatrick, E. Hornecker, "Effects of Participatory Evaluation – A Critical Actor-Network Analysis", *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems – Case Studies* , CS02 (2019).

4. K. Spiel, F. Kayali, L. Horvath, M. Penkler, S. Harrer, M. Sicart, J. Hammer, "Fitter, Happier, More Productive? Normative Ontologies of Fitness Trackers", *CHI'18 – Extended Abstracts (altCHI)* , Article no. 08 (2018).

3. K. Spiel, K. Werner, O. Hödl, L. Ehrenstrasser, G. Fitzpatrick, "Creating Community Fountains by (Re-)Designing the Digital Layer of Way-finding Pillars", *Proceedings of the 19th International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '17)* , Article no. 92 (2017).

2. K. Spiel, "Critical Experience – Evaluating (with) Autistic Children and Technologies", *CHI EA '17 Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems* , 326-329 (2017).

1. K. Spiel. Evaluating Experiences of Autistic Children with Technology. In IDC'16 Doctoral Consortium. (2016)

Book Chapter

1. A. Balugdzic, A.-H. Brendler, A. Heimerl, J. Klein, J. Lihl, L. Meier, J. Sichting, K.Spiel. Filme bilden. in: L. Eckert, S. Martin (ed.): Film-Bildung, Schüren, Marburg, 2014

Peer Reviewed Magazine Articles

4. [∗] K. Spiel, "Body-positive Computing as a Means to Counteract Normative Biases in Fitness Trackers", *XRDS* **25**, 4 (July 2019).

3. K. Spiel, O. Haimson, D. Lottridge, "How to do better with gender on surveys: A guide for HCI researchers", *Interactions* **26**, 4 (June 2019).

2. K. Spiel, E. Brulé, "Curious and Dangerous – Nonbinary Identities in Participatory Design", *National Center for Institutional Diversity – Medium* , (June 2019).

1. K. Spiel. Just don't make it too predictable: Structuring Academic Work with ADHD. In: The Sociological Review – Blog. available at: www.thesociologicalreview.com/ (December 2017)

Workshop and Special Interest Group Proposals

11. K. Spiel, K. Gerling, C. Bennett, E. Brulé, R. Williams, J. Rode, J. Mankoff. Nothing About Us Without Us: Investigating the Role of Critical Disability Studies in HCI. Submitted as Workshop Proposal to CHI 2020.

10. A. Striner, A. Webb, K. Spiel, T. Tanenbaum, M. Cormier, C. Pitt, B. Hamilton, Z Toups, J. Hammer. Technology as Magic: Provoking Critical Reflection in Design through Tabletop Role-Playing Games. Submitted as Workshop Proposal to CHI 2020.

9. C. Holloway, K. Gerling, C. Power, K. Spiel, G. Barbareschi, A. Cox, P. Cairns, "Disability Interactions in Digital Games: From Accessibility to Inclusion", *CHI PLAY '19 Extended Abstracts of the Annual Symposium on Computer-Human Interaction in Play Companion* , 835-839 (2019).

8. A. Webb, K. Spiel, Z Toups, B. Hamilton, N. Lupfer, R. Graeber, W. Mackay, "Distributed Creativity in Play", *Proceedings of the 2019 Conference on Creativity and Cognition* , pages 714–721 (2019).

7. E. Márquez Segura, K. Spiel, K. Johansson, J. Back, Z Toups, A. Waern, J. Hammer, T. Tanenbaum, K. Isbister. Larping (Live Action Role Playing) as an Embodied Design Research Method. To appear in June 2019 as Workshop at *Designing Interactive Systems (DIS) 2019*.

6. E. Brulé, O. Metatla, K. Spiel, A. Kharrufa, "Evaluating Technologies with and for Disabled Children", *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19)* , SIG08 (2019).

5. K. Spiel, O. Keyes, A. Walker, M. DeVito, J. Birnholtz, E. Brulé, A. Light, P. Barlas, J. Hardy, A. Ahmed, J. Rode, J. Brubaker, G. Kannabiran, "Queer(ing) HCI: Moving Forward in Theory and Practice", *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19)* , SIG11 (2019).

4. S. Alharthi, K.Spiel, W. Hamilton, Z Toups and E. Bonsignore, "Collaborative Mixed Reality Games", *Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '18).* , 447-454 (2018).

3. L. Nacke, P. Mirza-Babaei, K. Spiel, Z Toups and K. Isbister, "Games and Play SIG: Engaging Small Developer Communities", *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18)* , SIG11 (2018).

2. R. Bellini, A. Strohmayer, E. Alabdulqader, A. Ahmed, K. Spiel, S. Bardzell, M. Balaam, "Feminist HCI: Taking Stock, Moving Forward, and Engaging Community", *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18)* , SIG02 (2018).

1. C. Frauenberger, J. Makhaeva, K. Spiel, "Interaction Design and Autistic Children", *Workshop at IDC'17* , (2017).

Workshop Contributions

11. B. Yu, L. Watts, K. Spiel. Caring About Dissent: Online Community Moderation and Norm Evolution. In CSCW 2019 Workshop on Volunteer Work: Mapping the Future of Moderation Research (2019).

10. K.Spiel. Rate Your Trafficker – Speculating on Borders Through Design. In Communities & Technologies Workshop on Technology at/off the border. (2019)

9. R. Talhouk, K. Spiel. Cigarette Conversations – on CHI, Inclusion, Identity and other Things. In CHI'19 Workshop on CHInclusion: Working toward a more inclusive HCI community (2019).

8. K. Spiel. Moving Forward – Making My Way in Academia without Losing My Mind. In: CHI'19 Early Career Symposium (2019).

7. B. Yu, K. Spiel, L. Watts. Supporting Care as a Layer of Concern: Nurturing Attitudes in Online Community Moderation. In CSCW'18 Workshop on Sociotechnical Systems of Care (2018)

6. K. Spiel, C. Frauenberger, L. Scheepmaker, I. Posch. Negotiating Marginalised Identities in and through Participatory Design. In PDC'18 Workshop on Identification as Process in Participatory Design (2018)

5. C. Frauenberger, L. Scheepmaker, K. Spiel. Building Half-Houses. In PDC'18 Workshop on Infrastructuring in PD: What does infrastructuring look like? When does it look like that? (2018)

4. L. Scheepmaker, C. Frauenberger, K. Spiel. Exploring Roles of Technology in Co-Design Activities. In PDC'18 Workshop Giving a Voice Through Design – Adapting Design Methods to Ensure the Participation of People with Communication Difficulties (2018)

3. K. Spiel, E. Brule, L. Nacke, S. Harrer, J. Grenzfurthner. Sex Toys and Neurodiversity. In CHI'18 Workshop Design for Sexual Wellbeing (2018)

2. K. Spiel, C. Frauenberger, J. Makhaeva, F. Kayali. Talking about Myself – Playful Inquiry into an Absent Life World. In CHI'16 Workshop on Games as HCI-Method. (2016)

1. C. Frauenberger, J. Makhaeva, K. Spiel. Participation OutsideTheBox. In Aarhus 2015 – Critical Alternatives Workshop on Unfolding Participation. (2015)

Invited Articles

6. K. Spiel Commentary For alt.chi paper Of Mice and Pants: Queering the Conventional Gamer Mouse for Cooperative Play. To appear in May 2019 at *Conference on Human Factors in Computing Systems (CHI) 2019* – alt.chi Track

5. K. Spiel Commentary For alt.chi paper Cyborg Perspectives on Computing Research Reform. To appear in May 2019 at *Conference on Human Factors in Computing Systems (CHI) 2019* – alt.chi Track

4. B. Bengler, F. Martin, N. Bryan-Kinns, C. Frauenberger, J. Makhaeva, K.Spiel, R. Vishkaie, L. Jones. Demo hour. In interactions 25 (December 2017) pages 8-11

3. K. Spiel. Datenverarbeitung. In: Eject – Zeitschrift für Medienkultur, 1/2014, Weimar

2. K. Spiel. Out of Sight – Navigation and Immersion of Blind Players in Text-Based Games. In: Port – studentisches Magazin der Bauhaus-Universität Weimar, 2013, Weimar. (selected contribution for Media Systems)

1. K. Spiel. Boys Can't Cry. In: Eject – Zeitschrift für Medienkultur, 2/2011, Weimar

OUTREACH & INVITED TALKS

- Critical Participatory Design – On Listening and Making Space, ITeG Ringvorlesung "Digitale Gesellschaft - Eine Gestaltungsaufgabe", University of Kassel, Germany, 11/19 Lecture and half-day workshop

- Piss Perfect: Privacy in Continence Care, 10/19, Privacyweek 2019, Vienna, Austria

- Designing for a Responsible Society, Design Lab, University of Twente, Enschede, Netherlands, 09/19 Invited Workshop

- Participatory Evaluation with Autistic Children, Austrian Computer Science Day, Vienna, Austria, 06/19 Young Expert Panel

- Inklusion zwischen Antidiskriminierung und Exzellenzanspruch, Goethe University Frankfurt, Germany, 05/19 engl: Inclusion between non-discrimination and expectations of excellence; panel discussion

- Auf dem Weg zu bedeutungsvoller Teilhabe in der Technikgestaltung – Notizen zur Evaluation von Technologieerfahrungen autistischer Kinder, Kolloquium des Dissertationspreises der Gesellschaft für Informatik (GI), 05/19 engl: Evaluating Experiences of Autistic Children with Technologies in Co-Design

- Experiences in Idle Games, Symposium for Recipients of the Christiana Hörbiger Price, TU Wien, Austria, 05/19

- Does it matter? Identity in Participatory Research, Bauhaus Universität Weimar, Germany, 01/19

- Limits of Empathy—Neurodiversity as a Framework for Participatory Design, Neurodiversity and Design Discussion Forum, University College Dublin, Ireland, 10/18

- Participatory Design – State of the Art and Potential for Interaction Design, University of Ontario Institute of Technology, Oshawa, ON, Canada, 08/2018

- Tending the Trees: Strategies in Caring for Online Communities, University of Michigan, School of Information, Ann Arbor, MI, United States of America, 06/18

- Understanding Material Speculation and Object Oriented Inquiry, The Games Institute, University of Waterloo, ON, Canada, 05/18

- Eluding Experiences — The Broken Promises of Player Experience Questionnaires, The Games Institute, University of Waterloo ON, Canada, 12/17

- Verschränkte Spielwelten, Privacyweek 2017, Vienna, Austria, 10/17 engl.: Entangled Worlds of Play; with L. Horvath

- Beyond Empathy — Including Marginalised Users in Participatory Research, ChaTLab (Children and Technology) in Psychology and Creative Technology, University of Sussex, Brighton/Falmer, United Kingdome, 03/17

- Mapping a Grätzl, Smart Cities Symposium of the Institute of Design and Assessment of Technology, TU Wien, Vienna, Austria, 12/16

- Evaluating Experiences of Autistic Children with Technologies, Cognitive Media Technologies Research Group, Universitat Pompeu Fabra, Barcelona, Spain, 07/16

- Wie erfahren autistische Kinder Technologien?, Day XIV, FH Vorarlberg, Dornbirn, Austria, 06/16 engl.: How do autistic children experience technologies?

- Breaking the Wall of Autism and Technology, Falling Walls Lab, Vienna, Austria, 04/16

- Autismus und Technologien, Nomaden Österreich, Vienna, Austria, 10/15 engl.: Autism and Technologies; with C. Frauenberger

- OutsideTheBox, Year One, Stadtschulrat Wien, Vienna, Austria, 08/15 with J. Makhaeva and C. Frauenberger

- Perspektiven zu Behinderung, Tag der Pflege, TU Wien, Vienna, Austria, 05/15 engl.: Perspectives on Disability; with C. Frauenberger