

HIGHLIGHTS

Multidisciplinary Background

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

Excellent International Publication Record

within the last few years with five Honorable Mention Awards (three as first-author at CHI)

Passionate for Participatory Design and Evaluation Processes

as evidenced by work with marginalised people resulting in playful research products

Experience in Interaction Design

through the development of digital games and tangible research products

International Collaborations

with e.g., University of Waterloo, Canada, University of Sussex, UK, Universitat Pompeu Fabra, Spain, Carnegie Mellon, USA

EDUCATION

PhD Human-Computer Interaction – with distinction 2015-2018

TU Wien, Vienna, Austria

“Evaluating Experiences of Autistic Children with Technologies in Co-Design”

Thesis advisors:

C. Frauenberger, G. Fitzpatrick (TU Wien) and E. Hornecker (Bauhaus-Universität Weimar)

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”

B.A. Media Culture 2005-2010

Bauhaus-Universität Weimar, Germany

“Run, Man, Run – Geschlechtsidentitäten im Italo-Western”

ACADEMIC POSITIONS

Project Assistant Social Play Technologies 09/17-cont.

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 technologies with autistic children for their holistic well-being and created research products according to those designs. My core responsibility was the evaluation of these technologies. 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 Nominated for the GI Dissertationspreis (Best Dissertation in German Speaking Countries)

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 premier HCI publication venue: CHI'17 – top 5% of 2400 submissions

2016 Honorable Mention at premier HCI publication venue: CHI'16 – top 5% of 2400 submissions

ACQUIRED FUNDING

Google Students with Disability Scholarship <i>EUR 7.000</i> Competitive scholarship for disabled students in Computer Science	2018
Doktorand*innen ans Podium <i>EUR 1600</i> Funding attendance at Mobile HCI 2017 as well as Participatory Design Conference 2018 competitively provided by the Faculty of Informatics at TU Wien	2017/2018
Marietta Blau Scholarship <i>EUR 10.500</i> Competitive scholarship for doctoral research projects abroad provided by the Austrian Ministry of Education	2018
Christiana Hörbiger Preis <i>EUR 7.500</i> Funding for early-career research projects abroad provided competitively by TU Wien	2017
Social Play Technologies <i>EUR 400.000</i> FWF (Austrian Science Fund) project funding; supported the application	2017–2020
SigCHI Student Representative Travel Award <i>US\$ 1000</i> Travel support for attendance at the ACM 50 years Turing Award celebratory conference	2017
CHI Doctoral Consortium Travel Award <i>US\$ 1200</i> Travel support for attendance at CHI	2017
Heinrich Böll Foundation <i>EUR 36.000</i> Competitive scholarship for excellent students with a record in service work	2010-2014

EXHIBITIONS

Wunderkammer Wien <i>Interactive objects from the OutsideTheBox project</i> Vienna, Austria	2015
Changing Worlds <i>Design process of OutsideTheBox project</i> Vienna, Austria	2015
summaery <i>Radio Free Heiligendamm</i> Bauhaus-Universität Weimar, Germany	2007

TEACHING

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

SUPERVISION

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

SERVICE

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–cont. 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, political spokesperson of the students,
head of division of student finances – all at Bauhaus Universität Weimar

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)

Voluntary Teaching

Dissemination in the Public Sphere

- 2017 Coach for djangogirls.org
- 2015 Teaching and conceptualising content for welcomeTUcode
- 2015 Teaching at Kinderuni

Committee

Academic Service

- 2020 alt.chi track chair for CHI 2020
- 2019 Assistant to the General Chairs at CHI 2019
- 2018 Associate Chair for Full Papers for IDC (Interaction Design & Children)
- 2018 Associate Chair for Full Papers (Games and Play subcommittee) at CHI
- 2018 Co-Organisation of the Austrian HCI-Networking Event (with A. Krischkowsky)
- 2018 .concat() 2018 Scholarship Committee

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)

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

Community

Making the World a Better Place

- 2016-cont. System Administrator [die Villa](http://dieVilla) and queerbase
- 2015-cont. Co-Founder and Member of [Chronically Academic](http://ChronicallyAcademic)
- 2015-cont. Roller Derby Official (Skating and Non-Skating) and Bench Coach
- 2010-2016 Designer, Developer and Player Liaison [Discworld MUD](http://DiscworldMUD)
- 2013-2014 Volunteer at [Yiddish Summer Weimar](http://YiddishSummerWeimar)
- 2009-2014 Weimar City Council Member and Caucus Leader
- 2006-2009 State and federal positions in a youth organisation
- 2004-2006 Youth Soccer Official

PUBLICATIONS [\[google scholar\]](#)

Peer-Reviewed Journal Publications

5. [K. Spiel](#), C. Frauenberger, O. Keyes, G. Fitzpatrick. Agency of Autistic Children in Technology Research. Submitted to *ACM Transactions on Computer-Human Interaction*. (Under Review).
4. B. Yu, [K. Spiel](#), J. Millard, P. Slovak, L. Watts, G. Fitzpatrick. Tending the Trees – Moderation Strategies in Caring for Online Communities. Submitted to *Journal of Computer Supported Cooperative Work, Special Issue: European Conference on Computer Supported Cooperative Work*. (Under Review).
3. C. Frauenberger, [K. Spiel](#), J. Makhaeva, “[Thinking OutsideTheBox – Designing Smart Things with Autistic Children](#)”, *International Journal of Human-Computer Interaction* , (In Press, 2018).
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

23. L. Scheepmaker, [K. Spiel](#), J. Makhaeva, C. Frauenberger. Roles of Researchers in Participatory Design with Neurodiverse Children. Submitted to *Interaction Design and Children (IDC) 2019*. (Under Review).
22. [K. Spiel](#), E. Brulé, J. Good, F. Kayali, C. Frauenberger, L. Nacke. “How is this even a Thing?” Object Oriented Inquiry in HCI Research. Submitted to *Designing Interactive Systems (DIS) 2019*. (Under Review).
21. [K. Spiel](#), S. Alharthi, A. Cen, J. Hammer, L. Nacke, Z. Toups, J. Tanenbaum. “It started as a Joke”: Interviews with Idle Game Designers. Submitted to *Designing Interactive Systems (DIS) 2019*. (Under Review).
20. I. Posch, [K. Spiel](#), L. Scheepmaker, C. Frauenberger. Hybrid Playthings: Designing for Inclusive Social Play Experiences among Neurodiverse Children. Submitted to *Designing Interactive Systems (DIS) 2019*. (Under Review).
19. [K. Spiel](#), Z. Toups, K. Schieder-Wethy. Crossing Lines – The Design of Borders and Boundaries in Digital Game Maps. Submitted to *Designing Interactive Systems (DIS) 2019 - Pictorials*. (Under Review).
18. [K. Spiel](#), E. Brulé, L. Scheepmaker, C. Frauenberger. Physical Spaces in Participatory Design – A visual analysis of opportunities and appropriations. Submitted to *Designing Interactive Systems (DIS) 2019 - Pictorials*. (Under Review).
17. [K. Spiel](#), O. Keyes, P. Barlas. Patching Gender: Non-binary Utopias in HCI. To appear in May 2019 at *Conference on Human Factors in Computing Systems (CHI) 2019* – alt.chi Track.

16. C. Frauenberger, K. Spiel, L. Scheepmaker, I. Posch. Nurturing Constructive Disagreement - Agonistic Design with Neurodiverse Children. To appear in May 2019 at *Conference on Human Factors in Computing Systems (CHI) 2019*.
15. K. Spiel, C. Frauenberger, G. Fitzpatrick, E. Hornecker. Effects of Participatory Evaluation – A Critical Actor-Network Analysis. To appear in May 2019 at *Conference on Human Factors in Computing Systems (CHI) 2019 – Case Studies Track*.
14. 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 Extended Abstracts (CHI PLAY '18)*, ACM (2018).
13. K. Spiel, E. Brulé, C. Frauenberger, G. Bailey, 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).
12. 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).
11. 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).
10. 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).
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).
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).
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).
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)* **Honorable Mention**, 5126-5131 (2017).
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).
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).

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).
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).
1. [K.Spiel](#), “Surveil and Calculate”, *XII. Conference Culture and Computer Science* , 161-172 (2014).

Book Chapter

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

Workshop and Special Interest Group Proposals

7. E. Márquez Segura, [K.Spiel](#), K. Johansson, J. Back, Z Toups, A. Waern, J. Hammer, J. Tanenbaum, K. Isbister. Larping (Live Action Role Playing) as an Embodied Design Research Method. Submitted as Workshop to *Designing Interactive Systems (DIS) 2019*. (Under Review)
6. E. Brulé, O. Metatla, [K. Spiel](#), A. Kharrufa. Evaluating Technologies with and for Children with Disabilities. To appear in May 2019 at *Conference on Human Factors in Computing Systems (CHI) 2019 – Special Interest Groups*.
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. To appear in May 2019 at *Conference on Human Factors in Computing Systems (CHI) 2019 – Special Interest Groups*.
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

10. [K. Spiel](#), Moving Forward – Making My Way in Academia without Losing My Mind. In: *CHI'19 Early Career Symposium* (2019).

9. 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)
8. 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)
7. 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)
6. 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)
5. K. Spiel, E. Brule, L. Nacke, S. Harrer, J. Grenzfurthner. Sex Toys and Neurodiversity. In CHI'18 Workshop Design for Sexual Wellbeing (2018)
4. K. Spiel. Critical Experience – Evaluating (with) Autistic Children and Technologies. In CHI'17 – Extended Abstracts (Doctoral Consortium), Pages 326-329, ACM. (2017)
3. K. Spiel. Evaluating Experiences of Autistic Children with Technology. In IDC'16 Doctoral Consortium. (2016)
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

7. 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
6. 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
5. 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
4. K. Spiel. Just don't make it too predictable: Structuring Academic Work with ADHD. In: The Sociological Review – Blog. available at: www.thesociologicalreview.com/blog/ (December 2017)
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

INVITED TALKS

16. Inklusion zwischen Antidiskriminierung und Exzellenzanspruch, Goethe-Universität Frankfurt, Germany, 05/19 engl: Inclusion between non-discrimination and expectations of excellence; panel discussion
15. Does it matter? Identity in Participatory Research, Bauhaus Universität Weimar, Germany, 01/19
14. Limits of Empathy—Neurodiversity as a Framework for Participatory Design, Neurodiversity and Design Discussion Forum, University College Dublin, Ireland, 10/18
13. Participatory Design – State of the Art and Potential for Interaction Design, University of Ontario Institute of Technology, Oshawa, ON, Canada, 08/2018
12. Tending the Trees: Strategies in Caring for Online Communities, University of Michigan, School of Information, Ann Arbor, MI, United States of America, 06/18
11. Understanding Material Speculation and Object Oriented Inquiry, The Games Institute, University of Waterloo, ON, Canada, 05/18
10. Eluding Experiences — The Broken Promises of Player Experience Questionnaires, The Games Institute, University of Waterloo, ON, Canada, 12/17
9. Verschränkte Spielwelten, Privacy Week 2017, Vienna, Austria, 10/17 engl.: Entangled Worlds of Play; with L. Horvath
8. Beyond Empathy — Including Marginalised Users in Participatory Research, ChaT Lab (Children and Technology) in Psychology and Creative Technology, University of Sussex, Brighton/Falmer, United Kingdom, 03/17
7. Mapping a Grätzl, Smart Cities Symposium of the Institute of Design and Assessment of Technology, TU Wien, Vienna, Austria, 12/16
6. Evaluating Experiences of Autistic Children with Technologies, Cognitive Media Technologies Research Group, Universitat Pompeu Fabra, Barcelona, Spain, 07/16
5. Wie erfahren autistische Kinder Technologien?, uDay XIV, Dornbirn, Austria, 06/16 engl.: How do autistic children experience technologies?
4. Breaking the Wall of Autism and Technology, Falling Walls Lab, Vienna, Austria, 04/16
3. Autismus und Technologien, Nomaden Österreich, Vienna, Austria, 10/15 engl.: Autism and Technologies; with C. Frauenberger
2. OutsideTheBox, Year One, Stadtschulrat Wien, Vienna, Austria, 08/15 with J. Makhaeva and C. Frauenberger
1. Perspektiven zu Behinderung, Tag der Pflege, TU Wien, Vienna, Austria, 05/15 engl.: Perspectives on Disability; with C. Frauenberger