

# Katta Spiel

HCI Group

TU Wien, Austria

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

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## HIGHLIGHTS

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### Multidisciplinary Background

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

### Excellent International Publication Record

with six Honorable Mention Awards (four as first-author, three of which at *CHI*), an Equity, Diversity and Inclusion Award at *C&T* and the *SIGCHI Outstanding Dissertation Award*

### Passionate for Critical Participatory Design around Gender & Disability

as evidenced by research on critique, design and evaluation of technologies with marginalised people

### International Collaborations

with, a.o., *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

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### 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

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### Hertha-Firnberg Scholar

05/20–cont.

*TU Wien, Vienna, Austria*

awarded by FWF (Austrian Science Fund)

independent project; Title: Exceptional Norms: Marginalised Bodies in Interaction Design

### Postdoctoral Researcher

05/19–04/20

*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

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2020 SIGCHI Outstanding Dissertation Award

2020 Nominated by FWF for the Hedy-Lamarr Prize of the City of Vienna

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](#)

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**

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**FWF Hertha-Firnberg Scholarship** 2020-2022  
*≈ EUR 250.000*  
Competitive national scholarship for postdoctoral researchers

**SIGCHI Outstanding Dissertation Award** 2020  
*US\$ 1000*

**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 Travel Awards** 2017  
*US\$ 2200*  
Travel support for attendance at CHI 2017 and the ACM 50 years Turing Award celebratory conference

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

## EXHIBITIONS

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- 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

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- Master's Thesis** exp.2020  
*Franz Wilding on "Supporting Local Political Communication"*

## MENTORED PHD STUDENTS

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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)
- Matthias Steinböck** exp. 2021  
*Participatory Design in Game Based Learning*  
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

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- Methods of Gender Studies – Universität Wien** 2020  
*Interdisciplinary introduction to common methods and methodological approaches in Gender Studies*  
Independently held lecture
- Critical Theory of Media and Informatics – TU Wien** 2020  
*Technology focused lecture on critical theories with an audience of Computer Science students*  
Independently held lecture and seminar – 12 students
- Theories and Methods of Gender Studies – Universität Wien** 2019-2020  
*Lecturing on the core theories, epistemologies and methods relevant for the interdisciplinary field*  
Independently held lecture – 40-80 students per iteration
- 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

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### Committee

#### Academic Service

- 2022 Equity and Accessibility Chair for CHI 2022
- 2021 Associate Chair for Full Papers (Critical Computing subcommittee) at [CHI](#)
- 2020 Member of the Program Committee for [MUM2020](#) (Mobile and Ubiquitous Multimedia)
- 2020 Associate Chair for Long Research Papers for [NordiCHI](#)
- 2019/2020 Associate Chair for Full Papers for [CHI PLAY](#)
- 2020 Associate Chair for [MuC 2020](#) (Mensch und Computer)
- 2020 Mentor for the Doctoral Consortium at CHI 2020
- 2020 Member of SIGCHI CARES
- 2020 Associate Chair for Provocations and Work-in-Progress Track of the [2020 ACM Conference on Designing Interactive Systems \(DIS\)](#)
- 2020 Associate Chair for Full Papers for the [Participatory Design Conference \(PDC\)](#)
- 2020 [DiGRA](#) Track chair for Serious Games and Education

- 2020 Session Organiser at [STS Conference Graz 2020](#) on “Beyond Subservient Femininity: Troubling Conversational Agents” (with Astrid Weiss, not held due to COVID-19)
- 2020 [alt.chi](#) track chair for CHI 2020
- 2018/2020 Associate Chair for Full Papers (Games and Play subcommittee) at [CHI](#)
- 2019-cont. inter\*trans\_nonbinary AG of the Gender Studies Association Austria
- 2019 Member of the advisory board on name changes to the Publications Board of the Association of Computing Machinery
- 2019/2020 Member of the [SIGCHI Communications Team](#)
- 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 Co-Organisation of the Austrian HCI-Networking Event (with A. Krischkowsky, Universität Salzburg)

## HCI Gender Guidelines

2019–cont.

*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:* [International Conference on Mobile and Ubiquitous Multimedia \(MUM\)](#), [Conversational User Interfaces \(CUI\)](#), [Mensch und Computer \(MuC\)](#), [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 – INTERACCT](#)

*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](#), [Design for Health](#), [International Journal of Industrial Ergonomics](#), [International Journal of CoCreation in Design and the Arts \(CoDesign\)](#)

## Organisation of Talk Series

*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*

- 2020–cont. Member of an internal commission facilitating habilitation
- 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
- 2010-2016 Designer, Developer and Player Liaison [Discworld MUD](#)
- 2015 Teaching and conceptualising content for [welcomeTUcode](#)
- 2013-2014 Volunteer at [Yiddish Summer Weimar](#)
- 2009-2014 [Weimar City Council](#) Member and Caucus Leader plus associated positions
- 2006-2009 State and federal positions in a youth organisation

## PUBLICATIONS

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### Journal Publications

12. K. Spiel, K. Gerling. The Purpose of Play: How HCI Games Research Fails Neurodivergent Populations. Submitted to *ACM Transactions on Computer-Human Interaction*. (Preparing 1st Revision after Minor Revisions).
11. A. Weiss, K. Spiel. Creating meaningful social service robots: Calling for a culture of participation. Submitted to *Springer AI & SOCIETY – Journal of Knowledge, Culture and Communication*. (Preparing 1st Revision after Major Revisions).
10. K. Spiel. Transreal Tracing – Queer-Feminist Speculations on Disabled Technologies. Submitted to *Feminist Theory*. (Under Review)
9. O. Keyes, B. Peil, R. Williams, K. Spiel. Reimagining (Women’s) Health: HCI, Gender and Essentialised Embodiment. Accepted at *ACM Transactions on Computer-Human Interaction*. (In Print)
8. D. Vargemidis, K. Gerling, K. Spiel, V. Abeele, L. Geurts. Wearable Physical Activity-Tracking Systems for Older Adults – A Systematic Review. Accepted at *ACM Transactions on Computing for Healthcare*. (In Print)
7. K. Spiel, L. Nacke, “What is it Like to Be a Game? – Object Oriented Inquiry for Games Research, Design and Evaluation”, *Frontiers in Computer Science - Human-Media Interaction* **2**, 18pgs (2020).
6. K. Spiel, E. Brulé, C. Frauenberger, G. Bailey, G. Fitzpatrick, “In the Details: The Micro-Ethics of Negotiations and In-Situ Judgements in Participatory Design with Marginalised Children”, *CoDesign* **16:1**, 45-65 (2020).
5. K. Spiel, C. Frauenberger, O. Keyes, G. Fitzpatrick, “Agency of Autistic Children in Technology Research – A Critical Literature Review”, *ACM Transactions on Computer-Human Interaction (TOCHI)* **26**, 6 (2019).
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. 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. Accepted at NordiCHI 2020. (To Appear in October 2020)



21. C. Frauenberger, K. Kender, L. Scheepmaker, K. Werner. Designing Social Play Things. Accepted at NordiCHI 2020. (To Appear in October 2020)
20. S. Burtscher, K. Spiel. “But Where Would I even Start?” – Developing (Gender) Sensitivity in HCI Research and Practice. Accepted at to Mensch und Computer (MuC 2020). (To appear in September 2020)
19. C. Passmore, S. Harrer, K. Spiel. Between Pleasure and Power: Game Design Patterns In Clickbait Ludoporn. Accepted at the Annual Conference of the Digital Games Research Association (DiGRA 2020). (To appear in August 2020)
18. Z Toups, N. LaLone, K. Spiel, B. Hamilton, “[Paper to Pixels: A Chronicle of Map Interfaces in Games](#)”, *DIS '20: Proceedings of the 2020 ACM Designing Interactive Systems Conference* , 1433-1451 (2020).
17. K. Gerling, P. Dickinson, K. Hicks, L. Mason, A. Simeone, K. Spiel, “[Virtual Reality Games for People Using Wheelchairs](#)”, *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20)* , p138 (2020).  
*Double-anonymously peer reviewed.*
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. 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). (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. Wetzels, 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

12. K. Spiel and V. Vanden Abeele. Intimate Invasions: (The Lack of) Digital Bioethics in Residential Care. Accepted at the 2020 4S/EASST meeting.
11. R. Williams, K. Spiel. Defining missing links: MSSNG and Modern Eugenics. Accepted at the 2020 4S/EASST meeting.
10. A. Ymous, K. Spiel, O. Keyes, C. Bennett, R. Williams, E. Hornecker, J. Good, “[“I am just terrified of my future” — Epistemic Violence in Disability Related Technology Research](#)”, *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20) (alt.chi)* , alt23 (2020).
9. B. Yu, J. Seering, K. Spiel, L. Watts, “[“Taking Care of a Fruit Tree”: Nurturing as a Layer of Concern in Online Community Moderation](#)”, *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20) (LBW)* , lbw253 (2020).

8. A. Weiss, A. Pillinger, [K. Spiel](#), S. Zauchner-Studnicka, “[Inconsequential Appearances: An Analysis of Anthropomorphic Language in Voice Assistant Forums](#)”, *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20) (LBW)* , lbw104 (2020).
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. Sichtung, [K.Spiel](#). Filme bilden. in: L. Eckert, S. Martin (ed.): Film-Bildung, Schüren, Marburg, 2014

## Peer Reviewed Magazine Articles

5. C. Sabie, K. Brunnmayr, K. Weinberger, R. Singer, R. Vrecar, [K. Spiel](#). [This is not the new normal: Studying During a Pandemic](#). Accepted at interactions magazine. (To appear in August 2020)
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/](http://www.thesociologicalreview.com/) (December 2017)

## Workshop, Panel and Special Interest Group Proposals

13. S. Ibrahim, E. Brulé, L. Benton, A. Hornof, E. Beneteau, O. Metala, N. Yiannoutsou, K. Spiel. What we Learn When Designing with Marginalised Children. Workshop at IDC 2020 (held online in June 2020 due to COVID-19).
12. M. DeVito, C. Lustig, A. Walker, A. Ko, K. Spiel, A. Ahmed, K. Allison, M. Scheuerman, J. Brubaker, E. Simpson, N. Bagalkot, n. raval, M. Muller, J. Rode, M. Gray, “[Queer in HCI: Supporting LGBTQIA+ Researchers and Research Across Domains](#)”, *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20) (SIG)* , sig06 (2020). (held online due to COVID-19)
11. S. Bardzell, J. Kaye, K. Spiel, “[Moving Forward Together: Effective Activism For Change](#)”, *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20) (Workshops)* , w38 (2020). (not held due to COVID-19)
10. 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](#)”, *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20) (Workshops)* , w08 (2020). (not held due to COVID-19)
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](#)”, *DIS '19 Companion Companion Publication of the 2019 on Designing Interactive Systems Conference 2019 Companion* , Pages 389-392 (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 CHIInclusion: 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

7. [K.Spiel](#), “[SIGCHI Outstanding Dissertation Award: Evaluating Experiences of Autistic Children with Technologies in Co-Design](#)”, *CHI EA '20: Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems*, 4pgs (2020).
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

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- [Amplifying Gender — Navigating Nonbinary Identities through Technological Infrastructures](#), University of Gießen, 06/20 Invited Lecture (held online due to COVID-19)
- [In Refusal of Empathy – Humility as an Approach to Participatory Design Research](#), [University of Bath](#), 12/19 Invited Lecture
- [Troubling Technology through Presence — On the Inevitability of Activism in my Academic Practice](#), [University of Vienna](#), 12/19 Workshop on Boundary Drawing in Gender Studies
- [Bodies in Play](#), [KU Leuven](#), 11/19 Guest Lecture
- [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, [ChaT Lab \(Children and Technology\) in Psychology and Creative Technology, University of Sussex](#), Brighton/Falmer, United Kingdom, 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