

Katta Spiel

HCI Group

TU Wien, Austria

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

August 8, 2021

HIGHLIGHTS

Multidisciplinary Background

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

Excellent International Publication Record

13 journal articles and 28 peer reviewed conference publications of which eleven have received awards (six as first-author, three of which at *CHI*, one Best Paper), special recognitions for Diversity & Inclusion (at *C&T'19*, *TEI'21* and *DIS'21*) and the *SIGCHI Outstanding Dissertation Award*

Passionate for Critical Participatory Design around Gender & Disability

focus on participatory research on design and evaluation of technologies with marginalised people

International Collaborations

with, a.o., *University of Sussex, UK, Carnegie Mellon, USA, KU Leuven, Belgium*

Extensive Service Record

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

EDUCATION

PhD (Dr. techn.) 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 (Computer Science) 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

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

with Prof. Kathrin Gerling

I conducted independent and collaborative research on Playful Physical Computing with a focus on play preferences of neurodivergent youth. – realised at [Universität Wien](#), Austria with Prof. Fares Kayali

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

09/14-04/19

TU Wien, Vienna, Austria

[OutsideTheBox](#) and [Social Play Technologies](#) funded by FWF (Austrian Science Fund), led by Dr. Christopher Frauenberger as well as ILUM funded by the Vienna Business Agency, led by Prof. Geraldine Fitzpatrick. Includes six months parental leave.

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

2021 Best Paper Award at Designing Interactive Systems 2021

2021 Diversity & Inclusion Award at Designing Interactive Systems 2021

2021 Best Pictorial Award (best 1%) at Creativity & Cognition 2021

2021 Special Recognition for Diversity & Inclusion at TEI'21

2020 Best Paper Honorable Mention Award at [Mensch und Computer](#)

2020 SIGCHI Outstanding Dissertation Award

2020 Shortlisted for the Hedy-Lamarr Prize of the City of Vienna

2020 Shortlisted for the [Heinz Zemanek Prize of the Austrian Computer Society](#) – TU Wien can nominate a maximum of two dissertations for this biannual award

2019 Best Paper Honorable Mention Award at the [Annual Symposium on Computer-Human Interaction in Play](#)

- 2019 Equity, Diversity and Inclusion Award at the [Conference on Communities & Technologies](#)
- 2019 Shortlisted for the [GI Dissertationspreis](#) – indicating that my work has been judged as the best Computer Science dissertation at TU Wien in 2018
- 2018 Best Paper Honorable Mention Award 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 Best Paper Honorable Mention Awards at [Conference on Human Factors in Computing Systems](#) – top 5%
- 2016 Best Paper Honorable Mention Award at [Conference on Human Factors in Computing Systems](#) – top 5%

THIRD-PARTY FUNDING

- EU COST Action** exp. 2021
 ≈ *EUR 500.000 (Under Review)*
 on First Person Perspectives in Research Through Design – co-applicant and co-author with Anna Maria Del Corral Gonzalez, Oscar Tomico Plasencia and Danielle Wilde
- Centre for Technology and Society Project Funding** 2020-2021
 ≈ *EUR 20.000 (Two Projects)*
 Project Funding for “Saving Spaces”, an investigation into hybrid teaching spaces — PI: Marlene Wagner — partial authorship; and for “Inclusive Education” in preparation of a larger funding application — PI: Alexander Schmoelz — collaborator
- FWF Hertha-Firnberg Scholarship** 2020-2022
 ≈ *EUR 250.000*
 Competitive national scholarship for postdoctoral researchers
- 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 <i>EUR 7.500</i>	2017
Funding for early-career research projects abroad provided competitively by TU Wien	
Social Play Technologies <i>EUR 400.000</i>	2017–2020
FWF (Austrian Science Fund) project funding; PI Christopher Frauenberger; partial authorship	
SIGCHI Travel Awards <i>US\$ 2200</i>	2017
Travel support for attendance at CHI 2017 and the ACM 50 years Turing Award celebratory conference	
Heinrich Böll Foundation <i>EUR 36.000</i>	2010-2014
Competitive scholarship for excellent students with a record in service work	

ART & EXHIBITIONS

Crip Magazine #4 <i>Cover Illustration & pg 4 spread</i> Vienna, Austria	2021
Vienna Design Week <i>Interactive objects from the Social Play Technologies project</i> Kunsthalle Wien, Vienna, Austria	2020
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

THESIS ADVISOR

Bachelor's Thesis <i>Bokan M. Assad on "Synaesthetics and Assistive Technologies – a Critical Overview"</i>	11/2020
Bachelor's Thesis <i>David Miksch on "Digital Support for Officiating in Roller Derby"</i>	06/2021
Bachelor's Thesis <i>Chiara Kenya on "Encountering Bias in the Design of Autonomous Robots"</i>	07/2021

Bachelor's Thesis exp.2021
Julia Hahnl on "Playful Learning at a Distance"

Bachelor's Thesis exp.2021
Agnes Mayer on "Explainability of Complex Computer Science Concepts in Children's Books – A Case Study"

Master's Thesis exp.2021
Maria Kalisperati on "Gender in Modern Automated Healthcare"

EXAMINER

Master's Thesis 10/2020
Zoe E. Steinsberger on "Zu privatisierende Differenz Transweibliche Subjektivierung in postfordistischer Erwerbsarbeit" (University of Vienna)*

MENTORED PHD STUDENTS

Mentoring implies at least one substantive publication of the thesis with significant input from me as well as sustained conversations and guidance for more than a year.

Bingjie Yu exp. 2021
Care as a Lens to Explore Normative Processes in Online Community Moderation
Advisor: Leon Watts (University of Bath)

Matthias Steinböck exp. 2022
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)

Josephine Baird exp. 2024
Trans Subjective Exploration, Expression and Embodiment in Videogame-based-learning
Co-Advisors: Fares Kayali (University of Vienna) and Sabine Harrer (Uppsala University)

TEACHING

- Methods of Gender Studies – Universität Wien** 2020/2021
Interdisciplinary introduction to common methods and methodological approaches in Gender Studies
Independently designed and held lecture
- Critical Theory of Media and Informatics – TU Wien** 2020/2021
Technology focused lecture on critical theories with an audience of Computer Science students
Independently designed and 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 designed and held lecture – 40-80 students per iteration
- 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
- 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
- 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

- 2022 Equity and Accessibility Chair for CHI 2022
- 2021 Equity and Accessibility Chair for [CHI PLAY 2021](#)
- 2021 Social Media & Web Chair for [Mobile HCI 2021](#)
- 2021-cont. Core Team Member of Disability Studies Austria
- 2021-cont. Observing Member of the [CHI Steering Committee](#)
- 2021 Subcommittee Chair ‘Critical Computing & Design for Change’ at [DIS 2021](#)
- 2021 Co-Editor Special Issue ”Surviving Whiteness In Games” at the [Journal of Games Criticism](#)
- 2020/2021 Associate Chair for [MuC 2020](#) (Mensch und Computer)
- 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	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.	Trans Name Change Policy Working Group
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-cont.	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)
2016-18	Student Volunteering at CHI (2016-2018), DIS (2017) and 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](#), [Human-Robot Interaction \(HRI\)](#), [Annual Conference of the Society for Disability Studies \(SDS\)](#)

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 \(CoDesign\)](#), [ACM Transactions on Accessible Computing \(TACCESS\)](#) [Disability Studies Quarterly \(DSQ\)](#)

HCI Gender Guidelines

Co-Initiator & Maintenance

2019–cont.

Organisation of Talk Series

Leading Role in Selection and Management of Guests

- 2020/21 Lecture Series on [Critical Perspectives on Technology](#) at TU Wien
- 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

- 2021 Member of a hiring committee on ”Industrial Internet of Things”
- 2020 Member of an internal commission facilitating the habilitation of Prof. Dr. Peter Knees
- 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

IN PUBLIC MEDIA

Gefangen in der Binarität <i>anschlüge</i> Expert interview on non-binary identities and digital infrastructures	07/2021
Aus der Arbeitsmarktperspektive ... <i>AMS info!</i> Expert interview on participatory design and the labour market	11/2020
Die Zukunft der Medizin - Was kommt da auf uns zu? <i>Radiodoktor Medizin und Gesundheit (Ö1)</i> Expert interview on robotics and automation in modern medicine	08/2020
Designte Ungerechtigkeit <i>Die Presse</i> Portrait as part of a series on young researchers	07/2020

PUBLICATIONS

Journal Publications

14. K. Spiel. Transreal Tracing – Queer-Feminist Speculations on Disabled Technologies. Submitted to *Feminist Theory*. (Under Review after Major Revisions)
13. D. Vargemidis, K. Gerling, V. Vanden Abeele, L. Guerts, K. Spiel. Irrelevant Gadgets or a Source of Worry: Exploring Wearable Activity Trackers With Older Adults. Accepted with minor revisions at *ACM Transactions on Accessible Computing*. (In Print)
12. A. Weiss, K. Spiel, “Creating meaningful social service robots: Calling for a culture of participation”, *Springer AI & SOCIETY – Journal of Knowledge, Culture and Communication*, (2021).
11. S. Burtscher, K. Spiel, ““Let’s Talk about Gender”– Development of a Card Deck on (Gender) Sensitivity in HCI Research and Practice Based on a Contrasting Literature Review”, *i-com – Journal of Interactive Media* **20**, 1 (2021).
10. K. Spiel, K. Gerling, “The Purpose of Play: How HCI Games Research Fails Neurodivergent Populations”, *ACM Transactions on Computer-Human Interaction* **28** (20), Article 11 (2021).
9. D. Vargemidis, K. Gerling, K. Spiel, V. Abeele, L. Geurts, “Wearable Physical Activity-Tracking Systems for Older Adults – A Systematic Review”, *ACM Transactions on Computing for Healthcare* **1**, 4 (2020).
8. O. Keyes, B. Peil, R. Williams, K. Spiel, “Reimagining (Women’s) Health: HCI, Gender and Essentialised Embodiment”, *ACM Transactions on Computer-Human Interaction* **27**, 4 (2020).
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. 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*, (2020).
4. 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).
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 & Pictorials (Archival)

29. P. Strohmeier, D. Wittchen, [K. Spiel](#), B. Fruchard, D. Degraen, O. Schneider, G. Freitag. "TactJam: An End-to-End Prototyping Suite for Collaborative Design of On-Body Vibrotactile Feedback". Submitted to *TEI 2022*. (Under Review).
28. [K. Spiel](#), "[Why are they all obsessed with Gender?](#)" — (Non)binary Navigations through [Technological Infrastructures](#)", *Designing Interactive Systems Conference 2021 (DIS '21)* **Best Paper Award & Diversity and Inclusion Award**, 478–494 (2021).
27. M. Sturdee, M. Lewis, A. Strohmayer, [K. Spiel](#), N. Koulidou, S. Fdili Alaoui, J. Davis, "[A Plurality of Practices: Artistic Narratives in HCI Research](#)", *Creativity and Cognition (C&C '21) – Pictorial* **Best Pictorial Award**, Article 35 (2021).
26. K. Tang, K. Gerling, L. Guerts, [K. Spiel](#), "[Understanding the Role of Technology to Support Breastfeeding](#)", *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21)*. , Article 211 (2021).
25. K. Gerling, [K. Spiel](#), "[A Critical Examination of Virtual Reality Technology in the Context of the Minority Body](#)", *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21)*. , Article 599 (2021).
24. M. Scheuerman, A. Jiang, [K. Spiel](#), J. Brubaker, "[Revisiting Gendered Web Forms: An Evaluation of Gender Inputs with \(Non-\)Binary People](#)", *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21)*. , Article 400 (2021).
23. [K. Spiel](#), "[The Bodies of TEI – Investigating Norms and Assumptions in the Design of Embodied Interaction](#)", *TEI '21: Proceedings of the Fifteenth International Conference on Tangible, Embedded, and Embodied Interaction* **Diversity & Inclusion Award**, Article 32 (2021).
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](#)", *Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society (NordiCHI '20)* **Article 38**, 1-11 (2020).
21. C. Frauenberger, K. Kender, L. Scheepmaker, K. Werner, [K. Spiel](#), "[Desiging Social Play Things](#)", *Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society (NordiCHI '20)* **Article 24**, 1-12 (2020).
20. C. Passmore, S. Harrer, [K. Spiel](#), "[Between Pleasure and Power: Game Design Patterns In Clickbait Ludoporn](#)", *Proceedings of the Annual Conference of the Digital Games Research Association (DiGRA 2020)* , (2020).
19. S. Burtscher, [K. Spiel](#), "[But Where Would I even Start?](#)" – Developing (Gender) Sensitivity in HCI Research and Practice", *Proceedings of the Conference on Mensch und Computer (MuC '20)* **Honorable Mention**, 431–441 (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).
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).
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).
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).
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).
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)* **Note – 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. 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).
1. K.Spiel, “[Surveil and Calculate](#)”, *XII. Conference Culture and Computer Science* , 161-172 (2014).

Peer-Reviewed Conference Publications – Extended Abstracts

11. 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).
10. 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).
9. 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).
8. M. Steinböck, K. Spiel, N. Luckner, F. Kayali, “[Playful Communication Modes for Inclusive Play](#)”, *4th International GamiFIN Conference* , (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 Chapters

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Peer Reviewed Magazine Articles

10. [K. Spiel](#), “[‘You Will Have To Choose One Of Two Options’ — Being Nonbinary In A Binary World](#)”, *Engines of Difference* , (March 2021).
9. [T. Tanenbaum](#), [I. Retting](#), [H Schwartz](#), [B. Watson](#), [T. Goetz](#), [K. Spiel](#), [M. Hill](#), “[A vision for a more trans-inclusive publishing world: guest article](#)”, *COPE Editorial* , (January 2021).
8. [K. Spiel](#), “[What are you reading?](#)”, *interactions* **27**, 6 (November 2020).
7. [K. Spiel](#), “[Dancing around Disability Disclosure — Balancing Paternalism, Panic, and Pride on the Academic Job Market](#)”, *National Center for Institutional Diversity – Medium* , (September 2020).
6. [C. Sabie](#), [K. Brunnmayr](#), [K. Weinberger](#), [R. Singer](#), [R. Vrecar](#), [K. Spiel](#), “[This is not the new normal: Studying During a Pandemic](#)”, *interactions* **27**, 4 (July 2020).
5. [J. Mankoff](#), [A. S. Ross](#), [C. Bennett](#), [K. Spiel](#), [M. Hofmann](#), and [J. Rode.](#), “[2019 Access SIGCHI report](#)”, *SIGACCESS Access. Comput.* **126**, 7 (January 2020).
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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).
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Workshop, Panel and Special Interest Group Proposals

15. M. Sturdee, M. Lewis, K. Spiel, E. Priego, M. Camporro, T. Hoang. SketCHI 4.0: Hands-On Special Interest Group on Remote Sketching in HCI. Accepted at *CHI 21*. (To Appear in April 2021)
14. M. DeVito, C. Lustig, E. Simpson, K. Allison, T. Chuanromanee, K. Spiel, A. Ko, J. Rode, B. Dym, M. Muller, M. Scheuerman, A. Walker. Queer in HCI: Strengthening the Community of LGBTQIA+ Researchers and Research. Accepted at *CHI 21*. (To Appear in April 2021)
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](#)”, *Proceedings of the 2020 ACM Interaction Design and Children Conference: Extended Abstracts. IDC’20*, 111-117 (2020). (held online 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

13. A. Weiss, K. Spiel, “[Should robots have a gender – Should they be gendered?](#)”, *RO-MAN2021 Workshop "GENDERING ROBOTS: Ongoing (Re)configurations of Gender in Robotics"* , online (2021).
12. K. Spiel, “[Thinking around Humility as a Stance for Participatory Design](#)”, *Proceedings of the Mensch und Computer 2020 Workshop on "Partizipative & sozialverantwortliche Technikentwicklung"* , Magdeburg, DE (2020).
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

9. K. Spiel, “Critical Thinking at the Foundation for Engineering Ethics Education”, *SEFI Editorial* , (2021).
8. K. Spiel, “Geschlecht in technologischer Infrastruktur”, *Gleichbehandlungsanwaltschaft – Geschlechtersensible Sprache – Dialog auf Augenhöhe - Leitfaden* , (2021).
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

- Let's Talk about Norms — Provocations for Interaction Design and HCI, DePaul University, Chicago, USA (online), 06/2021 Talk as part of the CDM Research
- "My relationship with time is very different" – On Timely Knowledge in Academia, Columbus, OH, USA (online), 04/2021 SDS@OS

- Careformatics — Encountering the Banality of Technology Research , Kassel, DE (online), 03/2021 Talk held at the Conference on New Materialist Informatics
- Non-normative Interaction Design, Georgia Tech, Atlanta, USA (online), 03/2021 Guest Lecture in Neha Kumar’s course on Gender and Global Development
- [Making Norms Exceptional — Non-normative Interaction Design for and with Marginalised Bodies](#), Twente, NL (online), 02/2021 Part of the Lecture Series ‘Dialogical Spaces for a Diverse University’
- SpeedMentoring, Bruck, AT, 10/2020 Invited Conversation with prospective Computer Science students organised by TU Wien
- Lesson’s Learned on Hertha-Firnberg Scholarship Applications, Vienna, AT, 10/2020 Invited Talk for prospective applicants at TU Wien
- Thinking around Humility as a Stance for Participatory Design, Magdeburg, DE, 09/2020 **Keynote** at Mensch und Computer 2020 Workshop on “Partizipative & sozialverantwortliche Technikentwicklung”
- K. Spiel and V. Vanden Abeele. Intimate Invasions: (The Lack of) Digital Bioethics in Residential Care. Accepted at the 2020 4S/EASST meeting.
- R. Williams, K. Spiel. Defining missing links: MSSNG and Modern Eugenics. Accepted at the 2020 4S/EASST meeting.
- 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