

Laura Devendorf

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EDUCATION

- 2016 **University of California, Berkeley**
PhD, School of Information with designated emphasis in New Media
Dissertation: Strange and Unstable Fabrication
Committee: Kimiko Ryokai (chair), Jenna Burrell, Rosemary Joyce
- 2011 **University of California, Santa Barbara**
BS, Computer Science, Honors
courses: data visualization, cryptography, programming languages.
- 2006 **University of California, Santa Barbara**
BA, Studio Art, Honors
courses: visual literacy, advanced drawing, and printmaking.

PUBLICATIONS

Refereed Conference Papers Noura Howell, [Laura Devendorf](#), Tomás Vega Gálvez, Rundong (Kevin) Tian, Kimiko Ryokai. 2018. “Tensions of Data-Driven Reflection: A Case Study of Real-Time Emotional Biosensing.” To appear in *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* (CHI '18).

Jen Liu, Daragh Byrne, [Laura Devendorf](#). 2018. “Design for Collaborative Survival: An Inquiry into Human-Fungi Relationships.” To appear in *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* (CHI '18). **Best Paper Award**

[Laura Devendorf](#) and Daniela K. Rosner. 2017. “Beyond Hybrids: Metaphors and Margins in Design.” In *Proceedings of the 2017 Conference on Designing Interactive Systems* (DIS '17). ACM, New York, NY, USA, 995-1000.

[Laura Devendorf](#), Abigail De Kosnik, Kate Mattingly, Kimiko Ryokai. 2016. “Probing the Potential of Post-Anthropocentric 3D Printing.” In *Proceedings of the 2016 Conference on Designing Interactive Systems* (DIS '16). ACM, New York, NY, USA, 170-181. **Best Paper Award**

Noura Howell, [Laura Devendorf](#), Rundong Tian, Tomas Vega, Nan-Wei Gong, Ivan Poupyrev, Eric Paulos, Kimiko Ryokai. 2016. “Biosignals as Social Cues.” In *Proceedings of the 2016 Conference on Designing Interactive Systems* (DIS '16). ACM, New York, NY, USA, 865-870.

[Laura Devendorf](#), Joanne Lo, Noura Howell, Doris Lee, Nan-Wei Gong, Emre Karagozler, Ivan Poupyrev, Eric Paulos, Kimiko Ryokai. “I Don't Want to Wear a Screen?: Probing Perceptions of and Possibilities for Dynamic Displays on Clothing.” In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems* (CHI '16). ACM, New York, NY, USA, 6028-6039. **Best Paper Award**

[Laura Devendorf](#) and Kimiko Ryokai. “Being the Machine: Reconfiguring Agency and Control in Hybrid Fabrication.” In *Proceedings of the 2015 CHI Conference on Human Factors in Computing Systems* (CHI '15). ACM, New York, NY, USA, 2477-2486. **Best Paper Honorable Mention Award**

PUBLICATIONS CONTINUED

Laura Devendorf and Kimiko Ryokai. “AnyType: Provoking Reflection and Exploration with Aesthetic Interaction.” In *Proceedings of the 2013 CHI Conference on Human Factors in Computing Systems* (CHI '13). ACM, New York, NY, USA, 1041-1050. **Honorable Mention Award**

Extended
Abstracts

Josephine Klefeker and Laura Devendorf. “String Figuring: A Story of Reflection, Material Inquiry, and a Novel Sensor” To appear in *Proceedings of the 36th Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '18)

Laura Devendorf and Daniela Rosner. “Reimagining Digital Fabrication as Performance Art.” In *Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '15). ACM, New York, NY, USA, 555-566.

Laura Devendorf and Kimiko Ryokai. “Being the Machine: Exploring New Modes of Making.” In *Proceedings of the 2014 companion publication on Designing Interactive Systems* (DIS Companion '14). ACM, New York, NY, USA, 33-36.

Laura Devendorf. “Making Art and Making Artists.” In *Proceedings of the 2014 companion publication on Designing Interactive Systems* (DIS Companion '14). ACM, New York, NY, USA, 33-36.

Laura Devendorf and Kimiko Ryokai. “AnyType: Creating Typography from Anything, Anywhere.” In *Proceedings of the 2012 ACM Conference on Ubiquitous Computing* (UbiComp '12). ACM, New York, NY, USA, 546-546.

Workshops
organized

Verena Fuchsberger, Martin Murer, Dorothé Smit, Manfred Tscheligi, Laura Devendorf, Bieke Zaman, Marije Nouwen. “Design and Dislocation: Material Tactics for (Re)connection.” *Proceedings of the 2016 ACM Conference Companion Publication on Designing Interactive Systems*. (DIS '16 Companion)

Kristina Andersen, Laura Devendorf, James Pierce, Daniela K. Rosner, Ron Wakkary. “Disruptive Improvisation: Making Use of Non-Deterministic Art Practices in HCI ” To appear in *Proceedings of the 2018 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '18).

Stefanie Mueller, Laura Devendorf, Stelian Coros, Yoichi Ochiai, Madeline Gannon, Patrick Baudisch. “CrossFAB: Bridging the Gap between Personal Fabrication Research in HCI, Computer Graphics, Robotics, Art, Architecture, and Materials Science.” In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '16). ACM, New York, NY, 3431-3437.

SELECT WORK EXPERIENCE

2017-
present **Assistant Professor**, ATLAS Institute & Department of Information Science,
University of Colorado, Boulder.

2014-2015 **Artist in Residence**, Autodesk, San Francisco, CA

2009-2011 **Program and Events Coordinator**, Interdisciplinary Humanities Center,
University of California Santa Barbara, CA

RESEARCH GRANTS AND GIFTS

- 2018 **Developing Next-Generation Rapid Prototyping Tools to Catalyze Innovation in Smart Textiles**
PI: Laura Devendorf
National Science Foundation Research Initiation Initiative (NSF CISE CRII)
Award #1755587, \$173,686, May 2018 - August 2019
Developing Next-Generation Rapid Prototyping Tools to Catalyze Innovation in Smart Textiles
- 2018 **Prototyping Support for Multi-Functional Textiles Research**
PI: Laura Devendorf, Co-PI: Allison Anderson
Multifunctional Materials Interdisciplinary Research Theme Seed Grant
\$15,000
- 2017 **Weaving Disciplines: Fostering Productive Relationships between Arts and Engineering**
PI: Laura Devendorf
CU Boulder Research and Innovation Office Conference Grant
\$1000

TEACHING

- 2017 **ATLS 4529/5529: Critical Technical Practice**
A design research course I developed and taught to undergraduate and graduate students.
- 2017 **INFO 1121: Interactions Studio and Seminar**
An undergraduate introduction to interaction design.

SELECT TALKS

- 2017 *Unstable Technology for Unstable Futures.*
“Designing Futures Panel” at European Forum Alpbach Technology Symposium.
- 2016 *Usable/Unstable: Making Space for Resistance in Design*
ATLAS Institute University of Colorado, Boulder
- 2015 Crafted Conversations
Hosted by the American Crafts Council, Museum of Craft and Design, San Francisco, CA
- 2015 *Slow and Unpredictable Prototyping*
Data Clay Symposium, California College of the Arts, San Francisco CA.
- 2014 *Being the Machine: My Journey to Become a Human 3D Printer*
Autodesk’s Pier 9 Workshop, San Francisco, CA
- 2014 *The Algorithm Multiple, the Algorithm Material*
Contours of Algorithmic Life Symposium. UC Davis (with Elizabeth Goodman)

ART EXHIBITIONS

The Emerging Goddess. (with Emilia Louisa Pucci) Intersections: A conference exploring collaboration in textile design research. 2017.

3D Printing En Plein Air. Autodesk Artist in Residence Show, San Francisco, CA. 2016.

Being the Machine. Autodesk Artist in Residence Show, San Francisco, CA. 2015.

Redeform, TEI Arts Track, Stanford University, CA (Juried) 2015.

AnyType, Place by Design, SXSW Eco, Austin TX (Juried). 2014.

AnyType, Urban Prototyping Festival, San Francisco, CA (Juried). 2013.

Net in Ruins, Super Santa Barbara 2: Net Neutrality. Santa Barbara CAF, Santa Barbara, CA. 2011.

Canned Laughter, Fine Art Adoption Network, Pocket Utopia, New York, NY. 2008.

Canned Laughter, Anthology, Santa Barbara Contemporary Arts Forum, Santa Barbara, CA. (Juried). 2007.

SELECT PRESS

“Maschinen: Chaos erwünscht” (Machines: “Chaos” Desired). Wissen Aktuell, Austrian National Radio (ORF). June 2017.

“Color-Changing Threads Might One Day Turn Your T-Shirt Into a Screen.” Gizmodo.com. May 2016

“Artists in Residence Give High Tech Projects a Human Touch.” All Things Considered, National Public Radio. April 2015.

“PhD student's project 3D Print En Plein Air allows you to 3D print in nature.” 3Ders.com. Nov. 2015

PROFESSIONAL ACTIVITIES

Program Committee Member

Pictorials Chair, ACM SIGCHI Conference on Designing Interactive Systems, 2018

Technical Chair, Symposium on Computational Fabrication, 2018

Associate Chair

ACM SIGCHI Conference on Designing Interactive Systems, 2017

Journal Reviewer

Design Issues, Digital Creativity, Interacting with Computers