

# TOM JENKINS, PH.D.

ASSOCIATE PROFESSOR  
Digital Design Department  
IT University of Copenhagen

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## EDUCATION

<b>PH.D. Digital Media, minor in Computer Science</b> Georgia Institute of Technology, Atlanta, GA, USA	<b>2018</b>
<b>M.P.S. Interactive Telecommunications Program</b> Tisch School of the Arts, New York University, New York, NY, USA	<b>2008</b>
<b>B.A. Science &amp; Technology Studies, minor in Information Science</b> Cornell University, Ithaca, NY, USA	<b>2006</b>

## ACADEMIC APPOINTMENTS

<b>Associate Professor</b> , Department of Digital Design, IT University of Copenhagen Interaction Design specialisation lead, M.Sc. Digital Design and Interactive Technology	<b>2022—</b>
<b>Assistant Professor</b> , Department of Digital Design, IT University of Copenhagen	<b>2019 — 2022</b>

## AWARDS, HONOURS, & GRANTS

<b>Future Foodways PhD Student Funding</b> , IT University of Copenhagen	<b>2023 — 2026</b>
<b>Nordic Fabulation Network</b> , NordForsk 423,713 NOK award for a workshop series speculating on nordic welfare futures	<b>2023 — 2024</b>
<b>ResQ-Design</b> , Danmarks Frie Forskningsfond 497,613 DKK award for a research network on responsible design	<b>2023 — 2026</b>
<b>Best Paper Award, Honourable Mention</b> , CHI 2022	<b>2022</b>
<b>Best Paper Award, Honourable Mention</b> , OzCHI 2020	<b>2020</b>
<b>Foley Scholar</b> , GVU Center, Georgia Institute of Technology \$5,000 award “on the basis of personal vision, brilliance, and potential impact”	<b>2017</b>
<b>Foley Scholar Finalist</b> , GVU Center, Georgia Institute of Technology	<b>2016</b>
<b>Best Paper Award, Honourable Mention</b> , CHI 2015	<b>2015</b>
<b>Graduate Research Award</b> , Intel Science and Technology Center for Social Computing	<b>2012 — 2015</b>
<b>Institute President's Fellow</b> , Georgia Institute of Technology \$22,000 award, "recipients bring exemplary levels of scholarship and innovation"	<b>2011 — 2015</b>
<b>Speculative Student Notable</b> , Core77 Design Awards	<b>2014</b>
<b>Best Paper Award, Honourable Mention</b> , CHI 2014	<b>2014</b>
<b>2H12 Nokia Global University Funding</b> , Nokia Corporation \$3,200 grant funding invited lecture series for graduate students in HCI & design	<b>2012 — 2013</b>

## PUBLICATIONS

### CONFERENCE PAPERS

- c27) Marie Louise Juul Søndergaard, Nadia Campo Woytuk, Noura Howell, Vasiliki Tsaknaki, Karey Helms, **Tom Jenkins**, Pedro Sanches. *Fabulation as an Approach for Design Futuring*. ACM Conference on Human Factors in Designing Interactive Systems (DIS 2023). Pittsburgh, USA, 2023.
- c26) Martin A. Padalak, **Tom Jenkins**. *Prototyping as making sense of expressions*. International Conference of the DRS Special Interest Group on Experiential Knowledge (EKSIG 2023). Milan, Italy, 2023.
- c25) Michael Nørgaard Jørgensen, **Tom Jenkins**. *Designing Anekdotas: Investigating Personal Metadata for Legacy*. ACM Conference on Human Factors in Computing Systems (CHI 2023). Hamburg, Germany, 2023.
- c24) Martin A. Padalak, **Tom Jenkins**. *Being in the world with the aural-visualiser 1000*. Nordic Conference on Computer Human Interaction (NordiCHI 2022). Aarhus, Denmark, 2022.
- c23) Mila Stepanovic, Laurens Boer, **Tom Jenkins**. *Reconfiguring the Smartphone to Support Intentional Use*. Nordic Conference on Computer Human Interaction (NordiCHI 2022). Aarhus, Denmark, 2022.
- c22) Vasiliki Tsaknaki, Pedro Sanches, **Tom Jenkins**, Noura Howell, Laurens Boer, Afroditi Bitzouni. *Fabulating Biodata Futures for Living and Knowing Together*. ACM Conference on Human Factors in Designing Interactive Systems (DIS 2022). Sydney, Australia, 2022.
- c21) Pedro Sanches, Noura Howell, Vasiliki Tsaknaki, **Tom Jenkins**, Karey Helms. *Diffraction-in-action: Designerly Explorations of Agential Realism Through Lived Data*. ACM Conference on Human Factors in Computing Systems (CHI 2022), New Orleans, USA 2022. **BEST PAPER HONOURABLE MENTION**
- c20) **Tom Jenkins**, Laurens Boer, Sarah Homewood, Teresa Almeida, Anna Vallgård. *Designing with Emerging Science: Developing an Alternative Frame for Self-Tracking*. 32nd Australian Conference on Human-Computer Interaction (OzCHI 2020). **BEST PAPER HONOURABLE MENTION**
- c19) Steffen Hviid Trier, **Tom Jenkins**. *Participatory Sensing in the Speculative Smart City*. 32nd Australian Conference on Human-Computer Interaction (OzCHI 2020).
- c18) **Tom Jenkins**, Laurens Boer, Julianne Busboom, Ivar Simonsen. *The Future Supermarket: A Case Study of Ethnographic Experiential Futures*. Nordic Conference on Computer Human Interaction (NordiCHI 2020). Tallinn, Estonia, 2020.
- c17) Laurens Boer, Harvey Bewley, **Tom Jenkins**, Sarah Homewood, Teresa Almeida, Anna Vallgård. *Gut-Tracking as Cultivation*. ACM Conference on Designing Interactive Systems (DIS 2020). Eindhoven, Netherlands, 2020.
- c16) **Tom Jenkins**, Anna Vallgård, Laurens Boer, Sarah Homewood, Teresa Almeida. *Careful Devices: A design manifesto for humane domestic healthcare technology*. Halfway to the Future, Nottingham, UK, 2019.
- c15) **Tom Jenkins**. *Cohousing IoT: Design Prototyping for Community Life*. ACM Conference on Tangible, Embodied, and Embedded Interfaces (TEI 2018), Stockholm, Sweden 2018.
- c14) **Tom Jenkins**. *Living Apart, Together: Cohousing as a Site for ICT Design*. ACM Conference on Designing Interactive Systems (DIS 2017), Edinburgh, UK 2017.
- c13) Carl DiSalvo, **Tom Jenkins**. *Fruit Are Heavy: A Prototype Public IoT System to Support Urban Foraging*. ACM Conference on Designing Interactive Systems (DIS 2017), Edinburgh, UK 2017.

- c12) **Tom Jenkins**, Christopher Le Dantec, Carl DiSalvo, Thomas Lodato, and Mariam Asad. *Object-Oriented Publics*. ACM Conference on Human Factors in Computing Systems (CHI 2016), San Jose, USA, 2016.
- c11) Carl DiSalvo, **Tom Jenkins**, Thomas Lodato. *Designing Speculative Civics*. ACM Conference on Human Factors in Computing Systems (CHI 2016), San Jose, USA, 2016.
- c10) **Tom Jenkins**. *The Internet of Things: Designing Proto-Infrastructures*. Design Anthropological Futures. Copenhagen, Denmark, 2015.
- c9) James Pierce, Phoebe Sengers, Tad Hirsch, **Tom Jenkins**, William Gaver, and Carl DiSalvo. *Expanding and Refining Design and Criticality in HCI*. ACM Conference on Human Factors in Computing Systems (CHI 2015), Seoul, Korea, 2015. **BEST PAPER HONOURABLE MENTION**
- c8) Carl DiSalvo, **Tom Jenkins**. *Drones for Foraging*. Proceedings of the 2nd Biennial Research Through Design Conference (RTD 2015), Cambridge, UK, 2015.
- c7) **Tom Jenkins**, Ian Bogost. *Escaping the Sandbox: Making and its Future*. ACM Conference on Tangible, Embodied, and Embedded Interaction (TEI 2015), Stanford, USA, 2015.
- c6) **Tom Jenkins**. *Designing the "Things" of the IoT*. ACM Conference on Tangible, Embodied, and Embedded Interaction (TEI 2015), Stanford, USA, 2015.
- c5) **Tom Jenkins**. *Prototyping speculative objects for the Internet of Things*. In Proceedings of the 2014 companion publication on Designing interactive systems (DIS '14). Vancouver, Canada, 2014.
- c4) Carl DiSalvo, Jonathan Lukens, Thomas Lodato, **Tom Jenkins**, Tanyoung Kim. *Making Public Things: How HCI Design Can Express Matters of Concern*. ACM Conference on Human Factors in Computing Systems (CHI 2014), Toronto, Canada, 2014. **BEST PAPER HONOURABLE MENTION**
- c3) **Tom Jenkins**, Ian Bogost. *Designing for the Internet of Things: Prototyping Material Interactions*. ACM Conference on Human Factors in Computing Systems (alt.chi 2014), Toronto, Canada, 2014.
- c2) **Tom Jenkins**. *Devotional Gardening Tools*. ACM Conference on Human Factors in Computing Systems (alt.chi 2013), Paris, France, 2013.
- c1) Brian Magerko, Jason Freeman, Tom McKlin, Scott McCoid, **Tom Jenkins**, Elise Livingston. *Tackling Engagement in Computing with Computational Music Remixing*. ACM Special Interest Group on Computer Science Education (SIGCSE 2013), Denver, USA, 2013.

#### JOURNAL ARTICLES

- j3) Laurens Boer and **Tom Jenkins**. *Fostering Creative Confidence with SCD in Interaction Design Education*. Interaction Design and Architecture (IxD&A), issue 51, Special Issue on Speculative and Critical Design Approaches and Influences in Education (2022).
- j2) **Tom Jenkins**. *Cohousing IoT: Technology Design for Life in Community*. Multimodal Technologies and Interaction, 5(3), 14, Special Issue on Impact of Digital Technologies on Communities (2021).
- j1) Scott McCoid, Jason Freeman, Brian Magerko, Christopher Michaud, **Tom Jenkins**, Tom McKlin, Hera Kan. *EarSketch: An Integrated Approach to Teaching Introductory Computer Music*. Organised Sound, Volume 18, Number 2 (2013).

## BOOK CHAPTER

- BC1) **Tom Jenkins**. Third-Wave HCI Perspectives on the Internet of Things. In: Filimowicz M., Tzankova V. (eds) *New Directions in Third Wave Human-Computer Interaction: Volume 1 - Technologies*. Human-Computer Interaction Series. Springer, Cham; 2018.

## WORKSHOPS ORGANIZED

- w09) **Tom Jenkins**, Marie-Louise Juul Søndergaard, Pedro Sanches, Vasiliki Tsaknaki, Nadia Campo Woytuk, Noura Howell, Karey Helms, Laurens Boer and Jason Tucker. *Fabulating Futures for Flourishing and Vibrant Worlds*. The 10th Nordic Design Research Society conference (Nordes 2023). Linköping, Sweden, 2023.
- w08) Vasiliki Tsaknaki, **Tom Jenkins**, Laurens Boer, Sarah Homewood, Noura Howell, Pedro Sanches. *Challenges and Opportunities for Designing with Biodata as Material*. Nordic Conference on Human-Computer Interaction (NordiCHI 2020). Tallinn, Estonia, 2020.
- w07) **Tom Jenkins**, William Odom, James Pierce, Kristina Andersen, Andy Boucher, David Chatting, William Gaver. *RtD in Situ: Discussing the Domains and Impact of Design Research*. ACM Conference on Designing Interactive Systems (DIS 2020). Eindhoven, Netherlands, 2020.
- w06) Kristina Andersen, Andy Boucher, David Chatting, Audrey Desjardins, Laura Devendorf, William Gaver, **Tom Jenkins**, William Odom, James Pierce, Anna Vallgård. *Doing Things with Research through Design: With What, With Whom, and Towards What Ends?* ACM Conference on Human Factors in Computing Systems (CHI 2019). Glasgow, United Kingdom, 2019.
- w05) Tom Feltwell, Shaun Lawson, Ben Kirman, Debbie Maxwell, Conor Linehan, **Tom Jenkins**, Stacey Kuznetsov. "Grand Visions" for Post-Capitalist Human-Computer Interaction. ACM Conference on Human Factors in Computing Systems (CHI 2018). Montréal, Canada, 2018.
- w04) **Tom Jenkins**, Vasiliki Tsaknaki, Karey Helms, Ludvig Elblaus, Nicolai Brodersen Hansen. *Sociomateriality: Infrastructuring and Appropriation of Artifacts*. ACM Conference on Tangible, Embodied/Embedded Interaction (TEI 2018). Stockholm, Sweden, 2018.
- w03) **Tom Jenkins**, Kristina Andersen, William Gaver, Will Odom, James Pierce, Anna Vallgård. *The Things of Design Research: Diversity in Objects and Outcomes*. ACM Conference on Human Factors in Computing Systems (CHI 2017). Denver, USA, 2017.
- w02) **Tom Jenkins**, Kristina Andersen, William Gaver, Will Odom, James Pierce, Anna Vallgård. *Attending to Objects as Outcomes of Design Research*. ACM Conference on Human Factors in Computing Systems (CHI 2016). San Jose, California, USA 2016.
- w01) Jamie Allen, Johannes Bruder, Moritz Greiner-Petter, Felix Gerloff, Shintaro Miyazaki, **Tom Jenkins**, Matthias Taradiewicz, Sophie-Carolin Wagner. *Unmaking: 5 Anxieties*, Transmediale, Berlin, Germany 2016

## WORKSHOP PAPERS

- WP6) **Tom Jenkins**, Anna Vallgård, Laurens Boer, Teresa Almeida, Sarah Homewood. *Careful Devices: outline of a research program*. CHI 2019 Workshop “Doing Things with Research through Design: With What, Whom, and Towards What Ends?” Glasgow, United Kingdom, 2019.
- WP5) **Tom Jenkins**. *Sharing Domesticity: An Internet of Cohousing Things*. CHI 2017 Workshop “Making Home: Asserting Agency in the Age of IoT.” Denver, USA, 2017.
- WP4) **Tom Jenkins**. *The Object Ecology: Designing Edge Cases for the Internet of Things*. Doctoral Reviews+Symposium for in-process work. Carnegie Mellon School of Design, Pittsburgh, USA, 2016.
- WP3) **Tom Jenkins**. *Technology for Foraging*. Re-Thingifying the Smart City, Transmediale. Berlin, Germany, 2016.
- WP2) Phoebe Sengers, Kirsten Boehner, Simeon Warner, **Tom Jenkins**. *Evaluating Affect: Co-Interpreting What ‘Works.’* CHI 2005 Workshop “Innovative Approaches to Evaluating Affective Systems.” Portland, USA, 2005.
- WP1) **Tom Jenkins**. *(Pre)Configuring the User*. Symposium on Affect, Interaction & Technology, Cornell University. Ithaca, USA, 2005.

## MAGAZINE ARTICLE

- A1) William Odom, **Tom Jenkins**, Kristina Andersen, Bill Gaver, James Pierce, Anna Vallgård, Andy Boucher, David Chatting, Janne van Kollenburg, Kevin Lefevre. 2018. *Crafting a place for attending to the things of design at CHI*. Interactions 25, 1.

## DEMO

- D1) Martin A. Padalak, Thea Emilie Gehrchen, Søren Smedegaard Hansen, Peter Langgaard Pedersen, **Tom Jenkins**. *Aural-visualiser 1000: physical interaction design for materializing moments*. Nordic Conference on Computer Human Interaction (NordiCHI 2022). Aarhus, Denmark, 2022.

## POSTERS

- P2) **Tom Jenkins**, Anna Vallgård, Laurens Boer, Sarah Homewood, Teresa Almeida. *Careful Devices: A design manifesto for humane domestic healthcare technology*. Halfway to the Future symposium, Nottingham, United Kingdom, 2019.
- P1) **Tom Jenkins**. *Cohousing IoT*. Human Computer Interaction Consortium (HCIC 2017). Watsonville, California, USA, 2017

## RESEARCH ACTIVITIES

### RESEARCH WORKSHOP ORGANISING

Nordic Fabulation Network - <i>Approaches</i> , Oslo School of Architecture and Design, Oslo, Norway.	2024
Nordic Fabulation Network - <i>Concepts</i> , Umeå University, Umeå, Sweden.	2023
Design Tool Prototyping, Parsons the New School for Design, New York, NY, USA.	2015
Prototyping for a Speculative IoT, Goldsmiths, University of London, UK.	2014

### INVITED/FUNDED RESEARCH MEETINGS

Research through Design Jamboree, Ambleside, UK.	2022
Human Computer Interaction Consortium (HCIC), Watsonville, CA, USA.	2017
Consortium for the Science of Sociotechnical Systems (CSST), Columbia, MO, USA.	2014

### SYMPOSIA

Digital Civics Symposium. Malmö University, Malmö, Sweden.	2017
Making Subjects. Indiana University, Bloomington, IN, USA.	2014
Materialities of Information. UC Irvine, Irvine, CA, USA.	2014
Affect, Interaction & Technology. Cornell University. Ithaca, NY, USA.	2005

## RESEARCH AFFILIATIONS

<i>Interaction Design Research Group</i> , IT University of Copenhagen	2022—
<i>Center for Climate IT</i> , IT University of Copenhagen	2022—
<i>Center for Digital Welfare</i> , IT University of Copenhagen	2020—
<i>IxD Lab</i> , IT University of Copenhagen	2019—2022
<i>Public Design Workshop</i> , Georgia Institute of Technology	2011—2018
<i>Intel Science and Technology Center for Social Computing</i>	2012—2015
<i>Expressive Machinery Lab</i> , Georgia Institute of Technology	2011—2012
<i>Culturally Embedded Computing Group</i> , Cornell University	2004—2006

## EXHIBITIONS

<i>Food by Design: Sustaining the Future</i> . Museum of Design Atlanta, GA, USA.	JANUARY — MAY 2017
<i>Field Test: Radical Adventures in Future Farming</i> . Science Gallery Dublin, Ireland.	MARCH 2016 — MAY 2016
<i>Tiny Tinkering Platform</i> . Open Source Hardware Summit, MIT, Boston, MA, USA.	SEPTEMBER 2013
<i>Emotional Prostheses</i> . ITP Spring Show, New York, NY, USA.	MAY 2008

## INVITED PRESENTATIONS

IT University of Copenhagen, Digital Design Department. Copenhagen, DK.	NOVEMBER 2018
Penn State, College of Information Sciences and Technology. University Park, PA, USA.	MARCH 2018
University of California, Irvine, Department of Informatics. Irvine, CA, USA.	FEBRUARY 2018
Georgia Institute of Technology, GVU Brown Bag. Atlanta, GA, USA.	FEBRUARY 2018
Cornell University, Design + Environmental Analysis. Ithaca, NY, USA.	FEBRUARY 2018
University of Michigan, Stamps School of Art and Design. Ann Arbor, MI, USA.	MARCH 2017
Carnegie Mellon University, HCI Institute. Pittsburgh, PA, USA.	MARCH 2017
Umeå Institute of Design. Umeå, SE.	OCTOBER 2016
IT University of Copenhagen, IxD Lab. Copenhagen, DK.	DECEMBER 2015

## TEACHING

### COURSE MANAGER/LECTURER

<i>Designing Interactions</i> , IT University of Copenhagen	SPRING
<i>Situating Interactions</i> , IT University of Copenhagen	AUTUMN
<i>Principles of Interaction Design</i> , Georgia Institute of Technology	AUTUMN 2015

### VISITING TEACHING

<i>Faceless Interaction Design in the Home</i> , Umeå Institute of Design	OCTOBER 2016
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### GUEST LECTURES

<i>IT and Green Transitions</i> , ITU, "Speculative Futures and Transition Design"	NOVEMBER 2022
<i>Computational Literacies</i> , ITU, "Material IxD and physical computing"	OCTOBER 2020
<i>The Computer as an Expressive Medium</i> , Georgia Tech, "Introduction to Arduino"	NOVEMBER 2017

### TEACHING ASSISTANT

<i>The Computer as an Expressive Medium</i> , Georgia Institute of Technology	AUTUMN 2018
<i>Introduction to Computational Media</i> , Georgia Institute of Technology	AUTUMN 2017
<i>Digital Media Prototyping</i> , Georgia Institute of Technology	SPRING 2016
<i>Computing Cultures</i> , Cornell University	SPRING 2006
<i>Introduction to Web Design &amp; Programming</i> , Cornell University	AUTUMN 2005

## STUDENT SUPERVISION

### PH.D. CANDIDATES

Martin Abildgaard Padalak, Digital Design, IT University of Copenhagen ( <i>supervisor</i> )	2023—
Mila Stepanovic, School of Design, Politecnico di Milano ( <i>discussant</i> )	2022

### M.Sc. DIGITAL DESIGN & INTERACTIVE TECHNOLOGY, ITU COPENHAGEN

Cecilie Nissen Toksvig, Sofie Bonde Alsen & Stine Ramsing; Jacob Nørbæk Krag; Daniel Henry Jayatissa Vestergaard & Theis Theodor Bach Nielsen, Kamma Amalie Lind Madsen & Sofie Krogh Bønlykke; Maren Stensås; Martin Abildgaard Padalak	2023
Amanda Barlebo Christiansen & Katrine Havsager Nielsen, Gustav Borch Lützhøft	2022
Amalie Bisgaard Høegh & Anne Lotte Lorvik, Anne Katrine Svejgaard Barrett & Emily Howkins Lange, Michael Nørgaard Jørgensen, Sebastian Søgaard Larsen, Sarah Thordal Larsen & Sofie Mandø Hausted	2021
Emil Brogaard & Valdemar Edouardo Glahn-Abrahamsen, Kasper Månsson	2020

### M.Sc. SOFTWARE DEVELOPMENT, ITU COPENHAGEN

Karina Poulsen	2021
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### M.Sc. DIGITAL DESIGN & COMMUNICATION, ITU COPENHAGEN

Charlotte Isabella Koed, Saffie Yatou Christensen & Rose Schiønning Falkenstrøm, Steffen Hviid Trier	2019
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### B.Sc. DIGITAL DESIGN & INTERACTIVE TECHNOLOGY, ITU COPENHAGEN

Jonathan Kjær Jørgensen	2021
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## ACADEMIC SERVICE

### CONFERENCE ORGANIZING

Program Chair, TEI 2024

Pictorials Chair, DIS 2018, 2024

Pictorials Chair, TEI 2020

Workshops Chair, DIS 2023

Work in Progress Chair, TEI 2019

Associate Pictorials Chair, TEI 2022

Associate Papers Chair, CHI 2018, 2019, 2021

Associate Papers Chair, DIS 2017, 2019—2021

### CONFERENCE REVIEWING

C&C 2017, 2022

CHI 2013—2023

CHI Play 2019

CSCW 2015—2019, 2022

DIS 2012—2023

DRS 2024

HCII 2020

IASDR 2023

ICIDS 2018, 2019

Nordes 2019, 2023

NordiCHI 2020—2022

OzCHI 2020

PDC 2018

RTD 2017, 2019

SUI 2019

TEI 2014—2023

UbiComp 2015, 2021

### JOURNAL REVIEWING

*AI & Society, Communication and the Public, Design Issues, Digital Creativity, IEEE Pervasive Computing, Informatics, Interaction Design & Architecture (IxD&A), International Journal of Design, International Journal of Human-Computer Interaction, Mobilities, Multimodal Technologies and Interaction, Transactions of Computer-Human Interaction (ToCHI)*

## INSTITUTIONAL SERVICE

### ITU COPENHAGEN

Faculty Union Coordinating Committee

Mentor, Teacher Development Program

Evaluation Committee, PhD applications (ITU Copenhagen & Oslo School of Architecture and Design)

External Censor, København University and Aarhus University

Climate Strategy Working Group

### GEORGIA INSTITUTE OF TECHNOLOGY

Steering Committee, DARIA (Design as Research in the Americas)

Ivan Allen College Graduate Student Advisory Board

Digital Media Student Committee

### CORNELL UNIVERSITY

Executive Board, SIGCHI Student Chapter

## INDUSTRY EXPERIENCE

**Research Intern, HCI Devices Group**, AT&T Labs, Florham Park, NJ.

**2013**

**Web Developer, Digital Media Group**, Marvel Entertainment, New York, NY.

**2011**

**User Experience Manager**, Efficiency 2.0, New York, NY

**2008 — 2010**

## PROFESSIONAL AFFILIATIONS

Association for Computing Machinery (ACM)

ACM Special Interest Group on HCI (SIGCHI)

Design Research Society (DRS)

Society for Social Studies of Science (4S)