

# TOM JENKINS, PH.D.

ASSOCIATE PROFESSOR  
Digital Design Department  
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## EDUCATION

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

## ACADEMIC APPOINTMENTS

- Associate Professor**, Department of Digital Design, IT University of Copenhagen 2022—  
IXD Lab, Center for Digital Welfare  
Interaction Design specialization lead, M.Sc. Digital Design and Interactive Technology
- Assistant Professor**, Department of Digital Design, IT University of Copenhagen 2019—2022

## AWARDS, HONORS, & GRANTS

- Best Paper Award, Honorable Mention**, CHI 2022 2022
- Best Paper Award, Honorable Mention**, OzCHI 2020 2020
- Foley Scholar**, GVU Center, Georgia Institute of Technology 2017  
\$5,000 award "on the basis of personal vision, brilliance, and potential impact"
- Human Computer Interaction Consortium** 2017  
Invitation and funding to attend HCI summer research institute
- Foley Scholar Finalist**, GVU Center, Georgia Institute of Technology 2016
- Best Paper Award, Honorable Mention**, CHI 2015 2015
- Graduate Research Award**, Intel Science and Technology Center for Social Computing 2012—2015
- Institute President's Fellow**, Georgia Institute of Technology 2011—2015  
\$22,000 award, "recipients bring exemplary levels of scholarship and innovation"
- Speculative Student Notable**, Core77 Design Awards 2014
- Consortium for the Science of Socio-Technical Systems** 2014  
Invitation and funding to attend NSF summer research institute
- Best Paper Award, Honorable Mention**, CHI 2014 2014
- 2H12 Nokia Global University Funding**, Nokia Corporation 2012—2013  
\$3,200 grant funding invited lecture series for graduate students in HCI & design

## PUBLICATIONS

### CONFERENCE PAPERS

- 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).
- 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 HONORABLE 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 HONORABLE 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, Juliane 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 HONORABLE 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 HONORABLE 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

- 13) 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).
- 12) **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).
- 11) 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

- 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). Talinn, 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.

- WP3) **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.
- WP2) **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.
- WP1) 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.

#### 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

#### PH.D. DISSERTATION

**Tom Jenkins**. *Cohousing IoT: designing edge cases in the Internet of Things*. Digital Media Program, Georgia Institute of Technology, 2018.

#### MASTER’S THESIS

**Tom Jenkins**. *Emotional Prostheses: Bodily Technologies for Emotional Expression*. Interactive Telecommunications Program, Tisch School of the Arts, New York University, 2008.

## RESEARCH ACTIVITIES

### RESEARCH INSTITUTES

Human Computer Interaction Consortium, Watsonville, CA, USA.	2017
Consortium for the Science of Socio-technical Systems, Columbia, MO, USA.	2014

### INVITED WORKSHOPS

Future of Supermarkets exhibition and show, Copenhagen, Denmark.	2019
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

### 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>Center for Digital Welfare</i> , IT University of Copenhagen	2020—
<i>IxD Lab</i> , IT University of Copenhagen	2019—
<i>Public Design Workshop</i> , Georgia Institute of Technology	2011—2018
<i>Intel Science and Technology Center for Social Computing</i> , Georgia Institute of Technology	2012—2015
<i>HCI Devices Group</i> , AT&T Labs	2013
<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

City, University of London, Centre for Human-Computer Interaction Design. London, UK.	JULY 2022
IT University of Copenhagen, Dept. of Digital Design. Copenhagen, Denmark.	NOVEMBER 2018
Penn State, College of Information Sciences and Technology. Univ. 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, Sweden.	OCTOBER 2016
IT University of Copenhagen, IxD Lab. Copenhagen, Denmark.	DECEMBER 2015

## TEACHING

**Designing Interactions**, IT University of Copenhagen **SPRING**  
Course manager, lecturer

**Situating Interactions**, IT University of Copenhagen **FALL**  
Course manager, lecturer

## COURSES TAUGHT

**Computational Literacies**, IT University of Copenhagen **OCTOBER 2020**  
Guest Lecturer: "Material Interaction and Physical Computing" (for Gopinaath Kannabiran)

**The Computer as an Expressive Medium**, Georgia Institute of Technology **FALL 2018**  
Graduate Teaching Assistant (with Anne Sullivan)

**Introduction to Computational Media**, Georgia Institute of Technology **FALL 2017**  
Graduate Teaching Assistant (with Ian Bogost)

**Faceless Interaction Design in the Home**, Umeå Institute of Design **OCTOBER 2016**  
Visiting Lecturer/Tutor (with Stoffel Keunen & Søren Rosenbak)

**Digital Media Prototyping**, Georgia Institute of Technology **SPRING 2016**  
Graduate Teaching Assistant (with Michael Nitsche)

**The Computer as an Expressive Medium**, Georgia Institute of Technology **NOVEMBER 2015**  
Guest lecturer: "Introduction to the Arduino Microcontroller" (For Brian Magerko)

**Principles of Interaction Design**, Georgia Institute of Technology **FALL 2015**  
Course manager, lecturer

**Computing Cultures**, Cornell University **SPRING 2006**  
Teaching Assistant (with Phoebe Sengers)

**Introduction to Web Design & Programming**, Cornell University **FALL 2005**  
Teaching Assistant (with Phoebe Sengers and David Williamson)

## STUDENT SUPERVISION

### PH. D. CANDIDATE

Mila Stepanovic, School of Design, Politecnico di Milano (*discussant*) **2022**

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

Amanda Barlebo Christiansen & Katrine Havsager Nielsen, Gustav Borch Lützhøft, Jacob Nørbæk Krag, Karoline Olsrud Punsvik, Maren Stensås **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**

### M.Sc. DIGITAL DESIGN & COMMUNICATION, ITU COPENHAGEN

Charlotte Isabella Koed, Saffie Yatou Christensen & Rose Schiønning Falkenstrøm, Steffen Hviid Trier **2019**

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

Jonathan Kjær Jørgensen **2021**

## ACADEMIC SERVICE

### CONFERENCE ORGANIZING

Program Chair, TEI 2024  
Program Committee, Creativity & Cognition 2022  
Associate Pictorials Chair, TEI 2022  
Associate Papers Chair, CHI 2018, 2019, 2021  
Associate Papers Chair, DIS 2017, 2019—2021  
Pictorials Chair, TEI 2020  
Work in Progress Chair, TEI 2019  
Program Committee, RTD 2017, 2019  
Pictorials Chair, DIS 2018

### CONFERENCE REVIEWING

C&C 2017, 2022	HCI 2020	PDC 2018
CHI 2013—2022	ICIDS 2018, 2019	RTD 2017, 2019
CHI Play 2019	Nordes 2019	SUI 2019
CSCW 2015—2019, 2022	NordiCHI 2020	TEI 2014—2022
DIS 2012—2022	OzCHI 2020	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, Mobilities, Multimodal Technologies and Interaction, Transactions of Computer-Human Interaction (ToCHI)*

## INSTITUTIONAL SERVICE

### ITU COPENHAGEN

Interaction Design specialization lead, M.Sc. Digital Design and Interactive Technology  
Faculty Union Coordinating Committee  
Evaluation Committee, PhD applications (IT University & Oslo School of Architecture and Design)  
Climate Strategy Working Group

### GEORGIA INSTITUTE OF TECHNOLOGY

Steering Committee, DARIA (Design as Research in the Americas)  
Reviewer, Provost's Undergraduate Research Awards  
Ivan Allen College Graduate Student Advisory Board  
Digital Media Student Committee

### CORNELL UNIVERSITY

Vice President, SIGCHI student chapter

## INDUSTRIAL EXPERIENCE

**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)