

[CV] Dorothé Smit

Design Researcher approaching human-technology
interaction from a feminist, phenomenological perspective

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Citizenship: Dutch

RELEVANT WORK EXPERIENCE

2024 to present

Assistant Professor

Creative Technology Bachelor
Vrije Universiteit Amsterdam, the Netherlands

Activities: research and university teaching, development of courses, e.g., a 15ECTS module 'Humane by Design'

2016 to 2024

Parental Leave:
Sept '22 – July '23

Research Fellow

Human-Computer Interaction Division
University of Salzburg, Austria

Activities: research through design, conception and construction of prototypes, empirical research (qualitative and quantitative), academic publishing, university teaching; BSc/MSc thesis supervision

EDUCATION

2016 to 2023

PhD Human-Computer Interaction

University of Salzburg, Austria
Dissertation: *Being in the Hybrid World – A Feminist Phenomenological Perspective on Embodied Sensemaking*. Defense: December 2023
Supervisors: Prof. Manfred Tscheligi, Dr. Bart Hengeveld, Dr. Verena Fuchsberger

2013 to 2016

MSc Industrial Design, Cum Laude

Eindhoven University of Technology
Thesis: *The Embodied Ideation Toolkit*

2010 to 2013

BSc Industrial Design, Cum Laude

Eindhoven University of Technology

TEACHING

2022

Certification University Didactics

Equivalent to 5 ECTS

Methodological competences included: comprehensibility, planning and structure social competences, and personal competences

Courses taught: Bachelor Computer Science

- Introduction to Human-Computer Interaction (2017-2023)
- User Interface Engineering (2016-2017)
- Supervision of Bachelor Theses (2017-2021)

Courses taught: Master Computer Science

- HCI Studio (2018-2019)
- Seminar for Computer Science (2018-2019)
- Contextual Interfaces (2017-2018)
- Co-supervision of Master Theses (2020-2023)

Courses taught: Master Human-Computer Interaction

- Interaction Design (2019-2021)
- HCI Research Project (2019-2020)
- Co-supervision of Master Theses (2020-2023)

SELECTED PUBLICATIONS

For a complete list of my publications, please see appendix B.

Georg Regal, **Dorothe Smit**, Nathalia Campreguer França, Verena Fuchsberger, and Manfred Tscheligi. Forthcoming. *Making it Work – Experiences of Women Who Engage in Technological Making at Home*. Interacting with Computers.

Dorothe Smit, Georg Regal, and Cornelia Gerdenitsch. 2024. Making Your Makerspace: A Tale of Tension. In *Proceedings of the Eighteenth International Conference on Tangible, Embedded, and Embodied Interaction*, 1–13. <https://doi.org/10.1145/3623509.3633369>

Verena Fuchsberger, **Dorothe Smit**, Nathalia Campreguer França, Cornelia Gerdenitsch, Olivia Jaques, Joanna Kowolik, Georg Regal, and Emma Roodbergen. 2023. *Heterogeneity in making: Findings, approaches, and reflections on inclusivity in making and makerspaces*. *Frontiers in Human Dynamics* 4. <https://doi.org/10.3389/fhumd.2022.1070376>

Dorothe Smit, Bart Hengeveld, Martin Murer, and Manfred Tscheligi. 2022. *Hybrid Design Tools for Participatory, Embodied Sensemaking: An Applied Framework*. In Sixteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '22), <https://doi.org/10.1145/3490149.3501332>

Dorothe Smit and Verena Fuchsberger. 2020. Sprinkling Diversity: Hurdles on the Way to Inclusiveness in Makerspaces. In *Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society*, 1–8. <https://doi.org/10.1145/3419249.3420070>

SELECTED ACADEMIC ACHIEVEMENTS AND CONTRIBUTIONS

- 2023** **Participation in Summer School:** Digital Technologies for Women’s Health and Wellbeing, OFFIS Institute for Information Technology, Oldenburg, Germany
- 2022** **Committee Member:** Internationalization at Paris-Lodron University of Salzburg
- 2019-2022** **Associate Papers Chair:** Conference on Tangible, Embedded and Embodied Interaction
- 2021** **Diversity & Inclusion Chair:** Conference on Tangible, Embedded and Embodied Interaction
- 2021** **Workshop Chair:** Conference on Tangible, Embedded and Embodied Interaction
- 2020** **Participation in Graduate Student Consortium:** Conference on Tangible, Embedded and Embodied Interaction
- 2019** **Session Chair:** EduCHI Symposium: Global Perspectives on HCI Education
- 2018** **Workshop Organizer:** “Be the Meeple” Conference on Tangible, Embedded and Embodied Interaction

INVITED TALKS & DISSEMINATION ACTIVITIES

- 2016-2023** **Lab (co-)lead of “Studio 3”** at Media Art Festival *Schmiede – Playground of Ideas*
- 2022** **Panel Guest:** “Leben im Hybrid – zwischen digitalen und analogen Räumen” at Kulturhaus für zeitgenössische Kunst und Kulturvermittlung MARK Salzburg
- 2019-2022** **Citizen Science Workshops** at “Lange Nacht der Forschung”
- 2018-2021** **Jury Member:** subnet Artist in Residency Program Salzburg, Austria
- 2020** **Guest Lecture:** “Embodied Sensemaking” at New Design University, Sankt Pölten, Austria
- 2016-2020** **STE(A)M Workshops:** tech deconstruction/repair/reconstruction workshops with children ages 8-14
- 2019** **Talk:** “Women’s Engagements in Making” at the TRANS/FEMINIST HACKING SYMPOSIUM at Einstein Center for Digital Future, Berlin, Germany
- 2018** **Talk:** “PhD after ID” at Faculty of Industrial Design, Eindhoven University of Technology, the Netherlands

SKILLS

Academic Skills

Contextual Research: contextual inquiries, observations, interviews, diary studies, design/technology probes

Qualitative Data Analysis: thematic analysis, interpretative phenomenological analysis, qualitative coding

Prototyping: rapid prototyping methods, embedded electronics, video prototypes, paper prototypes and mock-ups, wireframing, Wizard-of-Oz

Workshop Facilitation: co-creation sessions, brainstorming, expert/focus groups

Grant Writing: Austrian Research Fund, Austrian Research Promotion Agency

Software & Tools

Visual Design Software: Adobe Creative Suite, Affinity Creative Suite, Figma

Productivity Software: Microsoft Office; OneDrive; Teams; Google Workspace, Confluence

(Rapid) Prototyping Tools: laser cutter, 3D printer, CNC router, vinyl cutter, heat press, screen printing

Research Software: MaxQDA, SPSS, LimeSurvey

Languages

Dutch (Native)

English (C2/full professional proficiency)

German (C1/full professional proficiency)

APPENDIX A: PHD SYNOPSIS AND RESEARCH PROFILE

Synopsis: Theories of phenomenology have underpinned research into embodied interaction in HCI for the past two decades. At the basis of phenomenology lies the idea that our bodies are the very center of our experience of the world: we perceive the world in terms of what we can do with it. Nevertheless, phenomenological theories generally depart from *'the body'*, as if there is a neutral universal that can be the basis for generalized experience. In my dissertation, I investigate these theories from a feminist phenomenological perspective: how does our perception of the world, and what we can do with it, change, when we interact with the world with bodies that do not come close to this universal standard? How does it change our understanding of the world and each other? And practically, how can we design physical/digital hybrid systems that invite, support, and celebrate bodily diversity to support our sensemaking practices? I address these questions through a presentation of two characteristics (orientation and temporality), which I extrapolated from my experiments with physical/digital hybrid systems.

Research Profile: I am a dedicated and dynamic researcher in the field of human-computer interaction. Having been trained in Industrial Design at the Eindhoven University of Technology, I take a pragmatic approach to research in the form of constructive design research. I started my research journey with an interest in tangible and embodied interaction, and the phenomenological concepts that underlie them. Over the years, this interest developed through the influence of feminist HCI researchers and practitioners, and I began connecting theories of feminist phenomenology to my work and to the field of HCI in general. Now, my work is guided by the question: how can we design artefacts, services, and systems for a diversity of bodies with intersecting identities, so that technology can empower all who use it?

APPENDIX B: ACADEMIC PUBLICATIONS

Journal Publications

Georg Regal, **Dorothe Smit**, Nathalia Campreguer França, Verena Fuchsberger, and Manfred Tscheligi. Forthcoming. *Making it Work – Experiences of Women Who Engage in Technological Making at Home*. Interacting with Computers.

Verena Fuchsberger, **Dorothe Smit**, Nathalia Campreguer França, Cornelia Gerdenitsch, Olivia Jaques, Joanna Kowolik, Georg Regal, and Emma Roodbergen. 2023. *Heterogeneity in making: Findings, approaches, and reflections on inclusivity in making and makerspaces*. *Frontiers in Human Dynamics* 4. <https://doi.org/10.3389/fhumd.2022.1070376>

Nathalia Campreguer França, **Dorothe Smit**, Stefanie Wuschitz, and Verena Fuchsberger. 2021. *The Women* Who Made It: Experiences from Being a Woman* at a Maker Festival*. *Sustainability* 13, 16: 9361. <https://doi.org/10.3390/su13169361>

Conference Papers

Dorothe Smit, Georg Regal, and Cornelia Gerdenitsch. 2024. Making Your Makerspace: A Tale of Tension. In *Proceedings of the Eighteenth International Conference on Tangible, Embedded, and Embodied Interaction*, 1–13. <https://doi.org/10.1145/3623509.3633369>

Dorothe Smit, Bart Hengeveld, Martin Murer, and Manfred Tscheligi. 2022. *Hybrid Design Tools for Participatory, Embodied Sensemaking: An Applied Framework*. In *Sixteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '22)*, <https://doi.org/10.1145/3490149.3501332>

Marta Dziabiola, Robert Steiner, Ralf Vetter, Daniel Norskov, and **Dorothe Smit**. 2022. Qude: Exploring Tactile Code in Long-Distance Relationships. In *Sixteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '22)*, 1–7. <https://doi.org/10.1145/3490149.3505583>

Dorothe Smit, Ruth Neubauer, and Verena Fuchsberger. 2021. Distributed Collaborative Sensemaking: Tracing a Gradual Process. In *Fifteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '21)*, 1–12. <https://doi.org/10.1145/3430524.3446079>

Dorothe Smit and Verena Fuchsberger. 2020. Sprinkling Diversity: Hurdles on the Way to Inclusiveness in Makerspaces. In *Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society*, 1–8. <https://doi.org/10.1145/3419249.3420070>

Dorothe Smit, Andreas Lindlbauer, Martin Murer, Bart Hengeveld, and Manfred Tscheligi. 2019. Let the Bot Take Care of It: Exploring #CapIt, a Whiteboard Table Capture System. In *Proceedings of 17th European Conference on Computer-Supported Cooperative Work*. https://doi.org/10.18420/ecscw2019_ep16

Dorothe Smit, Thomas Grah, Martin Murer, Vincent van Rheden, and Manfred Tscheligi. 2018. MacroScope: First-Person Perspective in Physical Scale Models. In *Proceedings of the Twelfth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '18)*, 253–259. <https://doi.org/10.1145/3173225.3173276>

Philémonne Jaasma, **Dorothe Smit**, Jelle van Dijk, Thomas Latcham, Ambra Trotto, and Caroline Hummels. 2017. The Blue Studio: Designing an Interactive Environment for Embodied Multi-Stakeholder Ideation Processes. In *Proceedings of the Eleventh International Conference on Tangible, Embedded, and Embodied Interaction*, 1–10. <https://doi.org/10.1145/3024969.3025002>

Dorothe Smit, Martin Murer, Vincent van Rheden, Thomas Grah, and Manfred Tscheligi. 2017. The Evolution of a Scale Model as an Impromptu Design Tool. In *Proceedings of the 2017 Conference on Designing Interactive Systems (DIS '17)*, 233–245. <https://doi.org/10.1145/3064663.3064797>

Vincent van Rheden, Bernhard Maurer, **Dorothe Smit**, Martin Murer, and Manfred Tscheligi. 2017. LaserViz: Shared Gaze in the Co-Located Physical World. In *Proceedings of the Eleventh International Conference on Tangible, Embedded, and Embodied Interaction (TEI '17)*, 191–196. <https://doi.org/10.1145/3024969.3025010>

Dorothe Smit, Doenja Oogjes, Bruna Goveia de Rocha, Ambra Trotto, Yeup Hur, and Caroline Hummels. 2016. Ideating in Skills: Developing Tools for Embodied Co-Design. 78–85. In *Proceedings of the Tenth International Conference on Tangible, Embedded, and Embodied Interaction* <https://doi.org/10.1145/2839462.2839497>

Extended Abstracts

Verena Fuchsberger, **Dorothe Smit**, Nathalia Campreguer França, Georg Regal, Stefanie Wuschitz, Barbara Huber, Joanna Kowolik, Laura Devendorf, Elisa Giaccardi, and Ambra Trotto. 2022. Making Access: Increasing Inclusiveness in Making. In *Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (CHI EA '22)*, 1–5. <https://doi.org/10.1145/3491101.3503696>

Dorothe Smit. 2020. Augmenting Embodied Sensemaking using VR-Enabled New and Unusual perspectives. In *Proceedings of the Fourteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '20)*, 917–923. <https://doi.org/10.1145/3374920.3374962>

Verena Fuchsberger, Janne Mascha Beuthel, **Dorothe Smit**, Philippe Bentegeac, Manfred Tscheligi, Marije Nouwen, Bieke Zaman, and Tanja Döring. 2020. Designing for Tangible (Un-)Connectedness. In *Companion Publication of the 2020 ACM Designing Interactive Systems Conference (DIS' 20 Companion)*, 409–412. <https://doi.org/10.1145/3393914.3395916>

Dorothe Smit, Alina Krischkowsky, Janne Mascha Beuthel, Bernhard Maurer, Verena Fuchsberger, Martin Murer, Manfred Tscheligi, Laura Devendorf, Bieke Zaman, Marije Nouwen, and Konstantin AAL. 2019. Material Manifestations of Dislocation and (Re)connection. In *Proceedings of the 17th European Conference on Computer Supported Cooperative Work*. https://doi.org/10.18420/ecscw2019_ws4

Dorothe Smit, Bernhard Maurer, Martin Murer, Jens Reinhardt, and Katrin Wolf. 2019. Be the Meeple: New Perspectives on Traditional Board Games. In *Proceedings of the Thirteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '19)*, 695–698. <https://doi.org/10.1145/3294109.3295657>

Book Contributions

Dorothe Smit. 2022. Vignette: Reintegrating Studios into Conferences. In *Weaving fire into form*, Brygg Ullmer, Orit Shaer, Ali Mazalek and Caroline Hummels (eds.). Association for Computing Machinery, New York, NY.

Magazine Articles

Martin Murer, Verena Fuchsberger, Alina Krischkowsky, Bernhard Maurer, Alexander Meschtscherjakov, **Dorothe Smit**, and Manfred Tscheligi. 2019. Day in the Lab: Center for HCI, University of Salzburg. *Interactions* 27, 18–21.

APPENDIX C: CONFERENCE ATTENDANCE & PARTICIPATION

- 2022** **International Conference on Tangible, Embedded, and Embodied Interaction (Daejon, Korea/online):** paper presenter
- 2021** **International Conference on Tangible, Embedded, and Embodied Interaction (Salzburg, Austria/online):** paper presenter, workshop chair, diversity & inclusion chair
- 2020** **International Conference on Tangible, Embedded, and Embodied Interaction (Sydney, Australia):** graduate student consortium participant
International Conference on Designing Interactive Systems (Eindhoven, the Netherlands/online): social media chair
- 2019** **International Conference on Human Factors in Computing Systems (Glasgow, Scotland):** attendee, symposium participant “EduCHI”
International Conference on Tangible, Embedded, and Embodied Interaction (Phoenix, Arizona): workshop host “Be the Meeple: New Perspectives on Traditional Board Games”
European Conference on Computer-Supported Cooperative Work (Salzburg, Austria): paper presenter, workshop host “Material Manifestations of Dislocation and (Re)connection”
- 2018** **International Conference on Tangible, Embedded, and Embodied Interaction (Stockholm, Sweden):** paper presenter, poster/demo presenter
- 2017** **International Conference on Tangible, Embedded, and Embodied Interaction (Yokohama, Japan):** paper presenter, student volunteer
International Conference on Designing Interactive Systems (Edinburgh, UK): paper presenter, workshop participant in “Design Tools and Materials in Creative Work”
- 2016** **International Conference on Tangible, Embedded, and Embodied Interaction (Eindhoven, the Netherlands):** paper presenter, student volunteer