

CV: **Kay Kender**
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Short Overview

Transdisciplinary Background

As a designer who has laterally entered into Human-Computer Interaction research, I work trans-disciplinarily and advocate the cause of aesthetic and experiential knowledge.

Design Justice and Participatory Design

I practice Participatory Design research as a way to enact Design Justice and include marginalised perspectives.

Education

Magister (Mag. Des. Ind.) in Industrial Design Investigations (2011–2017) with distinction

[Die Angewandte](#) (University of Applied Arts) Vienna, Austria
Future of Healthcare In Austria: Practical Artefacts, Video Series and Exhibition
Examination Board: Univ.-Prof. Anab Jain, MA (chair), Univ.-Prof. Dr. phil. Alison J. Clarke, MA (RCA), Sen. Art. Dipl.-Ing. Nikolas Heep, Univ.-Prof. Mag. Art. Christoph Kaltenbrunner, BSc.

Internships and Exchanges:

Design Research and Innovation internship at [BMW München](#), Germany, 2018 (5 months)
Fashion Design and Marketing internship at [Scintilla Reykjavik](#), Iceland 2016 (3 months)
Exchange Semester [funded by Erasmus+](#), [National College of Art and Design Dublin](#), Ireland 2015 (4 months)
Advertisement and Graphic Design internship at [Kairos](#), Villach, Austria 2014 (1 month)

Academic Positions

PhD Student and Teaching Assistant (2020–ongoing)

[TU Wien](#), Austria, Institute for Human-Computer Interaction
PhD Topic: *Social Media Design Power*, an exploration of the design of social media

Project Assistant (2018–2020)

TU Wien, Austria, Institute for Human-Computer Interaction
Designer and researcher for the [Social Play Technologies](#) project, funded by the FWF (science fund Austria) and led by Dr. Christopher Frauenberger, participatory design of digital playthings with neurodiverse groups of children

Freelance

1070 Unseen – Signals from Offscreen

Social design project for the *Vienna Design Week* in cooperation with [Caritas Wien Heimhilfe](#) (home help)
Team project with Alexandra Fruhstrofer, Lisa Hofer, Johanna Pichlbauer, audio installation bringing voices from home-bound people to a design festival. [Read more here](#).

Teaching

Critical Design (2022–ongoing)

TU Wien, course in the informatics master's program engaging practically with critical design processes.

Ways of Thinking in Informatics (2020—ongoing)

TU Wien, course in the informatics bachelor's program exploring different approaches to informatics and critically engaging the real-world impact of computing technology

Storytelling through Design (2018—2019)

[SAE Wien](#), lecture and workshop series covering comics, writing, world-building, character building and object design for game designers

Social Responsibility for Game Designers (2018—2019)

SAE Wien, workshop on game ethics and issues in the game industry and community

Visual and Verbal Communication Basics (2018—2020)

SAE Wien, workshops on presentation techniques and scientific writing

Thesis Advising

Bachelor Thesis – Anna Schwaninger

2021—ongoing
Co-advised with Geraldine Fitzpatrick

Bachelor Thesis – Victoria Leskoschek

2021—ongoing
Co-advised with Peter Purgathofer

Bachelor Thesis – Peter Zahradnik

2020-2021: *Design of a female character that actively opposes the sexist stereotypes in League of Legends*
([read more here](#))

Awards and Honours

[Ars Docendi Staatspreis für exzellente Lehre 2021 \(recognition award\)](#)

As part of the team working on *Ways of Thinking in Informatics* in the category *Methods of Distance Learning and their Sustainable Application*

[Stadtarbeit und Erste Bank MehrWERT-Designpreis 2018](#)

Awarded for the team social design project *1070 Unseen – Signals from Offscreen*

Service

Reviewing

Conferences: [Human Factors in Computing Systems](#) (CHI), [Computer Supported Cooperative Work](#) (CSCW), [Designing Interactive Systems](#) (DIS), [Interaction Design and Children](#) (IDC), [International Symposium on Wearable Computers](#) (ISWC), [Nordic Conference on Human-Computer Interaction](#) (NordiCHI)

Journals: [International Journal of Co-Creation in Design and the Arts](#) (CoDesign), [International Journal of Human-Computer Studies](#) (IJHCS)

Committee and Workshops

Designing Interactive Systems – [DIS 2021](#) – Student volunteer
Graz Kulturjahr 2020 – [Wer schafft die Arbeit?](#) – Workshop preparation and conduction support

Design Service

I frequently provide colleagues with design assistance for e.g. logos, thesis covers, figures and graphics, and design advice

Languages

I speak German (fluent), English (fluent), Romanian (fluent), French (intermediate), and Japanese (beginner).

Translation Work

[Cultural Places](#) – Translation DE-EN (2015-2016)

[May I Introduce: Alien](#) – Audio Translation and voice synchronisation DE-EN (2020)

Peer-Reviewed Publications

The Shape of Social Media: Towards Addressing (Aesthetic) Design Power (upcoming)

K. Kender, C. Frauenberger – Conference paper, DIS2022, 2022

FaceSavr™: Designing Technologies with Allistic Adults to Battle Emotion Echolalia

K. Kender, K. Spiel – Extended abstract, CHI'22, 2022

Insights for Educational Practice from a Thematic Analysis of Student Experiences with Speculative Design Mini-Projects about Personal Issues

K. Kender, P. Purgathofer – Journal article, IxD&A 51 – Special Issue on Speculative and Critical Design: approaches and influences in education, 2022

Flipping a 700 Student Classroom

P. Purgathofer, K. Kender – Conference presentation, END 2021

Leaving the Field: Designing a Socio-Material Toolkit for Teachers to Continue to Design Technology with Children

L. Scheepmaker, K. Kender, C. Frauenberger, G. Fitzpatrick – Conference paper, CHI'21, 2021

Children as Designers – Recognising divergent creative modes in Participatory Design

K. Kender, C. Frauenberger, J. Pichlbauer, K. Werner – Conference paper, NordiCHI'20, 2020

Designing Social Play Things

C. Frauenberger, K. Kender, L. Scheepmaker, K. Werner, K. Spiel – Conference paper, NordiCHI'20, 2020

Design Exhibitions

1070 Unseen: Signale aus dem Off – 2018, *Vienna Design Week*, Vienna – Audio installation

Healthcare Now – 2017, *The Essence*, Vienna – Future doctor's table artefact and video installation

Potluck – 2015, *Spectrum 53°N 6°W*, Dublin – Hand-made ceramic dinner game prototype

Capsule – 2015, *Cumulus Milan*, Milano – Poster presenting a fictional post-biodiversity food concept

Urine Fertilizer Machine No. 1 – 2012, *The Essence*, Vienna – Prototype of a machine that turns human urine into fertiliser

Casual Talks and Interviews

Book discussion for [Pandora, Wiener Kreis zur Digitalphilosophischen Anthropologie](#) about *Robo Sapiens Japonicus: Robots, Gender, Family and the Japanese Nation* by Jennifer Robertson

Interview [On the Importance of Stories in Design](#) – commentary for the [Design Decode](#) initiative - 2018
