

CV: **Kay Kender**
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Short Overview

Transdisciplinary Background

As a designer in Human-Computer Interaction research, I work transdisciplinarily and advocate for experiential knowledge and research sustainability and dissemination. My academic work translates into my creative work, which is more publicly accessible.

Design Justice and Participatory Design

I practice Participatory Design research as a way to enact Design Justice and include marginalised perspectives, focusing especially on topics relating to gender, neurodivergence, and nature.

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)

I speak German (fluent), English (fluent), Romanian (fluent), French (intermediate), Japanese (beginner). I am currently attempting to learn ÖGS (Austrian Sign Language).

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 (see project description below).

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

Academic Projects

Social Media Design Power

The field of HCI is still grappling to understand how specific design features, as well as design as a whole, connects to the effects social media have on us both at individual and societal levels. Because there are indications that social media impact those disproportionately who are already marginalised, I use participatory design techniques to examine alternative social media designs with neurodivergent and queer participants. Personal PhD Project, not externally funded.

Non-Academic Projects

Der Schnilf

Children's book (German) on depression and community support, available in most bookstores in Germany and Austria. Sneak peak available [here](#).

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

Copy-Paste Hentai! (2023)

Arse Elektronika Linz, educational workshop queering and critically engaging with Hentai. With Ekaterina Osipova.

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

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), [Transactions on Accessible Computing](#) (TACCESS)

Committee and Workshops

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

Design Service

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

Community Service

Workshops on Storytelling and Visual Storytelling, HTL Villach
Lectures on Social Media and Well-being, Gymnasium Billrothstraße Wien

Translation

I frequently assist colleagues with English proofreading e.g. papers and theses. I have also worked professionally as a translator in the past:

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

[Cultural Places](#) – In-House translator DE-EN (2015-2016)

Thesis Advising

Bachelor Thesis – Jan König

2022–2023: *Vom Tröten & Zwitschern – Zwei Kurznachrichtendienste im Kontext von Wohlbefinden*

Bachelor Thesis – Anna Schwaninger

2021–2022 (Co-advised with Geraldine Fitzpatrick): *Wenn der Lückenfüller zur Routine wird – Wie Studierende Zeit und Identität auf sozialen Medien wahrnehmen, konstruieren und gestalten*

[\(read more here\)](#)

Bachelor Thesis – Victoria Leskoschek

2021–2022: *Learnings from Utopian and Dystopian Narratives in Participatory Speculative Critical Design Settings*

Bachelor Thesis – Peter Zahradnik

2020-2021: *Design of a female character that actively opposes the sexist stereotypes in League of Legends*

[\(read more here\)](#)

Peer-Reviewed Publications

[Banal Autistic Social Media: A Found Footage Auto-Ethnography](#)

K. Kender, K. Spiel – Experience Report, ASSETS 2023

[Criptopias: Speculative Stories Exploring Worlds Worth Wanting](#)

R. Angelini, S. Burtscher, F. Fussenegger, K. Kender, K. Spiel, F. Steinbrecher, O. Suchanek – alt.chi paper, CHI'23, 2023

[Tumblr is Queer and Twitter is Toxic: Speculating About the Vibe of Social Media Spaces](#)

K. Kender – critique, NordiCHI'22, 2022

[Ethical Future Environments: Engaging refugees in Smart City participation](#)

L. Scheepmaker, T.Aal, K. Kender, S. Vallis, K. Aal, N. Smith, M. Melenhorst, A. Van Twist, M. Veenstra, D.Schuler, C. Müller, V. Wulf, A.Weibert – workshop, NordiCHI'22, 2022

[Reflections on Ableism in Participatory Technology Design](#)

K. Gerling, K. Kender, K. Spiel, S. Van der Oord, D. Bayens, A. Depoortere, M. Aufheimer – position paper, Mensch und Computer 2022, 2022

[The Shape of Social Media: Towards Addressing \(Aesthetic\) Design Power](#)

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

[FaceSavr™: Designing Technologies with Allistic Adults to Battle Emotion Echolalia](#)

K. Kender, K. Spiel – alt.chi paper, 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

[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 – full paper, CHI'21, 2021

[Children as Designers – Recognising divergent creative modes in Participatory Design](#)

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

[Designing Social Play Things](#)

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

Other Academic Publications

[Ecofeminist Design for Digital Third Spaces](#)

D. Singh, K. Kender – essay, *ACM Interactions* Vol. 30 Iss. 4, 2023.

[Flipping a 700 Student Classroom](#)

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

Exhibition Pieces

Object Sexualification – 2023, *Arse Elektronika*, Linz – **Artefact and video installation**

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

Healthcare Now – 2017, *The Essence*, Vienna – **Artefact and video installation**

Potluck – 2015, *Spectrum 53°N 6°W*, Dublin – **Hand-made ceramics**

Capsule – 2015, *Cumulus Milan*, Milano – **Poster**

Urine Fertilizer Machine No. 1 – 2012, *The Essence*, Vienna – **Design Prototype**

Invited Talks

2023: Banal Autistic Social Media & Reversing Participatory Design Norms at the [Celebrating Neurodiversity: Ichi-Go Ichi-E Symposium](#) (mentioned around 13:00-17:00 in Joi Ito's podcast [#24 自閉症スペクトラム当事者による研究から新たな視点を探る](#)).

Casual Talks

2019: Book discussion for the Pandora-8 Meeting of [Homo Digitalis – Wiener Kreis zur Digitalphilosophischen Anthropologie](#) of the book *Robo Sapiens Japonicus: Robots, Gender, Family and the Japanese Nation* by Jennifer Robertson.

2018: Interview [On the Importance of Stories in Design](#) – commentary on creative work for the [Design Decode](#) initiative.

Readings

2023: Readings of "The Schniif" and drawing activities with children aged 3-5 at [lesen.hören festival in Mannheim](#) and children aged 6-8 at [BücherBühne Wien](#).
