vita

Eli Blevis, PhD

Professor of Informatics (Full Rank, Tenured)
School of Informatics, Computing, & Engineering (SICE)
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Visiting (Ongoing) & Adjunct (Appointed) Professor of Interaction Design
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Eli Blevis is Professor of Informatics in the Human-Computer Interaction Design (HCI/d) program of the School of Informatics, Computing, & Engineering (SICE) at Indiana University, Bloomington (IUB). He is also a Visiting & Adjunct Professor of Interaction Design at the Hong Kong Polytechnic University (PolyU) School of Design (SD). His primary area of research, and the one for which he is best known, is sustainable interaction design. His research also engages visual thinking—especially photographic foundations of HCI, and design theory—especially transdisciplinary design.

Kindly see:

Website and Syllabi are here. Most publications can de accessed in full text form on this site.

Also see:

Google Scholar index is here and here

ACM author index is here

ACM author-izer access is here

HCI Bibliography author index is here

Academia Edu profile is here

Research Gate Profile is here

Semantic Scholar Profile is here

contents

research interests

Design and Human-Computer Interaction (HCI): Sustainable Interaction Design; Visual Thinking and Digital Imagery; Design Theory and Transdisciplinary Design.

education

- Doctor of Philosophy: Computing & Information Sciences, Queen's University at Kingston, Canada M.A. Jenkins, Advisor. Dissertation: A Computational approach to creative reasoning systems (1990)
- Master of Science: Computing & Information Sciences, Queen's University at Kingston, Canada M.A. Jenkins and J.I. Glasgow, Advisors. Thesis: Logic programming in NIAL (1986)
- Bachelor of Music: First Class Honors, Queen's University at Kingston, Canada (1982)

professional experience

- Director, Strategic Design and User Experience Design, UNext, LLC, Deerfield IL. Reported to Vice President Donald Norman (2000 to 2002)
- Consultant on retainer, Director of Advanced Technologies, SECURA Insurance Companies, Appleton WI. Reported to Vice President Scott Huiras (1994 to 2000)
- Consultant, Principal, Eastlake/Eastlake Technologies, LLC, Chicago IL (1994 to 2002)

teaching & research experience

- Professor, Human-Computer Interaction Design, School of Informatics and Computing (SoIC), Indiana University (IU) at Bloomington, IN (2016 to present).
- Visiting & Adjunct Professor (annual), School of Design, The Hong Kong Polytechnic University (2012 to present).
- Director, Human-Computer Interaction Design Program, SoIC, IU (2011-2016).
- Associate Professor (with tenure), Human-Computer Interaction Design, SoIC, IU (2008 to 2016).
- Assistant Professor, Human-Computer Interaction Design, SoIC, IU (2002 to 2008).
- Adjunct Faculty, Institute of Design, IIT Chicago (2000 to 2002)
- Assistant Professor, Institute of Design, IIT Chicago (1995 to 2000) (Resigned to work at UNext)
- Research Faculty (Software Design/Engineering), The Institute for the Learning Sciences, Northwestern University, Evanston IL (1990 to 1994)
- Research Assistant, Adjunct Instructor, Queen's University at Kingston, Canada (1985 to 1990)

Selected Publications

Except as noted, these publications are available in full text <u>here</u>

(eli.informatics.indiana.edu)

(1) Selection of Single Authored Publications by Theme

Sustainability

[1]   Eli **Blevis**. 2018. Seeing What Is and What Can Be: On Sustainability, Respect for Work, and Design for Respect. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '18).* ACM, New York, NY, USA, (to appear).

   [full paper, double-blind review, 4 reviews, acceptance rate = 25.1%, or 667/2657 submissions, please request advance copy by email]

[2]   🏆   Eli **Blevis**. 2007. (**Best Paper Award**). Sustainable interaction design: invention & disposal, renewal & reuse. In *Proceedings of the SIGCHI conference on Human factors in computing systems (CHI '07).* ACM, New York, NY, USA, 503-512.

   [full paper, double-blind review, 5 reviews, best paper rate = 1%, or 7/840 submissions]
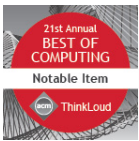
Visual Thinking

[3]   Eli **Blevis**. 2016. Being Photo-Visual in HCI and Design. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems* (DIS '16). ACM, New York, NY, USA, 983-995.

   [full paper, double-blind review, 5 reviews, acceptance rate: 26%, 108/418]

[4]   Eli **Blevis**. 2016. The Visual Thinking Gallery: A Five Year Retrospective. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems* (DIS '16). ACM, New York, NY, USA, 1096-1110.

   [pictorial full paper (archival), double-blind review, 4 reviews, acceptance rate: 26%, 13/49]

[5]   🏆   Eli **Blevis**. 2014 (**Best Pictorial Award**). Stillness and motion, meaning and form. In *Proceedings of the 2014 conference on Designing interactive systems (DIS '14).* ACM, New York, NY, USA, 493-502.

   [pictorial full paper (archival), double-blind review, 4 reviews, acceptance rate: 18%, 10/56]

Design Education, Design Theory, Transdisciplinary Design

[6]   Eli **Blevis**. 2012. The PRInCiPleS Design Framework. In John M. Carroll (ed.). *Human-Computer Interaction Series, 1, Volume 20, Creativity and Rationale,* Springer, Pages 143-169.

   [chapter, double-blind review, 2 reviews, 2 review rounds]

(2) Selection of Collaborative Publications by Theme

Sustainability: Digital Infrastructure

[7]   🏆🏆 Chris Preist, Daniel Schien, and Eli **Blevis**. 2016. (**Best Paper Award, Selected for Computing Reviews 21st Annual Best of Computing Notable Books and Articles List**). Understanding and Mitigating the Effects of Device and Cloud Service Design Decisions on the Environmental Footprint of Digital Infrastructure. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems* (CHI '16). ACM, New York, NY, USA, 1324-1337.

   [full paper, double-blind review, 5 reviews, best paper rate = 1%, or 23/2350 submissions]

Sustainability: Re-Conceptualizing Fashion for Good

[8]   Yue Pan, David Roedl, Eli **Blevis**, and John C. Thomas. 2015. Fashion Thinking: Fashion Practices and Sustainable Interaction Design. *International Journal of Design 9*(1), 53-66.

   [journal paper, double-blind review, 2 review rounds]

Sustainability: Adaptation to Collapse

[9]   Bill Tomlinson, Eli **Blevis**, Bonnie Nardi, Donald J. Patterson, M. SIX Silberman, and Yue Pan. 2013. Collapse informatics and practice: Theory, method, and design. *ACM Transactions on Computer Human Interaction 20, 4,* Article 24 (September 2013), 26 pages.

   [journal paper, single-blind review, 4 reviews, acceptance rate (special issue): 17%, 6/35]

[10]   🏅🏆 Bill Tomlinson, M. Six Silberman, Donald Patterson, Yue Pan, and Eli **Blevis**. 2012. (**Honorable Mention, CCC Sustainability Award**). Collapse informatics: augmenting the sustainability & ICT4D discourse in HCI. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '12).* ACM, New York, NY, USA, 655-664.

   [full paper, double-blind review, 4 reviews, honorable mention rate = 5%, acceptance rate: 23%, 370/1577]

Design Education, Design Theory, Transdisciplinary Design

[11]   Eli **Blevis**, Kenny Chow, Ilpo Koskinen, Sharon Poggenpohl, and Christine Tsin. 2014. Billions of interaction designers. *interactions 21*, 6 (October 2014), 34-41.

   [feature article, significant editorial review]

(3) Very Recent Archival Publications

Reviewed, archival full papers, pictorials, or chapters

[12]   Eli **Blevis** and Shunying An Blevis. 2018 (to appear). Design Inspirations from the Wisdom of Years. In *Proceedings of ACM Designing Interactive Systems DIS'18*, Hong Kong. ACM Press.

        [pictorial full paper, double-blind review, 4 reviews, acceptance rate=25% 17/69]

[13]   Eli **Blevis**. 2018. Photo Essay 1: Selfie Time. Photo Essay 2: Artifice and Nature. Photo Essay 3: Rooftop Garden. Photo Essay 4: Classroom Exercise. Photo Essay 5: Airstream. Photo Essay 6: Locked Gate. In Mike Hazas and Lisa Nathan (Eds.) *Digital Technology and Sustainability: Engaging the Paradox.* London and New York: Routledge, pp 1,14,67,125,185,234.

        [photographs with commentaries, significant editorial review, access here]

[14]   David Roedl, William Odom, & Eli **Blevis**. 2018. Three Principles of Sustainable Interaction Design, Revisted. *Digital Technology and Sustainability: Engaging the Paradox*. London and New York: Routledge, pp. 17-30.

        [full chapter, zero-blind review, 2 reviews, access here]

[15]   Eli **Blevis**, Chris Preist, Daniel Schien, and Priscilla Ho. 2017. Further Connecting Sustainable Interaction Design with Sustainable Digital Infrastructure Design. In *Proceedings of the 2017 Workshop on Computing Within Limits* (LIMITS '17). ACM, New York, NY, USA, 71-83.

        [full paper, zero-blind review, 2 reviews]

[16]   Eli **Blevis**. 2017. Qualities of Focus. In *Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition* (C&C '17). ACM, New York, NY, USA, 309-322.

        [pictorial full paper, double-blind review, 2 reviews]

publications: scholarly press book chapters

[17]   Eli Blevis. 2018. Photo Essay 1: Selfie Time. Photo Essay 2: Artifice and Nature. Photo Essay 3: Rooftop Garden. Photo Essay 4: Classroom Exercise. Photo Essay 5: Airstream. Photo Essay 6: Locked Gate. In Mike Hazas and Lisa Nathan (Eds.) *Digital Technology and Sustainability: Engaging the Paradox.* London and New York: Routledge, pp 1,14,67,125,185,234.
        [photographs with commentaries, significant editorial review, access here]

[18]   David Roedl, William Odom, & Eli Blevis. 2018. Three Principles of Sustainable Interaction Design, Revisted. *Digital Technology and Sustainability: Engaging the Paradox*. London and New York: Routledge, pp. 17-30.
        [full chapter, zero-blind review, 2 reviews, access here]

[1]   Eli Blevis. 2014. Introduction to Grow. In Jaz Choi, Marcus Foth, & Gregory Hearn (Eds.). *Eat, Cook, Grow: Mixing Human-Food Interactions with Human-Computer Interactions.* MIT Press.
        [critical review of other works in the same volume, invited, significant editorial review]

[2]   Eli Blevis. 2012. The PRInCiPleS Design Framework. In John M. Carroll (ed.). *Human-Computer Interaction Series, 1, Volume 20, Creativity and Rationale,* Springer, Pages 143-169. (Also appears as a 2011 Technical Report listed below).
        [chapter, double-blind review, 2 reviews, 2 rounds]

[3]   Jaz Hee-jeong Choi & Eli Blevis. 2011. Advancing design for sustainable food cultures. In Foth, Marcus, Forlano, Laura, Satchell, Christine, & Gibbs, Martin (Eds.) *From Social Butterfly to Engaged Citizen : Urban Informatics, Social Media, Ubiquitous Computing, and Mobile Technology to Support Citizen Engagement.* MIT Press.
        [chapter, single-blind review, 4 reviews]

[4]   Eli B. Blevis, Michael A. Jenkins, and Janice I. Glasgow. 1992. Motivations, sources, and initial design ideas for CALM: a composition analysis/generation language for music. In *Understanding music with AI,* Mira Balaban, Kemal Ebcioğlu, and Otto Laske (Eds.). MIT Press, Cambridge, MA, USA 140-154.
        [chapter]

publications: journals

[5]   Yue Pan, David Roedl, Eli Blevis, and John C. Thomas. 2015. Fashion Thinking: Fashion Practices and Sustainable Interaction Design. *International Journal of Design 9*(1), 53-66.

>   [journal paper, double-blind review, 2 review rounds]

[6]   Bill Tomlinson, Eli Blevis, Bonnie Nardi, Donald J. Patterson, M. SIX Silberman, and Yue Pan. 2013. Collapse informatics and practice: Theory, method, and design. *ACM Transactions on Computer Human Interaction 20, 4,* Article 24 (September 2013), 26 pages.

>   [journal, single-blind review, 4 reviews, acceptance rate (special issue) : 17%, 6/35]

[7]   Eli Blevis. 2011. Book Review: (Bill Tomlinson's) Greening through IT: Information Technology for Environmental Sustainability. *Environmental Health Perspectives 119:a96-a96.*

>   [book review, significant editorial review, journal impact factor = 7.26]

[8]   Heekyoung Jung, Shaowen Bardzell, Eli Blevis, James Pierce, & Erik Stolterman. 2011. How Deep Is Your Love: Deep Narratives of Ensoulment and Heirloom Status. *International Journal of Design 5*(1)*: 85-98. ISSN: 1994-036X (online); 1991-3761 (print).

>   [journal, double-blind review, 2 reviews]

[9]   Eli Blevis, Youn Kyung Lim, Erik Stolterman, and Kevin Makice. 2008. The Iterative Design of a Virtual Design Studio. *Techtrends: A Journal of the Association for Educational Communications and Technology.* Springer US. Volume 52, Number 1. 74-83.

>   [journal, single-blind review, 1 review]

[10]   Eli Blevis. 2006. Advancing Sustainable Interaction Design: Two Perspectives on Material Effects. *Design Philosophy Papers. 2006* #4. Team D/E/S, Queensland, AU. ISSN 1448-7136 (25 pages).

>   [journal, invited, significant editorial review]

[11]   Jay Melican, Sharon Poggenpohl, Richard Venesky, Eli Blevis, Andy Cargile, and Alon Friedman. 1996. Alphabet Highway: Literacy in a Digital Context. I*nformation Design Journal 8/*3. London: Information Design Journal Ltd.

>   [journal]

[12]   Alex Kass, Robin Burke, Eli Blevis, and Mary Williamson, 1994. Constructing learning environments for complex social skills. *The Journal of the Learning Sciences.* 3(4). Pages 387-427.

>   [journal]

[13]   Eli Blevis, Robin Burke, Janice Glasgow, and Nicholas Duncan. 1991. The Life Analysis & Depreciation Integrated Exemplar System (LADIES). *Int. J. Expert Syst. 4*, 2 (January 1991), 141-155.

>   [journal]

[14]   Janice Glasgow, Michael A. Jenkins, Eli Blevis, and Michele Feret. 1991. Logic Programming with Arrays. *IEEE Transactions on Knowledge and Data Engineering. Volume 3*, Number 3. Pages 307-319.

>   [journal]

[15]   Eli Blevis, Michael A. Jenkins, and Edmund Robinson. 1989. On Seeger's Music Logic. *Interface Special Issue: Models of Musical Communication and Cognition* Editor: Marc Leman, 18, 1-2. 9-31.

[journal]

publications: reviewed conferences

[16]   Eli Blevis. 2018. Seeing What Is and What Can Be: On Sustainability, Respect for Work, and Design for Respect. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '18).* ACM, New York, NY, USA, (to appear).

   [full paper, double-blind review, 4 reviews, (conditional) acceptance rate = 25.1%, or 667/2657 submissions, please request advance copy by email]

[17]   Eli **Blevis** and Shunying An Blevis. 2018 (to appear). Design Inspirations from the Wisdom of Years. In *Proceedings of ACM Designing Interactive Systems DIS'18*, Hong Kong. ACM Press.

   [pictorial full paper, double-blind review, 4 reviews, acceptance rate=25% 17/69]

[18]   Eli Blevis, Chris Preist, Daniel Schien, and Priscilla Ho. 2017. Further Connecting Sustainable Interaction Design with Sustainable Digital Infrastructure Design. In *Proceedings of ACM LIMITS 2017, Third Workshop on Computing within Limits.* June 22-24, Santa Barbara, CA, USA.

   [full paper, single-blind review, 2 reviews]

[19]   Eli Blevis. 2017. Qualities of Focus. In *Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition* (C&C '17). ACM, New York, NY, USA, 309-322.

   [pictorial full paper (archival), double-blind review, 2 reviews]

[20]   🏆 🏆 Chris Preist, Daniel Schien, and Eli Blevis. 2016. (Best Paper Award, Selected for Computing Reviews 21st Annual Best of Computing Notable Books and Articles List). Understanding and Mitigating the Effects of Device and Cloud Service Design Decisions on the Environmental Footprint of Digital Infrastructure. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems* (CHI '16). ACM, New York, NY, USA, 1324-1337.

   [full paper, double-blind review, 5 reviews, best paper rate = 1%, or 23/2350 submissions]

[21]   Eli Blevis. 2016. The Visual Thinking Gallery: A Five Year Retrospective. In *Proceedings of the 2016 conference on Designing interactive systems (DIS '16).* ACM, New York, NY, USA, 1096-1110.

   [pictorial full paper (archival), double-blind review, 4 reviews, acceptance rate: 26%, 13/49]

[22]   Eli Blevis. 2016. Being Photo-Visual in HCI and Design. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems* (DIS '16). ACM, New York, NY, USA, 983-995.

   [full paper, double-blind review, 5 reviews, acceptance rate: 26%, 108/418]

[23]   🏆 Eli Blevis. 2014 (Best Pictorial Award). Stillness and motion, meaning and form. In *Proceedings of the 2014 conference on Designing interactive systems (DIS '14).* ACM, New York, NY, USA, 493-502.

   [pictorial full paper (archival), double-blind review, 4 reviews, acceptance rate: 18%, 10/56]

[24]   Yue Pan and Eli Blevis. 2014. Fashion thinking: lessons from fashion and sustainable interaction design, concepts and issues. In *Proceedings of the 2014 conference on Designing interactive systems* (DIS '14). ACM, New York, NY, USA, 1005-1014.

   [full paper, double-blind review, 4 reviews, acceptance rate: 26%, 104/402]

[25]   Norman Su, Ashley Tan, & Eli Blevis. 2014. Peering into the Discourse of Industrial Design Training through a
         Sustainability Lens. *Design Thinking Research Symposium, DTRS 2014.* Purdue University, West Lafayette, USA.
         docs.lib.purdue.edu/dtrs/2014/.
              [full paper, single-blind review, 2 reviews. acceptance rate unpublished, likely high]

[26]   Eli Blevis, Kenny Chow, Ilpo Koskinen, Sharon Poggenpohl, and Christine Tsin. 2013. Billions of Interaction Designers.
         In *Proc. DesignEd Asia 2013,* Business of Design Week BoDW, Dec, 2013, Hong Kong.
              [full paper, double-blind review, 2 reviews. acceptance rate unpublished, likely high]

[27]   ⚱ 🏆Bill Tomlinson, M. Six Silberman, Donald Patterson, Yue Pan, and Eli Blevis. 2012. (Honorable Mention, CCC
         Sustainability Award). Collapse informatics: augmenting the sustainability & ICT4D discourse in HCI. In *Proceedings of
         the SIGCHI Conference on Human Factors in Computing Systems (CHI '12).* ACM, New York, NY, USA, 655-664.
              [full paper, double-blind review, 4 reviews,
              honorable mention rate = 5%, acceptance rate: 23%, 370/1577]

[28]   Eli Blevis. 2012. The One Room School House & Design Challenge Based Learning for Design-Oriented HCI Education:
         Initial Results, Reflective Hypotheses, & Collaborative Issues. In Special Session: Human-Centered Issues &
         Interactivity Design (C.HCI&ID 2012). As part of *The International Conference on Collaboration Technologies and
         Systems (CTS 2012)* May 21-25, 2012: Pages 359-366. IEEE Xplore Digital Library.
              [full paper, 2 reviews, acceptance rate unpublished, likely high]

[29]   Yue Pan, David Roedl, John C. Thomas, and Eli Blevis. 2012. Re-conceptualizing fashion in sustainable HCI. In
         Proceedings of the *Designing Interactive Systems Conference (DIS '12).* ACM, New York, NY, USA, 621-630.
              [full paper, double-blind review, 4 reviews, acceptance rate: 20%, 90/449]

[30]   Yue Pan and Eli Blevis. 2011. A survey of crowdsourcing as a means of collaboration and the implications of
         crowdsourcing for interaction design. In *Proceedings Collaboration Technologies and Systems (CTS),* 2011
         International Conference. Philadelphia, PA. 23-27 May 2011. IEEE Xplore. 397-403. 10.1109/CTS.2011.5928716 IEEE
         Xplore Digital Library.
              [full paper, single-blind review, 3 reviews, acceptance rate unpublished, likely high]

[31]   Jaz Hee-jeong Choi and Eli Blevis. 2010. HCI & sustainable food culture : a design framework for engagement. In
         Proceedings of the 6th Nordic Conference on Human-Computer Interaction: Extending Boundaries, ACM, Reykjavik,
         Iceland, pp. 113-117.
              [full paper, double-blind review, 4 reviews, acceptance rate: 28%, 37/134]

[32]   Heekyoung Jung, Eli Blevis, and Erik Stolterman. 2010. Conceptualizations of the Materiality of Digital Artifacts and
         their Implications for Sustainable Interaction Design. *In Proceedings of the Design Research Society DRS2010
         Conference.* Montreal, CA. Design Research Society.
              [full paper, single-blind review, 2 reviews, acceptance rate unpublished, likely middle]

[33]   Yue Pan, Siddharth Maini, and Eli Blevis. 2010. Framing the Issues of Cloud Computing & Sustainability: A Design
         Perspective. In *Proceedings of the 2010 IEEE Second International Conference on Cloud Computing Technology and
         Science (CLOUDCOM '10).* IEEE Computer Society, Washington, DC, USA, 603-608. DOI=10.1109/CloudCom.2010.77
              [full paper, single-blind review, 3 reviews, acceptance rate unpublished, likely high]

[34]   William Odom, James Pierce, Erik Stolterman, and Eli Blevis. 2009. Understanding why we preserve some things and discard others in the context of interaction design. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '09).* ACM, New York, NY, USA, 1053-1062.
         [full paper, double-blind review, 5 reviews, acceptance rate: 25%, 277/1130]

[35]   Eli Blevis, and Erik Stolterman. 2008. The Confluence of Interaction Design and Design: from Disciplinary to Transdisciplinary Perspectives. In *Proc. 2008 Design Research Society Conference.* Sheffield, UK: Design Research Society. 344/1-12.
         [full paper, single-blind review, 2 reviews, acceptance rate unpublished, likely middle]

[36]   Kristin Hanks, William Odom, David Roedl, and Eli Blevis. 2008. Sustainable millennials: attitudes towards sustainability and the material effects of interactive technologies. In *Proceedings of the twenty-sixth annual SIGCHI conference on Human factors in computing systems (CHI '08).* ACM, New York, NY, USA, 333-342.
         [full paper, double-blind review, 5 reviews, acceptance rate: 22%, 157/714]

[37]   James Pierce, William Odom, and Eli Blevis. 2008. Energy aware dwelling: a critical survey of interaction design for eco-visualizations. In *Proceedings of the 20th Australasian Conference on Computer-Human Interaction: Designing for Habitus and Habitat (OZCHI '08).* ACM, New York, NY, USA, 1-8.
         [full paper, double-blind review, 4 reviews, acceptance rate: 49%, 28/57]

[38]   🏆 Eli Blevis. 2007. (Best Paper Award). Sustainable interaction design: invention & disposal, renewal & reuse. In *Proceedings of the SIGCHI conference on Human factors in computing systems (CHI '07).* ACM, New York, NY, USA, 503-512.
         [double-blind review, 5 reviews,
         best paper rate = 1%, acceptance rate: 22%, 182/840]

[39]   Eli Blevis, Kevin Makice, William Odom, David Roedl, Christian Beck, Shunying Blevis, and Arvind Ashok. 2007. Luxury & new luxury, quality & equality. In *Proceedings of the 2007 conference on Designing pleasurable products and interfaces (DPPI '07).* ACM, New York, NY, USA, 296-311.
         [full paper, double-blind review, 4 reviews, acceptance rate unpublished, likely middle]

[40]   Eli Blevis, and Erik Stolterman. 2007. Ensoulment and Sustainable Interaction Design. In *Proceedings of International Association of Design Research Societies Conference IASDR 2007.* Hong Kong Polytechnic University School of Design, Hung Hom, Hong Kong.
         [full paper, single-blind review, 2 reviews, acceptance rate 46%, 300/650]

[41]   Markus Jakobsson, Alex Tsow, Ankur Shah, Eli Blevis, and Youn-Kyung Lim. 2007. What instills trust? a qualitative study of phishing. In *Proceedings of the 11th International Conference on Financial cryptography and 1st International conference on Usable Security (FC'07/USEC'07),* Sven Dietrich and Rachna Dhamija (Eds.). Springer-Verlag, Berlin, Heidelberg, 356-361.
         [short paper, acceptance rate unpublished, likely middle]

[42]   Eli Blevis, Youn Kyung Lim, and Erik Stolterman. 2006. Regarding Software as a Material of Design. In *Proceedings of*

Wonderground 2006 Lisbon, Portugal: Design Research Society. (18 pages).

[full paper, plenary, single-blind review, 2 reviews, acceptance rate unpublished, likely middle]

[43]   Eli Blevis, Youn-Kyung Lim, Muzaffer Ozakca, and Shweta Aneja. 2005. Designing interactivity for the specific context of designerly collaborations. In *CHI '05 Extended Abstracts on Human Factors in Computing Systems (CHI EA '05).* ACM, New York, NY, USA, 1216-1219.

[short paper, double-blind review, 4 reviews, acceptance rate: 23%, 118/508]

[44]   Christy Reed, Hui When Wang, and Eli Blevis, E. 2005. Recognizing Individual Needs and Desires in the Case of Designing an Inventory of Humanity-Centered, Sustainability-Directed Concepts for Time and Travel. *DPPI 2005 Designing Pleasurable Product Interfaces.* Eindhoven, The Netherlands. (32 pages).

[full paper, double-blind review, 2 reviews, acceptance rate unpublished, likely middle]

[45]   Mark Notess and Eli Blevis, 2004. Comparing Human-Centered Design Methods from Different Disciplines: Contextual Design and PRInCiPleS. In *Proceedings of the Design Research Society Futureground 2004 Conference.* Melbourne, Australia: Design Research Society.

[full paper, single-blind review, 2 reviews, acceptance rate unpublished, likely middle]

[46]   Yvonne Rogers, William Hazlewood, Eli Blevis, and Youn-Kyung Lim. 2004. Finger talk: collaborative decision-making using talk and fingertip interaction around a tabletop display. In *CHI '04 Extended Abstracts on Human Factors in Computing Systems (CHI EA '04).* ACM, New York, NY, USA, 1271-1274.

[short paper, double-blind review, acceptance rate: 16%, 93/578]

[47]   Hui When Wang and Eli Blevis. 2004. Concepts that support collocated collaborative work inspired by the specific context of industrial designers. In *Proceedings of the 2004 ACM conference on Computer supported cooperative work (CSCW '04).* ACM, New York, NY, USA, 546-549.

[short paper, double-blind review, acceptance rate: 30%, 53/176]

[48]   Eli Blevis and Alex Kass. 1992. Teaching by Means of Social Simulation. In *Proceedings of the International Conference on the Learning Sciences.* Association for the Advancement of Computing in Education.

[paper]

[49]   Alex Kass and Eli Blevis, 1991. Learning through Experience: An Intelligent Learning-by-Doing Environment for Business Consultants. In *Proceedings of Intelligent Computer-Aided Training* (1991).

[paper]

[50]   Eli Blevis, Michele Feret, and Michael A. Jenkins. 1991. A Computational paradigm for exploring creative musical thought. In Le Fait Musical: Sciences, Technologies, Pratiques, *International Conférence Musique et Assistance Informatique* Eds. B. Vecchione & B. Bel. Marseille: CRSM/MIM. 363-82.

[paper]

publications: full-length articles in ACM and similar periodicals

[51]   Eli Blevis, Sabrina Hauser, and William Odom. 2015. Sharing the hidden treasure in pictorials. *interactions 22,* 3 (April 2015), 32-43.
          [special issue full length feature paper, Invited with significant editorial review]

[52]   Eli Blevis, Kenny Chow, Ilpo Koskinen, Sharon Poggenpohl, and Christine Tsin. 2014. Billions of interaction designers. *interactions 21*, 6 (October 2014), 34-41.
          [feature article, significant editorial review]

[53]   Bill Tomlinson, Donald J. Patterson, Yue Pan, Eli Blevis, Bonnie Nardi, Six Silberman, Juliet Norton, and Joseph J. LaViola, Jr. 2012. What if sustainability doesn't work out? *interactions 19,* 6 (November 2012), 50-55.
          [feature article, significant editorial review]

[54]   Eli Blevis. 2011. Digital imagery as meaning and form in HCI and design: an introduction to the Visual Thinking Backpage Gallery. *interactions 18,* 5 (September 2011), 60-65.
          [feature article, significant editorial review]

[55]   Yue Pan and Eli Blevis. 2011. The cloud. *interactions 18,* 1 (January 2011), 13-16.
          [forum article, significant editorial review]

[56]   Eli Blevis and Shunying Blevis. 2010. Hope for the best and prepare for the worst: interaction design and the tipping point. *interactions 17,* 5 (September 2010), 26-30.
          [feature article, significant editorial review]

[57]   Shaowen Bardzell and Eli Blevis. 2010. The lens of feminist HCI in the context of sustainable interaction design. *interactions 17,* 2 (March 2010), 57-59.
          [forum article, significant editorial review]

[58]   Eli Blevis. 2010. Design challenge based learning (DCBL) and sustainable pedagogical practice. *interactions 17,* 3 (May 2010), 64-69.
          [feature article, significant editorial review]

[59]   Eli Blevis. 2010. Reclaim. *interactions 17,* 1 (January 2010), 44-46.
          [forum article, significant editorial review]

[60]   Yue Pan, Chit Meng Cheong, and Eli Blevis. 2010. The climate change habitability index. *interactions 17,* 6 (November 2010), 29-33.
          [forum article, significant editorial review]

[61]   Kristin Hanks, Larry Riss, Steve Schunk, and Eli Blevis. 2009. Small change, big result. *interactions 16,* 6 (November 2009), 24-27.
          [forum article, significant editorial review]

[62]   Eli Blevis and Erik Stolterman. 2009. Transcending disciplinary boundaries in interaction design. *interactions 16,* 5

(September 2009), 48-51.
> [feature article, significant editorial review]

[63]   Eli Blevis and Susan Coleman Morse. 2009. Food, dude. *interactions 16,* 2 (March 2009), 58-62.
> [forum article, significant editorial review]

[64]   Eli Blevis. 2009. Mellow velo. *interactions 16,* 1 (January 2009), 48-51.
> [forum article, significant editorial review]

[65]   Eli Blevis. 2008. Sustainability implications of organic user interface technologies: an inky problem. *Communications of the ACM 51,* 6 (June 2008), 56-57.
> [article, special issue]

[66]   Eli Blevis. 2008. Two digital divides and four perspectives. *interactions 15,* 1 (January 2008), 61-66.
> [feature article, significant editorial review]

[67]   Jennifer Mankoff, Robin Kravets, and Eli Blevis. 2008. Some Computer Science Issues in Creating a Sustainable World. Computer 41, 8 (August 2008), 102-105.
> [feature article, significant editorial review]

[68]   William Odom, Eli Blevis, and Erik Stolterman. 2008. Personal inventories in the context of sustainability and interaction design. *interactions 15,* 5 (September 2008), 16-20.
> [forum article, significant editorial review]

publications: creative activity

[69]   Eli Blevis. 2017. How to buy ice cream from the red army with a smartphone. *interactions* 25, 1 (December 2017), 80-
         80.
              [photograph, with annotations]

[70]   Eli Blevis. 2017. Woman (seated) with tablet computer. interactions 24, 4 (June 2017), 88-88.
              [photograph, with annotations]

[71]   Eli Blevis. 2017. (Photograph) Selfish-driving car. *interactions* 24, 2 (February 2017), 88-88.
              [photograph, with annotations]

[72]   Eli Blevis. 2017. (Photograph) Woman (Seated) with Tablet Computer. *interactions* 24, 4 (July 2017), 88-88.
              [photograph, with annotations]

[73]   Eli Blevis. 2016. DIY maker electronic supplies concession market in Shenzhen. *interactions* 23, 4 (June 2016), 88-88.
              [photograph, with annotations]

[74]   Eli Blevis. 2016. Red, white, and blue in black and white. *interactions* 23, 3 (April 2016), 80-80.
              [photograph, with annotations]

[75]   Eli Blevis and Bonnie Nardi. 2016. Rooftop garden + fish pond, Jing'an district, Shanghai. *interactions* 23, 2 (February
         2016), 88-88.
              [photograph, with annotations]

[76]   Eli Blevis. 2015. Future robot. *interactions* 23, 1 (December 2015), 88-88.
              [photograph, with annotations]

[77]   Eli Blevis. 2015. Not in use, energy saving. *interactions* 22, 6 (October 2015), 80-80.
              [photograph, with annotations]

[78]   Eli Blevis. 2015. Drones. *interactions* 22, 5 (August 2015), 80-80.
              [photograph, with annotations]

[79]   Eli Blevis. 2015. The CHI 2015 Best Dance Performance. *interactions 22,* 4 (July 2015), 80-80.
              [photograph, with annotations]

[80]   Eli Blevis. 2015. The Use of Color, Variability, and Imperfection in Design. *interactions 22,* 2 (March 2015), 80-80.
              [photograph, with annotations]

[81]   Eli Blevis. 2015. Sunday social gathering, CBD, Hong Kong. *interactions* 22, 1 (January 2015), 80-80.
              [photograph, with annotations]

[82]   Eli Blevis. 2014. Group selfie. *interactions 21*, 6 (October 2014), 88-88.
              [photograph, with annotations]

[83]   Eli Blevis. 2014. Maker paper: folded light art + design. *interactions 21,* 4 (July 2014), 80-80.
         [photograph, with annotations]

[84]   Eli Blevis. 2014. Belongings considered harmful. *interactions 21,* 3 (May 2014), 80-80.
         [photograph, with annotations]

[85]   Eli Blevis. 2014. DIY repair. *interactions* 21, 2 (March 2014), 88-88.
         [photograph, with annotations]

[86]   Eli Blevis. 2014. Ultrabark lapdog bag. *interactions* 21, 1 (January 2014), 80-80.
         [photograph, with annotations]

[87]   Eli Blevis. 2013. Meaning of life elevator. *interactions 20,* 6 (November 2013), 88-88.
         [photograph, with annotations]

[88]   Eli Blevis. 2013. Pressing exit. *interactions 20,* 5 (September 2013), 88-88. DOI=10.1145/2512050.2512053
         [photograph, with annotations]

[89]   Eli Blevis. 2013. Tablet photography. *interactions 20,* 4 (July 2013), 88-88. DOI=10.1145/2486227.2486248
         [photograph, with annotations]

[90]   Eli Blevis. 2013. Lost icons, Paris 2012. *interactions 20,* 1 (January 2013), 88-88.
         [photograph, with annotations]

[91]   Eli Blevis, Yue Pan, David Roedl, & John C. Thomas. 2012. A matter of fit and fashion. *interactions 19,* 4 (July 2012), 96-96.
         [photograph, with annotations]

[92]   Eli Blevis. 2012. Interface, then and now. *interactions 19,* 3 (May 2012), 96-96.
         [photograph, with annotations]

[93]   Lucy Hughes, Douglas Atkinson, and Eli Blevis. 2012. The elsewheres of product engagement. *interactions 19,* 5 (September 2012), 80-80.
         [photograph, with annotations]

[94]   Eli Blevis. 2011. A matter of focus and a question of resolution. *interactions 18,* 6 (November 2011), 88-88.
         [photograph, with annotations]

[95]   Eli Blevis and Shunying Blevis. 2008. Images of sustainable interactions: seeing with the lens of sustainability. *interactions 15,* 3 (May 2008), 27-29.
         [photographs, with annotations]

[96]   Eli Blevis. 2007. Object Obituary: Chairs. *Ambidextrous Magazine.* Issue 8. Stanford, CA: Stanford Design School.
         [photograph, with short essay]

publications: archival, reviewed extended abstracts

[97]   Ankita Raturi, Juliet Norton, Bill Tomlinson, Eli Blevis, and Lynn Dombrowski. 2017. (Extend Abstract, Single-blind Review) Designing Sustainable Food Systems. In *Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '17). ACM, New York, NY, USA, 609-616.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[98]   Bran Knowles, Adrian K. Clear, Samuel Mann, Eli Blevis, and Maria Håkansson. 2016. Design Patterns, Principles, and Strategies for Sustainable HCI. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '16). ACM, New York, NY, USA, 3581-3588.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[99]   Eli Blevis, Ilpo K. Koskinen, Kun-Pyo Lee, Susanne Bødker, Lin-Lin Chen, Youn-kyung Lim, Huaxin Wei, and Ron Wakkary. 2015. Transdisciplinary Interaction Design in Design Education. In *Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '15). ACM, New York, NY, USA, 833-838.
    [extended abstract, single-blind review, panel chairs' summary, acceptance rate unpublished, likely low]

[100]   Eli Blevis, Susanne Bødker, John Flach, Jodi Forlizzi, Heekyoung Jung, Victor Kaptelinin, Bonnie Nardi, and Antonio Rizzo. 2015. Ecological Perspectives in HCI: Promise, Problems, and Potential. In *Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '15). ACM, New York, NY, USA, 2401-2404.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[101]   M. Six Silberman, Eli Blevis, Elaine Huang, Bonnie A. Nardi, Lisa P. Nathan, Daniela Busse, Chris Preist, and Samuel Mann. 2014. What have we learned?: a SIGCHI HCI & sustainability community workshop. In *CHI '14 Extended Abstracts on Human Factors in Computing Systems* (CHI EA '14). ACM, New York, NY, USA, 143-146.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[102]   John C. Thomas, Yue Pan, Thomas Erickson, Eli Blevis, Catherine Letondal, and Aurélien Tabard. 2013. Avec le temps!: time, tempo, and turns in human-computer interaction. In *CHI '13 Extended Abstracts on Human Factors in Computing Systems (CHI EA '13).* ACM, New York, NY, USA, 3303-3306.
    [extended abstract, single-blind review, 2 reviews, acceptance rate: 32%, 630/1963]

[103]   Eli Blevis, Daniela Busse, Samuel Mann, Yue Pan, and John Thomas. 2012. Chi 2012 sustainability community invited SIG: inventory of issues and opportunities. In *CHI '12 Extended Abstracts on Human Factors in Computing Systems (CHI EA '12).* ACM, New York, NY, USA, 1181-1184.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[104]   Eli Blevis, Elizabeth Churchill, William Odom, James Pierce, David Roedl, and Ron Wakkary. 2012. Visual thinking & digital imagery. In *CHI '12 Extended Abstracts on Human Factors in Computing Systems (CHI EA '12).* ACM, New York, NY, USA, 2715-2718.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[105]   Eli Blevis, Yue Pan (Lead Author), David Roedl, & John C. Thomas. 2012. Workshop: Re-conceptualizing Fashion in Sustainable HCI. In *extended abstracts of the 2012 conference on Designing Interactive Systems (DIS EA '12,*

Newcastle, UK). ACM, New York, NY, USA.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[106]   Daniela Busse, Eli Blevis, Richard Beckwith, Shaowen Bardzell, Phoebe Sengers, Bill Tomlinson, Lisa Nathan, and
    Samuel Mann. 2012. Social sustainability: an HCI agenda. In *CHI '12 Extended Abstracts on Human Factors in
    Computing Systems (CHI EA '12).* ACM, New York, NY, USA, 1151-1154.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[107]   Maria Hakansson, Gilly Leshed, Eli Blevis, Lisa Nathan, and Samuel Mann. 2012. Simple, sustainable living. In *CHI '12
    Extended Abstracts on Human Factors in Computing Systems (CHI EA '12).* ACM, New York, NY, USA, 2795-2798.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[108]   Leonardo Bonanni, Daniela K. Busse, John C. Thomas, Eli Blevis, Marko Turpeinen, and Nuno Jardim Nunes. 2011.
    Visible - actionable - sustainable: sustainable interaction design in professional domains. In *Proceedings of the 2011
    annual conference extended abstracts on Human factors in computing systems (CHI EA '11).* ACM, New York, NY, USA,
    2413-2416.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[109]   Azam Khan, Lyn Bartram, Eli Blevis, Carl DiSalvo, Jon Froehlich, and Gordon Kurtenbach. 2011. CHI 2011 sustainability
    community invited panel: challenges ahead. In *Proceedings of the 2011 annual conference extended abstracts on
    Human factors in computing systems (CHI EA '11).* ACM, New York, NY, USA, 73-76.
    [extended abstract, invited and single-blind review acceptance rate: 42%, 391/921]

[110]   Azam Khan, Eli Blevis, and Daniela Busse. 2011. CHI 2011 sustainability community invited SIG: framework & agenda.
    In *Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems (CHI EA
    '11).* ACM, New York, NY, USA, 347-350.
    [extended abstract, invited and single-blind review, acceptance rate: 42%, 391/921]

[111]   Tad Hirsch, Phoebe Sengers, Eli Blevis, Richard Beckwith, and Tapan Parikh. 2010. Making food, producing
    sustainability. In *CHI '10 Extended Abstracts on Human Factors in Computing Systems (CHI EA '10).* ACM, New York,
    NY, USA, 3147-3150.
    [extended abstract, single-blind review, 2 reviews, acceptance rate: 26%, 350/1346]

[112]   Jina Huh, Lisa P. Nathan, Six Silberman, Eli Blevis, Bill Tomlinson, Phoebe Sengers, and Daniela Busse. 2010. Examining
    appropriation, re-use, and maintenance for sustainability. In *CHI '10 Extended Abstracts on Human Factors in
    Computing Systems (CHI EA '10).* ACM, New York, NY, USA, 4457-4460.
    [extended abstract, single-blind review, 2 reviews, acceptance rate: 26%, 350/1346]

[113]   Jaz Choi, Marcus Foth, Greg Hearn, Eli Blevis, and Tad Hirsch. 2009. HCI Design for Sustainable Food Culture. *OZCHI
    2009,* November 23-27, 2009, Melbourne, Australia. ACM: New York, NY.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely high]

[114]   Daniela K. Busse, Eli Blevis, Catherine Howard, Brinda Dalal, David Fore, and Lara Lee. 2009. Designing for a
    sustainable future. In *Proceedings of the seventh ACM conference on Creativity and cognition (C&C '09). ACM,* New
    York, NY, USA, 493-494.

[extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[115]   Elaine M. Huang, Eli Blevis, Jennifer Mankoff, Lisa P. Nathan, and Bill Tomlinson. 2009. Defining the role of HCI in the challenges of sustainability. In *CHI '09 Extended Abstracts on Human Factors in Computing Systems (CHI EA '09).* ACM, New York, NY, USA, 4827-4830.
    [extended abstract, single-blind review, 2 reviews, acceptance rate: 34%, 385/1130]

[116]   Lisa P. Nathan, Eli Blevis, Batya Friedman, Jay Hasbrouck, and Phoebe Sengers. 2008. Beyond the hype: sustainability & HCI. In *CHI '08 Extended Abstracts on Human Factors in Computing Systems (CHI EA '08).* ACM, New York, NY, USA, 2273-2276.
    [extended abstract, single-blind review, 2 reviews, acceptance rate unpublished, likely low]

[117]   Eli Blevis, Youn-kyung Lim, Erik Stolterman, Tracee Vetting Wolf, and Keichi Sato. 2007. Supporting design studio culture in HCI. In *CHI '07 Extended Abstracts on Human Factors in Computing Systems (CHI EA '07).* ACM, New York, NY, USA, 2821-2824.
    [extended abstract, single-blind review, 2 reviews, acceptance rate: 36%, 212/582]

[118]   Jennifer C. Mankoff, Eli Blevis, Alan Borning, Batya Friedman, Susan R. Fussell, Jay Hasbrouck, Allison Woodruff, and Phoebe Sengers. 2007. Environmental sustainability and interaction. In *CHI '07 Extended Abstracts on Human Factors in Computing Systems (CHI EA '07).* ACM, New York, NY, USA, 2121-2124.
    [extended abstract, single-blind review, 2 reviews, acceptance rate: 36%, 212/582]

publications: technical report

[119]   Eli Blevis. 2011. The PRInCiPleS Design Framework. Indiana University School of Informatics & Computing Human-Computer Interaction Design (HCI/d) Program Technical Report Number HCID-2011-001.

publications: other

[120]   Eli Blevis. 2016. (Position Paper) Must Do, Want to Do, Can Do, Can Know (Transdisciplinary Design). In Kun-Pyo Lee and Youn-Kyung Lim (Organizers). *Design 3.0 Panel.* KAIST, Daejeon, (November, 2016).
    [position paper, no significant review]

[121]   Haodan Tan, Huaxin Wei, and Eli Blevis. 2017. (Paper, Light Review) Preserving Craft Heritage by Forging Rural-Urban Connections. In *Graduate Colloquium Pre-conference. International Association of Societies of Design Research (IASDR).* Cincinnati (October 31).
    [full paper, light double-blind review]

[122]   Eli Blevis. 2008. Designers take responsibility. Sidebar (p.64) for: Allison Arieff and Valerie Casey. 2008. (P)REVIEW: Merging design, business, and sustainability: the designers accord. *interactions 15,* 3 (May 2008), 61-66.
    [sidebar, significant editorial review]

[123]   Eli Blevis, 2007. Living Room Totem of the Unsustainable. *Design Philosophy Politics e-zine.*
    [online article, significant editorial review]

[124]   Eli Blevis, Youn-kyung Lim, David Roedl, and Erik Stolterman. 2007. Using design critique as research to link sustainability and interactive technologies. In *Proceedings of the 2nd international conference on Online communities and social computing (OCSC'07),* Douglas Schuler (Ed.). Springer-Verlag, Berlin, Heidelberg, 22-31.
    [conference proceedings, no significant review]

[125]   Kristen Hanks, William Odom, David Roedl, and Eli Blevis. 2007. Sustainable Millennials: Exploring the Material Effects of Information Technologies for a Generation of Excessive Consumption and Exceptional Potential. S*ustainable Transformations: Technology and Its Environments: 31st Annual Humanities and Technology Conference.* Rose-Hulman Institute of Technology. Terre Haute, IN.
    [conference abstract, no significant review]

[126]   Youn-Kyung Lim, Eli Blevis, and Erik Stolterman. 2007. Grand challenges in design research for human-centered design informatics. In *Proceedings of the 2nd international conference on Online communities and social computing (OCSC'07),* Douglas Schuler (Ed.). Springer-Verlag, Berlin, Heidelberg, 106-115.
    [conference proceedings, no significant review]

[127]   Andreas Lund, Palmyre Pierroux, Ingvill Rasmussen, Ole Smørdal, Ingeborg Krange, & Eli Blevis. 2007. Pre-Conference Event for *CSCL 2007: Emerging Issues in Wiki Research: Knowledge Advancement and Design.* CSCL 2007.
    [extended abstract, no significant review]

[128]   Jeff Bardzell, Eli Blevis, and Youn Kyung Lim. 2006. Human Centered Design Considerations. In Jakobsson, M. & Myers, S. (Eds.) *Phishing and Counter-measures: Understanding the increasing problem of electronic identity theft. Wiley.* (20 pages).
    [chapter, invited, no significant review]

[129]   Jeff Bardzell, Eli Blevis, and Youn Kyung Lim. 2006. Behavioral Studies. In Jakobsson, M. & Myers, S. (Eds.) *Phishing and Counter-measures: Understanding the increasing problem of electronic identity theft.* Wiley. (6 pages)
    [chapter, invited, no significant review]

[130]   Eli Blevis, Youn Kyung Lim, and Mouza Ozakca. 2005. The Design Exchange: A Collaborative Online Community for Designers based on Shared Construction of Design Knowledge. *11th International Conference on Human-Computer Interaction: Online Communities and Social Computing,* Las Vegas, NV.
    [conference proceedings, no significant review]

[131]   Eli Blevis and Martin A. Siegel. 2005. The Explanation for Design Explanations. 11th International Conference on Human-Computer Interaction: Interaction Design Education and Research: Current and Future Trends, Las Vegas, NV.
    [conference proceedings, no significant review]

[132]   Martin A. Siegel and Eli Blevis. 2005. HCI Design Graduate Program at the School of Informatics, Indiana University. In Foley, J., Beaudouin-Lafon, M., Grudin, J., Hudson, S., Hollan, J., Olson, J., & Verplank, B. Workshop on Graduate Education in Human-Computer Interaction. *ACM CHI 2005 conference on Human factors and computing systems,* Portland, OR.
    [workshop paper, no significant review]

[133]   Eli Blevis, E. 2004. What Design Is Matters Less Than What Designs Are: Explanations for HCI and Design, a Case Story.

In Zimmerman, J., Evenson, S., Baumann, K., & Purgathofer, P. *Workshop on the relationship between design and HCI. ACM CHI 2004 conference on Human factors and computing systems,* Vienna, Austria. ACM Press. (4 pages).
> [workshop paper, no significant review]

[134]   Eli Blevis, Yvonne Rogers, Martin A. Siegel, William Hazlewood, and Amanda Stephano. 2004. Integrating HCI and Design: HCI/d at IUB, a Design Education Case Story. In Zimmerman, J., Evenson, S., Baumann, K., & Purgathofer, P. *Workshop on the relationship between design and HCI. ACM CHI 2004 conference on Human factors and computing systems,* Vienna, Austria. (4 pages)
> [workshop paper, no significant review]

[135]   Eli Blevis and Jeff Bardzell. 2004 Position Statement: Design Experimentation. *SDS/2K4 Sydney Design Symposium.* Sydney AU. (8 pages).
> [workshop paper, no significant review]

[136]   Jay Melican and Eli Blevis 1997. Building Context-Sensitivity through Behavioral Prototyping: The Development of an Internet-Based Mentoring Program for 5th-12th Grade Students. *Proceedings of WebNet 97 - World Conference of the WWW, Internet & Intranet.* Charlottesville, VA: Association for the Advancement of Computing in Education.
> [conference proceedings]

[137]   Michele Saunders, Jeanne-Marie Sierant, Greg Downey, and Eli Blevis. 1994. The Role of Content Specialists in the Design, Use and Transfer of a Multi-Media Tool-set that Features Believable Interactive Characters. Workshop Presentation at *AAAI-94.*
> [workshop paper]

publications: notes

1. Except for the entries for the scholarly press book in progress, all publications listed in what follows have either appeared, or are in press.

2. Where acceptance rates are unpublished, I use estimates of low = less than 34%, middle = more than 33% and less than 67%, and high = greater than 66%.

3. In addition to acceptance rates and where available, the specific type of publication, the nature of the reviewing—for example, double-blind, single blind, or editor reviewed, the number of reviews received, and the number of rounds of review are recorded in []'s below the publication.

4. Aside from the annual highlights section, the publications are listed under categories of publication type in a (partial) order denoting relative significance as contributions to research, scholarship, and creative activity, and within each category in reverse chronological order. The categories are, in (partial) order of most to least significance:

   scholarly press books : *very significant.*

   scholarly press book chapters *: very significant*.

   journals: *very significant*—this category includes journals, but not periodicals.

   reviewed conference papers : *very significant*—in HCI, as in Informatics & Computing in general, certain competitive, reviewed conferences, particularly ACM SIGCHI conferences, are at least as prestigious as the preceding categories, and for certain particularly competitive technical programs are more prestigious; ACM full proceedings papers, pictorials, and short papers (notes) are archival.

   full-length articles in ACM periodicials: *significant*—this category includes full-length articles that appear primarily in the periodical ACM *interactions*. ACM *interactions* includes several forms of contribution, and it is only the full-length articles which appear in this category. In HCI, as in Informatics & Computing in general, certain periodicals with significant editorial oversight have scholarly standing, and represent a way to reach a broader audience of both researchers and practitioners, with shorter lead times than other venue categories. These include full-length feature, forum, review, and special issue contributions to ACM *Interactions* and *Communications of the ACM*.

   creative activity : *significant*—here, this category includes mostly annotated photographs published regularly in ACM *Interactions*, as the last non-cover page. The images and their annotations communicate insights about interaction design, while also having merit as high production value photographs. This contribution category bridges between HCI and design, and the intention is that these are scholarly contributions in their own right. As of 2014, pictorials (photo essays) are now accepted as archival, competitive review contributions co-equal with archival papers in certain ACM venues.

   archival, reviewed extended abstracts : *significant*—here, this category includes primarily extended abstracts associated with the organization of panels, workshops, and special interest group meetings at ACM SIGCHI conferences. These can be very competitive in terms of acceptance rates, and are considered archival contributions by the ACM.

   technical reports : *somewhat significant*—here, the single technical report has been republished as a scholarly press book chapter.

   other : *not very significant*—here, this category includes book chapters, conference papers and extended abstracts, and workshop papers that may have some merit, but which received so little review or are otherwise limited by the qualities of the venue as to limit their significance as scholarly contributions.

academic awards and honors

- awarded **Best Paper**, World Conference on Human Factors in Computing Systems (ACM CHI 2016) (top 1%) (with Chris Preist – lead author, and Daniel Schein)
- Women in Computing **Inspirational Teacher** Award Nomination 2016, Indiana University School of Informatics and Computing
- Women in Computing **Inspirational Teacher** Award Nomination 2015, Indiana University School of Informatics and Computing
- awarded **Best Pictorial Paper**, ACM Designing Interactive Systems Conference (ACM DIS 2014) (sole paper so awarded among 55 submitted)
- Women in Computing **Inspirational Teacher** Award Nomination 2014, Indiana University School of Informatics and Computing
- Women in Computing **Inspirational Teacher** Award Nomination 2013, Indiana University School of Informatics and Computing
- awarded **Honorable Mention**, World Conference on Human Factors in Computing Systems (ACM CHI 2012) (with Bill Tomlinson – lead author, M. Six Silberman, Donald Patterson, Yue Pan) (top 5%)
- awarded Computing Research Association's Computing Community Consortium **Sustainability Award**, World Conference on 2012 Human Factors in Computing Systems (ACM CHI 2012) (with Bill Tomlinson – lead author, M. Six Silberman, Donald Patterson, Yue Pan) (sole paper so awarded)
- Women in Computing **Inspirational Teacher** Award Nomination 2011, Indiana University School of Informatics and Computing
- awarded **Best Paper**, World Conference on Human Factors in Computing Systems (ACM CHI 2007) (top 1%)

grants

I have many small travel grants and honoraria that are primarily associated with nearly all invited presentations (please see that section). I am compensated for some of my reviewing (MIT Press, Oxford University Press, Berg). I receive substantial honoraria which include travel and accommodation from my appointment at the Hong Kong Polytechnic University School of Design (2012-present). Since 2012, these grants and honoraria from all sources have summed to around 40,000 USD per year.

I do not have a substantial grant history with the US National Scence Foundation (NSF). I have contributed to grant proposals (6), mostly as a Co-PI. I have served on US NSF panels (2), presented at a National Research Council workshop meeting on sustainability (1), and attended a Computing Research Association sustainability event by invitation (1). I have been listed as Co-PI on two substantially funded grants, one with PI Tom Duffy (School of Education, IU), and one with PI Jaz Choi (Queensland University of Technology).

invited presentations

These are invited colloquium presentations, keynotes, discussant engagements, or similar engagements not associated with any particular conference paper. In most cases, the inviting institutions have paid all or most of the expenses, as well as an honorarium.

1. ACM DIS (2018). Invited Panelist: Design Education.

2. KAIST, Daejong (2016). Design 3.0 Panel Presentation: Must do, Want to do, Can do, Can know.

3. Aarhus University (2016). Workshop (Seminar): Pictorials in HCI.

4. KTH, Stockholm (2016). External Committee Member Presentation: Design in the Age of Climate Change.

5. The Hong Kong Polytechnic University School of Design, Hong Kong (2015): Public Talk: Sustainability in HCI and Design: How to Do Less with Design.

6. KAIST Post-CHI 2015 Workshop, Daejong (2015, April): Invited Speaker: Two Photographic Essays (Sustainability)

7. FoodCHI, Brisbane (2014, September): Invited Talk: Sustainable Interaction Design and Food Cultures

8. AIGA Design Educators Conference, Cincinnati (2014, March); Roundtable Chair: Transdisciplinary Design

9. DesignEd Asia Conference: Business of Design Week, Hong Kong (2012, December); Invited Seminar: Transdisciplinary Design as a Fourth Wave Paradigm for HCI and Interaction Design Education

10. *Limousin Economic and Cultural Development Agency, Wif, festival de design interactif*, Limoges (2012, May): Invited Speaker: Sustainable Interaction Design

11. 3TU NIRICT-SIKS Spring School , Technical Universities NL, Rotterdam, NL (2011): Sustainable Interaction Design

12. National Research Council workshop organized by the Committee on Computing Research for Environmental and Societal Sustainability (2010, May): Interaction Design & The Tipping Point

13. IUPUI School of Informatics & Computing (2010, January). Collaborative Competitive Challenge-Based Studio Learning (C3SL) in the Context of HCI & HCC

14. University of Alberta, School of Art & Design (2009, April). Sustainable Interaction Design + Transdisciplinarity & Learning Cultures.

15. Swinburne University of Technology, Faculty of Design, Australia (2008, December). Sustainable Interaction Design.

16. Queen's University at Kingston Canada (2008, October) Sustainable Interaction Design. Distinguished Seminar Series.

17. Parsons the New School for Design (2008, April) Sustainable Interaction Design + Supporting Learning & Technology Cultures.

18. CMU HCI Institute, Pittsburg PA (2008, March) Faculty Seminar: Research, Theory, & Practice of Interaction Design from the Perspective of Sustainability.

19. Umeå University, Sweden. (2007, November) Sustainable Interaction Design.

20. CMC 2007, University of Oslo, Norway (2007, November). Discussant: Sustainability & Materiality. Competence & Media Convergence (CMC) 2007.

21. Hong Kong Polytechnic School of Design (2007, November). Sustainable Interaction Design. (Post IASDR Event Presentation).

22. CMU HCI Institute, Pittsburg PA (2006) Notions of Design with an Emphasis on Sustainability-Centered Interaction Design.

23. University of Washington, Tachoma WA (2006) Notions of Design.

24. Intel Research, Portland OR (2006) Notions of Design.

teaching: curriculum design and classes taught

Classes marked with the symbol (🏆) have received 100% positive student evaluations at least once (data available for IU only).

Curriculum Design (IU)

- Sustainability in HCI and Design (PhD, MS, and Advanced Undergraduate)
- Thesis and Demonstration Project in HCI/d (MS)
- 🏆 Visual Thinking, Meaning & Form in HCI/d (MS and Advanced Undergraduate)
- Visual Literacy in HCI/d (MS and Advanced Undergraduate)
- Foundations of HCI/d (Undergraduate)
- 🏆 Professional Preparation & Portfolio Development, Individual Planning for Interaction Designers (MS, PhD, and Advanced Undergraduate)
- Doctoral Seminar in HCI/d (PhD)

Curriculum Design (PolyU, One Integrated Syllabus)

- Vision and Change (MDes)
- Theories in Interaction Design (MDes)
- Graduate Studio Workshop I & II (MDes)
- Concept Workshop (MDes)
- Demonstration Project (MDes)
- Thesis and Demonstration Project, MDes, Interaction Design (MDes)

Syllabi are here: http://eli.informatics.indiana.edu/indexfull.html#syllabi

teaching: recent publications specifically about learning[1]

- Eli Blevis. 2016. (Position Paper) Must Do, Want to Do, Can Do, Can Know (Transdisciplinary Design). In Kun-Pyo Lee and Youn-Kyung Lim (Organizers). *Design 3.0 Panel.* KAIST, Daejeon, (November, 2016).
- Eli Blevis, Kenny Chow, Ilpo Koskinen, Sharon Poggenpohl, and Christine Tsin. 2014. Billions of interaction designers. *interactions 21*, 6 (October 2014), 34-41. DOI=10.1145/2674931. *Revised and extended from:* Eli Blevis, Kenny Chow, Ilpo Koskinen, Sharon Poggenpohl, and Christine Tsin. 2013. Billions of Interaction Designers. In *Proc. DesignEd Asia 2013,* Business of Design Week BoDW, Dec, 2013, Hong Kong.
- Eli Blevis. 2012. The PRInCiPleS Design Framework. In Jack Carroll (ed.). *Human-Computer Interaction Series, 1, Volume 20, Creativity and Rationale,* Springer, Pages 143-169. Also appears as: Eli Blevis. 2011. The PRInCiPleS Design Framework. *Indiana University School of Informatics & Computing Human-Computer Interaction Design (HCI/d) Program Technical Report* Number HCID-2011-001.
- Eli Blevis. 2012. The One Room School House & Design Challenge Based Learning for Design-Oriented HCI Education: Initial Results, Reflective Hypotheses, & Collaborative Issues. In Special Session: Human-Centered Issues & Interactivity Design (C.HCI&ID 2012). As part of *The International Conference on Collaboration Technologies and Systems (CTS 2012)* May 21-25, 2012: Pages 359-366. IEEE Xplore Digital Library. **Note: This publication includes student teaching evaluation graphs.**
- Eli Blevis. 2010. Design challenge based learning (DCBL) and sustainable pedagogical practice. *interactions 17,* 3 (May 2010), 64-69.
- Eli Blevis and Erik Stolterman. 2009. Transcending disciplinary boundaries in interaction design. *interactions 16,* 5 (September 2009), 48-51.

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[1] These publications are also listed in the complete list by publication type section of these vita

teaching: doctoral students

- Doctorates Awarded:
    Kimberly Sheen, 2017, external examiner (PolyU, Hong Kong)
    Christian Remy, 2017, external examiner (UZH, Switzerland)
    David Roedl, 2016, primary advisor
    Anders Lundström, 2016, external examiner (KTH, Sweden)
    Karthikeya Acharya, 2016, external reviewer (Aalto, Finland)
    Leila Aflatoony, 2015, external examiner (SFU, Canada)
    Yue Pan 2014, primary advisor
    Moushumi Sharmin, 2013, external committee member (UIUC, USA)
    Heekyoung Jung, 2011, committee member
    Rovy Frost Branon 2009, committee member
    Mark Notess 2008, advisor
    Alyssa Wise 2007, committee member

• Current Doctoral Students:
    Kyle Overton, primary advisor, (Kyle is on temporary leave of absence)
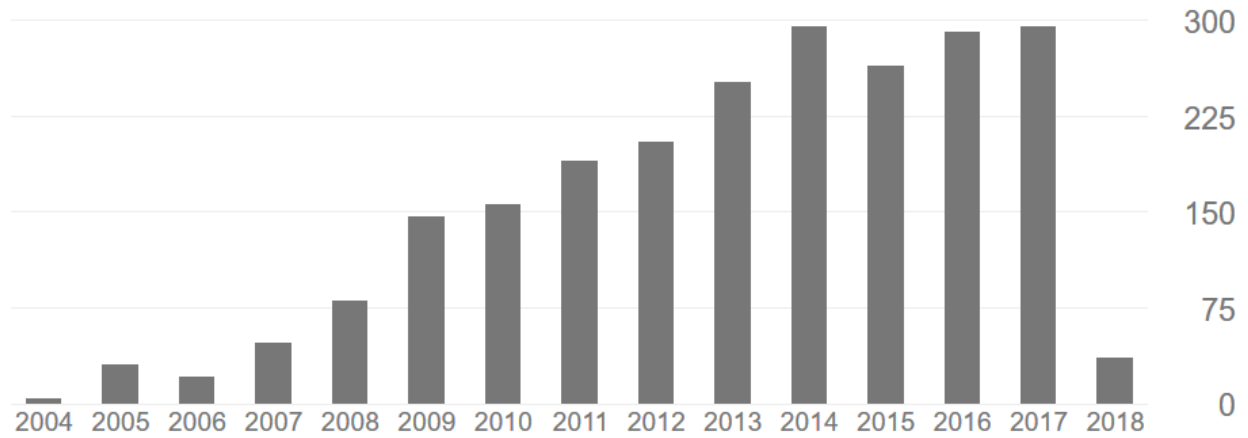   **Haodan (Ashley) Tan, co-primary advisor with Selma Šabanović**

service and other contributions

- Director, Human-Computer Interaction/Design Program, 2011-2016

- Visiting Professor, Interaction Design Program, The Hong Kong Polytechnic University School of Design

- Acting Director (2012), Interaction Design Program, The Hong Kong Polytechnic University School of Design

- Technical Program Co-Chair, ACM SIGCHI DIS 2012, Newcastle UK (2 Co-Chairs, 447 papers, 40 Associate Chairs, approx. 1800 reviews, 91 accepted papers)

- Contributing Editor, Forum: Visual Thinking Backpage Gallery, ACM Interactions 2010-2018

- Contributing Editor, Forum: Sustainably Ours, ACM Interactions 2008-2010

- Associate Chair, ACM SIGCHI Annual Conference: Design Session, 2009 for the 2010 conference; Specific Applications Session, 2011 for the 2012 Conference, 2014 for the 2015 Conference (typically 10-12 reviews and meta reviews, reviewer assignments of 3 per paper), 2018 for the 2019 Conference

- Pictorials Co-Chair, ACM Designing Interactive Systems (DIS) 2016 Conference

- Associate Chair, ACM Designing Interactive Systems (DIS) 2017 Conference

- Associate Chair, Aarhus Decennial Conference 2015 (5 reviews and 1 meta-review)

- NSF Panelist (2), SSHRC (Canada) Reviewer (2)

- Associate Editor: *She Ji:* Design, Economics, and Innovation (Elsevier)

- Advisory Board: Cubic Journal, Design Society, Design Economies, Design Making (PolyU)

- Conference Reviewing (includes): CHI 2006 (5), 2007 (5), 2008 (7), 2009 (7), 2010 (14), 2011 (5), 2012 (16), 2013 (9), 2014 (6). 2015 (3). IASDR 2007 (2). IASDR 2009 (1). ACHI 2009 (1). CLOUDCOM Special Session 2010 (9), DIS 2011 (1), DIS 2014 (4), DesignEd Asia 2014 (1)

- Book Reviewing: MIT Press (3), Oxford University Press (1), Pearson Publishing (2); Berg Publishers, UK (1)

- Journal Reviewing: International Journal of Design (2). Journal of Personal & Ubiquitous Computing Special Issue on Digital Divide (2), ACM Transactions on Computer-Human Interaction (1), *She Ji* (1)

- Director, Sustainable Interaction Design Research Group (SIDRG) 2006 to 2011

- Member, Indiana University Institutional Review Board (Human Subjects Committee), 2004 to 2008

bibliometrics

Google Scholar @ 9 April, 2018

	All	Since 2013
Citations	2460	1437
h-index	22	18
i10-index	42	34

Above: A view of a rolling sunset on one day and a smoggy haze on another, both in November of 2012 from the same rooftop in Hung Hom, Hong Kong. Photograph by Eli Blevis as it appeared in the presentation associated with: Eli Blevis. 2014. Stillness and motion, meaning and form. In *Proceedings of the 2014 conference on Designing interactive systems (DIS '14).* ACM, New York, NY, USA, 493-502.

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