## Vita

**Eli Blevis**, PhD
**Professor of Informatics**
(Full Rank, Tenured)
Director, HCI/d PhD Track
Luddy School of Informatics, Computing, & Engineering (Luddy)

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## Research Interests

Design and Human-Computer Interaction (HCI): Sustainable Interaction Design; Visual Thinking and Digital Imagery; Design Theory and Transdisciplinary Design; Design Education, Scholarship of Teaching and Learning in Design.

## Summary

Eli Blevis is Professor of Informatics in the Human-Computer Interaction Design (HCI/d) program of the Luddy School of Informatics, Computing, & Engineering (Luddy) at Indiana University, Bloomington (IUB). He has served as Director of the HCI/design MS and PhD program from 2011-2016 at IUB and from July 2020 to August 2021 (MS) and to present (PhD). He has also served as a Visiting & Adjunct Professor of Interaction Design at the Hong Kong Polytechnic University (PolyU) School of Design (SD), summers 2012-2019. 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.

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**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 of Informatics, Human-Computer Interaction Design, Luddy, Indiana University (IU) at Bloomington, IN (2016 to present).
- Visiting & Adjunct Professor (annual), School of Design, The Hong Kong Polytechnic University (2012 to 2019).
- Director, Human-Computer Interaction Design Program, Luddy, IU (2011-2016), and AY 2020/21 (MS & PhD), AY 2021/22 (PhD)
- Adjunct Professor of Cognitive Science, Indiana University (IU) at Bloomington, IN (2016 to present).
- Associate Professor (with tenure), Human-Computer Interaction Design, Luddy, IU (2008 to 2016).
- Assistant Professor, Human-Computer Interaction Design, Luddy, 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)

**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. [full paper, double-blind review, 4 reviews, acceptance rate = 25.1%, or 667/2657 submissions]

[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]

**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]

**Visual Thinking**

[11] Shunying An Blevis, Eli **Blevis**, and Bonnie Nardi. 2019. All the Tea in China: Interaction Design Inspirations. In *Proceedings of the 2019 on Creativity and Cognition* (C&C '19). ACM, New York, NY, USA, 333-345. [pictorial full paper (archival), double-blind review, 4 reviews, acceptance rate: 31%, 5/16]

[12] Eli **Blevis** and Shunying An Blevis. 2018. Design Inspirations from the Wisdom of Years. In *Proceedings of the 2018 Designing Interactive Systems Conference* (DIS '18). ACM, New York, NY, USA, 719-732. [pictorial full paper (archival), double-blind review, 4 reviews, acceptance rate=25% 17/69]

**Recent Publications (except SoTL)**

Shunying An Blevis and Eli **Blevis**. 2022. Nonlinear design thinking: the limitations of awareness in the search for climate care. *interactions* 29, 1 (January - February 2022), 84–88. DOI: https://doi.org/10.1145/3505632

Oscar Lemus, Sergio Cruz, and Eli **Blevis**. 2021. Historical-Photo-Visual Practice: A Stroll Through Guatemala's Sixth Avenue, Then and Now. In *Proceedings of the International Association of Societies of Design Research.* Springer (To appear).

Shunying An Blevis, and Eli **Blevis**. 2021. Only Tablet with Dark Hair (Pictorial). In *Proceedings of the International Association of Societies of Design Research*. Springer (To appear).

Zaiqiao Ye, Zitao Zhang, Tingyu Cheng, and Eli **Blevis**. 2021. Supporting Sustainability through Minimalist Interaction Design Aesthetics. In *Proceedings of the International Association of Societies of Design Research*. Springer (To appear).

Zitao Zhang and Eli **Blevis**. 2021. Musical Chalk (Work in Progress). In *Proceedings of New Instruments for Musical Expression, NIME 2021*. Shanghai.

Huaxin Wei, Dianya Hua, Eli **Blevis**, and Zitao Zhang. 2019. MemoryReel: A Purpose-designed Device for Recording Digitally Connected Special Moments for Later Recall and Reminiscence. In *Proceedings of the Thirteenth International Conference on Tangible, Embedded, and Embodied Interaction* (*TEI '19*). Association for Computing Machinery, New York, NY, USA, 135–144.

Eli **Blevis** and Shunying An Blevis. 2018. Design Inspirations from the Wisdom of Years. In *Proceedings of the 2018 Designing Interactive Systems Conference* (*DIS '18*). Association for Computing Machinery, New York, NY, USA, 719–732.

Dianya Hua, Huaxin Wei, and Eli **Blevis**. 2018. MemoryPin: Turning Digitally Co-Present Moments into Tangible Memory Keepsakes. In *Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems* (*DIS '18 Companion*). Association for Computing Machinery, New York, NY, USA, 253–258.

Eli **Blevis**. 2018. Seeing What Is and What Can Be: On Sustainability, Respect for Work, and Design for Respect. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* (*CHI '18*). Association for Computing Machinery, New York, NY, USA, Paper 370, 1–14.

**Selected Scholarship of Teaching & Learning (SoTL)**

Eli **Blevis**. 2021. Three Key Competencies and Other Frameworks for HCI and Design Education. *IU Scholarworks* Report 2021-01-04

Huaxin Wei, Jeffrey C. F. Ho, Kenny K. N. Chow, Shunying An Blevis, and Eli **Blevis**. 2019. Should Do, Can Do, Can Know: Sustainability and Other Reflections on One Hundred and One Interaction Design Projects. In *Proceedings of the Fifth Workshop on Computing within Limits* (*LIMITS '19*). Association for Computing Machinery, New York, NY, USA, Article 6, 1–18.

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.

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

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.

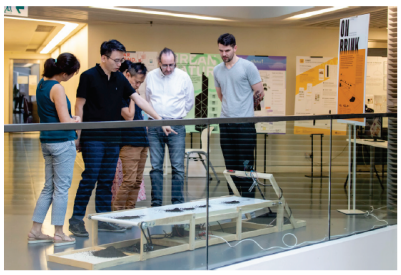
Eli **Blevis**. 2012. The One Room School House & Design Challenge Based Learning for Design-Oriented HCI Education: Initial Results, Reflective Hypotheses, & Collaborative Issues. In Special Session: Human-Centered Issues & Interactivity Design (C.HCI&ID 2012). As part of *The International Conference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

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. FEATURE: Transcending disciplinary boundaries in interaction design. *Interactions* 16, 5 (September 2009), 48-51.

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.

Owners of Clothing by TJ Trisnadi



Distributed Ledger Technology by Dustin Stupp

Clutter to Ensoulment by Rhiddi Shah

Figure 1. Three Sustainability Themed Projects, E3 (top) E2 (middle) E1 (bottom).

**Ph.D. Degrees Awarded** (Since 2007)

- Cyn Szu-Yu Liu, 2020, committee member
- **Haodan Tan,** 2018, co-primary advisor with Selma Šabanović
- Hanna Hasselqvist, 2018, external examiner (KTH, Sweden)
- 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 Ph.D. Students**

- **Zaiqiao Ye**, primary advisor
- **Zitao Zhang**, primary advisor
- Oscar Lemus, committee member

**ACM Digital Library** @ 01.05.2022

| | |
|---|---|
| Cummulative downloads | **80,239** |
| Downloads (past 12 months) | 11,758 |
| Average downloads per article | 854 |
| Average citations per article | 15 |

**Google Scholar** @ 01.05.2022

| | |
|---|---|
| Citations | 3,572 |
| h-index | 25 |
| i10-index | 62 |

**Semantic Scholar** @ 01.05.2022

| | |
|---|---|
| Publications | 138 |
| h-index | 28 |
| Citations | 3,066 |
| Highly Influential Citations | 170 |

**All ACM listed Publications**


Shunying An Blevis and Eli **Blevis**. 2022. Nonlinear design thinking: the limitations of awareness in the search for climate care. *interactions* 29, 1 (January - February 2022), 84–88. DOI: https://doi.org/10.1145/3505632

Shunying An Blevis, Eli **Blevis**, and Bonnie Nardi. 2019. All the Tea in China: Interaction Design Inspirations. In *Proceedings of the 2019 on Creativity and Cognition* (*C&C '19*). Association for Computing Machinery, New York, NY, USA, 333–345. DOI: https://doi.org/10.1145/3325480.3326569

Huaxin Wei, Jeffrey C. F. Ho, Kenny K. N. Chow, Shunying An Blevis, and Eli **Blevis**. 2019. Should Do, Can Do, Can Know: Sustainability and Other Reflections on One Hundred and One Interaction Design Projects. In *Proceedings of the Fifth Workshop on Computing within Limits* (*LIMITS '19*). Association for Computing Machinery, New York, NY, USA, Article 6, 1–18. DOI: https://doi.org/10.1145/3338103.3338109

Huaxin Wei, Dianya Hua, Eli **Blevis**, and Zitao Zhang. 2019. MemoryReel: A Purpose-designed Device for Recording Digitally Connected Special Moments for Later Recall and Reminiscence. In *Proceedings of the Thirteenth International Conference on Tangible, Embedded, and Embodied Interaction* (*TEI '19*). Association for Computing Machinery, New York, NY, USA, 135–144. DOI: https://doi.org/10.1145/3294109.3295649

Eli **Blevis** and Shunying An Blevis. 2018. Design Inspirations from the Wisdom of Years. In *Proceedings of the 2018 Designing Interactive Systems Conference* (*DIS '18*). Association for Computing Machinery, New York, NY, USA, 719–732. DOI: https://doi.org/10.1145/3196709.3196816

Dianya Hua, Huaxin Wei, and Eli **Blevis**. 2018. MemoryPin: Turning Digitally Co-Present Moments into Tangible Memory Keepsakes. In *Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems* (*DIS '18 Companion*). Association for Computing Machinery, New York, NY, USA, 253–258. DOI: https://doi.org/10.1145/3197391.3205445

Eli **Blevis**. 2018. Seeing What Is and What Can Be: On Sustainability, Respect for Work, and Design for Respect. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* (*CHI '18*). Association for Computing Machinery, New York, NY, USA, Paper 370, 1–14. DOI: https://doi.org/10.1145/3173574.3173944

Eli **Blevis**. 2017. How to buy ice cream from the red army with a smartphone. *interactions* 25, 1 (December 2017), 80. DOI: https://doi.org/10.1145/3163563

Eli **Blevis**. 2017. Woman (seated) with tablet computer. *interactions* 24, 4 (June 2017), 88. DOI: https://doi.org/10.1145/3098887

Eli **Blevis**. 2017. Qualities of Focus. In *Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition* (*C&C '17*). Association for Computing Machinery, New York, NY, USA, 309–322. DOI: https://doi.org/10.1145/3059454.3059485

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*). Association for Computing Machinery, New York, NY, USA, 71–83. DOI: https://doi.org/10.1145/3080556.3080568

Ankita Raturi, Juliet Norton, Bill Tomlinson, Eli **Blevis**, and Lynn Dombrowski. 2017. Designing Sustainable Food Systems. In *Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (*CHI EA '17*). Association for Computing Machinery, New York, NY, USA, 609–616. DOI: https://doi.org/10.1145/3027063.3027075

Eli **Blevis**. 2017. Selfish-driving car. *interactions* 24, 2 (February 2017), 88. DOI: https://doi.org/10.1145/3047404

Eli **Blevis**. 2016. DIY maker electronic supplies concession market in Shenzhen. *interactions* 23, 4 (June 2016), 88. DOI: https://doi.org/10.1145/2953942

Eli **Blevis**. 2016. Being Photo-Visual in HCI and Design. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems* (*DIS '16*). Association for Computing Machinery, New York, NY, USA, 983–995. DOI: https://doi.org/10.1145/2901790.2901863

Eli **Blevis**. 2016. The Visual Thinking Gallery: A Five-Year Retrospective. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems* (*DIS '16*). Association for Computing Machinery, New York, NY, USA, 1096–1110. DOI: https://doi.org/10.1145/2901790.2901903

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*). Association for Computing Machinery, New York, NY, USA, 3581–3588. DOI: https://doi.org/10.1145/2851581.2856497

Chris Preist, Daniel Schien, and Eli **Blevis**. 2016. 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*). Association for Computing Machinery, New York, NY, USA, 1324–1337. DOI: https://doi.org/10.1145/2858036.2858378

Eli **Blevis**. 2016. Red, white, and blue in black and white. *interactions* 23, 3 (April 2016), 80. DOI: https://doi.org/10.1145/2909675

Eli **Blevis** and Bonnie Nardi. 2016. Rooftop garden + fish pond, Jing'an district, Shanghai. *interactions* 23, 2 (February 2016), 88. DOI: https://doi.org/10.1145/2889493

Eli **Blevis**. 2016. Future robot. *interactions* 23, 1 (December 2016), 88. DOI: https://doi.org/10.1145/2856122

Eli **Blevis**. 2015. Not in use, energy saving. *interactions* 22, 6 (October 2015), 80. DOI: https://doi.org/10.1145/2835524

Eli **Blevis**. 2015. Drones. *interactions* 22, 5 (August 2015), 80. DOI: https://doi.org/10.1145/2815099

Eli **Blevis**. 2015. CHI 2015 best dance performance. *interactions* 22, 4 (June 2015), 80. DOI: https://doi.org/10.1145/2790989

Eli **Blevis**, Sabrina Hauser, and William Odom. 2015. Sharing the hidden treasure in pictorials. *interactions* 22, 3 (April 2015), 32–43. DOI: https://doi.org/10.1145/2755534

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*). Association for Computing Machinery, New York, NY, USA, 2401–2404. DOI: https://doi.org/10.1145/2702613.2702634

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*). Association for Computing Machinery, New York, NY, USA, 833–838. DOI: https://doi.org/10.1145/2702613.2724726

Eli **Blevis**. 2015. Inspiration from nature. *interactions* 22, 2 (February 2015), 72. DOI: https://doi.org/10.1145/2735995

Eli **Blevis**. 2015. Sunday social gathering, CBD, Hong Kong. *interactions* 22, 1 (January 2015), 80. DOI: https://doi.org/10.1145/2693838

Eli **Blevis**. 2014. Group selfie. *interactions* 21, 6 (October 2014), 88. DOI: https://doi.org/10.1145/2674023

Eli **Blevis**, Kenny Chow, Ilpo Koskinen, Sharon Poggenpohl, and Christine Tsin. 2014. Billions of interaction designers. *interactions* 21, 6 (October 2014), 34–41. DOI: https://doi.org/10.1145/2674931

Eli **Blevis**. 2014. Maker paper: folded light art + design. *interactions* 21, 4 (July 2014), 80. DOI: https://doi.org/10.1145/2628189

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*). Association for Computing Machinery, New York, NY, USA, 1005–1014. DOI: https://doi.org/10.1145/2598510.2598586

Eli **Blevis**. 2014. Stillness and motion, meaning and form. In *Proceedings of the 2014 conference on Designing interactive systems* (*DIS '14*). Association for Computing Machinery, New York, NY, USA, 493–502. DOI: https://doi.org/10.1145/2598510.2602963

Eli **Blevis**. 2014. Belongings considered harmful. *interactions* 21, 3 (May 2014), 80. DOI: https://doi.org/10.1145/2594441

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*). Association for Computing Machinery, New York, NY, USA, 143–146. DOI: https://doi.org/10.1145/2559206.2559238

Eli **Blevis**. 2014. DIY repair. *interactions* 21, 2 (March 2014), 88. DOI: https://doi.org/10.1145/2578808

Eli **Blevis**. 2014. Ultrabark lapdog bag. *interactions* 21, 1 (January 2014), 80. DOI: https://doi.org/10.1145/2540069.2540071

Eli **Blevis**. 2013. Meaning of life elevator. *interactions* 20, 6 (November 2013), 88. DOI: https://doi.org/10.1145/2532360.2532362

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 Trans. Comput.-Hum. Interact.* 20, 4, Article 24 (September 2013), 26 pages. DOI: https://doi.org/10.1145/2493431

Eli **Blevis**. 2013. Pressing exit. *interactions* 20, 5 (September 2013), 88. DOI: https://doi.org/10.1145/2512050.2512053

Eli **Blevis**. 2013. Tablet photography. *interactions* 20, 4 (July 2013), 88. DOI: https://doi.org/10.1145/2486227.2486248

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*). Association for Computing Machinery, New York, NY, USA, 3303–3306. DOI: https://doi.org/10.1145/2468356.2479672

Eli **Blevis**. 2013. Lost icons, Paris 2012. *interactions* 20, 1 (January 2013), 88. DOI: https://doi.org/10.1145/2405716.2405738

Bill Tomlinson, Donald J. Patterson, Yue Pan, Eli **Blevis**, Bonnie Nardi, Six Silberman, Juliet Norton, and Joseph J. LaViola. 2012. What if sustainability doesn't work out? *interactions* 19, 6 (November 2012), 50–55. DOI: https://doi.org/10.1145/2377783.2377794

Eli **Blevis**. 2012. Old scaffolds new. *interactions* 19, 6 (November 2012), 88. DOI: https://doi.org/10.1145/2377783.2377803

Lucy Hughes, Douglas Atkinson, and Eli **Blevis**. 2012. The elsewheres of product engagement. *interactions* 19, 5 (September 2012), 80. DOI: https://doi.org/10.1145/2334184.2334204

Eli **Blevis**. 2012. A matter of fit and fashion. *interactions* 19, 4 (July 2012), 96. DOI: https://doi.org/10.1145/2212877.2212900

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*). Association for Computing Machinery, New York, NY, USA, 621–630. DOI: https://doi.org/10.1145/2317956.231804

Yue Pan, David Roedl, Eli **Blevis**, and John Thomas. 2012. Re-conceptualizing fashion in sustainable HCI. In *Proceedings of the Designing Interactive Systems Conference* (*DIS '12*). Association for Computing Machinery, New York, NY, USA, 813–815. DOI: https://doi.org/10.1145/2317956.2318087

Bill Tomlinson, M. Six Silberman, Donald Patterson, Yue Pan, and Eli **Blevis**. 2012. Collapse informatics: augmenting the sustainability & ICT4D discourse in HCI. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (*CHI '12*). Association for Computing Machinery, New York, NY, USA, 655–664. DOI: https://doi.org/10.1145/2207676.2207770

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*). Association for Computing Machinery, New York, NY, USA, 1151–1154. DOI: https://doi.org/10.1145/2212776.2212409

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Eli Bernard **Blevis**. 1992. An approach to interactive creative reasoning systems. Ph.D. Dissertation. Queen's University, CAN. Order Number: UMI Order No. GAXNN-61458.

J. I. Glasgow, M. A. Jenkins, E. **Blevis**, and M. P. Féret. 1991. Logic Programming with Arrays. *IEEE Trans. on Knowl. and Data Eng.* 3, 3 (September 1991), 307–319. DOI: https://doi.org/10.1109/69.91061

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.

**Reviewed Publications, not listed in ACM**

*Note: non-reviewed publications not listed in ACM are not listed in these vita.*

Oscar Lemus, Sergio Cruz, and Eli **Blevis**. 2021. Historical-Photo-Visual Practice: A Stroll Through Guatemala's Sixth Avenue, Then and Now. In *Proceedings of the International Association of Societies of Design Research.* Springer (To appear).

Shunying An Blevis, and Eli **Blevis**. 2021. Only Tablet with Dark Hair (Pictorial). In *Proceedings of the International Association of Societies of Design Research*. Springer (To appear).

Zaiqiao Ye, Zitao Zhang, Tingyu Cheng, and Eli **Blevis**. 2021. Supporting Sustainability through Minimalist Interaction Design Aesthetics. In *Proceedings of the International Association of Societies of Design Research*. Springer (To appear).

Zitao Zhang and Eli **Blevis**. 2021. Musical Chalk (Work in Progress). In *Proceedings of New Instruments for Musical Expression, NIME 2021*. Shanghai.

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.

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

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.

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).

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.

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]

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

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).

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.

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.

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).

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).

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).

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.

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.

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.

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.

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.

**Awards and Honors: Research**

- Selected as Distinguished Speaker, Queen's University School of Computing 50th Anniversary Speaker Series, 2019.
- Awarded Best Spirit Award, Designing Interactive Systems Conference (ACM DIS 2018)
- Awarded Best Paper, World Conference on Human Factors in Computing Systems (ACM CHI 2016) (top 1%) (with Chris Preist – lead author, and Daniel Schein)
- Awarded Best Pictorial Paper, ACM Designing Interactive Systems Conference (ACM DIS 2014) (sole paper so awarded among 55 submitted)
- 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)
- Awarded Best Paper, World Conference on Human Factors in Computing Systems (ACM CHI 2007) (top 1%)

**Awards and Honors: Teaching**

- 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
- 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
- Women in Computing Inspirational Teacher Award Nomination 2011, Indiana University School of Informatics and Computing

**Statement on 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 (2012-2019). Since 2012, but ending in 2019, 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 Science Foundation (NSF). I have contributed to grant proposals (6), mostly as a Co-PI. I have served on US NSF panels (3), 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: Research**

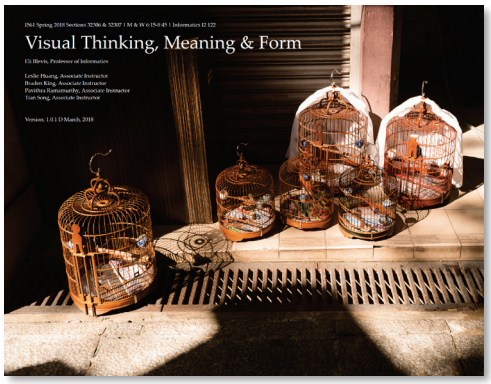
These are invited colloquium presentations, keynotes, discussant engagements, or similar engagements not associated with any conference paper. In most cases, the inviting institutions have paid all or most of the expenses, as well as an honorarium.

- CHI (2022). Keynote: CHI-Art Workshop.
- Södertörn University (2020) Coloquium: Design for Respect.
- University of California Santa Cruz (2020) Coloquium: Design for Respect.
- Queen's University at Kingston, Canada: School of Computing (2019) 50th Anniversary Distinguished Speaker Series: Picturing Human-Computer Interaction Design.
- KTH, Stockholm (2018). External Committee Member Presentation: Seeing What is and Can Be.
- Aarhus University (2016). Workshop (Seminar): Pictorials in HCI.
- KTH, Stockholm (2016). External Committee Member Presentation: Design in the Age of Climate Change.
- The Hong Kong Polytechnic University School of Design, Hong Kong (2015): Public Talk: Sustainability in HCI and Design: How to Do Less with Design.
- KAIST Post-CHI 2015 Workshop, Daejong (2015, April): Invited Speaker: Two Photographic Essays (Sustainability)
- FoodCHI, Brisbane (2014, September): Invited Talk: Sustainable Interaction Design and Food Cultures
- *Limousin Economic and Cultural Development Agency, Wif, festival de design interactif*, Limoges (2012, May): Invited Speaker: Sustainable Interaction Design
- National Research Council workshop organized by the Committee on Computing Research for Environmental and Societal Sustainability (2010, May): Interaction Design & The Tipping Point
- Swinburne University of Technology, Faculty of Design, Australia (2008, December). Sustainable Interaction Design.
- Queen's University at Kingston Canada (2008, October) Sustainable Interaction Design. Distinguished Seminar Series.
- CMU HCI Institute, Pittsburg PA (2008, March) Faculty Seminar: Research, Theory, & Practice of Interaction Design from the Perspective of Sustainability.
- Umeå University, Sweden. (2007, November) Sustainable Interaction Design.
- CMC 2007, University of Oslo, Norway (2007, November). Discussant: Sustainability & Materiality. Competence & Media Convergence (CMC) 2007.
- Hong Kong Polytechnic School of Design (2007, November). Sustainable Interaction Design. (Post IASDR Event Presentation).
- CMU HCI Institute, Pittsburg PA (2006) Notions of Design with an Emphasis on Sustainability-Centered Interaction Design.
- University of Washington, Tachoma WA (2006) Notions of Design.
- Intel Research, Portland OR (2006) Notions of Design.

**Invited Presentations: Education**

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

- ACM DIS (2018). Invited Panelist: Design Education.
- KAIST, Daejong (2016). Design 3.0 Panel Presentation: Must do, Want to do, Can do, Can know.
- AIGA Design Educators Conference, Cincinnati (2014, March); Roundtable Chair: Transdisciplinary Design
- 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
- 3TU NIRICT-SIKS Spring School , Technical Universities NL, Rotterdam, NL (2011): Sustainable Interaction Design
- IUPUI School of Informatics & Computing (2010, January). Collaborative Competitive Challenge-Based Studio Learning (C3SL) in the Context of HCI & HCC
- University of Alberta, School of Art & Design (2009, April). Sustainable Interaction Design + Transdisciplinarity & Learning Cultures.
- Parsons the New School for Design (2008, April) Sustainable Interaction Design + Supporting Learning & Technology Cultures.



**Teaching: Curriculum Design, Classes Taught**

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

Curriculum Design (IU)

- Design Studio One (I541) and Two (I561) (MS)
- 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)

- 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)

Recent syllabi are here.

## Service and Other Contributions

**Technical Program Chair/Co-Chair**

- Pictorials Co-Chair, ACM Designing Interactive Systems (DIS) 2016 Conference, ACM Creativity & Cognition (C&C) 2019, 2021, and 2022. IASDR 2021.
- Technical Program Co-Chair, ACM SIGCHI DIS 2012, Newcastle UK (2 Co-Chairs, 447 papers, 40 Associate Chairs, approx. 1800 reviews, 91 accepted papers)

**Technical Program Associate Chair**

- 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 2018 for the 2019 Conference; Critical and Sustainable Computing Session, 2020 for the 2021 Conference, 2021 for the 2022 Conference (typically 10-12 reviews and meta reviews, reviewer assignments of 3 per paper).
- Associate Chair, ACM Designing Interactive Systems (DIS) 2017 Papers and 2020 Pictorials Conference.
- Associate Chair, Aarhus Decennial Conference 2015 (5 reviews and 1 meta-review).

**Local**

- Chair, Promotion & Tenure Committee (3 cases).
- Chair, Hiring Committees (5).
- Director, Human-Computer Interaction PhD Program AY 2021/2022.
- Director, Human-Computer Interaction/Design HCI/d MS and PhD Programs, 2011-2016, AY 2020/2021.
- Graduate Program Committee, AY 2020/2021.
- School Promotion and Tenure Committee AY 2020/2021.
- Additional 2021: Peer Reviewer, Luddy Leadership Training, Junior Faculty Mentoring, Liason with Service and Enterprise Learning Partners, Recommendations.
- Director, Sustainable Interaction Design Research Group (SIDRG) 2006 to 2011
- Member, Indiana University Institutional Review Board (Human Subjects Committee), 2004 to 2008

**International**

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

**Reviewing**

- Conference Reviewing ACM Conferences: 288 reviews written 2006-present (per SIGCHI PCS records).
- NSF Panelist (3), SSHRC (Canada) Reviewer (2)
- Non-ACM conference reviewing 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 (2), 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), Human-Computer Interaction (Taylor & Francis) (1).

**Editorial**

- Contributing Editor, Forum: Visual Thinking Backpage Gallery, ACM Interactions 2010-2018.
- Contributing Editor, Forum: Sustainably Ours, ACM Interactions 2008-2010.
- Associate Editor: *She Ji:* Design, Economics, and Innovation (Elsevier)
- Advisory Board: Cubic Journal, Design Society, Design Economies, Design Making (PolyU)