

INDIANA UNIVERSITY

# FASHION TECHNOLOGY SYMPOSIUM

**March 2–3, 2018**

Three schools at Indiana University Bloomington join forces with leaders in the field of fashion technology to think about the future. Designed as a venue for discussing recent advances in technology that have implications in wearables and fashion, the Fashion Technology Symposium brings together a highly respected group of experts in robotics, human-computer interaction, design, wearables, art, and computational fashion design.

This collaborative event is the joint product of the [School of Informatics, Computing, and Engineering](#), the [School of Art, Architecture, and Design](#), and the [School of Education](#), all at Indiana University. We gratefully acknowledge support from the Bill Blass Fund, the [Creativity Labs](#), [Department of Informatics](#), and the [Cyberinfrastructure for Network Science Center](#) at Indiana University.

## Organizers



INDIANA UNIVERSITY

**FASHION TECHNOLOGY SYMPOSIUM**

**#IUFashionTech**



### **Katy Börner**

Victor H. Yngve Distinguished Professor of Engineering and Information Science, School of Informatics, Computing, and Engineering; Director, Cyberinfrastructure for Network Science Center; Curator of Mapping Science exhibit, Indiana University



### **Kylie Pepler**

Associate Professor of Learning Sciences, Director of the Creativity Labs, School of Education, Indiana University; Lead of the MacArthur Foundation's Make-to-Learn initiative.



### **Lisel Record**

Curator, Mapping Science Exhibit, Cyberinfrastructure for Network Science Center, Indiana University



### **Kate Rowold**

Professor of Fashion Design; Associate Dean, School of Art, Architecture + Design, Indiana University

# Participants



## External



**Cindy Bethel**

Associate Professor of  
Computer Science and  
Engineering Department,  
Mississippi State University



**Kate Hartman**

Associate Professor, OCADU



**Jennifer  
Jacobs**

Postdoctoral Fellow, Stanford  
University



**Dana Kulić**

Assistant Professor, University  
of Waterloo



**Jie Qi**

Cofounder and Creative  
Director, Chibitronics



**Maryam  
Rahnemoonfar**

Assistant Professor of  
Computer Science and Director  
of Computer Vision and  
Remote Sensing Laboratory (Bina Lab), Texas A&M  
University-Corpus Christi



**Yvonne  
Rogers**

Professor of Interaction Design  
& Director of UCLIC, Deputy  
Head of Computer Science,  
University College London





**Heather Akou**

Associate Professor, Director  
Sage Collection, SoAA+D,  
Indiana University



**Justin Bailey**

Assistant Professor, SoAA+D,  
Indiana University



**Maureen Biggers**

Director, CEWIT, Indiana  
University



**Deb Christiansen**

Director of Undergraduate  
Studies, Senior Lecturer,  
SoAA+D, Indiana University



**Heidi Davis-Soylu**

Director of Education, Eskenazi  
Museum of Art, Indiana  
University



**Margaret Dolinsky**

Associate Professor, SoAA+D,  
Indiana University



**Peg Faimon**

Dean of SoAA+D, Indiana  
University



**Pnina Fichman**

Professor, Director - Rob Kling  
Center for Social Informatics,  
SICE, Indiana University



**Lori Frye**

Visiting Lecturer, SoAA+D,  
Indiana University



**Ben Jelen**

PhD Student, Health  
Informatics, Indiana University



**Anna Keune**

Doctoral Student, Learning  
Sciences, Indiana University



**Jee Kim**

Lecturer, SoAA+D, Indiana  
University



**Sarah Lasley**

Lecturer, SoAA+D, Indiana  
University



**Dennis Mu**

Fashion Design and Culture  
Graduate Student, SoAA+D,  
Indiana University



**Nitocris Perez**

Emerging Technology Analyst,  
UITS, Indiana University



**Jon Racek**

Senior Lecturer, SoAA+D,  
Indiana University



**Katie Siek**

Director of Informatics  
Undergraduate Studies,  
Indiana University



**Naomi Thompson**

Graduate Student, Learning  
Sciences, Indiana University



**Jiangmei Wu**

Assistant Professor, SoAA+D,  
Indiana University



# Goals

**#IUFashionTech**

Key goals of the workshop include:

- Presenting advances in technology with applications in fashion, e.g. robotics, IoT, smart and soft materials science, artificial intelligence, mind-reading devices, and visual analytics.
- Discussing promising fashion technology applications in health, sport, education, defense, entertainment, and other areas.
- Discussing relevant challenges regarding cybersecurity, privacy, and ethics.
- Advancing educational and training opportunities that combine fashion and technology, e.g., the design of IoT kits.
- Identifying synergies between academic, corporate, and governmental efforts and exploring possible sources of joint funding.

The symposium format will combine brief presentations, brainstorming sessions, tours of relevant resources at Indiana University, and hands-on sessions. Participants are invited to present their work during a live Cyberart and Fashion Technology Event. Other events include opportunities to engage attendees in hands-on sessions about the technologies central to the work.



# Agenda

#IUFashionTech

## Day 1 – Friday, March 2, 2018

---

- |         |   |                       |
|---------|---|-----------------------|
| 12:00pm | Welcome by Organizers (Katy Börner, Kylie Pepler, and Kate Rowold)<br>Light lunch served.   | Luddy Hall 1104       |
| 12:30pm | General Introduction by Participants  |                       |
| 2:30pm  | <i>Social Networking Break</i>  |                       |
| 3:00pm  | <b>Opening Keynote</b><br><b>Dana Kulić</b> , Assistant Professor, University of Waterloo   | Luddy Hall 1106       |
| 4:00pm  | Brainstorm Fashion Technology Opportunities and Challenges  |                       |
| 5:30pm  | <b>Nexus Reception</b> - Join us at the intersection of fashion and technology for an event that is part art exhibit, part fashion show, and part tech demonstration. | Luddy Hall, 4th floor |



## Opening Keynote - Dana Kulić

Friday, March 2

3:00-4:00pm

Luddy Hall 1106

**Title:** Designing Engaging Interactions through Movement: Experiments with Near Living Architecture

**Abstract:** Can architectural environments provide an engaging and empathetic interaction with occupants? In this talk, we describe our work designing movement based interaction strategies for the Hylozoic Series architectural environments. We propose an approach for adapting the Intelligent Adaptive Curiosity learning algorithm previously introduced in the developmental robotic literature to distributed interactive sculptural systems. This Curiosity-Based Learning Algorithm (CBLA) allows the system to learn about its own mechanisms and its surrounding environments through self-experimentation and interaction. A novel formulation using multiple agents as learning subsets of the system that communicate through shared input variables enables us to scale the learning algorithm to a much larger system with diverse types of sensors and actuators. Experiments on a prototype interactive sculpture installation demonstrate the exploratory patterns of CBLA and the collective learning behaviours through the integration of multiple learning agents.

**Bio:** Dana Kulić received the combined B.A.Sc. and M.Eng. degrees in electromechanical engineering, and the Ph.D. degree in mechanical engineering from the University of British Columbia, Canada, in 1998 and 2005, respectively. From 2006 to 2009, she was a JSPS Postdoctoral Fellow and a Project Assistant Professor at the Nakamura Laboratory at the University of Tokyo. She is currently an Associate Professor at the Electrical and Computer Engineering Department at the University of Waterloo, Canada. She is an Associate Editor with the IEEE Transactions on Robotics and the ACM Transactions on Human-Robot Interaction. In 2014, she was awarded Ontario's Early Researcher award for her work on rehabilitation and human-robot interaction. Her research interests include human motion analysis, robot learning, humanoid robots, and human-machine interaction.



# Agenda

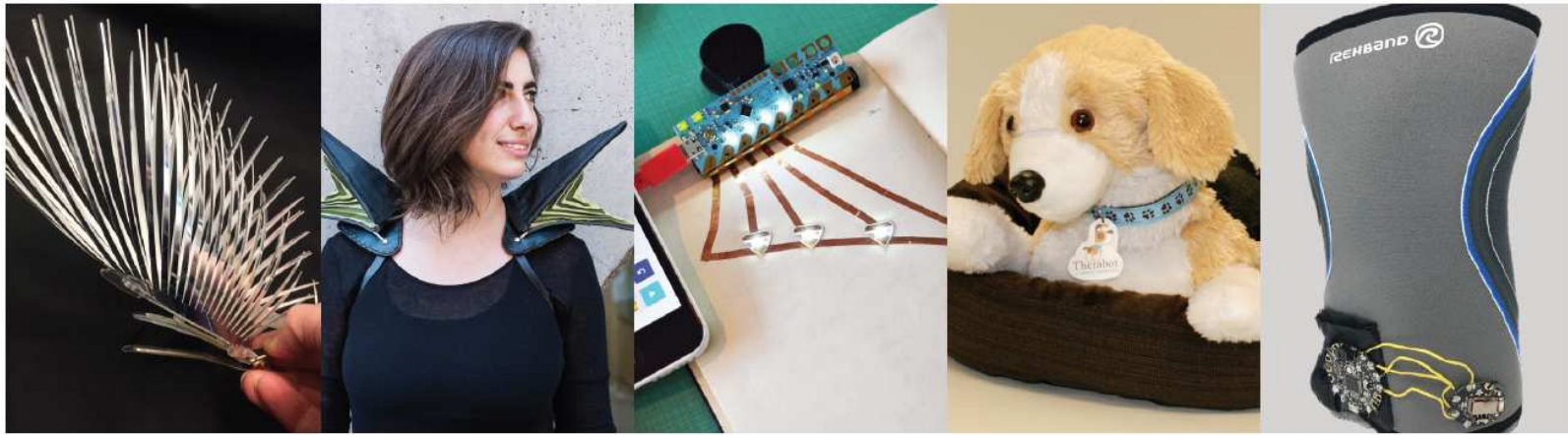
#UFashionTech

## Day 1 – Friday, March 2, 2018

---

- |         |   |                       |
|---------|---|-----------------------|
| 12:00pm | Welcome by Organizers (Katy Börner, Kylie Pepler, and Kate Rowold)<br>Light lunch served.   | Luddy Hall 1104       |
| 12:30pm | General Introduction by Participants  |                       |
| 2:30pm  | <i>Social Networking Break</i>  |                       |
| 3:00pm  | <b>Opening Keynote</b><br><b>Dana Kulić</b> , Assistant Professor, University of Waterloo   | Luddy Hall 1106       |
| 4:00pm  | Brainstorm Fashion Technology Opportunities and Challenges  |                       |
| 5:30pm  | <b>Nexus Reception</b> - Join us at the intersection of fashion and technology for an event that is part art exhibit, part fashion show, and part tech demonstration. | Luddy Hall, 4th floor |





INDIANA UNIVERSITY

# FASHION TECHNOLOGY SYMPOSIUM

**March 2–3, 2018**

Three schools at Indiana University Bloomington join forces with leaders in the field of fashion technology to think about the future. Designed as a venue for discussing recent advances in technology that have implications in wearables and fashion, the Fashion Technology Symposium brings together a highly respected group of experts in robotics, human-computer interaction, design, wearables, art, and computational fashion design.

---

## Public events:

### Nexus

Join us at the nexus of fashion and technology for an event that celebrates the work of Fashion Technology Symposium participants. From wearable art to cyberart and from robotics to new materials, see how innovative technologies come together at an event that is equal parts art exhibit, fashion show, and tech demonstration. Light refreshments will be served.

Friday, March 2, 5:30–7 p.m., Luddy Hall, 4th floor

## Day 2 – Saturday, March 3, 2018

8:30am	<i>Breakfast</i>	Wendell W. Wright School of Education 2261
9:00am	<b>Tour Research, Design and Maker Spaces at Indiana University</b> <ul style="list-style-type: none"><li>• Make, Innovate, Learn Lab (MILL) - School of Education 2266</li><li>• MAD LABS - Fine Arts 141</li><li>• Sage Fashion Collection - Fine Arts 104</li><li>• Visual Insights Studio - Luddy Hall 4012</li><li>• 3D Fabrication and Design Inquiry Labs - Luddy Hall 4010</li></ul>	Wendell W. Wright School of Education 2266
10:30am	Parallel Brainstorming Sessions	Luddy Hall 1104
12:00pm	<i>Lunch</i>	
1:00pm	Second Best Ideas	
2:00pm	<i>Social Networking Break</i>	
2:30pm	<b>Closing Keynote</b> <b>Yvonne Rogers</b> , Professor of Interaction Design & Director of UCLIC, Deputy Head of Computer Science, University College London	
3:30pm	Closing Remarks	Luddy Hall 1104
4:00pm	<i>Adjourn</i>	



## Tours

The **Make, Innovate, Learn Lab (MILL)** provides educators, curious tinkerers, and inspired inventors a space to understand and demonstrate the guiding pedagogies behind making. The first of its kind to open on the IUB campus, the MILL is a place where IUB students and faculty can pursue teaching, learning and research on making that bridge across multiple disciplines.

The **MAD LABS** (Makerspace for Art + Design) are the digital fabrication labs for the School of Art, Architecture and Design. Since their inception in January of 2016 the MAD LABS have facilitated the research of individuals from Chemistry, Physics, Biology, Kinesiology, Art History, Kelley School of Business, Informatics, the Media School, Radio and Television, and all units from the School of Art, Architecture and Design.

The **Sage Fashion Collection**, overseen by the School of Art, Architecture + Design, serves as a research resource for students, professionals, and the public. Established in 1913, current holdings are in excess 24,000 objects of men's, women's, and children's dress and adornment. The collection's curators have pulled a few pieces that illustrate changing materials, technology, and approaches to adorning the human body.

The **Visual Insights Studio** is one of six teaching labs in the Intelligent Systems Engineering (ISE) Department. The VIS provides easy access to cutting-edge technologies including an ultra-high resolution large-scale display wall, audio equipment, HTC VIVE, and Microsoft HoloLens setups for data visualization, scientific visualization, and virtual/augmented/mixed reality R&D.

The **3D Fabrication and Design Inquiry Labs** in the School of Informatics, Computing, and Engineering are a rich network of design, digital inquiry, and physical computing development environments for students, faculty, and staff where learning experiences are channeled through hands-on activities. SICE digital fabrication spaces additionally serve as centers for STEM-oriented education outreach and community partnership building, as well as robust facilities to support the School's research efforts.

## Closing Keynote - Yvonne Rogers

Saturday, March 3

2:30-3:30pm



INDIANA UNIVERSITY

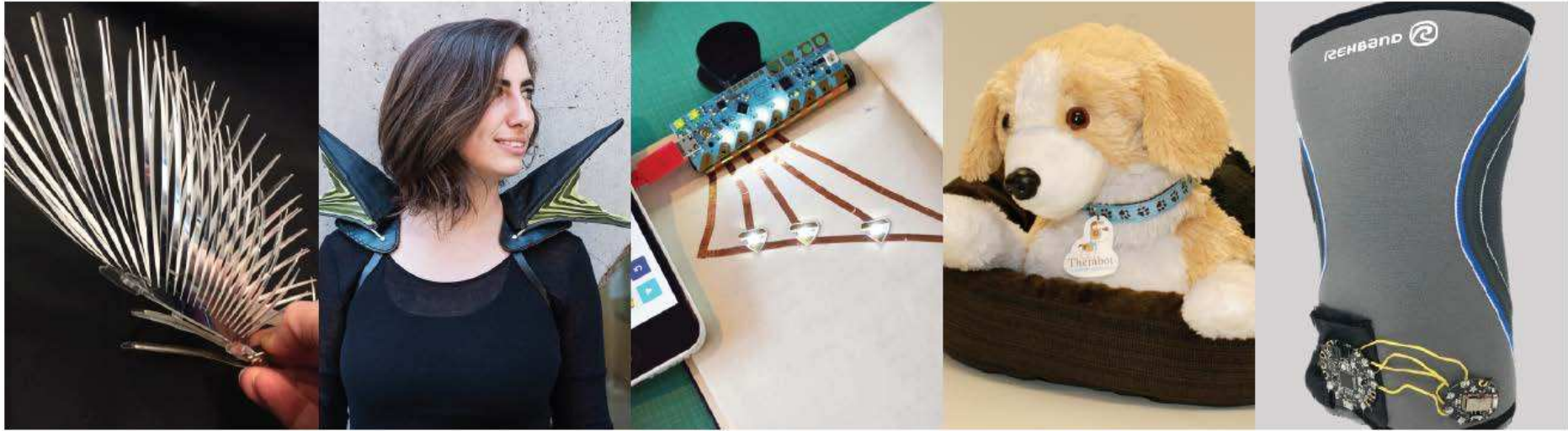
FASHION TECHNOLOGY SYMPOSIUM

**Title:** Can Technology be Fashioned?

**Abstract:** The availability and affordability of mobile, wearable, tangible, physical, augmented reality and IoT technologies has made it possible for us to dream; conjuring up all manner of new designs, experiences, and augmentations. Designers, developers, school children, researchers and the general public now have an ever-increasing toolkit of possibilities at their fingertips by which to make, create and envelop bodies. But how do they choose what to do and which components to combine? Can technology be fashioned and fashion be technologized to make truly remarkable experiences but which are also grounded in utility and usefulness?

**Bio:** Yvonne Rogers is the director of UCLIC, an interdisciplinary centre that straddles the psychology and computer science departments at University College London. Her research interests lie at the intersection of human-computer interaction, behavioral change and physical computing. Much of her work is situated in the wild - concerned with informing, building and evaluating novel user experiences through creating and assembling a diversity of technologies (e.g. tangibles, internet of things) that augment everyday, learning, community engagement and collaborative work activities. She has been instrumental in promulgating new theories (e.g., external cognition), alternative methodologies (e.g., in the wild studies) and far-reaching research agendas (e.g., "Being Human: HCI in 2020" manifesto). She is a co-author of the definitive textbook on Interaction Design, now published in its 4th edition. Over 200,000 copies have been sold worldwide and the book has been translated into 6 languages. She has also published over 300 articles, including two monographs "HCI Theory: Classical, Modern and Contemporary" and "Research in the Wild". She was recently elected as a fellow of the ACM.





INDIANA UNIVERSITY

# FASHION TECHNOLOGY SYMPOSIUM

**March 2–3, 2018**

Three schools at Indiana University Bloomington join forces with leaders in the field of fashion technology to think about the future. Designed as a venue for discussing recent advances in technology that have implications in wearables and fashion, the Fashion Technology Symposium brings together a highly respected group of experts in robotics, human-computer interaction, design, wearables, art, and computational fashion design.

This collaborative event is the joint product of the [School of Informatics, Computing, and Engineering](#), the [School of Art, Architecture, and Design](#), and the [School of Education](#), all at Indiana University. We gratefully acknowledge support from the Bill Blass Fund, the [Creativity Labs](#), [Department of Informatics](#), and the [Cyberinfrastructure for Network Science Center](#) at Indiana University.



# Agenda

## Day 1 – Friday, March 2, 2018

12:00pm Welcome by Organizers (Katy Börner, Kylie Pepler, and Kate Rowold)  
Light lunch served.

12:30pm General Introduction by Participants

2:30pm *Social Networking Break*

3:00pm **Opening Keynote**  
**Dana Kulić**, Assistant Professor, University of Waterloo

4:00pm Brainstorm Fashion Technology Opportunities and Challenges

5:30pm **Nexus Reception** - Join us at the intersection of fashion and technology for an event that is part art exhibit, part fashion show, and part tech demonstration.



Luddy Hall 1106

Luddy Hall, 4th  
floor



# General Introduction by Participants

## Participants

### External



**Cindy Bethel**  
Associate Professor of Computer Science and Engineering Department, Mississippi State University



**Kate Hartman**  
Associate Professor, OCADU



**Jennifer Jacobs**  
Postdoctoral Fellow, Stanford University



**Dana Kulić**  
Assistant Professor, University of Waterloo



**Jie Qi**  
Co-founder and Creative Director, Chibitronics



**Maryam Rahnemoonfar**  
Assistant Professor of Computer Science and Director of Computer Vision and Remote Sensing Laboratory (Bina Lab), Texas A&M University-Corpus Christi



**Yvonne Rogers**  
Professor of Interaction Design & Director of UCLIC, Deputy Head of Computer Science, University College London

7

## Organizers



**Katy Börner**

Victor H. Yngve Distinguished Professor of Engineering and Information Science, School of Informatics, Computing, and Engineering; Director, Cyberinfrastructure for Network Science Center; Curator of Mapping Science exhibit, Indiana University



**Kylie Pepler**

Associate Professor of Learning Sciences, Director of the Creativity Labs, School of Education, Indiana University; Lead of the MacArthur Foundation's Make-to-Learn initiative.



**Lisel Record**

Curator, Mapping Science Exhibit, Cyberinfrastructure for Network Science Center, Indiana University



**Kate Rowold**

Professor of Fashion Design; Associate Dean, School of Art, Architecture + Design, Indiana University

4

## Indiana University



**Heather Akou**

Associate Professor, Director Sage Collection, SoAA+D, Indiana University



**Justin Bailey**

Assistant Professor, SoAA+D, Indiana University



**Maureen Biggers**

Director, CEWIT, Indiana University



**Deb Christiansen**

Director of Undergraduate Studies, Senior Lecturer, SoAA+D, Indiana University



**Heidi Davis-Soylu**

Director of Education, Eskenazi Museum of Art, Indiana University



**Margaret Dolinsky**

Associate Professor, SoAA+D, Indiana University



**Peg Faimon**

Dean of SoAA+D, Indiana University



**Pnina Fichman**

Professor, Director - Rob Kling Center for Social Informatics, SICE, Indiana University



**Lori Frye**

Visiting Lecturer, SoAA+D, Indiana University



**Ben Jelen**

PhD Student, Health Informatics, Indiana University



**Anna Keune**

Doctoral Student, Learning Sciences, Indiana University



**Jee Kim**

Lecturer, SoAA+D, Indiana University



**Sarah Lasley**

Lecturer, SoAA+D, Indiana University



**Dennis Mu**

Fashion Design and Culture Graduate Student, SoAA+D, Indiana University



**Nitocris Perez**

Emerging Technology Analyst, UITS, Indiana University



**Jon Racek**

Senior Lecturer, SoAA+D, Indiana University



**Katie Siek**

Director of Informatics Undergraduate Studies, Indiana University



**Naomi Thompson**

Graduate Student, Learning Sciences, Indiana University



**Jiangmei Wu**

Assistant Professor, SoAA+D, Indiana University

19 = 30 in 120 mins





# Agenda

#UFashionTech

## Day 1 – Friday, March 2, 2018

---

- |         |   |                       |
|---------|---|-----------------------|
| 12:00pm | Welcome by Organizers (Katy Börner, Kylie Pepler, and Kate Rowold)<br>Light lunch served.   | Luddy Hall 1104       |
| 12:30pm | General Introduction by Participants  |                       |
| 2:30pm  | <i>Social Networking Break</i>  |                       |
| 3:00pm  | <b>Opening Keynote</b><br><b>Dana Kulić</b> , Assistant Professor, University of Waterloo   | Luddy Hall 1106       |
| 4:00pm  | Brainstorm Fashion Technology Opportunities and Challenges  |                       |
| 5:30pm  | <b>Nexus Reception</b> - Join us at the intersection of fashion and technology for an event that is part art exhibit, part fashion show, and part tech demonstration. | Luddy Hall, 4th floor |



## Opening Keynote - Dana Kulić

Friday, March 2

3:00-4:00pm

Luddy Hall 1106

**#UFashionTech**

**Title:** Designing Engaging Interactions through Movement: Experiments with Near Living Architecture

**Abstract:** Can architectural environments provide an engaging and empathetic interaction with occupants? In this talk, we describe our work designing movement based interaction strategies for the Hylozoic Series architectural environments. We propose an approach for adapting the Intelligent Adaptive Curiosity learning algorithm previously introduced in the developmental robotic literature to distributed interactive sculptural systems. This Curiosity-Based Learning Algorithm (CBLA) allows the system to learn about its own mechanisms and its surrounding environments through self-experimentation and interaction. A novel formulation using multiple agents as learning subsets of the system that communicate through shared input variables enables us to scale the learning algorithm to a much larger system with diverse types of sensors and actuators. Experiments on a prototype interactive sculpture installation demonstrate the exploratory patterns of CBLA and the collective learning behaviours through the integration of multiple learning agents.

**Bio:** Dana Kulić received the combined B.A.Sc. and M.Eng. degrees in electromechanical engineering, and the Ph.D. degree in mechanical engineering from the University of British Columbia, Canada, in 1998 and 2005, respectively. From 2006 to 2009, she was a JSPS Postdoctoral Fellow and a Project Assistant Professor at the Nakamura Laboratory at the University of Tokyo. She is currently an Associate Professor at the Electrical and Computer Engineering Department at the University of Waterloo, Canada. She is an Associate Editor with the IEEE Transactions on Robotics and the ACM Transactions on Human-Robot Interaction. In 2014, she was awarded Ontario's Early Researcher award for her work on rehabilitation and human-robot interaction. Her research interests include human motion analysis, robot learning, humanoid robots, and human-machine interaction.



INDIANA UNIVERSITY

**FASHION TECHNOLOGY SYMPOSIUM**

# Brainstorming: Opportunities & Challenges

Katy prepares and hosts



INDIANA UNIVERSITY

# FASHION TECHNOLOGY SYMPOSIUM

**March 2–3, 2018**

Three schools at Indiana University Bloomington join forces with leaders in the field of fashion technology to think about the future. Designed as a venue for discussing recent advances in technology that have implications in wearables and fashion, the Fashion Technology Symposium brings together a highly respected group of experts in robotics, human-computer interaction, design, wearables, art, and computational fashion design.

---

## Public events:

### Nexus

Join us at the nexus of fashion and technology for an event that celebrates the work of Fashion Technology Symposium participants. From wearable art to cyberart and from robotics to new materials, see how innovative technologies come together at an event that is equal parts art exhibit, fashion show, and tech demonstration. Light refreshments will be served.

Friday, March 2, 5:30–7 p.m., Luddy Hall, 4th floor



Day 2



INDIANA UNIVERSITY

# FASHION TECHNOLOGY SYMPOSIUM

**March 2–3, 2018**

Three schools at Indiana University Bloomington join forces with leaders in the field of fashion technology to think about the future. Designed as a venue for discussing recent advances in technology that have implications in wearables and fashion, the Fashion Technology Symposium brings together a highly respected group of experts in robotics, human-computer interaction, design, wearables, art, and computational fashion design.

This collaborative event is the joint product of the [School of Informatics, Computing, and Engineering](#), the [School of Art, Architecture, and Design](#), and the [School of Education](#), all at Indiana University. We gratefully acknowledge support from the Bill Blass Fund, the [Creativity Labs](#), [Department of Informatics](#), and the [Cyberinfrastructure for Network Science Center](#) at Indiana University.

## Day 2 – Saturday, March 3, 2018

8:30am	<i>Breakfast</i>	Wendell W. Wright School of Education 2261
9:00am	<b>Tour Research, Design and Maker Spaces at Indiana University</b> <ul style="list-style-type: none"><li>• Make, Innovate, Learn Lab (MILL) - School of Education 2266</li><li>• MAD LABS - Fine Arts 141</li><li>• Sage Fashion Collection - Fine Arts 104</li><li>• Visual Insights Studio - Luddy Hall 4012</li><li>• 3D Fabrication and Design Inquiry Labs - Luddy Hall 4010</li></ul>	Wendell W. Wright School of Education 2266
10:30am	Parallel Brainstorming Sessions	Luddy Hall 1104
12:00pm	<i>Lunch</i>	
1:00pm	Second Best Ideas	
2:00pm	<i>Social Networking Break</i>	
2:30pm	<b>Closing Keynote</b> <b>Yvonne Rogers</b> , Professor of Interaction Design & Director of UCLIC, Deputy Head of Computer Science, University College London	
3:30pm	Closing Remarks	Luddy Hall 1104
4:00pm	<i>Adjourn</i>	

# Parallel Brainstorming

Katy prepares based on Day 1 Brainstorm results and hosts



# 2<sup>nd</sup> Best Ideas

Katy prepares and hosts

## Closing Keynote - Yvonne Rogers

Saturday, March 3

2:30-3:30pm



INDIANA UNIVERSITY

FASHION TECHNOLOGY SYMPOSIUM

**Title:** Can Technology be Fashioned?

**Abstract:** The availability and affordability of mobile, wearable, tangible, physical, augmented reality and IoT technologies has made it possible for us to dream; conjuring up all manner of new designs, experiences, and augmentations. Designers, developers, school children, researchers and the general public now have an ever-increasing toolkit of possibilities at their fingertips by which to make, create and envelop bodies. But how do they choose what to do and which components to combine? Can technology be fashioned and fashion be technologized to make truly remarkable experiences but which are also grounded in utility and usefulness?

**Bio:** Yvonne Rogers is the director of UCLIC, an interdisciplinary centre that straddles the psychology and computer science departments at University College London. Her research interests lie at the intersection of human-computer interaction, behavioral change and physical computing. Much of her work is situated in the wild - concerned with informing, building and evaluating novel user experiences through creating and assembling a diversity of technologies (e.g. tangibles, internet of things) that augment everyday, learning, community engagement and collaborative work activities. She has been instrumental in promulgating new theories (e.g., external cognition), alternative methodologies (e.g., in the wild studies) and far-reaching research agendas (e.g., "Being Human: HCI in 2020" manifesto). She is a co-author of the definitive textbook on Interaction Design, now published in its 4th edition. Over 200,000 copies have been sold worldwide and the book has been translated into 6 languages. She has also published over 300 articles, including two monographs "HCI Theory: Classical, Modern and Contemporary" and "Research in the Wild". She was recently elected as a fellow of the ACM.

# Closing Remarks

All organizers summarize the 2 days, provide an outlook

## Upcoming Events:

- First Thursdays
- April 8, Trashion Refashion Runway Show, Buskirk-Chumley Theater
- April 11, FA Fashion Show
  
- Luddy Fest, <https://www.sice.indiana.edu/luddyfest>
- SICE Research Horizons