

# Stefan Marti

stefanm@media.mit.edu, <http://www.stefanmarti.com>  
4444 Billings Circle, Santa Clara, CA 95054, phone 408-216-9056

---

**Summary** I am a director, principal researcher, and human-computer interaction (HCI) inventor who envisions, researches, develops, and patents highest impact systems in the domains of mobile communication and mobile computing, ubiquitous computing, artificial intelligence, robotics, and augmented reality. My strengths are "engineering creativity" and connecting the dots of research and emerging technologies to create radically new products and services that may appear impossible at first. Past project descriptions and more at <http://www.stefanmarti.com/research.html>

*Objectives* Research leader, lab leader, or VP of strategic HCI research in an established company

*Core expertise:* Non-traditional HCI research; future HCI; patenting; ideation; social & cognitive psychology; rapid prototyping; team and project lead

*Experience:* 15 years: 8 in academia (MIT), 7 in industry (Samsung, HP)

*Current fields:* Mobile communication, speech interfaces, 3D and tangible interfaces, augmented reality, human-robot interaction, robotics and animatronics

*Strengths:* Creative, orthogonal thinker; multi-disciplinary engineering and science background; experienced team builder; prolific patent filer

*Background:* Ph.D. and M.S. degree in Media Arts and Sciences (M.I.T. Media Lab, Cambridge/MA); M.S. degree in Psychology, Computer Science, and Philosophy (University of Bern, Switzerland)

*Ideal function:* Create and develop highest impact projects (from ideation to research portfolio to team creation, etc.), applying my expertise to areas like:

- Non-traditional user interfaces, such as non-verbal, implicit, spatial
- Mobile augmented reality and mixed reality systems
- Human-robot interaction (HRI), companion and pet robotics
- Aerial robotics and hovering domestic utility drones
- Agents and "Intermediaries" (robots as the interface)
- Human mental augmentation technologies and systems
- Social, affective, and moral intelligence in HCI

**Work Experience**

**PALM/HP (WEBOS) (2011 - present) Sunnyvale, CA**  
**Director of Future Concepts and Prototyping Group:** Lead, manage, and inspire teams of end-to-end prototyping and research engineers (hardware & software), UI prototyping engineers, and UI production developers in the webOS Human Interface group. Create working systems of future interaction methods, file patents (22 pending), and contribute to strategic roadmaps. Projects are in the fields of wand and pen input, mobile 3D interfaces, remote multi-touch interfaces, and more.

**SAMSUNG ADVANCED INSTITUTE OF TECHNOLOGY (2005 - 2010) San Jose, CA**  
**Principal Engineer and Project Leader:** Initiated and managed HCI research projects that will significantly influence future generations of consumer products. Lead the HCI team and envision, design, and develop fundamentally novel user interface concepts, based on original research in the domains of ubiquitous computing, mobile communication, artificial intelligence, robotics, virtual worlds, and augmented reality. Created working prototypes, filed for patents (6 patents awarded, 12 pending), transferred the technology. Provided Samsung researchers worldwide with novel HCI visions, concepts, and intellectual property.

**M.I.T. MEDIA LABORATORY (1997 – 2005)****Cambridge, MA**

**Research Assistant:** Lead researcher for ten research projects in speech interfaces and mobile communication, conversational and communication agents, embodied agents and animatronics, wireless sensor networks, and tangible interfaces. Supervised undergraduate researchers (software, robotics, circuit design). Journal & conference publications. 100+ presentations for and frequent interactions with the 150 Media Lab corporate sponsors (US & international.) Invited to present work at leading international telecom and mobile communication conferences. Designed & installed multi-year long interactive art exhibits.

**IBM TOKYO RESEARCH LAB (2000)****Tokyo, Japan**

**Consulting Engineer:** Project lead in two-month technology transfer of IBM proprietary agent software to the public domain.

**INTERNATIONAL DATA CORPORATION (IDC) (1995)****Switzerland**

**Consulting Psychologist:** Project lead of a three-month impact study on corporate communication networks.

**SWISS NATIONAL TELEVISION (1996 – 1997)****Zürich, Switzerland**

**Senior Staff Video Editor:** Responsible for editing a broad range of nationally broadcasted programs such as sports events, news, documentaries, and advertisement. Part of an elite and competitive pool of video engineers, trained on site to the specific postproduction needs of the only Swiss National broadcaster.

**CULTURE & CONGRESS CENTER AARAU (1996)****Aarau, Switzerland**

**Director of Technology:** Responsible for setting up and maintaining all audio-visual technology of a large event space, consisting of 7 auditoriums, hosting audiences of up to 800. Responsible for audio, video, and light engineering for concerts, theater plays, trade shows, congresses, conferences, seminars. Leading staff of twenty audio and light engineers, maintenance and cleaning personnel.

**SHOW-TEC CONSULTING (1987 – 1996)****Europe**

**Founder, CEO, Media Engineer:** Producer, audio and video engineer for sound recording studios. Live sound engineer for large-scale events. Director of Technology for concerts and international tours (Germany, Netherlands, France, Switzerland, England, Austria, Italy). Engineering for wider range of video & film productions. Customers ranged from international artists to large multinational companies in the domains of finance, energy, and entertainment.

**Education****MASSACHUSETTS INSTITUTE OF TECHNOLOGY****Cambridge, MA****Doctor of Philosophy in Media Arts and Sciences, June 2005**

**Thesis:** *Autonomous Interactive Intermediaries: Social Intelligence for Mobile Communication Agents* (Thesis advisors Prof. Chris Schmandt, Cynthia Breazeal, Henry Lieberman). Theory and implementation of a context-aware computer-mediated call control system that acts on input from caller, callee, and co-located people. The Intermediary is a dual conversational agent that can converse with both user and caller simultaneously. It is embodied in a wireless animatronics device and uses human-style non-verbal cues to get attention. It is aware of the user's conversational status querying its own RF sensor network. It solicits input from the participants of a face-to-face conversation using wirelessly actuated finger rings.

**Coursework (GPA 5.0/5.0):** Commonsense Reasoning for Interactive Applications, Embodied Intelligence (Rodney Brooks), The Society of Mind (Marvin Minsky), How To Make Almost Anything (Neil Gershenfeld), Tangible User Interfaces (Hiroshi Ishii), Multilingual Computing, Systems & Self (Mitch Resnik, Sherry Turkle), Conversational Computer Systems, and many more.

**Master of Science in Media Arts and Sciences, September 1999**

**Thesis:** *Active Messenger: Email Filtering and Mobile Delivery.*

**UNIVERSITY OF BERN**

**Bern, Switzerland**

**Master's Degree (Lizenziat) in Psychology, Computer Science & Philosophy, 1993**

**Thesis:** *Psychological Impact of Communication Technologies on Users* (Thesis advisors Prof. Dr. Alfred Lang and Dr. Urs Fuhrer).

**Coursework domains:** Usability, Human Factors, Human-Computer Interaction, Environmental and Ecological Psychology, Social Psychology, Psychological Aspects of Music, Processes of Creative Design.

**Skills**

**Human Computer Interaction (HCI) research:** 15 years of experience as an international HCI researcher, working on all levels of Interaction Design and HCI: from theories (social and cognitive psychology, sociology, ethnography, HCI design), to prototypes (hardware, software, firmware, mechanical & electrical design), to conducting empirical studies (experimental design, statistical evaluation), to publishing the results, to filing patents; project management; management of team of researchers and engineers.

**Computer programming:** Extensive knowledge in PERL, C, C++, VB, Pascal, Lingo; XML, CGI, JavaScript, HTML. Working knowledge in Assembler, Java, Python.

**Computer hardware and networking:** Extensive experience with microcontrollers for wireless sensor networks and robotic control. Circuit board design and prototyping with sensors, actuators, wired and wireless transceivers for audio and data (Bluetooth, analog radio, etc.). Interfacing analog and digital systems. TCP/IP networking (data and VoIP, wired and 802.11), two-way pager networks.

**Operating systems and applications:** Experience with all Windows OS, UNIX/Linux; 3D and 2D modeling (Rhinoceros, Truespace4, Corel Draw, Photoshop).

**Micro modeling & mechanical design:** Expert in designing and building R/C micro systems, with special focus on small animatronics and hovering robotics platforms.

**Rapid prototyping:** Experienced with laser cutting (Universal X-600), 3D printing (Stratasys FDM2000), CNC milling, composite materials (Kevlar, carbon & glass fiber).

**Audio engineering:** 10 years of experience as a professional live audio mixer in large venues (audiences of 3000+). Responsible for studio recordings of 30+ albums. Extensive experience with virtually any existing live audio mixing console (Yamaha, Soundtracs, Soundcraft, Mackie, Tascam, etc) and outboard equipment (FX processors, dynamics processors, filtering)

**Video engineering:** 5-year experience as a professional video editor. Experienced with many analog editing suites (e.g., Betacam SP/Digibeta, Ampex VPR3 1"), hybrid video editing (e.g., Fast Videomachine), and digital editing (Media 100, Premiere, Final Cut Pro).

**Exhibitions**

**Ars Electronica Center** (Aug 2004 – Aug 2006), Linz, Austria: "I/O Brush" commissioned for the *Ars Electronica Center*. The initial one-year contract was extended to a two-year contract based on the exhibition's great success. Project together with Kimiko Ryokai.

**Publications**

**Journal Publications:**

- Schmandt, C. & Marti, S. (2005). **Active Messenger: Email Filtering and Delivery in a Heterogeneous Network.** In *Human-Computer Interaction Journal (HCI)*, 2005, Vol. 20, No. 1&2, 2005.
- Schmandt, C., Marmasse, N., Marti, S., Sawhney, N., & Wheeler, S. (2000). **Everywhere Messaging.** *IBM Systems Journal*, Vol. 39, No. 3&4, 2000.

### Conference Proceedings:

- Kim, S.W., Marti, S. (2012). **Ghost Fingers: A Hybrid Approach to the Interaction with Remote Displays**. In Extended Abstracts of *ACM conference on Human Factors in Computing Systems (CHI '12)*, Austin/TX.
- Treskunov, A., Kim, S.W., Marti, S. (2011). **Range Camera for Simple behind Display Interaction**. In MVA 2011 IAPR Conference on Machine Vision Applications, June 13-15, 2011, Nara, Japan, 160-163.
- Kim, S.W., Treskunov, A., Marti, S. (2011). **DRIVE: Directly Reaching Into Virtual Environment with Bare Hand Manipulation Behind Mobile Display**. In IEEE Symposium on 3D User Interfaces 2011, 19-20 March, Singapore [Poster], 107 – 108.
- Ryokai, K., Marti, S., Ishii, H. (2007). **I/O Brush: Beyond Static Collages**. In Extended Abstracts of *ACM conference on Human Factors in Computing Systems (CHI '07)*, San Jose/CA, 2007.
- Marti, S. & Schmandt, C. (2005). **Physical Embodiments for Mobile Communication Agents**. In Proceedings of *UIST 2005*, Seattle/WA, 2005.
- Marti, S. & Schmandt, C. (2005). **Giving the Caller the Finger: Collaborative Responsibility for Cellphone Interruptions**. In Proceedings of *ACM conference on Human Factors in Computing Systems (CHI '05)*, Portland/OR, 2005.
- Ryokai, K., Marti, S., & Ishii, H. (2005). **Designing "The World as your Palette."** Design Expo of the *ACM conference on Human Factors in Computing Systems (CHI '05)*, Portland/OR, 2005.
- Marti, S. (2004). **Autonomous Interactive Intermediaries: Social Intelligence for Mobile Communication Agents**. In Doctoral Colloquium Companion Booklet of *ACM conference on Computer supported Cooperative Work (CSCW '04)*, Chicago, 2004.
- Ryokai, K., Marti, S., & Ishii, H. (2004). **I/O Brush: Drawing with Everyday Objects as Ink**. In Proceedings of *ACM conference on Human Factors in Computing Systems (CHI '04)*, Vienna/Austria, 2004.

### Patents

awarded: 6  
pending: 34

- Animatronic creatures that act as intermediaries between human users and a telephone system (U.S. patent 8135128, awarded Mar 13, 2012)
- Methods and apparatus for autonomously managing communications using an intelligent intermediary (U.S. patent 8121653, awarded Feb 21, 2012)
- Drawing tool for capturing and rendering colors, surface images and movement (patent pending, US20060084039)
- System and method for automatic image capture in a handheld camera with a multiple-axis actuating mechanism (U.S. patent 8089518, awarded Jan 3, 2012)
- System and method for moving object selection in a handheld image capture device (U.S. patent 8125512, awarded Feb 28, 2012)
- System and method for selection of an object of interest during physical browsing by finger framing (U.S. patent 8073198, awarded Dec 6, 2011)
- System and method for selection of an object of interest during physical browsing by finger pointing and snapping (U.S. patent 7885145, awarded Feb 8, 2011)
- Image capturing device for high-resolution images and extended field-of-view images (patent pending, US20100134641)
- Immersive display system for interacting with three-dimensional content (patent pending, US20100128112)
- Mobile immersive display system (patent pending, US20100208029)
- In-line mediation for manipulating three-dimensional content on a display device (patent pending, US20100053151)
- Spatially correlated rendering of three-dimensional content on display components having arbitrary positions (patent pending, US20100053164)

- Egomotion speed estimation on a mobile device (patent pending, US20100053324)
- Detecting ego-motion on a mobile device displaying three-dimensional content (patent pending, US20100053322)
- Egomotion speed estimation on a mobile device using a single imager (patent pending, US20100134618)
- Rendition of 3D content on a handheld device (patent pending, US20110285622)
- Actuated adaptive display systems (patent pending, US20120075166)
- Dynamic text input method using on and above surface sensing of hands and fingers (patent pending)
- Linking programmatic actions to user actions at different locations (patent pending)
- Determining motion of projection device (patent pending)
- System and method for editing electronic content using a handheld device (pending)
- Three-dimensional relationship determination (patent pending)
- Keyboard-based multi-touch system using a displayed representation of a user's hand
- Method and system for enabling instant handwritten input (patent pending)
- Pen-based content transfer system and method thereof (patent pending)
- Multiple input areas for pen-based computing (patent pending)
- Haptic response module (patent pending)
- Providing keyboard shortcuts mapped to a keyboard (patent pending)
- System and method for wirelessly sharing data amongst user devices (patent pending)
- Determining user emotional state (patent pending)
- Low power integrated circuit to analyze a digitized audio stream (patent pending)
- Processing of rendering data by an operating system to identify a contextually relevant media object (patent pending)
- Augmented reality writing system and method thereof (patent pending)
- Display of a spatially-related annotation for written content (patent pending)
- Virtual keyboard adjustment based on user input offset (patent pending)
- Use of a sensor to enable touch and type modes for hands of a user via a keyboard (patent pending)
- Controlling individual audio output devices based on detected inputs (patent pending)
- Altering attributes of content that is provided in a portion of a display area based on detected inputs (patent pending)
- Processing image input to communicate a command to a remote display device (patent pending)
- Generation of a combined image of a presentation surface (patent pending)

#### Invited Talks

- **Samsung Advanced Institute of Technology** (November 18, 2009) Suwon (Korea)  
SAIT Forum talk "Affective and Immersive Interaction: Two approaches to advance Human-Computer Interaction"
- **Palo Alto Research Center PARC** (March 2, 2006) Palo Alto, CA  
Talk "Cellular Squirrel"
- **Samsung Advanced Institute of Technology** (December 15, 2005) Seoul (Korea)  
Talk "User Interface Innovations: Cellular Squirrel"
- **Siemens Technology-To-Business Center** (September 14, 2005) Berkeley, CA  
Talk "The Commercial Potential of the Cellular Squirrel"
- **Samsung Information Systems of America** (August 11, 2005) San Jose, CA  
Talk "Autonomous Interactive Intermediaries"
- **France Telecom R&D Boston** (July 11, 2005) Cambridge, MA  
Talk "The Next Generation of Mobile Communication"
- **Motorola Research Labs** (June 22, 2005) Schaumburg, IL  
Talk "Social Intelligence of Mobile Communication Agents"

- **Accenture Technology Labs** (May 11, 2005) Palo Alto, CA  
Talk "Cellular Squirrel and A.I.I."
- **Intel Research Berkeley** (April 27, 2005) Berkeley, CA  
Talk "The Cellular Squirrel"
- **3GSM Congress** (February 14-17, 2005) Cannes (France)  
Weeklong presentations and demonstrations of my doctoral work
- **M.I.T. Media Lab** (1997-2005) Cambridge, MA  
More than 150 presentations and talks on my research
- **Federal Institute of Technology (ETH)** (May 29, 2002) Zürich (Switzerland)  
Panel "Security in the Net: Big Brother Is Watching and Protecting You"
- **AT&T Labs** (January 28, 1999) Red Bank, NJ  
Talk "Active Messenger: Email Filtering and Mobile Delivery"
- Convention of **SwissICT** (former SVD) (November 15, 1994) Zürich (Switzerland)  
Talk "The Strange Effects of Telecommunication on Human Beings"

## Media, TV & Press

- **SIGNature** bluetooth.org (quarterly magazine): "In a NutCell" April, 2007, <http://www.nxtbook.com/nxtbooks/bluetooth/signatureq207/index.php?startpage=46>
- **Financial Times Germany** (German daily newspaper): "Hörpuschel: Handy-Eichhörnchen" (cellphone squirrel) April 28, 2006
- **Boston Business Journal** (US daily newspaper): "Inspecting gadgets: Gizmos that developers hope will be the next must-have tech contraptions" April 28, 2006, <http://boston.bizjournals.com/boston/stories/2006/05/01/focus1.html>
- **I-Droid** (Italian monthly magazine): "F.A.C.E., La Spia Discreta" January 2006
- **International Telecommunication Union ITU News magazine** (English/French/Spanish monthly publication): "How annoying is your phone?" December 2005, <http://www.itu.int/itunews/manager/display.asp?lang=en&year=2005&issue=10&ipage=technology&ext=html>
- **The New York Times Magazine** (US weekly magazine): "The Year in Ideas: Consensual Interruptions" December 11, 2005, <http://www.nytimes.com/2005/12/11/magazine/11ideas1-10.html>
- **YouTube.com** I/O Brush video becomes the *most watched Youtube video on October 7, 2005*, and goes viral (estimated 1.2 million viewings so far) <http://www.i4u.com/article4344.html>
- **The Age** (Australian daily newspaper): "Screen all my calls" October 1, 2005, <http://www.theage.com.au/news/icon/screen-all-my-calls/2005/09/27/1127804480665.html>
- **PC Chip Croatia** (Croatian monthly magazine): "Animatronička vjeverica" September 2005
- **Kölner Stadtanzeiger** (German daily newspaper): "Sekretärin mit viel Pelz" (Secretary with lots of fur) September 29, 2005, <http://www.ksta.de/html/artikel/1125645192032.shtml>
- **BBC News World Edition**. "Magic brush paints visual world" September 15, 2005, <http://news.bbc.co.uk/2/hi/technology/4184160.stm>
- **Technology Review** (US monthly magazine): "Executive Squirrel" August 2005, <http://www.technologyreview.com/Infotech/14672/page2/>
- **BBC News**: "Squirrel helps with mobile calls" August 26, 2005, <http://news.bbc.co.uk/2/hi/technology/4749507.stm>  
Hundreds of follow-up articles in international online publications such as BBC Persian Online (Persian), BBC Arabic Online (Arabic), breedband.telenet.be (Belgium), aftonbladet.se (Swedish), BBC News Online (Spanish), metafilter.com, giornaletecnologico.it (Italian), dk.compulenta.ru (Russian), computerra.ru (Russian), idg.se (Swedish), omni.lt (Lithuanian), blueyonder.co.uk (British)

- **The Toronto Star** (Canadian daily newspaper): "A PhD student fights the rudeness of cellphones" July 24, 2005, <http://pqasb.pqarchiver.com/thestar/access/871439201.html?dids=871439201:871439201&FMT=ABS>
- **Mobileburn.com**: "Cellular Squirrel, a robot that screens your calls" July 15, 2005, <http://www.mobileburn.com/news.jsp?id=1519>  
Hundreds of follow-up articles online publications (big fraction non-english): Blueserker.com, Gearlive.com, Pierro.org (French), De-bug.de (German), mizusawa.cocolog-nifty.com (Japanese), geek.com, jy.lv (Latvian), jolt.co.uk, techdigest.tv, shinyshiny.tv, gizmodo.com, 4rthur.com, pazar cuccok (Hungarian), membrana.ru (Russian), brunodelfrate (Italian), ferket.com (Dutch), bug.hr (Croatian), smooth.blogs.com (French), nfsa.us, core.org.au, tecnologia.tiscali.it (Italian), nrg.co.il (Hebrew), mytech.it (Italian), webpanel.ru (Russian), liberoblog (Italian)
- **BusinessWeek**. I/O Brush IDEA Awards Gold 2005. July 4, 2005, <http://images.businessweek.com/ss/05/06/idea2005/source/139.htm>
- **FRAMES** (US monthly publication): "Cellular Squirrel" May/June 2005, <http://frames.media.mit.edu/frames.nsf/a0da1d86e6b0ba5185256d200052a6f07f207b902079250b8525703500646924?OpenDocument>
- **Discovery News**. Virtual Brush Captures 'Paint' from Real Life. May 27, 2005, <http://web.archive.org/web/20061007144848/http://dsc.discovery.com/news/briefs/20050523/paintbrush.html>
- **Engadget.com**: "Switched On: The Blossoming of Bluetooth" March 16, 2005, <http://www.engadget.com/2005/03/16/switched-on-the-blossoming-of-bluetooth/>
- **Discovery Channel Canada**. Painting with a new palette. January 25, 2005, <http://web.archive.org/web/20050315212622/http://www.exn.ca/dailyplanet/story.asp?id=2005012654>
- **The New York Times** (US daily newspaper): "Block That Ringtone!" April 8, 2004, <http://query.nytimes.com/gst/fullpage.html?res=9C07E6D71438F93BA35757C0A9629C8B63&sec=&spon=&pagewanted=2>
- **K-Spezial** (Swiss weekly magazine): "Computer werden merken, ob der Anwender nervös ist" (Computers will notice nervous users) April 30, 2003, <http://www.saldo.ch/themen/beitrag/1017529/>
- **Futur(es)** (Swiss monthly magazine): "Stefan Marti et ses puce volante", "Stefan Marti, un chercheur génial" (Stefan Marti and his flying saucers; Stefan Marti, a genius researcher) January 2001
- **Swiss Television** (Swiss national TV): "Superreich oder Pleite - Schweizer Jungunternehmer im Internet" (documentary) January 11, 2001
- **Basler Zeitung** (Swiss daily newspaper): "Wie sich die beiden Giganten Harvard und MIT belauern" (How the giants from Harvard and MIT compete) January 2, 2001
- **L'AGEFI** (Swiss monthly magazine): "Au célèbre Medialab du MIT, les professeurs Nimbus sont plus valorisés que les tenants du chercher utile" October 26, 2000
- **Swiss Television** (Swiss national TV): "MTW" (documentary) October 5, 2000
- **Tribune de Genève** (Swiss daily newspaper): "Le punk d'Olten réinvente sa vie au Media Lab du MIT" (The punk from Olten re-invents himself at the M.I.T. Media Laboratory) October 18, 1999
- **Pctip** (Swiss weekly magazine): "Zukunftslabor: Gute Connections und mehr Grips" (Future lab: savvy with good connections) November 1998
- **Gold Award, Industrial Design Society of America** (2005) Industrial Design Excellence
- **Motorola fellow** (1999 - 2000)
- **AT&T fellow** (1998 - 1999)
- **Fellowship for Research Assistantship** from the M.I.T. Media Lab Speech Interface Group (1997 - 2005)
- **Recognition Award for Contributions to the Organization of Samsung Information Systems of America** (January 2010)

## Honors & Awards

- Students supervised**
- Quinn Mahoney (2002-2003, M.I.T. Media Lab)
  - Matt Hofman (2003-2005, M.I.T. Media Lab)
  - Jonathan Harris (2002-2003, M.I.T. Media Lab)
  - Mark Newman (2003, M.I.T. Media Lab)
  - Robert Figueiredo (2005, M.I.T. Media Lab)
  - Joshua Monzon (2005, M.I.T. Media Lab)
  - Han Joo Chae (2009, intern from CMU)
  - Nachiket Gokhale (2010, intern from University of Minnesota)
- Leadership**
- Director of the Future Concepts and Prototyping team at Palm/HP (January 2011 - present)
  - Manager of the UI Production team at Palm/HP (January – July 2011)
  - Leader of the HCI team of the Computer Science Lab at Samsung R&D Center Silicon Valley (August 2008 – December 2010)
  - On advisory board of the *Swiss House for Advanced Research and Education* (SHARE), Cambridge. SHARE is the Swiss consulate in Boston, and a joint operation of the State Secretariat for Education and Research and the Swiss Federal Department of Foreign Affairs (2000 - 2002)
  - M.I.T. Media Lab Student Committee (2001 – 2005)
- Professional Associations**
- Association for Computing Machinery (ACM)
  - Institute of Electrical and Electronics Engineers (IEEE), Communications Society and Computer Society
  - Association for the Advancement of Artificial Intelligence (AAAI)
  - Audio Engineering Society (AES)
  - ACM's Special Interest Group on Computer-Human Interaction (SIGCHI)
  - San Francisco Bay Area Chapter of ACM SIGCHI (BayCHI)
  - World Future Society (WFS)
- Community Services (reviewer)**
- ACM Conference on Human Factors in Computing Systems (CHI) 2006-2012
  - ACM Conference on Computer Supported Cooperative Work (CSCW) 2006, 2008
  - Graphics Interface 2006 (GI) 2006
  - ACM Symposium on User Interface Software and Technology (UIST) 2005, 2007, 2010
  - Annual IEEE International Symposium on Wearable Computers (ISWC) 2004
  - International Conference on Ubiquitous Computing (UbiComp) 2003, 2007
  - Tangible and Embedded interaction (TEI) 2009, 2010
  - ACM Conference on Intelligent User Interfaces (IUI) 2010, 2012
  - ACM Nordic Conference on Human-Computer Interaction (NordiCHI) 2010
  - ACM International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI) 2012
- Professional Travels**
- Australia (2009), Austria (2004), Canada (1998, 2004), France (1982, 1985, 1987, 1992, 1996, 1998, 2005), Germany (1980-1997, 2007), Greece (1989), Indonesia (1989), Italy (1993, 1995), Japan (1999, 2000, 2002, 2003, 2004, 2006, 2010), South Korea (2005-2010), Malaysia (1989), Netherlands (1993), Singapore (1989), Spain (1985, 1993, 2007), Sri Lanka (1989), Thailand (1989), United Kingdom (1981–1997, 2005-2007), United States (1996-2012)
- Language Skills**
- Fluent: German, English, French, Swiss German (native)
  - Understand: Italian, Spanish, Latin; basic Japanese
- Immigration Status**
- Permanent Resident of the U.S.A.

May 3, 2012