

Karey Helms

KTH Royal Institute of Technology
Department of Media Technology & Interaction Design
Stockholm, Sweden

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Intimate care, somatic data, bodily fluids, implicit interaction, speculative design, humor

Education

Dec 2016 – Present

KTH Royal Institute of Technology (KTH), Stockholm, Sweden
PhD Student in Interaction Design
Advisors: Ylva Fernaeus (KTH), Anna Ståhl (RISE), and Airi Lampinen (Stockholm University)
Expected: Autumn 2022
On parental leave from May 2019 through February 2020 (10 months)

2012 – 2014

Umeå Institute of Design, Umeå, Sweden
Master of Fine Arts in Interaction Design

2003 – 2007

University of Virginia (UVa), Charlottesville, Virginia, United States
Bachelor of Science in Architecture
High Honors, Faculty Award for Design Excellence, Faculty Award for Public Service to the School

Industry Experience

Mar 2015 – Dec 2016

Zebra Technologies, London, United Kingdom
Senior Interaction and Service Designer

May 2007 – Dec 2013

Self-employed, Washington, DC, United States
Freelance Interaction Designer & Front End Developer

Jan 2011 – June 2013

The John F. Kennedy Center for the Performing Arts, Washington, DC, United States
Interaction Designer & Front End Developer

Aug 2007 – Dec 2007

Future Cities Lab, Charlottesville, Virginia, United States
Architectural Design Assistant

May 2007 – Dec 2007

The Institute for Advanced Technology in the Humanities, Charlottesville, Virginia, United States
Digital Information Designer

Publications

Conference Papers

Karey Helms. 2019. *Do you have to pee? A Design Space for Intimate and Somatic Data*. ACM Conference on Designing Interactive Systems (DIS 2019), San Diego, California, USA. **Honorable Mention Award**.

Karey Helms, Barry Brown, Magnus Sahlgren, and Airi Lampinen. 2018. Design Methods to Investigate User Experiences of Artificial Intelligence. AAAI 2018 Spring Symposium Technical Report (The Design of the User Experience for Artificial Intelligence), Stanford, California, USA.

Magnus Sahlgren, Erik Ylipää, Barry Brown, **Karey Helms**, Airi Lampinen, Donald McMillan, Jussi Karlgren. 2018. The Smart Data Layer. AAAI 2018 Spring Symposium Technical Report (Artificial Intelligence for the Internet of Everything), Stanford, California, USA.

Journal Articles

Karey Helms, Pedro Ferreira, Barry Brown, Airi Lampinen. 2019. *Away and (Dis)connection: Reconsidering the Use of Digital Technologies in Light of Long-term Outdoor Activities*. ACM on Human-Computer Interaction 3, GROUP, Article 230 (December 2019), 20 pages.

Pedro Ferreira, **Karey Helms**, Barry Brown, Airi Lampinen. 2019. *From Nomadic Work to Nomadic Leisure Practice: A Study of Long-term Bike Touring*. ACM on Human-Computer Interaction 3, CSCW, Article 111 (November 2019), 20 pages. **Honorable Mention Award**.

Extended Abstracts

Karey Helms. 2020. *Careful Design: Implicit Interactions with Care, Taboo, and Humor*. ACM Conference on Designing Interactive Systems (DIS 2020, Doctoral Consortium), Eindhoven, Netherlands.

Karey Helms, Ylva Fernaeus. 2018. *Humor in Design Fiction to Suspend Disbelief and Belief*. ACM Nordic Conference on Human-Computer Interaction (NordCHI 2018, Future Scenarios), Oslo, Norway.

Karey Helms. 2017. *Leaky Objects: Implicit Information, Unintentional Communication*. ACM Conference on Designing Interactive Systems (DIS 2017), Edinburgh, Scotland, UK.

Workshop Organized

Tom Jenkins, **Karey Helms**, Vasiliki Tsaknaki, Ludvig Elblaus, and Nicolai B. Hansen. 2018. *Sociomateriality: Infrastructuring and Appropriation of Artifacts*. ACM Conference on Tangible, Embedded and Embodied Interaction (TEI 2018), Stockholm, Sweden.

Position Papers

Karey Helms. 2018. *A Walk in the Woods: Gear and Infrastructure in the Outdoors*. For the workshop “HCI Outdoors: Understanding Human-Computer Interaction in the Outdoors”. ACM Conference on Human Factors in Computing Systems (CHI 2018), Montréal, Québec, Canada.

Karey Helms. 2017. *Implicit Interaction: Information, Intention and Infrastructure*. For the workshop “People, Personal Data and the Built Environment”. ACM Conference on Designing Interactive Systems (DIS 2017), Edinburgh, Scotland, United Kingdom.

Karey Helms. 2017. *The Family Circuit: A New Narrative of American Domesticity*. For the workshop “Making Home: Asserting Agency in the Age of IoT”. ACM Conference on Human Factors in Computing Systems (CHI 2017), Denver, Colorado, United States.

Karey Helms. 2017. *Phygital Party Mode: A Relationship with Relationships*. For the workshop “Designing the Social Internet of Things”. ACM Conference on Human Factors in Computing Systems (CHI 2017) Denver, Colorado, United States.

MFA Thesis

Karey Helms. 2014. *The Family Circuit: A New Narrative of American Domesticity*. Interaction Design. Umeå Institute of Design, Umeå, Sweden.

Creative Outputs

- 2020 **Case Study: Technologies of Human Waste**
Featured on SpeculativeEdu project website as an exemplary practice of Speculative Design
- 2014 **Exhibition: The Family Circuit: A New Narrative of American Domesticity**
Displayed MFA thesis project at Umeå Institute of Design’s degree show to public audiences
- 2014 **Exhibition: The Family Circuit: A New Narrative of American Domesticity**
Displayed MFA thesis project at Semcon Student Exhibition to industry professionals in Göteborg, Sweden

Teaching

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| MSc Thesis Supervision | Nine degree projects in Interactive Media Technology , KTH, 2018 - 2019 Topics include: care in multispecies kinship, Machine Learning as a design material, perceptions of UX complexity, address infrastructures in Ugandan and Rwandan, and wearable audio experiences |
| Teaching Assistant | Advanced Project Course (DM2799) , KTH, 2018 - 2019 Media Technology and Interaction Design (DM2601) , KTH, 2018 and 2020 Human Perception for Information Technology (DM2350) , KTH, 2017 - 2018 Human-Computer Interaction Introductory Course (DH1620) , KTH, 2018 - 2020 Interaction Design as a Reflective Practice (DH2629) , KTH, 2017 CAAD 3d Modeling & Visualization (ARCH 541) , University of Virginia, 2006 Lessons of the Lawn (ARCH 101) , University of Virginia, 2006 |
| Lectures | Topics include: Implicit Interactions, Industry Experiences as an Interaction Designer, Agile User Experience, Service Design, and Design Fiction |

Invited Talks

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| 2018 | "Humorous Fictions and Taboo Frictions" , Umeå Institute of Design (academic seminar), Umeå, Sweden |
| 2017 | "Internet of Everything. But what is everything?" , Internetdagarna (industry conference), Stockholm, Sweden |
| 2017 | "Implicit Interactions: Implied, Intangible and Intelligent" , EuroIA (industry conference), Stockholm, Sweden |
| 2016 | "Insights in Self-centered Design" , Interact London (industry conference), United Kingdom |
| 2016 | "Implicit Interaction" , Interaction Design Association (IXDA) London (industry event), United Kingdom |
| 2016 | "Making the Invisible Physical" , World IA Day (industry conference), Bristol, United Kingdom |

Activities

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| Doctoral Consortium | ACM conference on Designing Interactive Systems (DIS) , virtual, 2020 |
| Summer Schools | International UBI Summer School (UBISS) , Oulu, Finland, 2018 Six day summer school on humanistic HCI UrbanIXD Summer School , Split, Croatia, 2013 Eight day interdisciplinary summer school on urban interaction design through a critical design lens Vicenza Program , Vicenza, Italy, 2006 Six week study abroad program on design drawing as a means of seeing and interrogation |
| Workshop Participation | The Cultures of Machine Participation , Oslo, Norway, 2017 Two day workshop on strategies to re-imagine the role of intelligent technologies in our daily lives |

Service

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| Conference Organizer | Associate Chair Pictorials , ACM conference on Designing Interactive Systems (DIS), 2018 - 2019 Web Chair , ACM Conference on Tangible, Embedded and Embodied Interaction (TEI), 2018 Co-organizer , international event on Humanising AI, 2018 |
| Conference Reviewer | ACM conference on Human Factors in Computing Systems (CHI) , 2018 - 2019 and 2021 ACM conference on Designing Interactive Systems (DIS) , 2017 - 2020 ACM Nordic conference on Human-Computer Interaction (NordicCHI) , 2018 and 2020 |

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| Conference Volunteer | <p>ACM conference on Human Factors in Computing Systems (CHI), 2018</p> <p>Lift Conference, 2016</p> <p>Design Research Society (DRS), 2014</p> |
| University Roles | <p>KTH university student body PhD representative, 2017 - 2019</p> <p>KTH departmental student body PhD representative, 2017 - 2019</p> <p>KTH departmental management PhD representative, 2017 - 2019</p> <p>Umeå Institute of Design student body representative, 2013 - 2014</p> <p>UVa School of Architecture President, 2006 - 2007</p> <p>UVa School of Architecture Tour Guide for Prospective Students, 2004 - 2007</p> <p>UVa Lawn Selection Committee Chair, 2007</p> |
| Industry Organizer | <p>Interaction Design Association (IxDA) London, 2015 - 2016</p> <p>Guest host, assistant organizer, and speaker for IxDA London chapter events</p> |

Honors & Awards

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| 2019 | <p>Honorable Mention Best Paper Award, CSCW</p> <p>Honorable Mention Best Paper Award, DIS</p> |
| 2012 | <p>1st Place Award Student Design Challenge, OzCHI</p> |
| 2007 | <p>UVa Faculty of Architecture Award for Design Excellence</p> <p>UVa Faculty of Architecture Award for Public Service to the School, the University, and the Community</p> |
| 2007 | <p>Member of The Raven Society, University of Virginia</p> |