Methods, Theories and Taking Action Through Gender and Feminisms in Human-Computer Interactions

Who organized the events?

Prof Claude Draude

Claude is a professor at Faculty of Electrical Engineering/Computer Science, and adjunct professor at the Faculty of Social Sciences at the University of Kassel, Germany. She leads the research group Gender/Diversity in Informatics Systems (GeDIS) and is on the director's board of the Research Center for Information System Design (ITeG). She works with approaches from intersectional feminist STS, critical theory, new materialism, arts, and design in computing.

Nana Kesewaa Dankwa

Nana Kesewaa Dankwa is currently a PhD candidate in Computer Science at the University of Kassel. She holds a Master of Science in Computer Science and Media from the Bauhaus University in Weimar, Germany, and a Master of Science in Information Technology from the Sikkim Manipal University in India. Her undergraduate studies in Ghana was in Mathematics and Computer Science. Her research interests are in Human Computer Interaction, Socially Responsible Computing and Critical Design approaches. She is currently working on the INTeGER project and has major interests in exploring participatory approaches that empower users and tackles the embodiment of oppression and marginalization in tech. She is also interested in race and culture and how these are translated during tech design and development. Her current work with elderly women living alone explores new perspectives and opportunities for the design of smart home technology.

Dr Angelika Strohmayer

Dr Angelika Strohmayer is a senior lecturer and co-director of the newly established Design Feminisms Research Group at Northumbria University's School of Design. Her collaborative in-the-world work sits at the intersection of technologies, craft, safety, social justice, and feminisms – contributing to theoretical conversations through applied research methods. She is dedicated to the inclusion of under- and mis-represented people in research, design, and academia, and proactively works towards equity, diversity, and inclusion. Some of this is shown through her work as a founding member of fempower.tech, an international technology research collective, and her co-editing of the 'Meaningful Design Processes' Forum in the ACM Interactions Magazine. In all that she does, Angelika tries to work across boundaries, bringing together disparate groups to engage in endeavours that support personal wellbeing, counteracting community traumas, and engaging in public advocacy to move towards more socially just worlds.

Dr Rosanna Bellini

Dr Rosanna Bellini is researching how we built moral responsibility into digital tools that encourage perpetrators of domestic violence to desist from abusive behaviours. Her work frequently crosses into other digital service delivery in sensitive spaces including sexual violence, bullying and harassment, drug and alcohol rehabilitation, particularly within the third and voluntary sector. She is also interested in how employee-generated data, such as complaints or reports, can be used to inform safer and healthier workplace policies, practices, and training.

What is this, really?

The booklet documents the learnings from a series of events that took place in September 2021, online and in-person at the University of Kassel, in Germany. This series of events, entitled 'Methods, Theories and Taking Action Through Gender and Feminisms in Human-Computer Interactions' was hosted in collaboration between Gender/Diversity in Informatics Systems (GeDIS) group at the University of Kassel, Germany, and fempower.tech in Newcastle, UK.

To reflect on this overseas collaboration, this document has been typeset using the typefaces Magnet, by Inga Plönnigs, and Manofa, by Mariya V. Pigoulevskaya. Two fantastic type designers, based in Germany and Newcastle, England, accordingly.

In an effort to bring together humans and the machines, analogue and digital methods, chaos and (a bit of) order – the design of this booklet takes inspiration from the collage and zine aesthetics that played such a crucial role in feminist movements throughout history, and combines them with screenshots, emojis, and other ubiquitous elements from our digital worlds.

In line with great Data Feminism principles around the visibility of labour and transparency around decision making, throughout the booklet one can find brief notes from the designer, Maria Munguambe, on her thinking and how it informed certain design choices.

We hope the booklet will be great for revisiting some topics covered during the events, as well as a reminder of the supportive community that is out there and the importance of our never-ending feminist work.

Since the booklet is not accessible for everyone this document functions as an alternative and summarizes relevant information and findings of the event series.

Event 1: Defining Feminist and Gender HCI

Who spoke at this event?

Alexandra To (Opening notes)

Alexandra To is an Assistant Professor at Northeastern University jointly appointed in the Art + Design (Games) department in the College of Art, Media, and Design and the Khoury College of Computer Science. Alexandra is an HCI researcher, racial justice activist, critical race scholar, and game designer. Her core research interests are in studying and designing social technologies to empower people in marginalized contexts. She uses qualitative methods to gather counterstories and participatory methods to design for the future. She has designed award-winning transformational games, received multiple ACM Best Paper awards, and published at CHI, UIST, CSCW, CHI Play, ToDiGRA, and DIS.

Sara Morais dos Santos

Experimental Inhabitations

Goda Klumbytė

Feminist Perspectives on Machine Learning Systems Design

Kathy New

An Ecofeminist Approach to HCI

Claude Draude

Methods, Theories and Taking Action through Feminisms and Gender in HCI

Oliver Bates

Reflecting on Feminism, Equality and Justice in Last Mile Logistics and the Gig-Economy

Astrid Weiss

Can Robots Even be Gender-Neutral?

Sandra Buchmüller

How to Design for More-Than-Human-Worlds? A Feminist Posthumanist Reflection on Design as Ethico-Onto-Epistemological Research and Practice

Ingrid Brudvig

Feminist Digital Anthropology: Designing for Digital Equality

Anna Croon, Karin Danielsson, Christina Mörtberg

Inclusive Innovation – Participatory Approaches to Digital Innovation

Shana Danielle MacDonald, Brianna Wiens Ivy

From Influencer to Amplifier: @aesthetic.resistance as Feminist IG Hack

Rosanna Bellini

Mapping the Margins: Navigating the Ecologies of Domestic Violence Service Provision

Key topics

Logistics; Work; HRI; Theory; Feminism; Pro Environmentalism

Opening Notes and Roundtables

Thoughts you have while Alexandra is speaking

- Love the idea of critical refusal for empowerment.
- How can we decanter trauma: we don't want to just dismantle oppression, we want to build better futures!
- It is time to design safe spaces where marginalised people can celebrate and express identity – counter spaces.
- Such a bold decision to express how you were not doing well at that time without fear to be judged for it.
- An intention to bring our whole selves into the room can be very powerful and humanising.
- What is the world we want to see?

Questions you have for Alexandra

- I'd love to hear or think more about critical suturing through fictions as a collective activity!
- I love the counter space project! Is there documentation online where I can find more about it?
- Can you separate feminist theories from how, why, when or where you do your work?
- Sometimes.
- Theories are everything.
- Feminist theories inform.
- Sometimes I avoid making my feminist stance explicit.
- I don't think I *want* to separate.
- It is my personal and professional orientation.
- Not even sure (why) I should...?
- As my research is not directly associated with gender.
- No, I think all research is political (broad understood).

What are some of the barriers and opportunities for integrating feminist theories into HCI practices?

Barriers

- The assumption that we are isolated, individual(ist) thinkers.
- The extended listening filters in HCI ("objectivity") sometimes prevents us from even listening.
- Not enough funding compared to other commercial pro-efficiency/productivity projects.
- Even if necessity is seen, people lack overview and understanding.
- Still technology is seen as neutral. So, the idea of if it's not broken don't fix it applies.
- Others do not see the necessity.
- Rigid research questions and supervisors.

Opportunities

- Collective action.
- Avoid/minimise othering.
- Discussing biases.
- Context-based findings.
- Values and goals between scientific disciplines (gender studies VS engineering/computer science; social justice VS economic growth.
- Collective knowledge informing algorithmic knowledge production.
- Co-creation of knowledges (definitely plural) and of critiques on knowledges.
- Improving representation in research data/findings.
- Generating more alternatives (Anna Croon) and more futures (Alexandra To).

How do you integrate feminist theories into your work practice?

- By trying to let them orient my research in terms of its methods, ethics, and topics – especially the focus on power.
- Embodiment, situatedness, partiality are central feminist concepts that guide responsible knowledge production.
- Ask the "who" questions, especially in domains that tend to make humans less visible than depersonalised processes.
- Considering gender an identity when developing recruitment/participation strategies (eg: when you run a study, how you financially cover the costs of participation such as childcare and travel).
- Trying to consider gender and other aspects when applying for research grants, working on projects.
- Promoting participation of underserved marginalised communities. I also started self-disclosing while publishing. Valuing stated knowledge and embodiment.

- Lorde's theory of difference (interpersonal and internal) as a contributor to discomfort -> insight -> change.
- Work with ways to transfer the understanding to others. Can tools and materials and methods be used as ways to enable a mutual language and another way to view "things" in contexts and designs (inspired by PD).
- Examining historical, political, social contexts leading to people's decisions.

How do you apply thinking about gender and feminisms in your work?

I apply feminist theory

- in the methodologies I employ.
- in how I work with others within and outside the academy.
- in the kinds of technologies I design/develop.
- in the kinds of topics I work on/with.
- because I work with certain communities.
- in exploring how physical artefacts (currently public transport vehicle interiors) are gendered.

Event 2: Ways of Practice in Feminist and Gender HCI

Who spoke at this event?

Margaret Burnett (Opening notes)

Margaret Burnett is an OSU Distinguished Professor at Oregon State University. She began her career in industry, where she was the first woman software developer ever hired at Procter & Gamble Ivorydale. A few degrees and start-ups later, she joined academia, with a research focus on people who are engaged in some form of software development. She was the principal architect of the Forms/3 and FAR visual programming languages, and co-founded the area of end-user software engineering, which aims to improve software for computer users that are not trained in programming. She pioneered the use of information foraging theory in the domain of software debugging, and leads the team that created GenderMag, a software inspection process that uncovers gender inclusiveness issues in software from spreadsheets to programming environments. Burnett is an ACM Fellow, a member of the ACM CHI Academy, and an award-winning mentor. She currently serves on three editorial boards and has served in over 50 conference organisation and program committee roles. She is also on the Academic Alliance Advisory Board of the National Center for Women in Technology (NCWIT).

Kristin Allukian

HCI, Feminist Data Visualization, and the Suffrage Postcard Project

Martina Schuß

Shared Automated Vehicles (SAVs): Using Feminist Methods for Inclusive Designs

Stine Eckert

Hitting Back with Solidarity in a Vacuum of Institutional Support: Theorizing Resources for Victims of Online Harassment

Pricila Castelini

How to Question the Development and Use of Technologies in a Feminist Bias in HCI?

Christina Bremer

The Value of Making Feminist Design Visible

Mascha Beuthel

The Body as an Active Participator

Christine Wanjiru Mburu

Empowering Mothers of Preterm Infants Through Co-Design Approach

Karoline Busse

The Feminist Roots of Usable Security and Privacy

Amber Frid-Jimenez, Jessica Carson

Designing Participedia: A Collaborative Research Platform

Anna Lena Fehlhaber, Harjot Kaur, Nicolas Alexander Huaman Groschopf

'After Finishing the Gender Discussion': The Lack of Gender Diversity in the Usability Research Participant Pool

Key topics

Feminist HCI; Case Study; Gender; Marginalised groups; Practice; Teaching; Web tool; Preterm Health; Usable Co Design; Feminism; Privacy & Security

Opening Notes and Roundtables

Thoughts you have while Margaret is speaking

- The small pink laptop from Dell was gone within 20 minutes!! Pre-twitter!
- My problem with these sparkling pink things is that, as a feminist, I totally see why "for her" things are wrong on so many levels; but as a person who loves pink, I do want power tools in pink!
- That's why we use a debugging approach. If an "exclusivity bug" is taken down, it makes the software more inclusive for everyone.
- Theory tells us not just "what should happen" but "why".
- "Shrink it and pink it" is a brilliant phrase to remember.
- Nobody is "typical". Cognitive tax!! 5 facets!
- Can something be inclusive for everyone?

Questions you have for Margaret

- How do you get people to discuss bias without putting people on the defensive?
- Thank you for your great talk! I'd like to talk about my usual discomforts with personas, which is: what is the basis for the persona? How much of our *own* assumptions we (unconsciously) put into our personas, and do our assumptions then limit the inclusion bugs that we can discern?

What challenges have you faced when putting into practice feminist and gender-related thoughts in HCI research?

- Sometimes the members of a community are willing to contribute, but don't want to participate in co-governance of a project.
- Working on bigger picture changes.
- "I'm a user, so I understand users' needs without your research" ☹

- Guidelines for online architectures (as they exist for physical architecture).
- Can we do community engagement without feminisms, and can we do feminisms without community engagement?
- For me this is exactly a challenge: to combine operational wit critical!
- Making intersectional gender research operational in HCI without losing the critical background.
- Struggling to recruit representative user groups.
- People's misconception of that feminism is.
- Explain why it's needed to integrate a feminist standpoint. It's kind of a constant struggle still.
- Barriers to remuneration for costs (e.g.: childcare, travel to participation).
- Mainstream feminism can be incompatible with the marginalised groups we work with.
- Understanding how to include gender in the studies. In some situations, gender seems very relevant but other it is used to discriminate or explain differences that are not necessarily real.
- Labels of what is or isn't a feminist issue can be limiting.
- Building awareness that is necessary in the first place.
- The very word "feminist" in my context could have a negative nuance associated and be received with reluctance.
- What if the research question isn't important enough for the community with whom we're working?
- A lack of confidence around applying theory from outside of computing – not knowing how to apply theory in practice.
- Recruit more diversity.
- A work in progress.
- There's a lot of gatekeeping around gender-related work. Not only do those outside our community tend to reject more often, but also those inside reject because they decide it got some aspect of a feminism wrong. So, it's very hard to publish, and part of it is difficulties we are raising for ourselves.
- Someone raised the point of what a designer can do. Here's a [catalogue of examples fixes to "inclusivity bigs"](#) organised by facer (cognitive style) and by application area.
- Change is hard, things are done like they always were done.
- Decolonizing practices, methods, knowledges.
- Writing about it properly! But here's a great resource that helps with this: [HCI Guidelines for Gender Equity and Inclusivity](#)

What have you learnt from your projects about what a more feminist and gender-inclusive future could look like for HCI?

- Publishing our work helps with people acknowledging the importance of feminist HCI!
- Counter to usability – we can make the invisible visible.
- I have learned more about myself and why I want to be a researcher.
- Do not always prioritise the most original/creative idea by participants. Prioritise what Is useful.
- Imagining and designing inclusive futures helps these futures come into existence.
- A need to challenge the rhythms normalised in design of apps for work that are further marginalising groups of people when they should be empowering.
- Radical Honesty.
- Always with context in mind. All data are local.
- More diverse tech teams would be great!
- It's a lot more work to deliver a feminist piece of work than people realise.
- Others sometimes do not see the issues we see.
- When you start to notice issues, you can't stop seeing them – but not everybody sees these issues.
- Think about a range of different "methods" in a way that goes beyond data extraction.
- Non-binary and gender fluid can influence a lot how HCI will look like in the future.
- There are a lot of barriers and biases around the world and future of work that can be overcome through smaller scale organisations that are democratic and have flat hierarchies.

Consolidating the learning

- I learned I'm not alone with struggles and challenges.
- Feminist research is about serving a feminist goal not necessarily naming it as feminist work.
- How can we be inclusive in our feminist communities while also pushing forward theories without gatekeeping?
- Learned how different research groups approach the topic of feminist HCI.
- When struggling with the question: Is this a feminist issue? I will now ask myself instead: Is the goal you are aiming for a feminist goal? (Inspired by Rosie).
- Bardzell's transformative 2010 paper has been invoked several times today for a kind of default individualist feminism, but I think she also wrote about feminism-with (e.g.: with others, with communities, as configurations of solidarities?).
- I think this is so interesting – I have been very critical of this work in the past, but I come back to it often, and it always fulfils a different purpose. Even if not perfect – it is so valuable.
- Of course, we have all learned a lot since 2010. That statement is definitely true of Bardzell. As well as the rest of us.

- How are the victims (of doxxing) involved in the making of legislation?
- I learned about feminist theoretical concepts or issues other feminist HCI researchers refer to – very interesting!
- Participedia's framework for thinking about collaborative work with the communities is very interesting.
- Building these networks and communities is a powerful feminist thing.
- Feminisms are often works in progress, and I need to learn to embrace that more.
- The need for more exchange.
- I'd like to learn more about "radical honesty".
- Space for open dialogue should be enabled.
- I want to celebrate the influence of feminism on my work, explicitly instead of hiding it or not mentioning it.
- I have started to shout it from the rooftops, and I am so glad for that.
- I got a glimpse of the broad range of assumptions (biases) underlying design.
- Trying to convince non-feminists that feminism is important is so hard – and an ongoing struggle.
- I have learnt other researchers/practitioners struggle with the same issues I do.
- Relevant mentioned feminist concepts/issues: body notions/imaginaries; (in) visibility; Haraway: cat's cradle; Bell Hooks engaged pedagogy; ethical issues of involvement of marginalised users (autistic children).
- There is always more reading to be done!
- I had previously thought about gendered vehicles, but not the gendering configurations around automated vehicles.
- There are so many areas adjacent to HCI where feminisms are not super welcomed yet.
- I had previously thought about gendered vehicles, but not the gendering configuration around automated vehicles.
- Gendering of automated vehicles reinforces to me the need for global feminisms.
- How some of these struggles are based on our cultural contexts (e.g.: uni department setup).
- When it isn't clear or important to say if it is/isn't feminist, I use phrasing like "consistent with feminist thought, e.g. …".
- Resist calling something feminist if it's not appropriate to do so.
- Is there something valuable in not calling something feminist (especially if people are resistant to seeing/reading feminist work).

Event 2.5: Local Hub Co-working: Meeting up in Germany

Leading questions

- Imagining other technological futures and utopias is an urgent challenge for technology design and development at a practical and structural level. How can there be a relation to our networked realities that allows an engagement with technology that takes intersectional feminisms as a given?

- In many kinds of technology there is the problem that those who are most marginalised are not included int eh research that further produces and develops these technologies. This problem re-enforces the stigma that these technologies are for some and not for other and end up re-oppressing those marginal groups that end up engaging with these technologies. What strategies, coming out of Participatory Design methods, can include marginalised communities in developing technology in a feminist way?

Event 3: Learning Methods of Feminist and Gender HCI

Who spoke at this event?

Michael Muller (Opening Notes)

Michael Muller works in the AI Interactions group of IBM Research AI, where his work focuses on the human aspects of data science; ethics and values in applications of AI to human issues; metrics and analytics for enterprise social software applications, with particular application to employee engagement emergent social phenomena in social software. Earlier IBM work involved activity-centric computing and communities of practice. Michael is an internationally recognised expert in participatory design and participatory analysis. His work in this area includes the development of methods (CARD, PICTIVE, participatory heuristic evaluation) and theory (ethnocritical heuristics), as well as the creation of taxonomies and encyclopaedic descriptions of participatory methodology in handbook chapters. Michael contributed expertise on participatory and qualitative analysis to a recent book from the National Academy of Science, as part of a three-year membership in a human-systems integration committee.

Judith Dobler

Design + TechnoScience

Arthi Manohar

UnBoxing Inclusive Approach in HCI

Nadia Campo Woytuk

How Might We Rework Cultural Probes to Fit a Feminist HCI Agenda?

Miriam Sturdee, Katta Spiel

Decentering Text: On Challenging Feminist Forms of Knowledge Production

Marie-Monique Schaper

Design Techniques to Promote Gender Literacy in Digital Fabrication with Primary School Students

Pat Treusch

Knowing Through the Gut: Feminist Impulses for Establishing Affective Embodiment as a Category and a Tool in Interaction Design in HCI and HRI

Kavita Gonsalves

Navigating Experiences of Gender-Based Violence: Co-Creating Location-based Storytelling Urban Games as Advocacy

Key topics

Feminism; Case Study; Feminist HCI; Methods; 3D Printing; HRI; Design Thinking; Blockchain; Curious; Cycles; IoT.

Opening Notes and Breakout Groups

Thoughts you have while Michael is speaking

- Forgettance as a projection of power. Is data unknowing as colonial unknowing.
- Thinking how silence and silences are a prominent topic in humanities-based subject, but also how we process and engage with history on a personal/public/national level then impacts our work in design/science.
- "Raw data is both an oxymoron and a bad idea" Bowker. Reflective forgetting.
- Reminded me of Rosi Braidotti's work where she says that injustice is something you "forget to forget".
- And who's and what histories: from who's perspectives?
- "Weapons of Math Destruction" (Cathy O'Neil).

Questions you have for Michael

- Can abstraction and generalisation be considered a type of unknowing?
- How do we contest back and lead unforgetting to some groups of people, who hold knowledge and chose to forget?
- How to merge qualitative method with big data science? How to make argument for qualitative methods being relevant?
- What would be your practical approach to reflective remembering or rather reflective forgetting?

Ideas for genderless toys

- A toy for "Sara" – Persona: I envisioned a football-like object that can rotate and reminds of a disco ball. The different shapes on it light up and suggest a dance move that the child could then make (such as hip-hop dance moves). Basically, a toy that motivates children to learn more dance moves, explore movement, and that creates a celebratory atmosphere.
- The idea is an AR game not eh phone (or potentially a separate device), that allows you to use the phone as a frying pan. The goal is to learn to flip pancakes, using the phone. You try to not let the pancake drop on the floor. The next step could be catching each other's pancakes, juggling berries, etc. Recipes for how to make pancakes and cakes would be provided within the game, perhaps as rewards for a certain number of pancakes successfully flipped.
- Augmented outside play – facilitating movement and playfulness – using geo location, networked tech, and IoT artefacts.

What makes the method you learned about "feminist"?

- Working with difficulties instead of ignoring or eradicating them.

- Trying to collaborate in a less familiar medium can help us to re-focus on how we collaborate (text collaboration seems familiar and "easy" by comparison).

- I agree that often the boundaries between being a feminist method or inclusive method are blurry.

- Changing perspectives (emotions) if you expose pictures of your private space in contrast to public or work settings.

- Approaching participants from a "messy" perspective. Being open with vulnerabilities.

- Explicitly feminist, but inclusive!

- Unashamedly expressive.

- De-centering different types of data.

- Critique but what makes it good is the fact that it exists.

- I'm not sure if there's ever a "true" feminist method as such methods can be used to further non-feminist goals, but there are definitely methods that are more conductive of feminisms than others 😊

- Perhaps clearly trying to question the gender of toys. I feel that the method works for children to learn about gender stereotypes. I wonder if it could work also if the first step of identifying gendered toys would be skipped.

- Probably note, for the children the reflective exercises were essential for changing their perspectives (comparing sessions 1 and 5 of the original workshop).

- Dealing with topics that are important to feminist actions and goals.

- Questioning established frameworks.

- De-centering text and emphasising embodiment as expression and as communication.

- … which creates ambiguity. Ambiguity can be both generative and also exploitative if there are power differences among the groups… so I need to think more about this.

Consolidating the learning

- With the groups I have attended collaboration has been emphasised in different forms. Which has been super interesting from a methods perspective. E.g.: storytelling, materials visualisation, and sketching.

- Dig more into the question: what makes a feminist method actually "feminist"?

- Expressiveness.

- Forgettance.

- I will be taking with me the impetus towards methodological experimentation. I think this is one of the most important points for feminist HCI, which is open experimentation.

- From a "methods" perspective, I will with designer colleagues about what I experienced, and I will ask them to interpret.

- Not shy away from things being "messy".
- Vocabulary: forgetting, silencing, innocence data.
- I think it's really productive to ask people to work with materials or forms of expression that they don't normally work with. E.g.: Asking ML experts to describe their work in sculpture. This is so crucial to challenging hierarchies in interdisciplinary work.
- For me it would be interesting to compare different perspectives and stakeholders' values on genderless toys.
- What can be a probe and how we can combine the methods we learned about today.
- We know that words can function as boundary objects – subject to diverse and situated interpretations. I suspect that drawings have even more "boundaryness" than words do?
- Taking on board more creative methods around storytelling (e.g.: Twine) and combining with data unknowing in the context of co-designing decision support systems. Super valuable to question the interests are being served.

Event 4: Peer-Mentoring and Facilitating Research Collaborations

Getting to know one another

What's your name?

- Goda Klumbytė
- Violeta Tsenova
- Christine Mady
- Marie-Monique Schaper
- Kadian (Kay-Dee-Ann) Gosler
- Martina Schuß
- María Laura Ramírez
- Judith Dobler
- Rosanna Bellini
- Hawra Rabaan
- Sara Morais dos Santos Bruss
- Michael Muller
- Oliver Bates
- Stine Eckert
- Claude Draude
- Janne Mascha Beuthel

What kind of work do you do?

- A lot of theory work, applied to imaginaries of technology and the body.
- I work on applied research projects across social and environmental justice projects. Specifically looking at fair and sustainable futures for gig economy workers.
- In an HCI research group, PhD, teaching focus on bodily experiences, making them wearable to others
- HCI team; inclusive shared automated vehicles.
- I am a PhD candidate, and I am interested in migration, social inclusion, and PD in HCI, and of course feminist HCI ❤️
- I am trying to learn more about coding and computational methods and how to use them to analyse websites and social media from a feminist perspective to help victims of online abuse and harassment.
- I am an associate professor in the department of architecture, I teach and research on urban planning and specifically public spaces.
- Research into critical algorithm studies, machine learning and feminist systems design.
- Technology-facilitated abuse, working with perpetrators of IPV.

- Intersection of Social Sciences, Humanities and Computing, critical theory, and methods in Computing; Participatory Design; Artistic Research; Feminist HCI.
- Research about genderless toys/ teaching gender literacy in children.
- PhD Candidate examining wearables in the bra field (Smart Bra/Bra Wearables) – Using the wearers' experience to design future experiences w/the bra.
- Crowdsourced "disaster" archives and shared authority.
- Digitally mediated and interactive heritage interpretation.
- Design Research / Drawing and embodied practices.

How does your work relate to HCI and feminisms?

- Underrepresented bodily experiences, pluralism, empathic understanding of "other" bodies; bodily diversity.
- Research in diversity aspects.
- HCI is the field I work in, and feminisms is related to the values I do research with and about.
- Lots of interaction with digital technologies and IPV is a deeply feminist issue (or should be seen as one).
- Including the feminist HCI framework in my work; looking for other theories to build my work upon.
- Designing technology/tools/stuff for more inclusive forms of work in the future.
- It is much easier to argue the case of my work in HCI than in ML community. Otherwise mostly through AX and HAI (human-algorithm interface).
- Using HCI and Fem in my research design. Using marginalised women as experts to develop a design process and products.
- Not directly with HCI but am interested in under-represented groups in relation to public spaces.
- Incorporating ideas around shared authority and participation and how we remember and forget history/heritage. How would archives be designed through a feminist framework.

What does feminist HCI mean to you?

- Bringing (traditional) feminist theories, literature, thoughts into practice, and learning how to make it explicit in design (research) processes.
- Working with intersectional feminist methods, theories, actions in HCI.
- Including pluralistic viewpoints into my research; still a lot to learn still.
- It means a way to bring feminist concerns into the questions of design and relations between humans and technologies.
- It means a commitment to work and do research about ways of fighting oppressive systems.
- Nuance analysis

- Currently, using it as a foundation for my methodology. But still a novice. It means a better way of doing research with people.
- I am not a HCI scholar, but feminist work in relation to technology means to me to critique and improve the computerised and digital infrastructure for women and all groups who experience oppression.
- I am learning about it now.
- Aiming for diversity in technology design.
- A space that drives for inclusivity and representation, challenging norms, and facilitating generative conversations.
- Making me what to take action.
- Inclusivity
- Adapt feminist methods and theories for design practice and techniques.
- I love feminist HCI.
- Bringing feminist action and practice to the techbros.

Sustainable Peer-Mentoring

Looking back: What advice would you give to yourself at the start of your feminist academic career?

- Familiarise with different feminist approaches in HCI.
- People like it when you approach them about their work 😊 (especially if you say you've read their work).
- You can change advisor if they're not enabling your feminist work.
- Sometimes it is hard, but I can do hard things.
- It is a process, and different people are at different stages in their process – and there is no need to be harsh towards them. It is an on-going work in progress, and some people are just starting.
- Listen more. Be less sure of yourself, white boy.
- Find mentors, teachers, fellow researchers, people for support and exchange.
- Integrate feminist theories in your teaching practises to make a change in society.
- Be more considerate to work you might not agree with; don't always criticise what someone is not doing and instead see their work as providing the groundwork for your own. It's easy to look back in hindsight and harder to convince someone that something is/will be important!
- That being said, if something is problematic/harmful you can still call this out in other ways.
- It's ok to not know anything. And to reflect and learn from the women in my everyday life. Lived experiences count.
- Be patient and keep on talking/teaching/living feminist approaches.
- Your principles don't only apply to your academic output; your workplace conditions should also be examined to see how they match up/diverge.

- "Trust your gut" to find what theory/method is right for your work, it requires good mentoring though.
- Find good mentors that you can trust, stay open to ideas, build networks and reading groups with peers!
- There is always more work/learning to be done.

Pass the advice forward: What advice have you received from an academic (about life or career) that you think others should hear as well? what was it about this advice that made it significant/memorable for you?

- Whatever we think we know, that knowledge will change soon.
- Be strategic and use the institutions for what they're worth.
- Close your email while writing/doing research.
- Building sustainable and trusted relationships takes a lot of time and effort. Be sensitive to this. Remember the aftercare!
- Whatever works works!
- Respect your own (and others) physical and mental resources.
- IRB won't necessarily keep you or your participants safe; have your standards higher than that.
- There are creative ways to remunerate participants who are dedicating their time.
- Be kind to people who are starting. Offer advice and help when they make mistakes (including expression and language used) instead of tearing them down for not knowing.
- Create your own personal "advisory board" for career decisions.
- Choose your advisor/collaborators wisely.
- Some people might think your work isn't important (they are wrong).
- Find someone who has great boundaries and let them inspire you.
- Work-life balance should be a real thing.
- Be prepared to explain your goals/approach using different language to different audiences.
- Don't be too hard on yourself. You are smart and your area of research is valid.
- Have alternative life plan(s).
- You will become the expert of your area. Trust yourself.
- Educate your colleagues in having a good work-life balance.

Research collaborations

- Inclusive Design
- Inclusiveness, Pluralism
- Games to communicate Complexity
- Genderless Toys
- Design Fiction and Speculative Design

- using Design Provocations/Fictions/Futures with Policy Makers

- making Feminist Theories explicit in Prototypes, Design Artifacts

- Augmented Reality

- teaching Gender Literacy

- Technology Education including Awareness on Societal Impacts

- Computational Empowerment in Education

- intersecting Practice-Based Work and Theoretical Work better

- the role of Feminist Theories in Design Processes

- understanding Craft as a Feminist Practice

- Craft in HCI

- User Enactment

- the Body and Bodily Experiences

- Embodiment and Feminist Methods

- Feminist Perspectives on the Body

- Wearables

- Gender and Wearables

- Gender and Design

- Gender and Security

- Gender Biases in Technology Design

- Gender Biases in Mobility

- Whistleblowing and Worker Sousveillance

- empowering Gig Economy Workers

- Participatory Design

- Tech's impact on Workers' Rights

- "Future of Work" but Justice and Fairness oriented

- Regenerative Design

- Zero Carbon Smart Cities

- Sustainability (SHCI)

- Sustainable Mobility

- designing Creative Decision Support Tools for complex data sets (like big energy datasets)

- Automated Systems

- Cross-Cultural Studies (e.g. Europe, Latin America)

- applying Feminist Methods in systems of the future/systems that do not exist yet

- Last-Mile Logistics

- Sex Work

- Social Dimensions of data and personal information

- Preventative Approaches to Harm

- Gig Economy/Online Platform Work

- Black Feminist Thought on Identity and Liberation

- fighting Prejudices, Super Diversity, and Intersectionality

- Feminist Standpoint Theory

- Islamic Feminism

- Intersectional Feminism

- anti-oppressive Design Tools

- Situated Knowledge

- Trans Marxism

- inclusive public places

- Migration

- Disability

- Censorship/Deplatforming of marginalised groups

- Digital Divide/excluded people

- Social Work

- underserved communities

- Artistic Methods, e.g. poetry and storytelling

- PD Methods

- Empowerment

- Sociotechnical Systems and Freedom

- Social Justice Approaches and Initiatives

- Research Justice

- Justice and Fairness in Design/Deployment

- Social Inclusion/Social Justice

- Restorative Justice

- Transformative Justice

- merging Justice and Feminist Theories to explore Socio-Technical Interventions for marginalized domestic violence survivors (currently with Muslim women in the US)

- Social Manipulation

- Social Violence and Intergroup/Intercultural Conflicts

- Sexual Violence and Abuse

- Intimate Partner Violence

- Visual and Multimodal Ethnography/Anthropology

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- designing with and for (Ghanaian) migrants in Europe
- Co-Creation/Critique of Design Thinking
- Oppression and Resistance
- researching with marginalised participants
- Participatory Design
- empowering migrants through Research and Design Practices
- decolonizing Research Practices
- Black Feminist Thought
- Decolonisation
- New Design Methodologies
- Critical Race Theory
- Afrofuturism
- Post-Human/Anti-Humanisms
- Theory on Gender and Technology
- Utopias/Imaginary Futures
- Historical Materialism
- Storytelling
- Indigenous Materialism/New Materialism
- other Knowledges
- Lived Experience as Knowledge
- Embodied Practices/Knowledge
- Clothing Embodiment and Experiences
- Designing for Wearables Experience
- Collaborative Design Techniques/Practices
- drawing Research
- challenging dominant discourses of any kind (and essentially creating new publics!)
- developing constructive critiques of work-practices and technologies, esp. as they relate to power in organisations
- Shared Authority (can this be achieved? is it problematic? in what ways?)
- making change, which also means supporting others who are making change
- can we have citizen science?
- finding the people who will change me (for the better), and listening to them
- What can we learn from other people's work-practices (solo and group)?
- I want to broaden my understanding of different lived experiences, to actively engage with challenging myself and my own patterns.

- reforming AI and related work-practices (if possible)

- try to find ways to queer familiar technologies

- the role of Interactions for Meaning-Making vs Meaning-Taking

- Artistic, Experimental Research in Computing

- Feminist New Materialisms in HCI

- Participatory Design Practices

- What does it mean to use feminist theories when designing systems? What are the limitations?

- thinking about designing systems that equip non-academic people with tools to be critical about information they engage with and how they do this engagement

- how to make intersectional feminist values, social justice etc. concrete in tech development

- finding ways to advocate for non-positivist approaches in an engineering culture

Interesting stuff

- [Diversity, Equity and Inclusion for Embodied AI](#)

- ["But where would I even start?": developing (gender) sensitivity in HCI research and practice](#)

- ["Let's Talk about Gender" – Development of a Card Deck on (Gender) Sensitivity in HCI Research and Practice Based on a Contrasting Literature Review](#)

- [lecture series on gender and technology](#) being continued in Fall (mostly German)

- Indigenous and New Materialist overlaps: [The New Materialisms and Indigenous Theories of Non-Human Agency: Making the Case for Respectful Anti-Colonial Engagement](#)

- amazing book recommendation: [Designs for the Pluriverse. Radical Interdependence, Autonomy, and the Making of Worlds by Arturo Escobar](#)

- [Call for Gender in Design Education](#)

- using Islamic feminism in research and design (theory and empirical): [Daughters of Men: Saudi Women's Sociotechnical Agency Practices in Addressing Domestic Abuse](#)

- [Gender Equality and Diversity in Design (GDD) Conference 2021](#) at the University of Applied Sciences Darmstadt

- [Call for submissions to forthcoming book "Feminist Designer"](#)

- HRI and robotics research needs your input: [Call for Papers for the ACM/IEEE International Conference on Human-Robot Interaction](#) and [Workshop "Gendering Robots: Ongoing (Re)configurations of Gender in Robotics" at RO-Man 2021 Conference](#)

- if you are interested in more findings from the RoboGen project: [Webinar "RoboGen – Gendersensitive Interaktion mit sozialen Robotern"](#) (unfortunately only in German)

- re: Genderless Toys – [Feminist Hacker Barbie](#)

- Is "genderless" even possible? – ["Counting the Countless" by Os Keyes](#)

- [Participedia](#)