

Wendy Elizabeth MACKAY

Research Director, Classe Exceptionnelle
Inria Saclay
Laboratoire Interdisciplinaire des Sciences Numérique
Bâtiment 650, Université Paris-Saclay
91405 ORSAY Cedex, France

email: mackay@lri.fr
web: www.lri.fr/~mackay
office: +33 1 69 15 69 08
home: +33 1 40 44 90 57
fax: +33 1 69 15 65 86

Born 25 May 1956, Montreal, Canada., U.S./Canadian citizen, married with two children.

Education

Ph.D. <i>Mass. Institute of Technology</i>	Management of Technological Innovation	1990
M.A. <i>Northeastern University</i>	Experimental Psychology	1979
B.A. <i>University of Calif., San Diego</i>	Honors Psychology, Magna Cum Laude	1977

Employment

Research Director, head of *InSitu* then *ExSitu*, Inria 2002-present

Research Director, Classe Exceptionnelle, at Inria Saclay, Île-de-France. Founded the *InSitu* research group in Human-Computer Interaction (2002-2014), and the *ExSitu* research group in 2015 (currently six full-time faculty and over 20 graduate students and research staff). Spun off three successful Inria research groups with four to six permanent faculty each (Aviz, Mjølner, and IIDA). Served as Vice President of Research, Computer Science Department, University of Paris-Sud, Orsay Campus (2007-2010). Elected member, Commission d'Evaluation, Inria (2008-2010). Visiting Professor (sabbatical) at Stanford University's HCI group, Computer Science (2010-2012).

Spécialiste, Inria 2000-2002

Senior researcher specializing in participatory design and mixed reality research. Principal investigator for InterLiving project (IST Disappearing Computer Initiative). Principal investigator for "Augmented Notebooks" project with the Institut Pasteur, Paris.

Professor, Dept. of Computer Science, University of Aarhus 1998-2000

Visiting professor, with research and teaching responsibilities. Taught undergraduate and graduate level course in various aspects of human-computer interaction. Principal investigator on the CPN/Tools project.

Professeuse Associée, Université de Paris-Sud 1997

Visiting professor, with research and teaching responsibilities. Taught undergraduate and graduate level course in various aspects of human-computer interaction (conducted in French).

Senior Researcher, Centre d'Études de la Navigation Aérienne 1996-1997

Directed a research project to explore a new approach, mixed reality, for supporting air traffic controllers. Completed a 4-month ethnographic study of a team of 'en route' controllers in Paris (Athis Mons), and then directed a year-long participatory design project. Developed Caméléon, a working prototype that preserves the controllers existing, successful work practices with paper flight strips, while providing direct access to RADAR and other on-line functions.

- Senior Research Scientist, Rank Xerox EuroPARC 1991-1995
 Manager of multimedia research group conducting research in the areas of mixed reality, media spaces, multimedia editing, scenario-based design and user innovation. Awarded a 3-year ESPRIT research grant, (710,000 ECUs) entitled EuroCODE, and developed the design and initial prototypes for the “High Road Demonstrator”; which enables construction supervisors at the Great Belt bridge construction project in Denmark to use their engineering drawings to access a media space, multimedia information and to share their hand-written annotations. Established the EuroPARC technical report series.
- GEEP Fellow. Business and Office Systems Engineering, Digital 1987-1990
 Scholarship awarded to complete Ph.D. in Management of Technological Innovation at the Massachusetts Institute of Technology.
- Technical Liaison. External Research, Digital 1986
 Responsible for External Research's part of contract negotiations between Digital and MIT on Project Athena's continued funding. Member of Digital's MCC Human Interface Steering Committee.
- Research and Development Manager. Educational Services, Digital 1983-1986
 Developed a 5-year strategic plan, with a yearly budget of \$2 million and 18 professional researchers. Managed three research groups concentrating on: Human Engineering, Multi-Media Information Architectures, and Integrated Learning Environments. Reduced cost of multi-media software development to 1/5 of previous costs with a significant increase in user satisfaction. Appointed to Digital's Sponsored Research Board and editor of the R&D Technical Report Series and the R&D Newsletter. Taught research methods to 12 Master's student interns from U. Mass. Amherst.
- Visiting Scientist. Lab for Computer Science, M.I.T. 1983-1986
 Conducted research on Boxer language with Prof. Hal Abelson. Managed technology transfer between M.I.T. and Digital and creation of a multi-media version of Boxer at Digital.
- Cost Center Manager. Systems Based Courseware, Digital 1982-1983
 Managed \$2 million/year cost center with two supervisors and 33 developers. Produced over 35 software products all shipped on time and on or under budget. First in the industry to provide integrated computer-based instruction at first-customer ship of all three of Digital's personal computers. Reduced hot-line calls by 30%. Considered the industry standard (Seybold Report).
- Unit Manager. Systems Based Courseware, Digital 1981-1982
 Reduced average software development cost by 60%, which resulted in new projects and 300% growth. Automated budgeting and billing. Developed new authoring language, created software and graphics standards, and established process for interactive videodisc course development.
- Educational Specialist. Systems Based Courseware, Digital 1979-1980
 Designed and programmed Digital's first two computer-based instruction courses. VMSCAI was Digital's top-selling packaged course. EDTCAI was described as “so effective that we use it as a design model for developing our own in-house computer-based courses”. Created a toolkit/program generator that significantly reduced course development time, participated in the design and development of a new authoring language, trained 24 new course developers.

Honors, Fellowships and Awards

- Collège de France, Annual Chair of Computer Science (2021-2022)
- Suffrage Science award, Mathematics and Computing, MRC London Institute Medical Sciences (2020)
- ACM Fellow, ACM (2019)
- Doctor Honoris Causa, Faculty of Science, Aarhus University (2017)
- Promoted to Classe Exceptionnelle at Inria (2014)
- ACM/SIGCHI Lifetime Service Award (2014)
- Recipient of an ERC Advanced Grant (2013-2019, 2.45 m€).
- Inria Prime d'Excellence (2010-present)
- Elected to ACM CHI Academy (2006)
- ACM Best paper awards (top 1% of submitted papers): *Narrative Substrates: Reifying and Managing Emergent Narratives in Persistent Game Worlds* FDG'20 *Touchstone2: An Interactive Environment for Exploring Trade-offs in HCI Experiment Design*, CHI'19, *Webstrates*, UIST'15, *Effects of Display Size and Navigation Type on a Classification Task*, CHI'14; *Mid-air Pan-and-Zoom on Wall-sized Displays*, CHI'11; *Musink: Composing Music through Augmented Drawing*, CHI'09, IHM'09 Best Demonstration Award, *L'écriture augmentée : enregistrer des explorations interactives avec une feuille de données scientifiques*.
- ACM Honorable Mention Awards (top 5% of submitted papers): *Passages: Interacting with Text Across Documents*, CHI '22, *Sonic Hoop: Using Interactive Sonification to Support Aerial Hoop Practices*, CHI'21 *Textlets: Supporting Constraints and Consistency in Text Documents*, CHI'20, *Narrative Substrates: Reifying and Managing Emergent Narratives in Persistent Game Worlds*, FDG'20, *Deconstructing Creativity: Non-Linear Processes and Fluid Roles in Contemporary Music and Dance*, CSCW'19. *Color Portraits : From Color Picking to Interacting with Color*, CHI'15; *A Body-centric Design Space for Multi-surface Interaction.*, CHI'13, *Evaluating the Benefits of Real-time Feedback in Mobile Augmented Reality with Hand-held Devices*, CHI'12; *Cracking the Cocoa Nut: User Interface Programming at Run-Time*, UIST'11.
- ACM Service awards: Chair ACM/SIGCHI, General Chair CHI'13
- Top 10 B-to-B Media Sites, Crain's Media Business, "New Site Launches" category for the *Communications of the ACM* web site (editorial board member).
- Chercheur du Mois (Researcher of the Month, 4-page article in *La Recherche* (Aug., 2007) – "Adoptons L'Informatique Participative".
- *Communications of the ACM* 1993 Special Issue on *Computer-Augmented Environments*: American Publishing Association award for best special issue of a journal in any field.
- Digital Equipment Corporation GEEP Scholarship (1987)
- Phi Beta Kappa Academic Honor Society (1977)
- Northeastern University Fellowship (1977-1980)
- National Honor Society (1973)

Research Activities

I have been responsible for a number of ‘firsts’ in my career: at Digital Equipment Corporation, I wrote the original toolkit software for IVIS, the world’s first commercial interactive video system, before the Macintosh. At MIT, I conducted the first major study of electronic mail and cognitive overload in the 1980’s. At Xerox PARC, I launched a new area of ubiquitous computing in the 1990’s with the publication of an award-winning special issue of CACM on *Computer Augmented Environments*. My multi-disciplinary design methods are taught around the world, including Stanford, MIT, Georgia Tech, U. Washington, U. Penn and U. British Columbia. My current research investigates how to fundamentally re-envision interactive systems, using the principles of instrumental interaction and co-adaptation.

Human-Computer Partnerships (Co-adaptive systems)

My thesis at MIT introduced the concept of co-adaptive systems, supported with empirical data from a five-month study of software customization at MIT and a two-year study at Xerox PARC of the Information Lens, an electronic mail filter. Projects included: Argus, a generalized mail filtering and annotation system and Pygmalion, multi-media message system that manages the trade-off between sending and receiving public and private multimedia messages. Over the years I have developed these concepts in many different contexts: CPN2000, developed at U. Aarhus, and A-book, PageLinker and Paperoles, developed at Inria, all provide users with feedback about previous actions that can be used to help them co-adapt their future use of these systems, as does Prism, a hybrid paper-electronic notebook from the Inria-MSR Reactivity project field-tested with biologists over seven months. Octopocus uses a progressive algorithm to offer users a combination of feedforward and feedback to assist learning gestures and Musink and Knotty Gestures offer users a method of defining their own form of interaction with the computer. Scotty allows end users to customize existing applications at run-time. The series of papers on adding gesture-based interaction to mobile devices by leveraging gesture typing, including Expressive Keyboard, Fieldward and Pathword, and CommandBoard, let users discover how to issue commands as they make gestures, create their own personal gestures associated with parameterizable commands, execute commands from a gesture-typing keyboard, and produce expressive output based on the detailed characteristics of their gestures.

Multidisciplinary research methods

I am interested in how to triangulate across research disciplines and have developed methods for creating and evaluating interactive software, including generative deconstruction (deconstruction of elements of interfaces, followed by recombination to generate novel forms of interaction), Generative Walkthroughs (a technique for redesigning interfaces that systematically incorporate socio-technical design principles), Video Prototyping (interactive ‘sketching’ ideas with video), the Interactive Thread (multidisciplinary group design and evaluation exercises), Technology Probes (technology installed ‘in situ’ that provides social science, engineering and design results) and Touchstone (a platform for exploratory experiment design). The CPN2000 project embodied this multi-disciplinary participatory design approach and my book chapter on Research through Design explains the role of design in the research process. My DVD, issued at CHI 2002, is a reference for teaching video-based design methods around the world, in both industry and academia. It contains an 88-page book that explains the foundations of each technique, along with detailed instructions, worksheets, annotated glossary, references, and videos of all of the techniques in practice. I am now working on a book, tentatively entitled “*DOIT: The Design of Interactive Things*”.

Mixed reality and augmented paper

At EUROPARC (Xerox PARC's European research lab), I created a research group that introduced the concept of augmented paper interfaces, and explored how to integrate paper with on-line multimedia information. Projects included: Video Mosaic, a digital desk that permits paper storyboards to act as the interface to an on-line video editor, Ariel, to let engineering supervisors use paper engineering drawings as their interface to a media space, to their on-line computer system, and as a method of sharing informal annotations, Digital Drawing Board, to project hand-drawn 2-dimensional sketches as 3-dimensional drawings, and Caméléon, augmented flight strips for air traffic controllers. The latter has been pursued by my colleagues at ENAC in Toulouse, and was released as a product, called Digistrips, that was sold to British air traffic control.

After joining Inria, I developed the A-Book and Prism, hybrid laboratory notebooks that integrate paper-based and electronic information for research biologists at the Institut Pasteur. FamilyNet and Telebeads provided simple-to-control tangible network interfaces for managing access to Communication Appliances. We created a series of innovative interactive paper applications with professional composers at IRCAM: Musink [64] (CHI best paper) lets composers can add meaning to the musical notations they express on paper and link them to powerful tools such as OpenMusic, Knotty Gestures [60] can turn any hand-drawn line into an interactive command or controller, InkSplorer [58] lets composers move fluidly back and forth between paper and OpenMusic, Paper Substrates [55] lets composers layer translucent interactive paper to create diverse effects and PaperTonnetz [50] offers interactive tonnetz for exploring complex musical relationships on paper. This work led to the creation of a piece called Quid Sit Musicus by the internationally acclaimed composer Philip Leroux, with a world premiere in 2014. We are currently exploring the power of print electronics. *Stretchis* use a simple silk screen technique to create silicon-based wearable, stretchable interfaces that include various forms of input and output, including buttons, touch sensors, and phosphorescent screens.

Multimedia and Mediated Communication

Early in my career, I was responsible for managing the development of IVIS, the industry's first interactive videodisc system, Producer, a multimedia authoring language and over 30 computer-based education products, all developed with a toolkit I designed and implemented. Later projects at Digital, MIT and Xerox included: the NavDisc (mixed real images from Penobscot Bay, Maine, with computer-generated images to create a dynamic multimedia navigation simulation), Video Boxer (based on the Boxer language), the first generalized Wizard of Oz prototyping tool (used to test intelligent tutoring strategies), EVA (exploratory data analysis of multimedia data), DIVA (a stream-based editor for managing and analyzing temporal data, particularly video, recently updated as DASE), and the world's first international media space, WAVE (connecting design and manufacturing engineers in England and the Netherlands, in 1984).

Our work on Communication Apps (or Comm Apps) offers an alternative view of ambient intelligence, providing simple, single-function devices for close family members to stay in touch. My group has developed a variety of systems to support remote couples (MissU, WeMe, Nightboard), families (MirrorSpace, MessageProbe, VideoProbe, Tokitok) and the elderly (MirrorSpace, MarkerClock), and multimedia devices for children, including Tangicam (using a frame to take and control photos), SketchCam (for 'sketching' with real images) and StoryTable (a video 'puppet theater'). These ideas led to two patents, a follow-on project (Buena Vista) and a Digiteo OMTE technology transfer project (ICI-TV), with a CEA startup (Praesto). Our more recent work has continued to explore how

couples create communication places within app ecosystems and how designers and developers communicate and exchange design requirements.

In the wider context of mediated communication, we have studied how maker communities share and remix physical designs, how authors collaborate on wikibooks. We have also explored distributed communication in wall-sized environments: Cobi combines human and system expertise to schedule tasks on a wall-sized display; and Camray, a camera array integrated into a wall-sized display, offers two techniques for tracking the live image of each collaborator according to the type of task.

Software Development

After arriving at Inria, I supervised the design and development of a series of mixed reality and communication-based applications including: A-Book, mSSS, Nightboard, Tangicam, SketchCam, WeMe, MissU, MarkerClock, FamilyNet and Telebeads. I have also supervised the design of novel interaction techniques, including OctoPocus and a visual recognition system for interactive object tracking. We have developed a wide variety of toolkits, including Metisse, ZVTM, SwingStates, InfoVis, Nùcleo, which are distributed to the academic community, and a variety of applications, including PageLinker, Prism hybrid paper-electronic laboratory notebook, VideoProbe, MirrorSpace, and Circa. Metisse was distributed by Mandriva as one of the window managers for their Linux distribution. I also managed the development of Touchstone, a platform for exploratory experiment design, execution and analysis.

At University of Aarhus, I co-managed a 2-year development project, CPN2000, a two-handed, post-WIMP graphical interface for managing Coloured Petri Nets -- the first real-world application that integrates the most advanced interaction techniques in our field. The software is now distributed to over 5500 organizations (research and industry) in 130 countries. At the University of Paris-Sud, I co-designed DIVA (1998), which builds upon my earlier multimedia editing system, EVA, but provides a more rigorous stream-based architecture. At the CENA, I managed the design and development of Caméléon, paper-based augmented reality prototype, which allowed air traffic controllers to use paper flight strips as a way of communicating with RADAR and the ATC training system.

At Xerox, I supervised the development of: Khronika (1991), a distributed event server, Portholes (1991) and RAVEN (1992), the first media spaces used for an entire organization and WAVE (1994), the first international mediaspace. I designed two of the first augmented reality prototypes, which used paper as the user interface to a computer. Video Mosaic (1994) merged paper storyboards with on-line multimedia editing, while Ariel (1995) provided construction engineers with a way to capture and share hand-written annotations on their engineering drawings, and to communicate using those drawings as the interface to a media space.

I was Digital Equipment's technical liaison to MIT's Project Athena, the \$100 million research project that produced the X Window system. I created a multi-media group, bringing the IVIS hardware and Muse multimedia authoring system from my research group at DEC. We collaborated with the Media Lab to create a number of 'firsts' in multimedia educational software, widely used throughout MIT and later distributed world-wide. I wrote EVA (1988) in Muse, the first multimedia system to support dynamic annotation and exploratory data analysis. I also managed Pygmalion (1989) a multimedia electronic communication system and Argus (1990) the first mail filter to handle diverse mail systems and bulletin boards. Digital filed a patent on Argus and it was distributed world-wide in the first Open Software Foundation research tape.

At Digital Equipment Corporation, I wrote Digital's first interactive educational software products: VMSCAI (1980) & EDTCAI (1981) which were delivered to over 70,000 customers and then bundled with VAX/VMS due to customer demand. I then wrote the toolkit for authoring multimedia software with IVIS, and was promoted to manage what became a multi-million dollar production group that created over 30 interactive software products on seven different operating system platforms. We delivered all products on time, and on or under budget. The Seybold Report said of our software: "Considered the industry standard".

Technology Transfer

I arrived at Inria in 2000 and obtained approximately 1 million euros of research funding within the first year. I was principal investigator for the 3-year interLiving project (FET, IST FP5, with KTH in Sweden and Univ. Maryland) to develop technologies, together with families, to facilitate communication within the family through shared interactive surfaces. The interLiving project resulted in a patent for the FamilyNet. I also received funding from the EuroControl CARE Framework to run the FATCUI workshop on the future of air traffic control user interfaces. *InSitu*'s contracts included: Convivio (IST network of excellence), MicroMégas (ACI/Masses de données), Indigo (RNRTL), France Télécom, Webcontent (RNRTL), ANR TechLog project (IStar), Digiteo ICI-TV OMTE project, the Reactivity project with the Inria-Microsoft joint research lab, WILD (combined funding from Digiteo, U. Paris-Sud and Inria).

Prior to Inria, I co-authored the successful proposal for a 3-year, 10-partner ESPRIT II project, called EuroCODE (1992-1995), for which we received over £1 million. I managed an eight-member group that resulted in Ariel and several efforts within Xerox to turn the ideas into a product. Digital filed a patent based on the Argus mail filter I designed at MIT and Xerox filed a patent on an enhanced spreadsheet that I co-designed with A. Henderson. My earliest research at Digital was shown at a DEC User's Conference; when large numbers of customers requested the software, I was told to turn it into a product and I ended up spending three years managing a successful product development group.

Patents: Argus (Digital), 3d Spreadsheet (Xerox) A-book (Inria), FamilyNet (Inria), CommandBoard (Inria).

Student Supervision

I have supervised the following Ph.D. students since arriving at Inria:

Doctoral Students

Jean-Baptiste Labrune (100%) funded with an Allocation Doctorale, graduated in 2007. After two years as a post-doc at MIT, he returned to France and is now a researcher at Alcatel Lucent Research labs. His thesis, "*Children and creative technologies: an exaptive phenomenon*" involved the design, development and testing of a variety of highly innovative technologies in the domain of tangible interaction and communication appliances. We co-wrote three papers together, as well as two workshop papers. He was a post-doc for two years at the MIT Media Lab and is a researcher at Alcatel, Bell Labs.

Yann Riche (100%) funded with an Allocation Doctorale, graduated in 2008 and currently works for Microsoft in Seattle, with his wife (a former *InSitu* Ph.D. who is now at Microsoft Research). His thesis, "*Designing Communication Appliances to Support Aging in Place*", involved longitudinal studies of mediated communication technology for the elderly and contributed to the ICI-TV OMTE project. We co-wrote 1 journal article, 2 conference papers and 2 workshop papers.

Aurélien Tabard (100%) funded with an Allocation Doctorale, graduated in 2009 and is currently an assistant professor at the Université de Lyon. His thesis, “*Supporting lightweight reflection on familiar information*”, involved the design, development and longitudinal studies of augmented laboratory notebooks and other tools for biologists, as part of the MSR-Inria Reactivity project. We co-wrote 3 papers and 2 workshop papers and co-organized a workshop.

Nicolas Masson (50%) funded on the ReActivity contract, graduated in 2009 and is currently working as a consultant. His thesis, “*Espace de conception et système d’interopérabilité, une aide à la création et à la combinaison des Communication Appliances*”, involved the design, implementation and longitudinal study of several communication appliances for distributed family members. We co-wrote two papers and two short or workshop papers.

Olivier Bau (100%) funded with an Allocation Doctorale, graduated in May 2010 and is currently a research at Google. His thesis “*Interaction Streams: Helping Users Learn, Execute and Remember Expressive Interaction Grammars*” involved a series of innovative interaction techniques that combined machine learning and human-computer interaction approaches to enhance both expressivity and learning. We co-wrote 4 research articles. He spent three months as an intern at MIT and did his post-doc at Disney Research labs, joint with Carnegie Mellon University, and he is now a senior research scientist at the Samsung Research laboratory in Mountain View California.

Julie Wagner (50%) funded on an Inria Cordi grant, graduated in 2012 and is currently a Senior User Experience Specialist in Fujitsu. Her thesis, “*A Body-centric Framework for Generating and Evaluating Novel Interaction Techniques*” generated a theoretical framework for describing whole-body interaction in multi-surface environments, as well as implementation of a series of interactive systems and a series of controlled experiments. We co-wrote seven papers, including one journal article and three CHI papers, two of which received a Best Paper award or nomination. Her thesis was co-supervised by Stéphane Huot (MC, *InSitu*). She was a post-doctoral fellow at the University of Munich and is currently a Senior User Experience Researcher at Fujitsu, in Germany.

Jérémie Garcia (33%) funded with an Allocation Doctorale, graduated in June, 2014 and is currently an assistant professor at ENAC, the French Civil Aviation University. His thesis “*Supporting Music Composition with Interactive Paper*” explored the use of interactive paper to support the creative phase of music composition, and involved extensive participatory design, experimental studies, development of a variety of innovative interactive paper technologies, and numerous public demonstrations. His thesis was co-supervised by Carlos Agon, at IRCAM, Paris, and Theophanis Tsandilas, (CR *InSitu*). We co-wrote six research articles. He received a Best Thesis award (prix jeune chercheur) in Science et Musique in Rennes. After a post-doc at Goldsmiths College in London, he is currently a Maître de Conférence at the Université Toulouse In France.

Ghita Jalal (100%) funded on the ERC CREATIV Advanced Grant, successfully defended her thesis on 16 December, 2016 and is currently Head of the Design Thinking Lab at Enedis. Her dissertation, entitled “*Réification des propriétés visuelles pour les tâches de composition*” explored how professional designers appropriate graphical properties and its implications for substrates and instrumental interaction. We collaborated two papers, including one that received a CHI'15 Honorable Mention award. She completed her ATER at Université Paris-Saclay and is currently a post-doctoral fellow at Université de Lyon in France.

Nolwenn Maudet (50%) funded with an Allocation Doctorale, defended her thesis on 11 December, 2017 and is currently an assistant professor at the University of Strasbourg. Her thesis, “*Designing Design Tools*” extends our understanding of professional graphic

designers and provides a series of novel, theoretically grounded design tools that significantly improve interaction design tools. She was co-supervised by Michel Beaudouin-Lafon. We collaborated on two published CHI papers, one of which received an honorable mention award (CHI'15), one published CSCW paper, and a published ACM/Transactions on CHI paper. After completing a post-doc at the University of Tokyo in Japan, Nolwenn is currently an Assistant Professor at the University of Strasbourg.

Jessalyn Alvina (100%) funded on the ERC CREATIV Advanced Grant, successfully defended her thesis on 13 December, 2017 and is currently a post-doctoral fellow at the University of British Columbia. Her thesis, “*Increasing The Expressive Power of Gesture-based Interaction on Mobile Devices*” explores how to leverage the output of a gesture-typing keyboard to significantly enhance the user's expressive output and their ability to generate gesture-based commands. We have collaborated on four published CHI papers and have filed a patent for CommandBoard. She is currently a post-doctoral fellow at the University of British Columbia in Canada.

Marianela Cioffi Felice (50%) funded with an Allocation Doctorale, successfully defended her thesis entitled: “*Supporting Expert Creative Practice*” on 14 December, 2018 and is currently a post-doctoral fellow at KTH, in Sweden. She was co-supervised by Sarah Alaoui. She is working on the design of interactive technology to support graphic designers and professional choreographers. We collaborated on two published CHI papers, a published UIST paper and a published MOCO paper. She is currently an Assistant Professor at KTH, in Sweden.

Michael Wesseley (20%) funded on the ERC Advanced Grant, successfully defended his thesis entitled: “*Fabricating Malleable Interaction-Aware Materials*” on 12 December, 2018, explores the use of print electronics to create shape-aware interfaces. He was co-supervised by Fanis Tsandilas. We have collaborated on two published UIST papers. He is currently a post-doctoral fellow at MIT, in the United States.

Carla Griggio (100%) funded on the ERC Advanced Grant, successfully defended her thesis entitled: “*Designing for Ecosystems of Communication Apps*”, which identifies the concept of ecosystems of communication apps and explores multiple strategies for supporting them. We have collaborated on three published CHI papers, a published UIST paper, a published CSCW paper and two demonstrations papers. She recently completed a post-doctoral fellowship at the University of Tokyo, in Japan and is currently a post-doctoral fellow at the University of Aarhus, Denmark.

Stacy Hseuh (50%) funded with an Allocation Doctorale, started her Ph.D. in 2016. She is co-supervised by Sarah Alaoui. She is working on embodied design for Human- Computer Co-Creation, with an emphasis on dance and rehabilitation. We have collaborated on a published CHI and a published CSCW paper, which received an honorable mention award. She is currently a post-doctoral fellow at Université Paris-8.

Jean-Philippe Rivière (20%) funded with an Allocation Doctorale, started his Ph.D. in 2017. He is co-supervised by Sarah Alaoui and Baptiste Caramiaux. He is working on auditory support for learning movement. We have collaborated on three papers published at MOCO'18, CSCW '19 and CSCS'21. He is currently a post-doctoral fellow at the University of Nantes.

Elizabeth Walton (100%) funded with an ANR grant, completed her Ph.D. in 202w on the topic of the design of technology for helping dancers transition from one form of dance to another. We have collaborated on two publications at IHM'20 and CHI'22. She is now working with a professional choreographer to create novel forms of interactive performances.

Téo Sanchez (20%) funded with an Inria CORDI grant, started his Ph.D. in October, 2018. He is co-supervised by Baptiste Caramiaux. He is working on machine teaching with intelligent systems. We have collaborated on two publications at CSCW '21 and IUI'22, with one best paper award..

Viktor Gustafsson (100%) funded with an Allocation Doctorale, completed his Ph.D. in 2021 on the topic of narrative substrates for video games. We collaborated on three papers at FDG'20, which received an Exceptional paper award, CHI Play'21 and DIAGRA'22. He is currently running a startup with Inria Startup Studio.

Wissal Sahel (50%) funded with grant from IRT/SystemX, started her Ph.D. in November, 2020. She is working on developing bi-directional interaction between human energy grid operators and intelligent agents.

Romane Dubus (50%) funded with an Allocation Doctorale, began her Ph.D. in October 2022. She is working on the design of intelligent interfaces for airline pilots. She received two prizes for her Masters thesis: *Prix Jeunes SEE Occitanie* (from SEE, the Société de l'Électricité, de l'Électronique et des Technologies de l'Information et de la Communication) and *Prix Pascal Brisset* (from ENAC, the Ecole Nationale de l'Aviation Civile).

Eya Ben Chaaben (50%) funded on the Sustainable AI grant, began her Ph.D. in November 2022. She is working on the design of intelligent systems that support data scientists in the design of sustainable AI systems.

Xiaohan Peng (50%) funded with an Allocation Doctorale, began her Ph.D. in September 2022. She is working on the design of creativity support tools for designers that enhance user control of generative AI tools.

Yasaman Marandi (50%) funded on the ALMA grant, co-supervised with Janin Koch, began her Ph.D. in October, 2023.

Yann Trividic (50%) funded on the ONEPub Proof-of-Concept grant co-supervised with Michel Beaudouin-Lafon, began his Ph.D. in October 2023.

Anastasiya Zakreuskaya (50%) funded on the ERC ONE grant, co-supervised with Ignacio Avellino, began her Ph.D. in March, 2024.

Habilitation Committees

Jacob Bardram (2003) Aarhus University, Denmark. (Examiner)

Moutaz Hascoët (2007) *Visualisation d'Information: Modélisation, Interaction et Nouveaux Dispositifs*. Université Montpellier, France. (Reporter)

Nicolas Roussel (2007) *Nouvelles formes de communication et nouvelles interactions hommemachine pour enrichir et simplifier le quotidien*. Université Paris-Sud, France. (Examiner)

Emmanuel Pietriga (2012) *Languages and Interaction Techniques for the Visualization and Manipulation of Massive Datasets*. Université Paris-Sud, France. (Examiner)

Stéphan Huot (2013) *Designing Interaction: A Missing Link in the Evolution of Human-Computer Interaction*. Université Paris-Sud, France. (Examiner)

Maria Cristina Riff Rojas (2014) *Informatique Emergente : Stratégies pour la Résolution de Problèmes Combinatoires Difficiles avec Contraintes*. Université Paris-Sud, France (Examiner)

Theophanis Tsandilas (2020) *Designing Interactive Tools for Creators and Creative Work*. Université Paris-Saclay, France. ('Godmother')

Sotiris Manitsaris (2021) *Movement-Based Human-Centered Collaboration: a Human-Centred Approach*. Ecole des Mines-ParisTech, France. (Examiner)

Isa Marfis (2023) ... *Université Le Mans*. (Chair)

External Ph.D. juries

Lars Erik Holmquist (2000) *Breaking the Screen Barrier*. University of Stockholm, Sweden (Reporter, jury member)

Magnus Morin (22 September 2002) *Multimedia Representations of Distributed Tactical Operations*. Linköping University, Sweden (Thesis Opponent)

Judith Aston (10 December 2002) *Interactive Multimedia: an Investigation into its Potential for Communicating Ideas and Arguments*. Royal College of Art, England (Reporter, jury member)

Phillippe Renevier (2004) *Systèmes Mixtes Collaboratifs sur Supports Mobiles : Conception et Réalisation*. Université Joseph Fourier, Grenoble, France. (Reporter, jury member)

Nguyen-Thong Dang (May 2006) *Stereoscopic 3d Visualization Environment: An Analysis of Interaction and a Proposal of New Interaction Techniques*. EuroCONTROL, Bretigny-sur-Orge, France. (Reporter, jury member)

Thomas Riisgaard Hansen (22 October 2006) *Pervasive Interaction*. University of Aarhus, Denmark (Reporter, jury member)

Frédéric Lemoine (8 December 2008) *New methodological and algorithmic approaches for semi-automatic annotation of the genomes on a large scale*. University of Paris-Sud, France. (President of the jury)

Scott Sherwood (8 January 2009) *Designing to Support Impression Management*. University of Glasgow, Scotland. (Reporter, jury member)

Céline Coutrix (7 May 2009) *Systèmes Mixtes : Conception et Prototypage*. Université Joseph Fourier, Grenoble, France. (Reporter, jury member)

Cédric Mivelle (2009) *Le ludique : Un enjeu de design de l'expérience: Le cas de l'informa-tique ubiquitaire*. Télécom Paris, France . (Reporter, jury member)

Samuel Huron (29 September 2014) *“Constructive Visualization: A token-based paradigm allowing to assemble dynamic visual representation for non-experts”* Université Paris-Sud, France. (Examiner, jury member)

Jean-Luc Vinot (17 November 2014) *Apports d'un concept de continuité pour l'architecture graphique de l'interface utilisateur des systèmes interactifs complexes*, Université Toulouse III - Paul Sabatier. (Reporter, jury member)

Carl Unanader-Sharin (29 January 2015) *Extending Opera – Artist-led Explorations in Operatic Practice through Interactivity and Electronics*. KTH Royal Institute of Technology, Stockholm, Sweden. (Thesis Opponent)

Jérémy Boy (18 May 2015) *Visualization for the People: Understanding and improving Engagement with Infovis for Public Audiences*, Université Paris-Sud, Orsay. (President of the jury)

Samuel Delalez (28 November 2017) *Contrôle Gestuel pour la Synthèse Vocale Articulée*. Université Paris-Saclay. (President of the jury)

Hélène Uninski (20 December 2017) *Une ingénierie participative des exigences pour les systèmes interactifs complexes en aéronautique*. Université de Toulouse, France. (Reporter, jury member)

Vasiliki Tsaknaki (26 January 2018) *Making Preciousness: Interaction Design Through Studio Crafts*. KTH Royal Institute of Technology, Stockholm, Sweden. (Examiner, Jury member)

Emeline Brulé (19 October 2018) *Understanding the experiences of schooling of visually impaired children: A French ethnographic and design inquiry*. Sorbonne University, Paris, France. (Reporter, jury member)

Sylvain Pauchet (June 2019) *From surface to surface: Transformations de surface tactile pour l'interaction incarnée dans le cockpit*. Ecole Nationale de L'Aviation Civile (ENAC). (Reporter, jury member)

Hugo Scurto (2 December, 2019) *Designing with Machine Learning for Interactive Music Dispositifs*. Sorbonne University, Paris, France. (Reporter, jury member)

Stephanie Rey (8 June, 2020), *Apports des Interactions Tangibles pour la Création, le Choix et le Suivi de Parcours de Visite Personnalisés dans les Musées*, Université de Bordeaux, France (Reporter, jury member)

Jonas Frich (23 October, 2020), *Understanding Digital Tools for Creativity*, Aarhus University, Denmark (Reporter, jury member)

Nawel Khenak (27 October, 2020) *Towards a unified model of Spatial Presence: categories, factors and measures. Application to the study of Telepresence in immersive environments*, Université Paris-Saclay, 27 octobre 2020: Wendy E. Mackay (President of the jury)

Valentin Lachand-Pascal (6 November 2020) *Approche centrée activité pour la conception et l'orchestration d'activités numériques en class*, Université de Lyon, France, 6 novembre 2020: Wendy E. Mackay (rapporteur, jury member).

Luis Galindo (19 November, 2020) *L'influence des interactions collaboratives et coopératives sur l'inventivité lors de la conception d'un artefact numérique d'apprentissage. Le cas du projet REMASCO pour « Réinventer le manuel scolaire » en mobilisant les techniques numériques* Université de Poitiers, France, Wendy E. Mackay (Examiner, jury member)

Eugenie Brasier (13 December, 2021) *Using Augmented Reality for Everyday Life*. Université Paris-Saclay, France. Wendy E. Mackay (President of the jury)

Alexander Eismeyer (4 October, 2022) *Designing the Right Experiment Right: Interactive systems to support trade-off and sample size decisions in HCI Experiment Design*. University of Zurich), (Member of the jury)

Alexis Pister (15 December, 2022) *Visual Analytics for Historical Social Networks*. Université Paris-Saclay, France. Wendy E. Mackay (President of the jury)

Lijie Yao (18 December, 2023) *Situated Visualization in Motion*. Université Paris-Saclay, France. Wendy E. Mackay (President of the jury)

Emilie Yu *3D sketching for VR and AR*. (21 December, 2023) University of Nice, Wendy E. Mackay (President of the jury)

Doctoral Consortia

TEI 2024 Graduate Symposium (Chair), UIST 2024 Doctoral Consortium (jury members), HHAI 2023 Doctoral Consortium (jury member), CHI 2021 Doctoral Consortium (co-chair), IHM 2021 Doctoral Consortium (jury member), UIST'18 (jury member), IHM'16 Rencontres Doctorales (co-chair), University Munich Doctoral Consortium '15 (external jury member), UIST'09 (jury member), UIST'07 (jury member), CHI'07 (jury member), Interact'05 (jury member), AFIHM Rencontres Jeunes Chercheurs

(jury member), CSCW'02 Doctoral Consortium (Co-Chair), CHI'91 Doctoral Consortium (jury member).

Architecture juries

Zhong-Yi Quack: *Augmented Architecture* (2005), Ecole Spécial d'Architecture

Narumi Kang (2006), *Revelation publique*, Ecole Spécial d'Architecture

Victoria Miny (2006), *Revelation publique*, , Ecole Spécial d'Architecture.

Masters, student interns and Visiting Ph.D. students

I have supervised the following Masters students from université Paris-Saclay (formerly Paris-Sud) : Romane Dubus (1 publication), Junhang Yu (2 publications), Shujian Guan (1 publication), Viktor Gustaffson (3 publications), Yi Zhang, Ekateria Belakova (1 publication), S. Pavande, Lilly Hemmerson (1 publication), Zack Wilson, Robert Falcasantos, Wuji Geng (1 publication), Pierre-Emmanuel Rebours (3 publications), Gabriela María Zúñiga Villalobos Zúñiga.

I have also supervised or co-supervised the following Masters students from other universities: Lucy Truong (Aalto University), Samuel Le Beurre (ENSCI), Thimothée Doutreaux (MIT), Manoela Araujo (Ecole Polytechnique), Guillaume Pothier (Ecole des Mines, 1 publication, Inria patent), Jacob Eisenstein (MIT, 1 publication), Evelyn Eastmond (MIT, 1 publication), Olivier LeFloch (Ecole Polytechnique), Yuan Shengqiong (Wuhan University, 1 publication), Anthi Dimara (U. Paris-Sud), Julia Vlasenko (U. Alberta), Ghita Jalal (Supélec, 2 publications), Daniel Strazzula (Stanford University), Jianqiao Li (Ecole Polytechnique, Columbia University, 1 publication), Lucien Bobo (Ecole Normale Supérieur), Louis Faucon (Ecole Polytechnique), Thibaut Raffailac (KTH), Niyati Roy Chowdhury (University of Trento), Carla Griggio (KTH, 4 publications), Germà Leiva (KTH, 2 publications), Cheng Cheng Qu (University of Lancaster, 1 publications), Gabriela Villalobos (Aalto University), Linghua Liu, Alexander Eismeyer (U. Zurich, 3 publications), Valerian Wauthier, Ferial Daoudi, Pascal Costa-Cunha (1 publication).

I have also supervised the following post-doctoral fellows: Danielle Lottridge (Assoc. Professor, U. of Auckland, N.Z.), Ilaria Liccardi (Research Scientist, MIT, USA), Audrey Girouard (Assoc. Prof, Carleton University, Canada), Andrew Webb (Assistant Professor, Louisiana State University), John MacCallum,

I run a weekly Ph.D. seminar for my research group (since 2004) intended primarily for doctoral students, as well as advanced masters students, visiting interns and post-docs. I use this seminar as an opportunity to teach research methods, including experimental design and statistics, discuss practical issues of conducting research (writing research papers, choosing research venues, reviewing papers, how program committees work, presenting work). Students, with my help, choose an article or a chapter for everyone to read, related to some element of their work. They then present this to the group and then lead a discussion of the issues it raises with respect to their own research.

I teach *Formation à la Recherche* for Masters students (HCI M2R) (50 hours), plus introductory and advanced Design and Evaluation of Interactive systems (25 + 25 hours). I also teach a 12-hour course, Technical Writing in English, to Ph.D. students in the Computer Science Dept. (LRI and LIMSI) as well as students from Supelec and other departments at U. Paris-Sud. I also ran two special workshops for Ph.D. students at LRI, to help them prepare their posters in English for the AERES 4-year evaluation. I ran a version of this course at Stanford in 2011 and in 2012.

Teaching

I have taught the *Introductory Design of Interactive Systems* and the *Advanced Design of Interactive Systems* courses annually (2012-present) for both Master' degree programs in Human-Computer Interaction at the Université Paris-Saclay as well as the *Research Fundamentals* course for all three Research Masters (2013-2017). I created the *HCI Winter School* in 2021, and ran the *creartathon*, a two-week creative hackathon for art, design, HCI and AI students (creartathon.com) in 2021 and 2022. I co-taught the *HCI project* course (2013, 2014) and the *Situated Interaction Seminar* (2016, 2017) for the HCID Masters and the HCI Research Masters. I recently published a book entitled : *Do IT: The Design of Interactive Systems* and used it as the basis for an all-day course at the CHI'23 conference.

While on sabbatical at Stanford University (2010-2012), I taught CS.377 *Prototyping Interactive Systems*, a 4-credit course, CS.477 *Reinventing Interactive Systems*, that explored the concepts of Instrumental Interaction and Co-adaptive Systems, a two-credit course. In the 2011-2012 academic year, I returned to France to teach the *Design of Interactive Systems* course, in the new Master's degree program in Human-Computer Interaction.

I have taught annual courses in human-computer interaction in France and Denmark since 1994. Courses taught in French:

- Conception participative (2000-2003)
Univ. Paris-Sud, DEA d'Informatique, 6h lecture, 25 students
- Technical Writing in English (2007-2010)
Univ. Paris-Sud, Ecole Doctoral (3 yrs), 12h lecture, 16-20 students
- Recueil de données par interviews et questionnaires (2007)
Univ. Paris-Sud, Ecole Doctoral, 12h lecture, 7 students
- Conception et évaluation des systèmes interactifs (2004-2010)
Univ. Paris-Sud, Master (Pro, Recherche, BIBS) (6yrs), 24h, 35-55 students
Univ. Paris-Sud, DESS SCHM (2yrs), 20h, 30 students
Univ. Paris-Sud, Master Recherche & Professionnel (2yrs), 20h, 30 students
Univ. Paris-Sud, NFI (1 year), 22h, 60 students
Univ. de Paris VI, DESS Intelligence Artificielle (1yr), 9h, 27 students
Ecole des Mines de Nantes (4 years), 15h, 10-15 students

Courses taught in English (1 year each):

- Design and Evaluation of Interactive Systems
Univ. Aarhus, Computer Science, 9h, 27 students
- How to Design Experiments
Univ. Aarhus, Computer Science & Multimedia, 18h, 10 Masters' students
- Post-WIMP Interaction
Univ. Aarhus, Computer Science & Multimedia, 36h, 24 Masters' students
- Advanced Interaction Techniques
Univ. Aarhus, Computer Science, 36h, 20 Masters' students
- Designing Augmented Artifacts
Univ. Aarhus, Computer Science, 36h, 10 Masters' students
- Participatory Design
Univ. Aarhus, Computer Science, 18h, 20 Masters' students
- Writing Workshop
Univ. Aarhus, Computer Science & Multimedia, 12h, 10 Masters' students

- Technical Writing in English
Univ. Paris-Sud, Ecole Doctoral (4 yrs, 12h lecture, 16 students)
- Ecole d'Eté Jeunes Chercheurs sur l'Interaction Homme-Machine, GDR-PRC
Communication Homme-Machine: 3 lectures and 4 TDs/TPs (2 weeks, 45 participants).
- Ecole d'Eté EDF/CEA/Inria sur l'Interaction Homme-Machine (2 weeks, 50 participants):
10h lecture, 20h TDs.
- Instituts Theseus & Eurecom (Sophia-Antipolis): Multimedia courses (40h lecture/TD, 20 students at Theseus, 10h lectures, 10 students at Eurecom).
- Campus Thomson (Jouy en Josas): Multimedia course (6h lecture, 150 participants).
- Home Care Summer School, Edinburgh (4h lecture, 50 students)
- IVREA Summer School, Italy (8 h lecture, 40 students)

Professional Activities

I currently serve on the editorial board of ACM/TOCHI (*Transactions on Computer-Human Interaction*), our most prestigious journal. I am also on the editorial board for JAIR (Journal of Artificial Intelligence Research). I have also served as co-Editor-in-Chief for IJHCS (*International Journal of Human-Computer Studies*), our field's oldest journal, and I was a founding editorial board member of RIHM (*Revue d'Interaction Homme-Machine*), the first French HCI journal, the CACM (*Communications of the ACM*) Web Editorial Board, the ACM New Publications Board. I currently serve on the Hybrid Intelligence Scientific Advisory Board in the Netherlands.

I have been extremely active in ACM/SIGCHI. I have served all roles on the ACM SIGCHI Executive Committee, including Chair. I was the general chair for the CHI 2013 conference in Paris in 2013, which attracted a record number of attendees (3500 attendees). The conference is one of the largest and most prestigious in ACM and was the anchor in 2013 for ACM's ECRC series of European conferences. I also co-chaired ECSCW'05, was founder and Chair of ACM/DARE'00, and have been on numerous conference committees for CHI, CSCW, UIST, ECSCW, DIS, and others. I co-organized the Dagstuhl Seminar on Human-Centered Artificial Intelligence in 2022.

I served as ACM/CHI'94 Technical Program Chair and was the Program Chair for UbiMob'08, DIS'02, and DARE'00. I served as a subcommittee program chair for: ISMAR'10, CHI'10 CHI'09 and Associate Chair for: UIST'23, HHAI'23, JAIR'23, CHI'22, UIST'22, CHI'21, UIST'20, UIST'19, CHI'19, UIST'18, CHI'18, IUI'18, ISMIR'18, CHI'17, UIST'17, CHI'16, UIST'16, CHI'15, UIST'15, UIST'14, DIS'2014, IUI'2012, CSCW'08, UIST'08, ECAI'08, UIST'07, CSCW'06, CHI'06, SOUPS'06, NORDICHI '06, CHI'05, UBIMOB'05, *Critical Computing*, '05, *Less is More* '05, AVI'04, CSCW '02, UIST'02, AVI'02, *Ubicomp* '02, *NordiCHI* '02, ECSCW'01, DIS'00, CHI'00, CSCW'00, ECSCW'99, IWAR'98, CHI'98, *Multimedia* '98, *ErgoIA*'98, *IHM*'98, DIS'97, CHI'97, CHI'96, CSCW'96, *Multimedia*'96, CHI'95, *Multimedia*'95, CHI'94, CSCW'94, CHI'92, CHI'91.

I served on numerous award and evaluation committees in North America and Europe, including chairing the UIST'21 Lasting Impact award and the UIST'20 Best Paper awards, as well as multiple committees for SIGCHI's Best Paper award and Lifetime Service Award,

the CHI Academy committee and the Franklin Institute's Bower Award, the oldest scientific award in the United States.

I served as ACM SIGCHI's General Chair, Vice Chair, Publications Chair and Treasurer. I co-founded CHI's first local chapter, Greater Boston SIGCHI, and established the groundwork for local chapters around the world. I served on the ACM Publications and SIG boards.

I was elected to Inria's national evaluation committee in 2008 and served on numerous site-level and national hiring committees, for both Inria and Université Paris-Sud. As Vice-President of Research for Computer Science at Université Paris-Sud, I led the creation of the Computer Science department's strategic plan. I participated in Inria's strategic planning committee for Inria and chaired the mobility task force.

Over the past four years, I have been active in establishing a set of ethics protocols for conducting HCI experiments by researchers, teaching these to French researchers locally and through AFIHM. I created the first 'Saisine Générique' for HCI researchers at Inria. I am on Inria's COERLE Ethics Board, as well as the CERNI Ethics Board at the Université Paris-Saclay.

Research Management

When I joined Inria in 2000, I created *InSitu*, which is recognized as a world leader in Human-Computer Interaction. The faculty members, from Inria, CNRS and Université Paris-Sud, consistently published in the top HCI venues (ACM/CHI and ACM/UIST) and we attracted excellent Ph.D. students, post-docs and researchers from around the world. *InSitu* had up to 9 faculty and 25 members in total. In 2014, at the end of the 12-year life of an Inria group, *InSitu* spun off the ILDA group and I created *ExSitu*, which currently has four permanent research faculty (2 Inria, 2 University Paris-Sud) and over 20 researchers.

Prior to coming to France, I created Rank Xerox EuroPARC's multi-media research group, which introduced the highly influential digital desk and helped establish the field of augmented/mixed reality. I was a pioneer in media spaces and interactive paper, and more generally computer-augmented environments (7 permanent researchers plus Ph.D. students).

I also managed a team of researchers at the CENA (Centre d'Etudes de la Navigation Aérienne), and introduced key concepts in participatory design, which were successfully adopted by startups in France (such as INTUILAB) and have since been adopted by top universities in North America and Europe.

At Digital Equipment Corporation, I created and managed a group that produced the first commercial interactive video system (IVIS), a pre-Hypercard multimedia authoring language (Producer) and over 30 multimedia projects (30 permanent developers, including 3 supervisors) and also ran a research group, with 20 permanent researchers.

Principal Investigator

I was awarded an ERC Advanced grant, CREATIV, in 2013, for nearly 2.5 million euros. This has allowed me to hire Ph.D. students and post-docs to collaborate on a series of projects that explore advanced human-computer partnerships. I was principal investigator for the ReActivity project, as part of the Inria-Microsoft joint lab (800 k€). I have also managed numerous small projects (20 - 100 k€) in the context of my collaborations with student researchers both inside and outside Inria, including being awarded a Microsoft research grant to work on the Surface Hub (10 awarded world-wide). I was vice chair and

task leader for the Convivio Network of Excellence (12 partners, 1.5 M€ global budget) and received funding from the EuroControl CARE Framework to run the FATCUI workshop on the future of air traffic control user interfaces.

I co-wrote the successful proposal for a 3-year, 3-partner Disappearing Computer project, called InterLiving (2001-2004) (900 k€ for Inria) that developed ‘Comm Apps’ (Communication Appliances) to support family communication shared interactive surfaces. This led to two Inria patents, an Inria OMTE (technology maturation) project, called ICI-TV, with a French CEA-sponsored startup called Presto, and the Buena Vista project. I co-wrote the successful proposal for a 3-year, 10-partner ESPRIT II project, called EuroCODE (1992-1995). I managed an eight-member group that developed the high-road demonstrator, which resulted in Ariel and several efforts within Xerox to turn the ideas into a product.

Scientific Dissemination

The following are selected presentations, interviews, and panels discussing about my work to the general public on radio, television and print publications, or public events:

- Hybrid Human Artificial Intelligence conference (2022): Keynote
- Human-Centered AI (HCAI@NeurIPS2021): Keynote
- Le Club DS&AI Atelier d’Evaluation des systemes d’IA: Keynote (2021)
- HI! AI Ecole d’Eté: Keynote (2021)
- ICML HMCaT Workshop Human-Machine Collaboration & Teaming: Keynote (2022)
- NeurIPS Workshop on Human-Centered AI: Keynote (for 13 December 2021)
- Creartathon: Master Class (23 August 2021)
- HI Paris Summer School (8 July 2021)
- HumanE-AI Workshop on Human-Computer Interaction: Keynote (19 May 2021)
- DS&AI: Keynote on Evaluating the Impact of AI on Humans (15 April 2021)
- CNRS Scientific Council: Ethis (1 December 2021)
- AI and Gender Equality, Unesco: Invited talk (2 November 2019)
- University of Poitiers: Invited talk on designing interactive systems (15 November 2018)
- AI and Gender Equality, Unesco: Invited talk (2 November 2019)
- Inria 50 years Celebration: Usbek & Rizzo table ronde, (8 November 2017)
- Aarhus University Interview: Invited talk on Human-Computer Partnerships, Awarded Doctor Honoris Causa in Computer Science by the Faculty of Science. (14 September 2017).
- CHI Stories: “Creating the first interactive video product”, ACM/SIGCHI, Denver Colorado, (9 May 2017).
- L’interaction Homme-machine en ligne de mire. Interview (26 March 2017)
- ERC CREATIV : Créer des Partenariats Humain-Machine, Inria 50 years, ERC 10 years, Usbek & Rizzo interview, (13 Mar 2017).
- Créer des Partenariats Humain-Machine, Cultures numériques, éducation aux médias et à l’information, Ecole Normale Supérieure de Lyon (11 Jan 2017).
- BeyondLab: Meet-up sur les nouvelles interfaces, (10 February 2016),
- BD Interactive: 2101 Sciences et science-fiction, Chromatiques (Web documentaire) (April 2015),

- Journée d'étude robots/travail/intelligence : La Chaire des Bernadins -- L'Humain au défi du numérique, FING, (8 Oct 2015).
- Lindau, Film on the Attractivity of Research in France, Ministère de Recherche, (June 2015).
- "L'homme doit contrôler l'ordinateur, pas l'inverse", Interview on Arte Television Future Mag, (February 2014).
- Société Informatique de France. "L'être humain au coeur de la recherche en IHM", SIF Blog, Le Monde, (July 2014).
- France Inter Radio: "Savant du jour: On va tous y passer." (October 30, 2013).
- Science Publique Radio: La réalité augmentée va-t-elle changer notre vision du monde?, (November 1, 2013).
- France Culture Radio: Place de la Toile: L'Ordinateur de Demain', (September 7, 2013).
- Science & Vie Magazine: La réalité augmentée va-t-elle changer notre vision du monde?, (November 12, 2013).
- Inria/Technoscope: "L'interaction homme-machine en ligne de mire", (February, 2013).
- La Recherche: "Les Dossiers de la Recherche, Entretien avec Wendy E. Mackay : Les tablettes seront de plus en plus interactives" (June 2012).
- La Recherche "En Informatique, les utilisateurs sont les innovateurs". No. 411, (September, 2007), pages 62-65.
- La Recherche, Entretien du mois, September, 2007, *Adoptons l'informatique participative*.
- Futurs(e)s magazine: Laissons chacun augmenter sa réalité. Futur(e)s No.2, (2000), p. 43.
- La Recherche, magazine Special Issue: Réalité Augmentée : Le meilleur des deux mondes. Quand l'informatique complète le réel au lieu de le remplacer, No. 285, Mars, 1996 pages 32-36.

I have participated in multiple Science Fairs (Fêtes de la Science) at the Univ. Paris-Sud and Inria, most recently in 2016. I gave presentations organized by FING (Fédération pour un Internet Nouvelle Génération) on innovative user interfaces. I participated in a two-year OFTA working group on 'Informatique Diffuse' and wrote a book chapter distributed to French decision makers in industry and government. I gave an invited address at the opening of Digiteo Labs research centre and at the opening of the Inria-Microsoft joint lab. I actively participated in the Inria Silicon Valley seminars in France and at Berkeley, and have given presentations about Inria at MIT's career day, and about HCI as a career at Ecole Polytechnique and ENS Cachan.

Wendy Elizabeth MACKAY

Research Director, Classe Exceptionnelle
Inria Saclay – Île-de-France

Publications as of: 20 May 2023

Books

- [1] Wendy E. Mackay (2023) DOIT: The Design of Interactive Things. CHI'23 Preview, Inria, Paris France. 88 pages
- [2] Wendy E. Mackay. (2022) Réimaginer nos interactions avec le monde numérique. Paris. Collège de France. Fayard, Collection "Leçons inaugurales", no 310, November 2022, 80 pages.

Peer-Reviewed International Journals

- [3] W. Liu, M. Magalhaes, W. Mackay, F. Bevilacqua and M. Beaudouin-Lafon. 'Motor Variability in Complex Gesture Learning: Effects of Movement Sonification and Musical Background'. In: *ACM Transactions on Applied Perception* 19.1 (31st Jan. 2022), pages 1–21. DOI: [10.1145/3482967](https://doi.org/10.1145/3482967). URL: <https://hal.science/hal-03603501>.
- [4] Janet Rafner, Dominik Dellermann, Arthur Hjorth, Dóra Verasztó, Constance Elizabeth Kampf, Wendy Mackay and Jacob Sherson. 'Deskilling, Upskilling, and Reskilling: a Case for Hybrid Intelligence'. In: *Morals & Machines* 2 (2021), pages 24–39. DOI: [10.5771/2747-5174-2021-2-24](https://doi.org/10.5771/2747-5174-2021-2-24).
- [5] Michel Beaudouin-Lafon, Susanne Bødker, and Wendy E. Mackay. (2021) Generative Theories of Interaction. *ACM Transactions on Computer-Human Interaction*, Volume 28, Issue 6, December 2021, Article 45 pages 1-54. DOI: [10.1145/3468505](https://doi.org/10.1145/3468505)
- [6] Viktor Gustafsson, Lilly Helmersen, and Wendy E. Mackay. (2021) Co-Designers Not Troublemakers: Enabling Player-Created Narratives in Persistent Game. In *Proceedings of the ACM on Human-Computer Interaction*, Volume 5, Issue CHI PLAY, September 2021, Article 273, pages 1-26. DOI: [10.1145/3474700](https://doi.org/10.1145/3474700)
- [7] Jean-Phillippe Rivière, Baptiste Caramiaux, Sarah Alaoui Fdili, and Wendy E. Mackay. (2021) Exploring the Role of Artifacts in Collective Dance Re-staging. In *Proceedings of the ACM on Human-Computer Interaction*, Volume 5, Issue CSCW1, April 2021, Article No. 108, pages 1-22. DOI: [10.1145/3449182](https://doi.org/10.1145/3449182)
- [8] Téó Sanchez, Baptiste Caramiaux, Jules Françoise, Frédéric Bevilacqua and Wendy E. Mackay. (2021) How do People Train a Machine? Strategies and (Mis)Understandings. *Proceedings of the ACM on Human Computer Interaction*, Volume 5, Issue CSCW1, April 2021, Article 162, pages 1-26. DOI: [10.1145/3449236](https://doi.org/10.1145/3449236)
- [9] Xiaoyi Wang, Alexander Eiselmayer, Wendy E. Mackay, Kasper Hornbæk, Chat Wacharamanotham. (2020) Argus: Interactive A Priori Power Analysis. *IEEE Transactions on Visualization and Computer Graphics*, Volume 27, Issue 2, pages 432-44. DOI: [10.1109/TVCG.2020.3028894](https://doi.org/10.1109/TVCG.2020.3028894) arXiv:2009.07564v1 PubMed ID: 33290222
- [10] Janin Koch, Nicolas Taffin, Michel Beaudouin-Lafon, Markku Laine, Andrés Lucero, and Wendy E. Mackay. (2020) ImageSense: An Intelligent Collaborative Ideation Tool to Support Diverse Human-Computer Partnerships. *Proceedings of the ACM on Human-Computer Interaction*, Volume 4, Issue CSCW, 1 May 2020, Article 45, pages 1-27. DOI: [10.1145/3392850](https://doi.org/10.1145/3392850)

- [11] Stacy Hsueh, Sarah Fdili Alaoui, and Wendy E. Mackay. (2019) Deconstructing Creativity: Non-Linear Processes and Fluid Roles in Contemporary Music and Dance. *Proceedings of the ACM on Human Computer Interaction*, Volume 3, Issue CSCW, November 2019, Article 203, pages 1-21. **Honorable mention award** DOI: 10.1145/33593052019
- [12] Jean-Philippe Rivière, Sarah Fdili Alaoui, Baptiste Caramiaux, and Wendy E. Mackay. (2019). Capturing Movement Decomposition to Support Learning and Teaching in Contemporary Dance. *Proceedings of the ACM on Human Computer Interaction*, Volume 3, Issue CSCW, November 2019, Article 86, pages 1-22. DOI: 10.1145/3359188
- [13] Carla F. Griggio, Joanna McGrenere, and Wendy E. Mackay. (2019) Customizations and Expression Breakdowns in Ecosystems of Communication Apps. *Proceedings of the ACM on Human Computer Interaction*, Volume 3, Issue CSCW, November 2019, Article 86, pages 1-26. DOI: 10.1145/3359128
- [14] Leiva, Gérman, Maudet, N., Mackay, W. and Beaudouin-Lafon, M. (2019) ENACT: Reducing Designer-Developer Breakdowns when Prototyping Interaction. *ACM Transactions on Computer-Human Interaction*, Volume 26, Issue 3, June 2019, Article 45, pages 1-48. DOI: 10.1145/3310276
- [15] Beaudouin-Lafon, M., Chapuis, C., Eagen, J., Gjerlufsen, T., Huot, S. Klokmoose, C., Mackay, W., Nancel, M., Pietriga, E., Pillias, C., Primet, R. and Wagner, J. (2012) Multi-surface Interaction in the WILD Room, *IEEE Computer*, Volume 45, April 2012, Issue 4, pages 48-56. DOI: 10.1109/MC.2012.110.
- [16] Riche, Y. and Mackay, W. (2010) PeerCare: Supporting Awareness of Rhythms and Routines for Better Aging in Place. *Journal of Computer Supported Cooperative Work*. Volume 19, Issue 1, pages 73-104. DOI: 10.1007/s10606-009-9105-z
- [17] Mackay, W.E. (2000) Is Paper Safer? The Role of Paper Flight Strips in Air Traffic Control. *ACM Transactions on Computer-Human Interaction*, Volume 6, Issue 4, December 1999, pages 311–340. DOI: 10.1145/331490.331491
- [18] Mackay, W.E. (2000) Responding to cognitive overload: Co-adaptation between users and technology. *Intellectica*. Volume 30, Issue 1, July 2000, pages 177-193. DOI: 10.3406/intel.2000.1597
- [19] Mackay, W.E. and Davenport, G.I. (1989) Virtual Video Editing in Interactive Multi-Media Applications. *Communications of the ACM*, Volume 32, Issue 7, July 1989, pages 802-810. DOI: 10.1145/65445.65447
- [20] Mackay, W.E. (October 1988) Diversity in the Use of Electronic Mail: A Preliminary Inquiry. *ACM Transactions on Information Systems*, Volume 6, Issue 4, October 1988, pages 380–397. DOI: 10.1145/58566.58567

Peer-Reviewed International Conferences: Full Papers

- [21] Mackay, Wendy E., Alexandre Battut, Gérman Leiva and Michel Beaudouin-Lafon (2024) Rapid Prototyping with VideoClipper: In: *CHI 2024 - ACM Conference on Human Factors in Computing Systems*. 338. Hawaii, HI, United States, 11 May 2024, pages 1–23.

- [22] Hseuh, Stacy, Mai, Sarah, Wendy (2024) What Counts as ‘Creative’ Work? Articulating Four Epistemic Positions in Creativity-Oriented HCI Research. : In: *CHI 2024 - ACM Conference on Human Factors in Computing Systems*. 338. Hawaii, HI, United States, 11 May 2024, pages 1–22.
- [23] Mackay, Wendy E. (2023) Creating Human-Computer Partnerships. In *CHIRA '23, Proceedings of the 7th International Conference on Computer-Human Interaction Research and Applications*, Rome, Italy, 16-17 November 2023, pages 1-15.
- [24] Sahel, Wissal, Mackay, Wendy E. and Marot, Antoine. (2023) Creating StoryLines: Participatory Design with Power Grid Operators. In *CHIRA '23, Proceedings of the 7th International Conference on Computer-Human Interaction Research and Applications*, Rome, Italy, 16-17 November 2023, Pages 1-21.
- [25] T. Sanchez, B. Caramiaux, P. Thiel and W. E. Mackay. ‘Deep Learning Uncertainty in Machine Teaching’. In: *IUI 2022 - 27th Annual Conference on Intelligent User Interfaces*. Helsinki / Virtual, Finland, 18 February 2022, pages 1-26. DOI: [10.1145/3490099.3511117](https://doi.org/10.1145/3490099.3511117). URL: <https://hal.science/hal-03579448>. **Best Paper award**
- [26] V. Gustafsson, B. Holme and W. E. Mackay. ‘Play Arcs: Structuring Player Stories for CoDesign & Content Generation in Persistent Game Worlds’. In: *2022 DiGRA International Conference: Bringing Worlds Together*. Vol. paper 47. pages 1-22. Krakaw, Poland, 7 July 2022. URL: <https://hal.inria.fr/hal-03991923>.
- [27] P. Tchernavskij, A. M. Webb, H. Gemeinhardt and W. E. Mackay. ‘Readymades & Repertoires: Artifact-Mediated Improvisation in Tabletop Role-Playing Games’. In: *C&C '22: Creativity and Cognition*. Venice, Italy: ACM, 20 June 2022, pages 298–311. DOI: [10.1145/3527927.3532798](https://doi.org/10.1145/3527927.3532798). URL: <https://hal.inria.fr/hal-03991883>.
- [28] H. Han, J. Yu, R. Bournet, A. Ciorascu, W. E. Mackay and M. Beaudouin-Lafon. ‘Passages: Interacting with Text Across Documents’. In: *CHI 2022 - ACM Conference on Human Factors in Computing Systems*. 338. New Orleans, LA, United States, 29 Apr. 2022, pages 1-17. DOI: [10.1145/3491102.3502052](https://doi.org/10.1145/3491102.3502052). URL: <https://hal.science/hal-03664173>. **Honorable Mention award**
- [29] Elizabeth Walton and Wendy Mackay. ‘Dance Transitions: What Forms of Technology Best Support Professional Dancers as They Learn New Movement Styles?’ In: *CHI 2022 - ACM Conference on Human Factors in Computing Systems*. New Orleans, United States, 29 April 2022, pages 1-14. DOI: [10.1145/3491102.3517448](https://doi.org/10.1145/3491102.3517448). URL: <https://hal.inria.fr/hal-03665474>.
- [30] Jekaterina Belakova and Wendy E. Mackay. (2021) SonAmi: A Tangible Creativity Support Tool for Productive Procrastination. In *Creativity and Cognition (C&C '21)*. Association for Computing Machinery, New York, NY, USA, Article 7, pages 1-10. DOI:<https://doi.org/10.1145/3450741.3465250>
- [31] Wanyu Liu, Artem Dementyev, Diemo Schwarz, Emmanuel Fléty, Wendy E. Mackay, Michel Beaudouin-Lafon, and Frédérique Bevilacqua. (2021) Sonic Hoop: Using Interactive Sonification to Support Aerial Hoop Practices. In *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems (CHI '21)*, May 8–13, 2021, Yokohama, Japan. ACM, New York, NY, USA, pages 1-23. DOI: [10.1145/3411764.34455391](https://doi.org/10.1145/3411764.34455391) **Honorable mention award**

- [32] Carla F. Griggio, Arissa J. Sata, Wendy E. Mackay and Koji Yatani. (2021) Mediating Intimacy with DearBoard: a Co-Customizable Keyboard for Everyday Messaging. In *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems (CHI '21)*, May 8–13, 2021, Yokohama, Japan. ACM, New York, NY, USA, pages 1-16. DOI: 10.1145/3411764.3445757
- [33] Elizabeth Walton, Baptiste Caramiaux, Sarah Fdili Alaoui, Frédéric Bevilacqua, and Wendy E. Mackay. (2021) Reconciling Technology-Driven and Experiential Approaches for Movement-Based Design. In the *Proceedings of the 32e Conférence Francophone sur l'Interaction Homme-Machine (IHM'2021)*, April 13–16, 2021, France. ACM, New York, NY, USA, pages 1-16. DOI: 10.1145/3450522.3451334
- [34] Viktor Gustafsson, Benjamin Horne, and Wendy E. Mackay (2020) Narrative Substrates: Reifying and Managing Emergent Narratives in Persistent Game Worlds. In *Proceedings of the International Conference on the Foundations of Digital Games (FDG '20)*, September 15–18, 2020, Bugibba, Malta. ACM, New York, NY, USA, pages 1-12. DOI: 10.1145/3402942.3403015 **Best paper award**
- [35] Han L. Han, Miguel A. Renom, Wendy E. Mackay, and Michel Beaudouin-Lafon. (2020) Textlets: Supporting Constraints and Consistency in Text Documents. In *Proceedings of ACM/CHI Conference on Human Factors in Computing Systems (CHI '20)*, April 25–30, 2020, USA, pages 1-13. DOI: 10.1145/3313831.3376804 **Honorable mention award**
- [36] Janin Koch, Nicolas Taffin, Andrés Lucero and Mackay, W. (2020) Semantic Collage. In *Proceedings of ACM Conference on Designing Interactive Systems (DIS'20)*. July 6–10, 2020, Eindhoven, Netherlands, pages 407–418. DOI: 10.1145/3313831.3376804
- [37] Clemens N. Klokmose, Christian Remy, Janus Bager Kristensen, Rolf Bagge, Michel Beaudouin-Lafon, and Wendy E. Mackay. (2019). Videostrates: Collaborative, Distributed and Programmable Video Manipulation. In *Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology (UIST'19)*. ACM, New York, NY, USA, 233-247, pages 1-15. DOI: 10.1145/3332165.3347912.
- [38] Eismeyer, Alexander, Wacharamanotham, Chat, Beaudouin-Lafon, Michel, and Mackay, Wendy E. (2019) Touchstone2: An Interactive Environment for Exploring Trade-offs in HCI Experiment Design. In *ACM/CHI Conference on Human Factors in Computing Systems (CHI'19)*, Glasgow, Scotland, April 4-9, pages 1-11. DOI: 10.1145/3290605.3300447 **Best paper award.**
- [39] Griggio, Carla F., Nouwens, Midas, McGrenere, Joanna, and Mackay, Wendy E. (2019) Augmenting Couples' Communication with Lifelines: Shared Timelines of Mixed Contextual Information. In *Proceedings of CHI'19*, Glasgow, Scotland, April 4-9, pages 1-13.
- [40] Hsueh, Stacy, Fdili Alaoui, Sarah, and Mackay, Wendy E. (2019) Understanding Kinaesthetic Creativity in Dance. In *Proceedings of CHI'19*, Glasgow, Scotland, April 4-9, pages 1-11.
- [41] Webb, Andrew M., Fowler, Hannah, Newman, Galen, Kim, Jun-Hyun, and Mackay, Wendy E. (2019) Interstices: Sustained Spatial Relationships between Hands and Surfaces Reveal Anticipated Action. In *Proceedings of CHI'19*, Glasgow, Scotland, April 4-9, pages 1-12.

- [42] Michael Wessely, Theophanis Tsandilas, and Wendy E. Mackay. 2018. Shape-Aware Material: Interactive Fabrication with ShapeMe. In Proceedings of the 31st Annual ACM Symposium on User Interface Software and Technology (UIST '18). ACM, New York, NY, USA, pages 127–139. DOI: <https://doi.org/10.1145/3242587.3242619>
- [43] Jean-Philippe Rivière, Sarah Fdili Alaoui, Baptiste Caramiaux, and Wendy E. Mackay. 2018. How Do Dancers Learn To Dance?: A first-person perspective of dance acquisition by expert contemporary dancers. In Proceedings of the 5th International Conference on Movement and Computing (MOCO '18). ACM, New York, NY, USA, Article 6, pages 1-7. DOI: <https://doi.org/10.1145/3212721.3212723>
- [44] Ciolfi Felice, M., Alaoui, S. F., and Mackay, W.E. (2018) Knotation: Exploring and Documenting Choreographic Processes. In *Proceedings of CHI'18*, Montréal, Canada, April 21-26, pages 1-12.
- [45] Liu, W., Rioul, O., McGrenere, J., Mackay, W.E., and Beaudouin-Lafon, M. (2018) *BIGFile: Bayesian Information Gain for Fast File Retrieval*, In *Proceedings of CHI'18*, Montréal, Canada, April 21-26, pages 1-13. **Honorable Mention award.**
- [46] Alvina, J., Griggio, C., Bi, X., and Mackay, W.E. (2017) Command Board: Creating a General Purpose Command Gesture Input Space for Soft Keyboards. In *Proceedings of ACM UIST'17 User Interface Software and Technology*, Quebec City, Canada, pages 17-28.
- [47] Maudet, N, Jalal, G, Tchernavskij, P., Beaudouin-Lafon, M., and Mackay, W.E. (2017) Beyond Grids: Interactive Graphical Substrates to Structure Digital Layout. In *Proceedings of ACM CHI 2017, Conference on Human Factors in Computing Systems*, Denver, CO. pages 5053-5064.
- [48] Avellino, I., Felury, C., Mackay, W.E., and Beaudouin-Lafon, M. (2017) CamRay: Camera Arrays Support Remote Collaboration on Wall-Sized Displays. In *Proceedings of ACM CHI 2017, Conference on Human Factors in Computing Systems*, Denver, CO. pages 6718-6729
- [49] Malloch, J., Griggio, C., McGrenere, J., and Mackay, W.E. (2017) Fieldward and Pathward: Dynamic Guides for Defining Your Own Gestures. In *Proceedings of ACM CHI 2017, Conference on Human Factors in Computing Systems*, Denver, CO. pages 4266-4277.
- [50] Nouwens, M., Griggio, C., and Mackay, W.E. (2017) “Whatsapp is for family; Messenger is for friends”: Communication Places in App Ecosystems. In *Proceedings of ACM CHI 2017, Conference on Human Factors in Computing Systems*, Denver, CO. pages 727-735.
- [51] Vitale, F., McGrenere, J., Tabard, A., Beaudouin-Lafon, M., and Mackay, W.E. (2017) High Costs and Small Benefits: A Field Study of How Users Experience Operating System Upgrades. In *Proceedings of ACM CHI 2017, Conference on Human Factors in Computing Systems*, Denver, CO. pages 4242-4253.
- [52] Maudet, N, Leiva, G., Beaudouin-Lafon, M. and Mackay, W.E. (2017) Design Breakdowns: Designer-Developer Gaps in Representing and Interpreting Interactive Systems. In *Proceedings of ACM CSCW 2017 Computer-Supported Cooperative Work*, Portland, OR. pages 630-641.
- [53] Alvina, J., Malloch, J. and Mackay, W.E. (2016) Expressive Keyboards: Enriching Gesture-Typing on Mobile Devices. In *Proceedings of ACM UIST 2016 Symposium on User Interface Software and Technology*, Tokyo, Japan. pages 583-593.

- [54] Ciolfi Felice, M., Maudet, N., Mackay, W.E., and Beaudouin-Lafon, M. (2016) Beyond Snapping: Persistent, Tweakable Alignment and Distribution with StickyLines. In *Proceedings of ACM UIST 2016 Symposium on User Interface Software and Technology*, Tokyo, Japan. pages 133-144.
- [55] Wessely, M., Tsandilas, T., and Mackay, W.E. (2016) Stretchis: Fabricating Highly Stretchable User Interfaces. In *Proceedings of ACM UIST 2016 Symposium on User Interface Software and Technology*, Tokyo, Japan. pages 697-704.
- [56] Ciolfi Felice, M., Fdili Alaoui, S., and Mackay, W.E. (2016) How do Choreographers Craft dance? Designing for a Choreographer-Technology Partnership. In *Proceedings of MOCO'16, 3rd International Symposium On Movement & Computing*, July 5–6, 2016, Thessaloniki, Greece.
- [57] Bousseau, A., Tsandilas, T., Oehlberg, L., and Mackay, W.E. (2016) How Novices Sketch and Prototype Hand-Fabricated Objects. In *Proceedings of ACM CHI 2016 Conference on Human Factors in Computing Systems*, Mountain View, CA, USA, 11 pages.
- [58] Klokmose, C., Eagen, J., Baader, S., Mackay, W.E., and Beaudouin-Lafon, M. (2015) Webstrates: Shareable Dynamic Media. In *Proceedings of ACM UIST 2015 Symposium on User Interface Software and Technology*, pages 280-290. **Best paper award.**
- [59] Jalal, G., Maudet, N., and Mackay, W. (2015) Color Portraits : From Color Picking to Interacting with Color. In *Proceedings of ACM CHI 2015 Conference on Human Factors in Computing Systems*, Seoul, S. Korea, pages 4207-4216. **Honorable mention award.**
- [60] Oehlberg, L., Willet, W., and Mackay, W. (2015) Patterns of Physical Design Remixing in Online Maker Communities. In *Proceedings of ACM CHI 2015 Conference on Human Factors in Computing Systems*, Seoul, S. Korea, pages 639-648.
- [61] Chapoulie, E., Drettakis, G., Tsandilas, T., Oehlberg, L., and Mackay, W. (2015) Finger-Based Manipulation in Immersive Spaces and the Real World, In *Proceedings of 3DUI'15: IEEE Symposium on 3D User Interfaces*, Arles, France. pages 109-116.
- [62] Garcia, J., Tsandilas, T., Agon C., and Mackay, W. (2014) PaperComposer: Creating Interactive Paper Interfaces for Music Composition. In *IHM '14: Proceedings of the 26ème Conférence Francophone sur l'Interaction Homme-Machine*. ACM, pages 1-8.
- [63] Garcia, J., Tsandilas, T., Agon C., and Mackay, W. (2014) Structured Observation with Polyphony: a Multifaceted Tool for Studying Music Composition. In *DIS '14: Conference on Designing Interactive Systems*. ACM, pages 199-208.
- [64] Liccardi, L., Bulger, B., Abelson, H., Weitzner, D.J. and Mackay, W.E. (2014) Can Apps Play by the COPPA rules? In *Proceedings of PST '14: IEEE Conference on Privacy Security and Trust*. IEEE, pages 1-9.
- [65] Liu, C., Chapuis, O., Beaudouin-Lafon, M., Lecolinet, W. and Mackay, W. (2014) Effects of Display Size and Navigation Type on a Classification Task. In *CHI '14: Proceedings of the 32nd international conference on Human factors in computing systems*. ACM, pages 4147-4156. **Best paper award.**
- [66] Kim, J., Zhang, H., Andre, P., Chilton, L., Mackay, W. E., Beaudouin-Lafon, M., Miller, R., and Dow, S. (2013) Cobi: A Community-Informed Conference Scheduling Tool. In *UIST '13: Proceedings of the 26th ACM Symposium on User Interface Software and Technology*. ACM, pages 173-182.

- [67] Ghomi, E., Huot, S., Bau, O., Mackay, W.E. and Beaudouin-Lafon, M. (2013) Arpège: Learning Multitouch Chord Gestures Vocabularies. In *ACM International Conference on Interactive Tabletops and Surfaces*. ACM, pages 209-218.
- [68] Hartmann, B., Beaudouin-Lafon, M. and Mackay, W.E. (2013) HydraScope: Creating Multi-Surface Meta-Applications Through View Synchronization and Input Multiplexing. In *Proceedings of the International Symposium on Pervasive Displays*. ACM, pages 43-48.
- [69] Bigo, L., Garcia, J., Spicher, A. and Mackay, W. (2012) Papertonnetz: Music Composition with Interactive Paper. In *SMC '12: Proceedings of the 9th Sound and Music Computing Conference*. 8 pages, pp 3051-3054.
- [70] Schneider, B., Blikstein, P. and Mackay, W. (2012) Combinatorix: a Tangible User Interface that Supports Collaborative Learning of Probabilities. In *ITS '12: Proceedings of the ACM International Conference on Interactive Tabletops and Surfaces*. ACM, pages 129-132.
- [71] Wagner, J., Mackay, W. and Huot, S. (2012) Left-over Windows Cause Window Clutter... But What Causes Left-over Windows? In *Ergo IHM 2012: Proceedings of the 24th French Speaking Conference on Human-Computer Interaction*. ACM, pages 47-50.
- [72] Wagner, J., Huot, S. and Mackay, W.E. (2012) BiTouch and BiPad: Designing Bimanual Interaction for Hand-held Tablets. In *Proceedings of ACM CHI 2012 Conference on Human Factors in Computing Systems*, Austin, pages 2317-2326.
- [73] Liu, C., Huot, S., Diehl, J., Mackay, W.E. and Beaudouin-Lafon, M. (2012) Evaluating the Benefits of Real-time Feedback in Mobile Augmented Reality with Hand-held Devices. In *Proceedings of ACM CHI 2012 Conference on Human Factors in Computing Systems*, Austin, pages 2973-2976. **Honorable Mention award.**
- [74] Garcia, J., Tsandilas, T., Agon, C. and Mackay, W.E. (2012) Interactive Paper Substrates to Support Musical Creation. In *Proceedings of ACM CHI 2012 Conference on Human Factors in Computing Systems*, Austin, pages 1825-1828.
- [75] Eagan, J., Beaudouin-Lafon, M. and Mackay, W. (2011) Cracking the Cocoa Nut: User Interface Programming at Run-Time. In *Proceedings of ACM UIST 2011 User Interface Software and Technology*. Santa Barbara, CA, pages 225-234. **Notable paper award.**
- [76] Liccardi, I., Chapuis, Au Yeung, C. and Mackay, W. (2011) Redundancy and Collaboration in Wikibooks. In *INTERACT '11: Proceedings of the 13th IFIP TC13 Conference in Human-Computer Interaction*. Springer-Verlag, 18 pages.
- [77] Garcia, J., Tsandilas, T., Mackay, W. and Agon, C. (2011) InkSplorer: Exploring Musical Ideas on Paper and Computer. In *NIME '11: Proceedings of the 2011 conference on New interfaces for musical expression*. pages 361-366.
- [78] Nancel, M., Wagner, J., Pietriga, E., Chapuis, O. and Mackay, W. (2011) Mid-air Pan-and-Zoom on Wall-sized Displays. In *CHI '11: Proceedings of the 29th international conference on Human factors in computing systems*. ACM, May, pages 177-186. **Best paper award.**
- [79] Tsandilas, T. and Mackay, W. (2010) Knotty Gestures: Subtle Traces to Support Interactive Use of Paper. In *Proceedings of ACM AVI 2010 Advanced Visual Interfaces*, Rome, Italy, pages 147-154.

- [80] Wagner, J. and Mackay, W. (2010) Exploring sustainable design with reusable paper. In *Proceedings of ACM CHI 2010 Conference on Human Factors in Computing Systems*, Atlanta., pages 1871-1874.
- [81] Lottridge, D. and Mackay, W. (2009) Generative Walkthroughs: to support creative redesign. In *C&C '09: Proceedings of the 7th ACM SIGCHI conference on Creativity & Cognition*. ACM, pages 175-184.
- [82] Masson, N. and Mackay, W. (2009) WeMe: Seamless Active and Passive Liquid Communication. In *Proceedings of Human-Computer Interaction International 2009*. pages 694-700.
- [83] Tsandilas, F., Mackay, W. and Letondal, C. (2009) Musink: Composing Music through Augmented Drawing. In *Proceedings of ACM CHI 2009 Conference on Human Factors in Computing Systems*, Boston, 2009, pages 819-828. **Best paper award.**
- [84] Lottridge, D., Masson, N. and Mackay, W. (2009) Sharing Empty Moments: Design for Remote Couples. In *Proceedings of ACM CHI 2009 Conference on Human Factors in Computing Systems*, Boston, 2009, pages 2329-2338.
- [85] Shengqiong Y., Tabard, A. and Mackay, W.E. (2008) Streamliner: A General-Purpose Interactive Course-Visualization Tool. In *Proceedings of KAM'08, IEEE International Symposium on Knowledge Acquisition and Modeling*, 21-22 December, pages 915-919. Wuhan, China.
- [86] Bau, O. and Mackay, W. (2008) OctoPocus: A Dynamic Guide for Learning Gesture-Based Command Sets. In *Proceedings of ACM UIST 2008 User Interface Software and Technology*. San Francisco, CA. pages 37-46.
- [87] Tabard, A., Mackay, W. and Eastmond, E. (2008) From Individual to Collaborative: The Evolution of Prism, a Hybrid Laboratory Notebook. In *proceedings of ACM CSCW'08 Computer-Supported Cooperative Work*. San Diego, CA. pp 569-578.
- [88] Bau, O., Tanaka, A. and Mackay, W. (2008) The A20: Musical Metaphors for Interface Design. In *Proceedings of NIME'08 New Interfaces for Musical Expression*. Genova, Italy. pages 91-96.
- [89] Letondal, C. and Mackay, W. (2007) The Paperoles Project: An analysis of paper use by music composers. In *Proceedings of CoPADD, Collaborating over Paper and Digital Documents*, London, U.K., pages 1-4.
- [90] Mackay, W.E., Appert, C., Beaudouin-Lafon, M., Chapuis, O., Du, Y., Fekete, J.-D. and Guiard, Y. (2007): Touchstone: exploratory design of experiments. In *Proceedings of ACM CHI 2007 Conference on Human Factors in Computing Systems 2007*. pages 1425-1434.
- [91] Tabard, A., Mackay, W.E., Roussel, N. and Letondal, C. (2007) PageLinker: integrating contextual bookmarks within a browser. In *Proceedings of ACM CHI 2007 Conference on Human Factors and Computing Systems*, ACM Press. pages 337-346.
- [92] Labrune, J-B, & Mackay, W.E. (2007) SketchCam: creative photography for children. Short paper in *Proc. Interaction Design and Children (IDC 2007)*, Aalborg, Denmark.
- [93] Labrune, J.-B. & Mackay, W.E. (2007) Can HCI inspire dynamic design? In *Proceedings of DeSForM 2006, European Conference on Design & Semantics of Form & Movement*, Eindhoven, the Netherlands.

- [94] Eisenstein, J. & Mackay, W.E. (2006) Interacting with Communication Appliances: An evaluation of two computer vision-based selection techniques. In *Proceedings of ACM CHI 2006 Conference on Human Factors and Computing Systems*, ACM Press, pages 1111-1114.
- [95] Labrune, J-B, & Mackay, W.E. (2006) Telebeads: Social Network Mnemonics for Teenagers. In *Proc. Interaction Design and Children (IDC 2006)*, Tampere, Finland.
- [96] Labrune, J-B, & Mackay, W.E. (2005) Tanguicam: Exploring observation tools for children. In *Proc. Interaction Design and Children (IDC 2005)*, pages 95- 102, Boulder, CO, US.
- [97] Appert, C., Beaudouin-Lafon, M. and Mackay, W.E. (2004) Context Matters: Evaluating Interaction Techniques with the CIS Model. In *People and Computers XVIII - Design for Life - Proceedings of HCI 2004*, Leeds, UK. Springer Verlag, pp 279-295.
- [98] Letondal, C. & Mackay, W.E (2004) Participatory Programming and the Scope of Mutual Responsibility: Balancing Scientific, Design and Software Commitment. In *Proc. 8th biennial Participatory Design Conference (PDC 2004)*, Toronto (Canada), pp 31-41.
- [99] Mackay, W.E. (2004) The Interactive Thread: Exploring Methods for Multi-disciplinary Design. In *Proc. ACM Conference on Designing Interactive Systems (DIS 2004)*, Cambridge (USA). ACM Press, pp 103-112.
- [100] Hutchinson, H., Mackay, W.E., Westerlund, B., Bederson, B., Druin, A., Plaisant, C., Beaudouin-Lafon, M., Conversy, S., Evans, E., Hansen, H., Roussel, R., Eiderbäck, B., Lindquist S. and Sundblad, Y. (2003) Technology Probes: Inspiring Design for and with Families. In *Proceedings of ACM CHI 2003 Conference on Human Factors in Computing Systems*, volume 5(1) of *CHI Letters*, ACM Press, pp 17-24.
- [101] Westerlund, B., Lindquist, S., Mackay, W.E. and Sundblad, Y. (2003). Co-designing methods for designing with and for families. In *European Academy of Design Conference, EAD'03*, Barcelona, Spain.
- [102] Mackay, W.E., Letondal, C., Pothier, G., Bøegh K. and Sørensen, H. (2002) The Missing Link: Augmenting Biology Laboratory Notebooks. In *Proc. ACM Symposium on User Interface Software and Technology (UIST 2002)*, volume 4(2) of *CHI Letters*, Paris, France, ACM Press, pp 41-50.
- [103] Mackay, W.E. (2002) Which interaction techniques works when? Floating palettes, marking menus and toolglasses support different task strategies. In *Proc. Conference on Advanced Visual Interfaces, AVI 2002*, Trento (Italy). ACM Press, pp 203-208.
- [104] Beaudouin-Lafon, M., Mackay, W.E., Andersen, P., Janecek, P., Jensen, K., Lassen, M., Lund, K., Mortensen, K., Munck, S., Ratzner, A., Ravn, K., Christensen, S. and Jensen, K. (2001) CPN/Tools: A Post-WIMP Interface for Editing and Simulating Coloured Petri Nets. In J-M. Colom and M. Koutny, editors, *Proc. 22nd International Conference on Application and Theory of Petri Nets (ICATPN'2001)*, Lecture Notes in Computer Science. Springer-Verlag, pp 71-80.
- [105] Mackay, W.E., Ratzner, A., and Janecek, P. (2000) Video artifacts for design: Bridging the gap between abstraction and detail. *Proceedings of ACM DIS 2000, Conference on Designing Interactive Systems*. Brooklyn, New York. ACM Press. pages 72-82.

- [106]Beaudouin-Lafon, M. & Mackay, W.E. (2000) Reification, Polymorphism and Reuse: Three Principles for Designing Visual Interfaces. *Proceedings of AVI 2000, Advanced Visual Interfaces*, Palermo, Italy. pages 102-109.
- [107]Mackay, W.E., Fayard, A-L., Frobert, L. and Médini, L. (1998) Reinventing the Familiar: Exploring an Augmented Reality Design Space for Air Traffic Control. *Proceedings of ACM CHI '98 Human Factors in Computing Systems*. Los Angeles, California: ACM/SIGCHI, pages558-565.
- [108]Mackay, W.E. and Beaudouin-Lafon, M. (1998) DIVA: Exploratory Data Analysis with Multimedia Streams. *Proceedings of ACM CHI '98 Human Factors in Computing Systems*. Los Angeles, California: ACM/SIGCHI, pages 416-423.
- [109]Mackay, W.E. and Fayard, A-L. (1997) HCI, Natural Science and Design: A Framework for Triangulation Across Disciplines. *Proceedings of ACM DIS '97, Designing Interactive Systems*. Amsterdam, Pays-Bas: ACM/SIGCHI, pages 223-234.
- [110]Mackay, W.E. (1995) Ethics, Lies and Videotape. *Proceedings of ACM CHI '95 Human Factors in Computing Systems*. Denver, Colorado: ACM/SIGCHI, pages 138-145.
- [111]Mackay, W.E. and Pagani, D. (1994) Video Mosaic: Laying out time in a physical space. *Proceedings of ACM Multimedia '94*. San Francisco, CA: ACM, pages 165-172.
- [112]Pagani, D. and Mackay, W.E. (1993) Bringing media spaces into the real world. *Proceedings of ECSCW'93: European Conference on Computer-Supported Cooperative Work*. Milano, Italy: ACM, 347-356.
- [113]Dourish, P., Bellotti, V., Mackay, W.E., and Ma, C. (1993) Information and Context: Lessons from a Study of Two Calendar Systems. *Proceedings of ACM COCS'93: Conference on Organizational Computing Systems*, (Milpetas, Calif.). New York: ACM, pages 42-51. **Best paper award.**
- [114]Mackay, W.E. (1991) Triggers and barriers to customizing software. *Proceedings of ACM CHI '91 Human Factors in Computing Systems*. New Orleans, Louisiana: ACM/SIGCHI, pages 153-160.
- [115]Mackay, W.E. (1990) Patterns of Sharing Customizable Software. *Proceedings of ACM CSCW '90: Conference on Computer-Supported Cooperative Work*. Los Angeles, California: ACM, pages 209-221.
- [116]Mackay, W.E., Malone, T.W., Crowston, K., Rao, R., Rosenblitt, D., and Card, S. (1989) How do experienced information lens users use rules? *Proceedings of ACM CHI '89 Human Factors in Computing Systems*. Austin, Texas: ACM/SIGCHI, pages 211-216.
- [117]Mackay, W.E. (1988) More than Just a Communication System: Diversity in the Use of Electronic Mail. *Proceedings of ACM CSCW '88: Conference on Computer-Supported Cooperative Work*. Portland, Oregon: ACM, pages 344-353.
- [118]Mackay, W.E. (1986) Integrated Learning Environments. In EURIT 86: Developments in Educational Software and Courseware. *Proceedings of the first international conference on education and information technology*. Oxford: Pergamon Press, pages 29-34.
- [119]Mackay, W.E. (1986) Managing CBI Projects. In EURIT 86: Developments in Educational Software and Courseware. *Proceedings of the first international conference on education and information technology*. Oxford: Pergamon Press, pages 369-374.

Edited books and Journal Special Issues

- [120] Baudisch, P., Beaudouin-Lafon, M. and Mackay, W.E. (Eds.) (2013) *Extended Abstracts of the 31st Annual CHI Conference on Human Factors in Computing Systems*. (Patrick Baudisch, Michel Beaudouin-Lafon and Wendy E. Mackay, Eds.) 3318 pages, ACM.
- [121] Bødker, S., Brewster, S., Baudisch, P., Beaudouin-Lafon, M. and Mackay, W.E. (Eds.) (2013) *Proceedings of the 31st Annual CHI Conference on Human Factors in Computing Systems*. 3490 pages, ACM.
- [122] Markopoulos, P., de Ruyter, B. and Mackay, W.E., editors (2009). *Awareness Systems Design: Theory, Methodology, and Applications*. Springer Verlag: London. Advances in Theory, Methodology and Design Series: Human-Computer Interaction Series, Markopoulos, Panos; Ruyter, Boris De; Mackay, Wendy (Eds.), 2009, Approx. 485 p. 98 illus., Hardcover ISBN: 978-1-84882-476-8
- [123] Markopoulos, P., de Ruyter, B. and Mackay, W.E., editors (2007). Special Issue on Awareness Systems Design: Theory, Methodology, and Applications. *Human Computer Interaction*. Lawrence Erlbaum Associates, Vol 22, numbers 1 & 2.
- [124] Gellersen, H., Schmidt, K., Beaudouin-Lafon, M. and Mackay, W.E., editors (2005) *Proceedings of the 9th European Conference on Computer-Supported Cooperative Work (ECSCW'05)*, Paris, France. Springer, September 2005. 490 pages.
- [125] Mackay, W.E. (Ed.) (2000) *Proceedings of ACM DARE 2000, Conference on Designing Augmented Reality Environments*, Helsingør, Denmark, 12-14 April, (172 pages).
- [126] Wellner, P., Mackay, W.E. and Gold, R. (Eds.) (July 1993) Back to the real world. Special Issue on Computer-Augmented Environments, *Communications of the ACM*. ACM Press, pages 24-27. 1993 **American Publishing Association award for Best special issue of a journal in any field**.
- [127] Mackay, W.E. (Ed.) (1989) Special Issue: Video as a Research and Design Tool. *ACM SIGCHI Bulletin*, Vol. 21(2).
- [128] Mackay, W.E. (1981) *Computer-Based Instruction Authoring Guide*. Bedford, MA: Digital Equipment Corporation. (80 pages).

Reviewed Book Chapters

- [129] Mackay, W.E., Beaudouin-Lafon, M. (2023). Participatory Design and Prototyping. In: Vanderdonckt, J., Palanque, P., Winckler, M. (eds) *Handbook of Human Computer Interaction*. Springer, Cham., pp.1-33. https://doi.org/10.1007/978-3-319-27648-9_31-1.
- [130] Malloch, J., Garcia, J., Wanderley, M., Mackay, W.E., Beaudouin-Lafon, M., and Huot, S. (2019) A Design Workbench for Interactive Music Systems. In *New Directions in Music and Human-Computer Interaction*, Holland S., Mudd, T., Wilkie-McKenna, K., McPherson, A. & Wanderley, M. (Eds.), Springer Series on Cultural Computing, pages 23-40. https://doi.org/10.1007/978-3-319-92069-6_7

- [131]Wanderley, M. and Mackay, W.E. (2019) HCI, Music and Art: An Interview with Wendy E. Mackay, Chapter 7. In *New Directions in Music and Human-Computer Interaction*, Holland S., Mudd, T., Wilkie-McKenna, K., McPherson, A. & Wanderley, M.(Eds.),Springer Series on Cultural Computing, pages 115-120. https://doi.org/10.1007/978-3-319-92069-6_7
- [132]Mackay, W.E. (2019) *Designing with Sticky Notes*. In *Sticky Creativity: Post-It Note Cognition, Interaction and Digitalization*. (Christensen, Halskov, and Klokmoose, Eds.) Explorations in Creativity Series, Academic Press, pages 231-256.
- [133]Dow, S., Ju, W. and Mackay, W.E. (2012). Projection, Place and Point-of-View in Research through Design. In *The Sage Handbook of Digital Technology Research, Chapter 22*, Sarah Price, C. Jewitt & Barry Brown (eds). Sage Publications, 2012. pages 266-285.
- [134]Tanaka, A., Bau, O. and Mackay, W.E. (2011) The A20: Interactive Instrument Techniques for Sonic Design Exploration. In *Sonic Interaction Design*, Franinovic, K., Serafin, S. (Eds.) MIT Press, pages 255-270.
- [135]Mackay, W.E (2007) From Gaia to HCI: On Multi-disciplinary Design and Co-adaptation. In Erickson, T. & McDonald, D. (Eds) *HCI Remixed, reflections on notable HCI papers*. MIT Press, pages 1-10.
- [136]Mackay, W.E. (2007) Applications domestiques. In *Informatique Diffuse, Observatoire Français des Techniques Avancées*, Ed. M. Dupuis & V. Dessarny, Série Arago 31, OFTA. pages 87-106. (Traduit par M. Beaudouin-Lafon)
- [137]Lindquist, S., Westerlund, B., Sundblad, Y., Tobiasson, H., Beaudouin-Lafon, M. and Mackay, W. (2007) Co-designing Technology with and for Families - Methods, Experiences, Results and Impact. In Streitz, N., Kameas, A. & Mavrommati, I. (Eds), *The Disappearing Computer*, LNCS 4500, Springer Verlag, 2007, pp 99-119.
- [138]Beaudouin-Lafon, M. and Mackay, W.E. (2002) Prototyping Tools and Techniques. In J.A. Jacko and A. Sears (Eds), *Handbook of Human-Computer Interaction*. New York: Lawrence Erlbaum Associates, pages 1006-1031. (Revised edition 2007)
- [139]Mackay, W.E. (1999) Media Spaces: Environments for multimedia interaction. In M. Beaudouin-Lafon (Ed.), *Computer-Supported Cooperative Work*, Trends in Software Series. Chichester: Wiley and Sons, pp 55-82.
- [140]Mackay, W.E. (1992) Introduction to: *Resources in Human-Computer Interaction*, ACM Press.
- [141]Mackay, W.E. (1988) Tutoring, Information Databases and Iterative Design. In D. Jonassen (Ed.), *Instructional Designs for Microcomputer Courseware*. Hillsdale, New Jersey: Lawrence Erlbaum Associates.
- [142]Mackay, W.E. (1986) Interactive Videodiscs: Database Driven Courseware. In M. M. Geerling (Ed.), *Computer Based Education in Banking and Finance*. Amsterdam: Elsevier Science Publishers B.V., North Holland, pages169-178.

Other reviewed conferences, workshops and publications

- [143]Joongi Shin, Janin Koch, Andrés Lucero, Peter Dalsgaard, and Wendy E. Mackay (2023) Integrating AI in Human-Human Collaborative Ideation. In *Extended Abstracts of the 2023 CHI Conference (CHI EA '23)*. April 23–28, 2023, Hamburg, Germany. 5 pages.

- [144] Junhang Yu and Wendy E. Mackay (2023) ColorPath: Applying the Principle of Human-Computer Partnerships to Create an Intelligent Color Exploration Tool. In the CHI'23 workshop: "Integrating AI in Human-Human Collaborative Ideation". April 23–28, 2023, Hamburg, Germany, pages 1-5.
- [145] Romane Dubus, Anke M. Brock, and Wendy E. Mackay (2023) Merging control and feedback? A new design to reduce mode confusions in the cockpit. In CHI'23 Automation XP23: Intervening, Teaming, Delegating. April 23–28, 2023, Hamburg, Germany, pages 1-6.
- [146] Wendy E. Mackay, J. Shawe-Taylor and F. van Harmelen. 'Human-Centered Artificial Intelligence (Dagstuhl Seminar 22262). In: *Dagstuhl Reports* 12.6 (2023). Ed. by W. E. Mackay, J. Shawe-Taylor and F. van Harmelen, pages 112–117. DOI: [10.4230/DagRep.12.6.112](https://doi.org/10.4230/DagRep.12.6.112). URL: <https://drops.dagstuhl.de/opus/volltexte/2023/17457>.
- [147] Dahlgren Lindström, Adam, Mackay, Wendy E. Mackay and Dignum, Virginia. Thinking Fast And Slow In Human-Centered AI. In *Thinking Fast and Slow and Other Cognitive Theories in AI, AAAI Fall symposium FSS-22*. Arlington, Virginia, United States, 17th Nov. 2022, 3 pages. URL: <https://hal.inria.fr/hal-03991946>.
- [148] A. R. L. Carter, M. Sturdee, A. Dix, D. K. Raju, M. Aldridge, E. Sari, W. Mackay and E. Churchill. *InContext: Futuring User-Experience Design Tools*. 28th Apr. 2022. DOI: [10.1145/3491101.3503739](https://doi.org/10.1145/3491101.3503739). URL: <https://hal.inria.fr/hal-03963676>.
- [149] Alvina, J., Qu, Chengcheng, McGrenere, J. and Mackay, W.E. (2019) MojiBoard: Generating Parametric Emojis with Gesture Keyboards. In Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19). ACM, New York, NY, USA, 6 pages.
- [150] Webb, A., Hamilton, B., Graeber, R., Spiel, K., Lupfer, N., and Mackay, W.E. (2019) Distributed Creativity in Play. In *Proceedings of ACM/Creativity and Cognition 2019*. (8 pages).
- [151] Koch, J., Steer, C., Lucero, A., Lewis, M., Mackay, W.E., Pearson, J., and Robinson, S. (2019) Where Art Meets Technology: Integrating Tangible and Intelligent Tools in Creative Processes. In *Proceedings of ACM/Mobile HCI 2019*. (6 pages).
- [152] Marco Gillies, Rebecca Fiebrink, Atsu Tanaka, Baptiste Caramiaux, Jérémie Garcia, Frédéric Bevilacqua, Alexis Heloir, Fabrizio Nunnari, Wendy E. Mackay, Saleema Amershi, Bongshin Lee, Nicolas D'Alessandro, Joëlle Tilmanne and Todd Kulesza (2016) Human-Centered Machine Learning. In *CHI EA '16: ACM Extended Abstracts on Human Factors in Computing Systems*. ACM, pages 3558-3565.
- [153] Huot, S., Malloch, J., Garcia, J., Wanderly, M., Beaudouin-Lafon, M., Mackay, W. (2016) Human Computer Interaction meets Computer Music – The MidWay Project. In *CHI EA '16: ACM Extended Abstracts on Human Factors in Computing Systems*. ACM, 4 pages.
- [154] Gillies, M., Fiebrink, R., Tanaka, A., Caramiaux, B., Garcia, J., Bevilacqua, F., Heloir, A., Nunnari, F., Mackay, W., Amershi, S., Lee, B., d'Alessandro, N., Tilmanne, J., and Kulesza, T. (2016) Human-Centred Machine Learning. Workshop In *CHI EA '16: ACM Extended Abstracts on Human Factors in Computing Systems*. ACM, 4 pages.
- [155] Holland, S., McPherson, A., Mackay, W., Wanderley, M., Gurevich, M., Mudd, T., O'Modhrain, S., Wilkie, K., Malloch, J., Garcia, J., and Johnston, A. (2016) Music and HCI. Workshop In *CHI EA '16: ACM Extended Abstracts on Human Factors in Computing Systems*. ACM, 4 pages.

- [156]Klokmoose, C., Eagan, J., Baader, S., Mackay, W., and Beaudouin-Lafon, M. (2016) Webstrates: demonstrating the potential of Shareable Dynamic Media. Demonstration in *CHI EA '16: ACM Extended Abstracts on Human Factors in Computing Systems*. ACM, 4 pages.
- [157]Halskov, K., Dalsgaard, Mackay, W., Maiden, N., Martens, J.-B. (2015) Supporting Creative Design Processes in Blended Interaction Spaces. In Proceedings of the 2015 ACM SIGCHI Conference on Creativity and Cognition (C&C '15). ACM, New York, NY, USA, 395-396.
- [158]Garcia, J., Bigo, L., Spicher, A. and Mackay, W.E. (2013) PaperTonnetz: Supporting Music Composition with Interactive Paper. In *CHI EA '13: ACM Extended Abstracts on Human Factors in Computing Systems*. ACM, pages 3051-3054.
- [159]Quigley, A., Dix, A., Mackay, W.E., Ishii, H. and Steimle, J. (2013) Visions and Visioning in CHI - CHI 2013 Special Interest Group Meeting. In *CHI EA '13: ACM Extended Abstracts on Human Factors in Computing Systems*. ACM, pages 2545-2548.
- [160]Satyanarayan, A., Strazzulla, D., Klokmoose, C., Beaudouin-Lafon, M., and Mackay, W.E. (2013) The CHI 2013 Interactive Schedule. In *CHI EA '13: ACM Extended Abstracts on Human Factors in Computing Systems*. ACM, pages 2987-2990.
- [161]Zhang, H., André, P., Chilton, L., Kim, J., Dow, S., Miller, R., Mackay, W.E. and Beaudouin-Lafon, M. (2013) Cobi: Communitysourcing Large-Scale Conference Scheduling. In *CHI EA '13: ACM Extended Abstracts on Human Factors in Computing Systems*. ACM, pages 3011-3014.
- [162]Garcia, J., Tsandilas, T., Agon, C. and Mackay, W.E. (2012) Interactive Paper Substrates to Support Musical Creation. Interactivity *ACM CHI EA '12 Conference on Human Factors in Computing Systems*, Austin, pages.
- [163]Filho, F., Mackay, W., Licio de Geus, P. and Cleary, B.(February 2012) Using the web to explore scientific knowledge and extend the desktop information space. Workshop in *Proceedings of CSCW 2012 Extended Abstracts*. 4 pages.
- [164]Barrett, K., Chen, K., Wu, L., Cirimele, J., Card, S., Mackay, W. and Klemmer, S. (2011). Reducing medical errors through operating room cognitive aids. Poster at *CURIS*, August, 2011.
- [165]Chalmers, M., McMillan, D., Morrison, A., Cramer, H., Rost, M. and Mackay, W. (2011) Ethics, logs and videotape: ethics in large scale user trials and user generated content. In *CHI EA '11: Proceedings of the 2011 annual conference on Human Factors in Computing Systems. Extended Abstracts* ACM, pages 2421-2424.
- [166]Ghomi, E., Bau, O., Mackay, W. and Huot, S. (2010) Conception et apprentissage des interactions tactiles: le cas des postures multi-doigts. In *FITG '10: French workshop on tactile and gestural interaction*.
- [167]Letondal, C. and Mackay, W. (2009) L'écriture augmentée: enregistrer des explorations interactives avec une feuille de données scientifiques. In *Proceedings of IHM 2009, Interaction Homme-Machine*. ACM, pages 363-366.
- [168]Bau, O., Petrevski, U. and Mackay, W. (2009) BubbleWrap: A Textile-Based Electromagnetic Haptic Display. In *Extended Abstracts Late-Breaking Results, ACM CHI EA 2009 Conference on Human Factors in Computing Systems*, Boston, 2009, pages 3607-3612.

- [169]Mackay, W., Van Kleek, M. and Tabard, A. (2009) Interacting with temporal data. In CHI EA '09: Proceedings of the 27th international conference extended abstracts on Human factors in computing systems. Boston, ACM, pages 4783-4786
- [170]Lottridge, D. and Mackay, W. (2008) Sketching Design Spaces. Poster, In *Extended Abstracts of ACM CSCW '08: Conference on Computer-Supported Cooperative Work*. San Diego, CA: ACM.
- [171]Letondal, C., Mackay, W.E., & Donin, N. (2007) Paperoles et musique. In *Proceedings of IHM 2007, 19ème conférence francophone sur l'Interaction Homme-Machine*. ACM Press, International Conference Proceedings Series.
- [172]Riche, Y. and Mackay, W.E. (2007) MarkerClock : A Communicating Augmented Clock for the Elderly. Short paper at *Interactions'07*, Rio de Janeiro, Brasil. Springer-Verlag.
- [173]Masson, N. & Mackay, W.E. (2006) Qui est connecté avec qui ? Personalisation et séparation dans les communication appliances. In *Proceedings of IHM 2006, 18ème conférence francophone sur l'Interaction Homme-Machine*. ACM Press, International Conference Proceedings Series, pp 191-194.
- [174]Terrenghi, L., May, R., Baudisch, P., Mackay, W.E., Paternò, F., Thomas, J. and Billinghamurst, M. (2006) Information visualization and interaction techniques for collaboration across multiple displays. Workshop. In *CHI '06 Human factors in computing systems Extended Abstracts*, New York, NY, USA. ACM Press, pp 1643-1646.
- [175]Mackay, W.E., Riche, Y. and Labrune, J-B. (2005) Communication Appliances: Shared Awareness for Intimate Social Networks. In *ACM SIGCHI 2005 Workshop on Awareness Systems: Known results, theory, concepts and future challenges*, Portland, OR, US, 2005.
- [176]Mackay, W.E & Beaudouin-Lafon, M. (2005) FamilyNet: A Tangible Interface for Managing Intimate Social Networks. In *Proceedings of SOUPS'05, Symposium On Usable Privacy and Security*, July 2005. ACM Press.
- [177]Riche, Y. & Mackay, W.E. (2005) PeerCare : Challenging the monitoring approach to care for the elderly. In *British HCI 2005 Workshop on HCI and the Older Population*, Edinburgh, UK, 2005.
- [178]Beaudouin-Lafon, M. & Mackay, W.E. (2005) Generative Approaches to Simplicity in Design. *International Forum: Less is More - Simple Computing in an Age of Complexity*, Cambridge.
- [179]Mackay, W.E. (2004) Cognitive Styles in Innovation: Designers, Scientists and Engineers. *Workshop on Cognition and Innovation, Information Society as a Complex System (ISCOM)*, Venice.
- [180]Conversy, S., Roussel, N., Hansen, H., Evans, H., Beaudouin-Lafon, M. and Mackay, W.E. (2003) Partager les images de la vie quotidienne et familiale avec videoProbe. In *Proceedings of IHM 2003, 15ème conférence sur l'Interaction Homme-Machine*. ACM Press, International Conference Proceedings Series, pp 228-231.
- [181]Costa-Cunha, P. & Mackay, W.E. (2003) Papier augmenté et stylo Anoto. In *Actes 15ème conférence francophone sur l'Interaction Homme-Machine (IHM 2003)*, Caen, France. ACM Press, International Conference Proceedings Series, pp 232-235.

- [182] Mackay, W.E. (2003) Educating Multi-disciplinary Design Teams. In *Proc. of Tales of the Disappearing Computer*, Santorini, Greece, pp 105-118.
- [183] Mackay, W.E., Evans, H., Hansen, H., Dachary, L. and Gaudron, N. (2003) Weaving an Interactive Thread: An Interactive Event for Tales. In *Proc. of Tales of the Disappearing Computer*, Santorini, Greece, pp 409-415.
- [184] Mackay, W.E., editor (2002) Designing Interfaces that Disappear. Disappearing Computer Workshop associated with DIS 2002, ACM Conference on Designing Interactive Systems, London, June 2002.
- [185] Mackay, W.E. (2002) Integrating multiple perspectives on participatory design: InterLiving. In *ACM SIGCHI 2002 Workshop on New Technologies for Families*, Minneapolis, MN, USA, 2002.
- [186] Beaudouin-Lafon, M., Mackay, W.E., Andersen, P., Janecek, P., Jensen, K., Lassen, M., Lund, K., Mortensen, K., Munck, S., Ratzler, A., Ravn, K., Christensen, S. and Jensen, K. (2001) A Tool for Editing and Simulating Coloured Petri Nets. In J-M. Colom and M. Koutny, editors, *Tools and Algorithms for the Construction and Analysis of Systems, European Joint Conferences on Theory and Practice of Software (ETAPS'2001)*, volume 2031 of *Lecture Notes in Computer Science*, Springer-Verlag, pp 576–579. Tool demonstration.
- [187] Beaudouin-Lafon, M., Mackay, W.E., Andersen, P., Janecek, P., Jensen, K., Lassen, M., Lund, K., Mortensen, K., Munck, S., Ravn, K., Ratzler, A., Christensen, S. and Jensen, K. (2001) CPN/Tools: Revisiting the Desktop Metaphor with Post-WIMP Interaction Techniques. In *Extended Abstracts, ACM Human Factors in Computing Systems, CHI 2001*, ACM Press, pp 11-12. Demonstration.
- [188] Mackay, W.E., Svendsen, E.H., and Horn, B. (2001) Who's in Control? Exploring human-agent interaction in the McPie Interactive Theater project. In *ACM/CHI2001 Extended Abstracts*, Seattle, WA, March.
- [189] Mackay, W.E. (2001) Does Tutoring Really Have to be Intelligent? Short paper in *ACM/CHI2001 Extended Abstracts*, Seattle, WA.
- [190] Dykstra-Erikson, E., Mackay, W.E. and Arnowitz, J. (March, 2001) Trialogue on *Design of. ACM/Interactions*, pages 109-117.
- [191] Beaudouin-Lafon, M. & Mackay, W. (April, 2000) Research Directions in Situated Computing. Workshop, *ACM Conference on Human Factors in Computing Systems Extended Abstracts*, CHI 2000, the Hague, the Netherlands, p. 369.
- [192] Janecek, P., Ratzler, A. & Mackay, W. (13-15 October, 1999) Petri Nets in Use: Redesigning Design CPN. In *Proceedings of the Second Workshop on Practical Use of Coloured Petri Nets and Design/CPN*. (K. Jensen, Ed.) Aarhus, Denmark, pages 119-131.
- [193] Mackay, W.E. & Fayard, A-L. (1999) Designing Interactive Paper: Lessons from three Augmented Reality Projects. In *Proceedings of IWAR '98, International Workshop on Augmented Reality*. Natick, MA: A K Peters, Ltd.
- [194] Mackay, W.E. (1998) Triangulation within and across HCI disciplines. *Human-Computer Interaction*. Hillsdale, New Jersey: Lawrence Erlbaum Associates. Invited commentary on "Damaged Merchandise? A Review of Experiments that Compare Usability Evaluation Methods", W.D Gray and M.C. Salzman. Vol. 13, #3, pages 310-315.

- [195] Mackay, W.E. et Fayard, A-L. (1997) Radicalement nouveau et néanmoins familier : les strips papier revus par la réalité augmentée. *Actes IHM'97 : Neuvièmes Journées sur l'Interaction Homme-Machine*, Poitiers, France: Cepaduès Editions.
- [196] Mackay, W.E. (March 1996) Réalité Augmentée : le meilleur des deux mondes. *La Recherche, numéro spécial L'ordinateur au doigt et à l'œil*. Vol. 284, pages 32-37.
- [197] Mackay, W.E., Velay, G., Carter, K., Ma, C., and Pagani, D. (July 1993) Augmenting Reality: Adding Computational Dimensions to Paper. In *Communications of the ACM*, July 1993, Vol. 36, No. 7, pages 96-97.
- [198] Mackay, W.E. (October 1989) EVA: An Experimental Video Annotator for Symbolic Analysis of Video Data. *ACM SIGCHI Bulletin*, Vol. 21(2). Special Issue: Video as a Research and Design Tool.

Theses

- [199] Mackay, W.E. (1990) *Users and Customizable Software: A Co-Adaptive Phenomenon*. Ph.D. thesis, Massachusetts Institute of Technology.
- [200] Mackay, W.E. (1979) *Stimulus Class Formation with an Oddity Procedure*. Master's thesis, Northeastern University.
- [201] Mackay, W.E. (1977) *Behavioral Contrast in Pigeons*. Honors Bachelor's thesis, University of California, San Diego.

Other Publications

- [202] Wendy E. Mackay and Alexandre Beaudouin-Lafon (2023) Une nouvelle ère de jeu. *Plan Libre*, May. pages 9-12.
- [203] A. R. L. Carter, M. Sturdee, A. Dix, D. K. Raju, M. Aldridge, E. Sari, W. Mackay and E. Churchill. *InContext: Futuring User-Experience Design Tools*. In *CHI Extended Abstracts 2022*. 28th Apr. 2022. 6 pages. DOI: 10.1145/3491101.350373 9. URL: <https://hal.inria.fr/hal-03963676>.
- [204] Wanderley, Marcelo M. and Mackay, W. (2018) HCI, Music and Art: An Interview with Wendy E. Mackay. *New Directions in Music and Human-Computer Interaction*. 7 pages.
- [205] Michel Beaudouin-Lafon and Wendy E. Mackay. (2018) Rethinking Interaction: From Instrumental Interaction to Human-Computer Partnerships. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18)*. ACM, New York, NY, USA, Paper W34, 5 pages. DOI: <https://doi.org/10.1145/3170427.3170635>
- [206] Wanderley, Marcelo, Huot, Stéphane, Malloch, Joseph, Garcia, Jérémie, Mackay, Wendy E. and Beaudouin-Lafon, Michel. (2016) Human Computer Interaction meets Computer Music. In *Proceedings of the CHI'16 Workshop on Music and HCI*, 7 May 2016, San Jose, CA. 4 pages.
- [207] Bernstein, M., Lampe, C., Cosley, D., Mackay, W.E., DiSalvo, C., Terveen, L., Kairam, S., Wobbrock, J., Karger, D., Yardi, S. and Kriplean, T. (2012) Reject Me: Peer Review and SIGCHI. In *CHI EA '12 Human Factors in Computing Systems Extended Abstracts*, ACM, 5 pages.

- [208] Letondal, C. and Mackay, W.E. (2009) Enregistrer des explorations interactives avec une feuille de données scientifiques. Demonstration in *Proceedings of IHM 2009 Extended Abstracts*.
- [209] Riche, Y. and Mackay, W.E. (2007) Une horloge communicante pour les séniors. Demonstration in *IHM 2007, 19ème conférence francophone sur l'Interaction Homme-Machine*. ACM Press, International Conference Proceedings Series.
- [210] Mackay, W.E. and Pothier, G. (2001) The A-Book: An Augmented Laboratory Notebook for Biologists. *ERCIM News*, Vol. 46, pages 52-53.
- [211] Beaudouin-Lafon, M., Mackay, W.E., Andersen, P., Janecek, P., Jensen, M., Lassen, H.M., Lund, K., Mortensen, K., Munck, S., Ratzer, A.V., Ravn, K., C. and Jensen, K. (2000) CPN/Tools: A Post-WIMP Interface for Editing and Simulating Coloured Petri Nets. In *Petri Nets 2000*, 21st International Conference on Application and Theory of Petri Nets, 26-30 June 2000, Aarhus, Denmark, pages 19-28.
- [212] Mackay, W.E. (2000) Augmented Reality: Dangerous Liaisons or the Best of Both Worlds? In *Proceedings of ACM DARE 2000, Designing Augmented Reality Environments*. pp 171-172.
- [213] Mackay, W.E. (1999) Responding to Cognitive Overload: Co-adaptation between Users and Technology. Cognitive Overload Seminar, Paris, France. (35 pages).
- [214] Mackay, W.E. and Beaudouin-Lafon, M. (1999) Evolutionary Cooperative Design: The Interaction Browser. Research report, University of Aarhus. (12 pages)
- [215] Mackay, W. E. (1999) Video Tips: Technical Aspects of Using Video. Technical Research report, University of Aarhus. (17 pages)
- [216] Mackay, W.E. (1998) La Réalité Augmentée : Application au cas du contrôle aérien. Premier séminaire pluridisciplinaire du laboratoire UCE (Usages, Conception et Ergonomie) de France Télécom R&D, Issy-Les-Moulineaux. (3 April 1998)
- [217] Médini, L. and Mackay, W.E. (1998) An augmented stripboard for air traffic control. (*Technical Report*) Centre d'Études de la Navigation Aérienne, Athis Mons, France.
- [218] Mackay, W.E. (1992) Beyond iterative design: User innovation in co-adaptive systems. (*Technical Report*) Rank Xerox EuroPARC, Cambridge, England.
- [219] Ackerman, M. and Mackay, W.E. (May 1989) Context Issues for Users in Multi-Windowing, Multi-Tasking Environments: The Case of X. CHI '89 Workshop on Context: in the eyes of users and in computer systems. Austin, Texas: ACM/SIGCHI, Position Paper.
- [220] Mackay, W.E., Guindon, R., Mantei, M., Suchman, L.A. and Tatar, D.G. (1988): Video: Data for Studying Human-Computer Interaction. In: Soloway, Elliot, Frye, Douglas and Sheppard, Sylvia B. (eds.) *Proceedings of the ACM CHI 88 Human Factors in Computing Systems Conference June 15-19, 1988, Washington, DC, USA*. pages 133-137.
- [221] Mackay, Wendy E. and Tatar, Deborah G. (1989): Introduction to the Special Issue on Video as a Research and Design Tool. In *ACM SIGCHI Bulletin*, 21 (2) pages 48-50
- [222] Mackay, W.E. (September 1989) Pygmalion: A Multi-Media Communication System. Document for the SIGGRAPH '89 programme committee.

- [223] Mackay, W.E. (April 1988) Video Prototyping: A technique for developing hypermedia systems. In *CHI'88 Conference Companion*. Demonstration.
- [224] Mackay, W.E. (1987) Integrated Learning Environments. *Optical Insights*, 1(1), Boston Computer Society, Massachusetts. pages, 5-7.
- [225] Mackay, W.E. (1987) Strange Bedfellows: Research Alliances Among Competitive Firms. (*Technical Report*) Digital Equipment Corporation, External Research. Maynard, Massachusetts. (35 pages)
- [226] Mackay, W.E. (1985) Does Tutoring Really Have to Be Intelligent? (*Technical Report*) Digital Equipment Corporation, Educational Services. Bedford, Massachusetts.
- [227] Mackay, W.E. (1985) Unpacking Information (*Technical Report*) Digital Equipment Corporation, Educational Services. Bedford, Massachusetts.

Panels

- [228] Orit Hazzan, Wendy E. Mackay and Michel Beaudouin-Lafon (2023) Artificial Intelligence and Education. *ACM Education Advisory Committee (EAC) Annual Meeting*, 14-15 August 2023, Vancouver, Canada.
- [229] Albrecht Schmidt, Fosca Giannotti, Wendy E. Mackay, Ben Shneiderman, and Kaisa Väänänen (2021). Artificial Intelligence for Humankind: A Panel on How to Create Truly Interactive and Human-Centered AI for the Benefit of Individuals and Society. In *Human-Computer-Interaction–INTERACT 2021*, Carmelo Ardito, Rosa Lanzilotti, Alessio Malizia, Helen Petrie, Antonio Piccinno, Giuseppe Desolda, and Kori Inkpen (Eds.) . Springer International Publishing, Cham, 335–339. ISBN 978-3-030-85607-6.10.1007/978-3-030-85607-6_32
- [230] Michael Bernstein, Irene Greif, Wendy E. Mackay, Hiroshi Ishii, Jonathan Grudin, Karrie Karahalios, Meredith Ringel Morris, Aniket Kittur, Jaime Teevan, Amy Zhang, Niloufar Salehi (2020) UIST+CSCW: A Celebration of Systems Research in Collaborative and Social Computing. In *Proceedings of ACM UIST + CHI '20 Extended Abstracts*. ACM.
- [231] Liu, C., Costanza, E., Mackay, W.E., Alavi, H.S., Zhai, S., and Moncur, W. (2019) Rigor, Relevance and Impact: The Tensions and Trade-Offs Between Research in the Lab and in the Wild. Panel in *ACM CHI EA '19: Human factors in Computing Systems Extended Abstracts*. ACM, (6 pages).
- [232] Chuang, L., Henze, N., Kay, J., Mackay, W. Schmidt, A. and Wilson, M. (2018) Transparent and Open Promotion (TOP) Guidelines for ACM CHI (2018) Debate ACM CHI, May 2018
- [233] Wilson, M., Mackay, W.E., Chi, E., Bernstein, M., Russell, D. and Thimbleby, H. (2011) RepliCHI - CHI should be replicating and validating results more: discuss. Panel in *ACM CHI EA '11: Human factors in Computing Systems Extended Abstracts*. ACM, pages 463-466.
- [234] Mackay, W.E. (2009) Intelligence Ambient, Panelist, Epita, Paris,
- [235] Mackay, W.E. (2008) Comment habiter ce monde ? Panelist, VIA Valorisation of Innovation, Paris.

- [236] Zuckerman, O., Ullmer, B., Holmquist, L.E., Ishii, H., Fitzmaurice, G., Rogers, Y., Mackay, W.E. and Rodden, T. (2006) The state of tangible interfaces: projects, studies, and open issues. Panel in *ACM CHI EA '06: Human factors in Computing Systems Extended Abstracts*. ACM, pp 61-64.
- [237] Mackay, W.E. (2006) Interfaces innovantes : vers une même interface pour le grand public et les professionnels. Panel at Carrefour des Possibles, FING, Cité des sciences et de l'industrie, Paris, France.
- [238] Eisenberg, M. and Mackay, W.E. (1996) Real Meets Virtual: Blending Real World Artifacts with Computational Media. Panel in *ACM CHI EA '96: Human factors in Computing Systems Extended Abstracts*. Vancouver, Canada: ACM/SIGCHI, pages159-160.
- [239] Mackay, W.E. (November 1992) Flexible and adaptable use of computer-based systems. *ACM PDC'92 Participatory Design Conference*. Cambridge, Massachusetts, ACM/SIGCHI, Panel.
- [240] Sanger, C., Gilbert, N., Wastell, D., Mackay, W.E. and Easterbrook, S. (1992): CSCW: Power, Control, Conflict. In: Monk, Andrew, Diaper, Dan and Harrison, M. D. (eds.) Proceedings of the Seventh Conference of the British Computer Society Human Computer Interaction Specialist Group - People and Computers VII August 15-18, 1992, University of York, UK. pages 481-483.
- [241] Mackay, W.E. (1991) Ethical issues in the use of video: is it time to establish guidelines? Panel in *ACM CHI EA '91: Human factors in Computing Systems Extended Abstracts*. New Orleans, Louisiana: ACM/SIGCHI, SIGCHI Discussion Forum, pages403-405.
- [242] Bennett, J., Conklin, P., Guevara, K., Mackay, W.E. and Sancha, T. (1990): HCI Seen from the Perspective of Software Developers. In: Diaper, Dan, Gilmore, D., Cockton, Gilbert and Shackel, Brian (eds.) INTERACT 90 - 3rd IFIP International Conference on Human-Computer Interaction August 27-31, 1990, Cambridge, UK. pages 1039-1042.
- [243] Mackay, W.E., Treese, W., Applebaum, D., Gardner, B., and Michon, B. (July 1989) Pygmalion: Multi-Media Communication. *ACM SIGGRAPH '89 Conference Proceedings*. Boston, MA: ACM/SIGGRAPH, Special event presentation.
- [244] Mackay, W.E. and Ackerman, M. (September 1989) Dueling Toolkits: User Interface Issues in Multi-Tasking Window Environments. *HCI International '89: 3rd International Conference on Human-Computer Interaction*. Boston, MA, Panel.
- [245] Mackay, W.E. (May 1989) Tools for Supporting Cooperative Work Near and Far: Highlights from the CSCW Conference. *ACM CHI '89 Human Factors in Computing Systems*. Austin, Texas: ACM/SIGCHI, Panel.
- [246] Mackay, W.E. (October 1988) Telecommunications in the 1990's: Human Factors Issues for the Information Age. *Proceedings of the Human Factors Society, 32nd Annual Meeting*. Anaheim, CA: Human Factors Society, Panel.
- [247] Mackay, W.E. (1988) Video: Data for Studying Human-Computer Interaction. *ACM CHI '88 Human Factors in Computing Systems*. Washington, D.C.: ACM/SIGCHI, pages 133-137. Panel.
- [248] Mackay, W.E. (1987) User Interface Issues with X. *Xhibition '87*. Panel.

- [249] Mackay, W.E. (1989) Video Editing in Multi-Media Interactive Applications. Video published with the July, 1989 issue of *Communications of the ACM*.
- [250] Mackay, W.E. (1988) EVA: Experimental Video Annotator. *ACM CHI '88 Human Factors in Computing Systems*. Video.
- [251] Mackay, W.E. (1986) Beyond the Wizard of Oz. *ACM CHI '86 Human Factors in Computing Systems*. Video.
- [252] Hodges, M., Arnold, T., Spencer, J., Kulhlman, B., and Mackay, W.E. (1984) Navigation Research Videodisc. Experimental videodisc produced by Educational Services Research and Development, Digital Equipment Corporation.
- [253] Arnold, T., Parkes, P., Mackay, W.E., and Michon, B. (1983) R&D Animation Research. Experimental videodisc produced by Educational Services Research and Development, Digital Equipment Corporation.

Videos and DVDs

- [254] Beaudouin-Lafon, M. and Mackay, W.E. (2007) UIST Pioneers. *UIST 2.0 20th Anniversary Celebration*.
- [255] Mackay, W.E. (2002) Using Video to Support Interaction Design. Video Tutorial distributed at CHI'02, Directed by C. Leininger, Produced by INRIA Multimedia Services. 83 minutes.
- [256] Mackay, W.E. (2001) ATC 2001: Future Air Traffic Control Interfaces. EuroControl. Produced by INRIA Multimedia Services.
- [257] Mackay, W.E., Pagani D.S., Faber L., Inwood B., Launiainen P., Brenta L., and Pouzol V. (1995) Ariel: Augmenting Paper Engineering Drawings. *ACM CHI '95 Human Factors in Computing Systems*. Video. pages 421-422.

Technical reports

- [258] Bau, O., Ghomi, E. and Mackay, W. (2010) Arpege: Design and Learning of multi-finger chord gestures. Technical report 1533, LRI, University Paris-Sud.
- [259] Mackay, W.E. (2007) *The Interaction Museum. Deliverable 2.1*, Convivio Network of Excellence.
- [260] Mackay, W.E. (2006) *The Interaction Museum. Deliverable 1.1*, Convivio Network of Excellence.
- [261] Conversy, S., Mackay, W.E., Beaudouin-Lafon, M. and Roussel, N. (2005) *VideoProbe: Sharing Pictures of Everyday Life*. Rapport de Recherche 1409, LRI, Université Paris-Sud, France. 8 pages.
- [262] Beaudouin-Lafon, M., Conversy, S., Eiderbäck, B., Gaudron, N., Evans, H., Hansen, H., Hutchinson, H., Lindquist, S., Mackay, W.E., Plaisant, C., Roussel N. and Westerlund, B. (2004) *interLiving Deliverable 1.3 & 2.3, Studies of Co-designed Prototypes in Family Contexts*. Technical report 231, CID/NADA, KTH, Sweden. 176 pages.

- [263] Beaudouin-Lafon, M., Bederson, B., Conversy, S., Druin, A., Eiderbäck, B., Evans, H., Hansen, H., Harvard, Å., Hutchinson, H., Lacomme, L., Lindquist, S., Mackay, W.E., Plaisant, C., Roussel, N., Sundblad, Y. and Westerlund, B. (2002) *interLiving Deliverable 1.2 & 2.2, Co-design and New Technologies with Family Users*. Technical report 174, CID/NADA, KTH, Suède, September 2002. 121 pages.
- [264] Mackay, W.E (2002) *Using video to support interaction design*. DVD Tutorial, Inria and ACM/SIGCHI. ISBN 1-58113-516-5. ACM Order 608026. Available online at <http://stream.cc.gt.atl.ga.us/hccvideos/viddesign.php>.
- [265] Mackay, W.E (2002) *User Interfaces for the Next 50 Years of Air Traffic Control*. EuroControl and INRIA. CD-ROM.
- [266] Beaudouin-Lafon, M., Bederson, B., Brown, H., Druin, A., Harvard, A., Lindquist, S., Mackay, W., Plaisant, C., Sundblad, Y., Westerlund, B. (September 2001) *Cooperative Design with Families*, Deliverable 1.1, InterLiving Project (100 pages + CD-ROM).
- [267] Mackay, W.E. (January 1998) *Caméléon, les strips papier augmentés*. Centre d'Etudes de la Navigation Aérienne, Athis Mons, France.
- [268] Mackay, W.E., Faber, L., Launianen, P. and Pagani, D. (September 1993) *Design of the High Road Demonstrator. D4.4*, ESPRIT Project 6155, EuroCODE.
- [269] Mackay, W.E. (March 1993) *Functional Specification for the High Road Demonstrator. D4.3.*, Projet ESPRIT 6155, EuroCODE.
- [270] Mackay, W.E. and Pagani, D. (January 1993) *WAVE: Welwyn and Venray Experiment. D4.1.*, Projet ESPRIT 6155, EuroCODE.
- [271] Mackay, W.E., Gardner, B.R., Mintz, T.H., Pito, R.A., and Siegal, J.B. (August 1989) *Argus Design Specification*. Distributed by Open Software Foundation & the MIT Office of Technology Licensing, Cambridge, Massachusetts.
- [272] Mackay, W.E. (August 1986) *Lens Reference Manual and User's Guide*. Massachusetts Institute of Technology, Cambridge, Massachusetts.
- [273] Mackay, W.E. (August 1989) *Argus Reference Manual and User's Guide*. Distributed by Open Software Foundation & the MIT Office of Technology Licensing, Cambridge, Massachusetts.

Tutorials and Courses

- [274] Mackay, W.E. (2023) DOIT: The Design of Interactive Things: Selected methods for quickly and effectively designing interactive systems from the user's perspective. In *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23)*, April 23–28, 2023, Hamburg, Germany. ACM, New York, NY, USA, 4 pages. <https://doi.org/10.1145/3544549.3574172>
- [275] Mackay, W.E. (2009) *Participatory Design*, Invited Tutorial, Crédit Agricole, Paris
- [276] Mackay, W.E. (2005) *Designing Interaction, not Interfaces: Participatory Design in Practice*, ILOG, La Baule.
- [277] Mackay, W.E. (2004) *Writing in English pour les Français. Rencontres Jeunes Chercheurs en Interaction Homme-Machine (RJC-IHM)*, Lacanau.

- [278] Mackay, W.E. (2004) Video Techniques for Participatory Design: Observation, Brainstorming & Prototyping. *Tutorial Notes, Participatory Design Conference (PDC)*, Toronto.
- [279] Mackay, W.E. (2003) Mixed Reality: Linking Real and Virtual Worlds. *Convivio Summer School*, Ivrea, Italy.
- [280] Mackay, W.E. (2002) Conception Participative et Evaluation des Interfaces Homme-Machine, Tutorial, *Conférence Francophone d'Interaction Homme-Machine (IHM 2002)*, Poitiers.
- [281] Mackay, W.E. (2000) *In Situ Design*. Master Class, Sønderborg, Denmark.
- [282] Mackay, W.E. (2000) Video Techniques for Participatory Design: Observation, Brainstorming & Prototyping. *Tutorial Notes, CHI 2000, Human Factors in Computing Systems*. The Hague, the Netherlands. (148 pages)
- [283] Mackay, W.E. (1999) Video Techniques for Participatory Design: Observation, Brainstorming & Prototyping. *Tutorial Notes, CHI'99, Human Factors in Computing Systems*. Pittsburgh, PA. (135 pages)
- [284] Mackay, W.E. (1999) Video Techniques for Participatory Design: Observation, Brainstorming & Prototyping. *Tutorial Notes, Interact'99, Glasgow, Scotland*. (127 pages)
- [285] Mackay, W.E. (August 1990) HCI Seen From A Developer's Perspective. *Interact '90 Conference Proceedings: Third Annual IFIP Conference on Human-Computer Interaction*. Cambridge, England: Interact '90, Tutorial.
- [286] Mackay, W.E. (1988) A Designer's View of the X Window System. Atlanta, Georgia: ACM/SIGGRAPH. *ACM SIGGRAPH '88 Conference*. Tutorial.
- [287] Mackay, W.E. and Ackerman, M. (1988) User Interfaces to Educational Software. Washington, D.C.: ACM/SIGCHI. *ACM CHI '88 Human Factors in Computing Systems*. Washington, D.C.: ACM/SIGCHI, Tutorial.