

# Karey Helms

## Associate Professor

Umeå Institute of Design  
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## Postdoctoral Researcher

Stockholm University  
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## Education

- 2016 – 2023     **PhD in Interaction Design**  
KTH Royal Institute of Technology, Stockholm, Sweden  
*Parental leave: May 2019 – Feb 2020*  
*Parental leave: Sept 2022 – July 2023*
- 2012 – 2014     **MFA in Interaction Design**  
Umeå Institute of Design, Umeå, Sweden
- 2003 – 2007     **BS in Architecture**  
University of Virginia, Charlottesville, USA

## Academic Appointments

- 2024 –             **Associate Professor of Design**  
Umeå Institute of Design, Umeå, Sweden
- 2023 –             **Postdoctoral Researcher**  
Stockholm University, Stockholm, Sweden

## Publications

### Conference Papers

- C14)     **Karey Helms**. 2024. *Generosity in more-than-human design*. DRS2024: Boston.
- C13)     Deepika Yadav, Kasper Karlgren, Riyaj Shaikh, **Karey Helms**, Donald McMillan, Barry Brown, Airi Lampinen. 2024. *Bodywork at Work: Attending to Bodily Needs in Gig, Shift, and Knowledge Work*. ACM Conference on Human Factors in Computing Systems Extended Abstracts (CHI 2024). Honolulu, HI, USA.
- C12)     Marie Louise Juul Søndergaard, Nadia Campo Woytuk, Noura Howell, Vasiliki Tsaknaki, **Karey Helms**, Tom Jenkins, and Pedro Sanches. 2023. *Fabulation as an Approach for Design Futuring*. ACM Conference on Designing Interactive Systems (DIS 2023). Pittsburgh, PA, USA.
- C11)     **Karey Helms**. 2022. *A Speculative Ethics for Designing with Bodily Fluids*. ACM Conference on Human Factors in Computing Systems Extended Abstracts (CHI 2022, alt.chi). New Orleans, LA, USA.
- C10)     Pedro Sanches, Noura Howell, Vasiliki Tsaknaki, Tom Jenkins, **Karey Helms**. 2022. *Diffraction-in-action: Designerly Explorations of Agential Realism Through Lived Data*. ACM Conference on Human Factors in Computing Systems (CHI 2022), New Orleans, LA, USA.
- C9)       **Karey Helms**, Marie Louise Juul Søndergaard, Nadia Campo Woytuk. 2021. *Scaling Bodily Fluids for Utopian Fabulations*. Nordic Design Research Conference (Nordes 2021, Exploratory Paper), Kolding, Denmark.

- C8) **Karey Helms**. 2021. *Entangled Reflections on Designing with Leaky Breastfeeding Bodies*. ACM Conference on Designing Interactive Systems (DIS 2021), Virtual. **Special Recognition for Diversity & Inclusion**.
- C7) **Karey Helms**, Ylva Fernaeus. 2021. *Troubling Care: Four Orientations for Wickedness in Design*. ACM Conference on Designing Interactive Systems (DIS 2021), Virtual. **Honorable Mention Award**.
- C6) **Karey Helms**. 2020. *Careful Design: Implicit Interactions with Care, Taboo, and Humor*. ACM Conference on Designing Interactive Systems (DIS 2020, Doctoral Consortium), Eindhoven, Netherlands.
- C5) **Karey Helms**. 2019. *Do you have to pee? A Design Space for Intimate and Somatic Data*. ACM Conference on Designing Interactive Systems (DIS 2019), San Diego, California, USA. **Honorable Mention Award**.
- C4) **Karey Helms**, Ylva Fernaeus. 2018. *Humor in Design Fiction to Suspend Disbelief and Belief*. ACM Nordic Conference on Human-Computer Interaction (NordiCHI 2018, Future Scenarios), Oslo, Norway.
- C3) **Karey Helms**, Barry Brown, Magnus Sahlgren, and Airi Lampinen. 2018. *Design Methods to Investigate User Experiences of Artificial Intelligence*. AAAI 2018 Spring Symposium Technical Report (The Design of the User Experience for Artificial Intelligence), Stanford, California, USA.
- C2) Magnus Sahlgren, Erik Ylipää, Barry Brown, **Karey Helms**, Airi Lampinen, Donald McMillan, Jussi Karlgren. 2018. *The Smart Data Layer*. AAAI 2018 Spring Symposium Technical Report (Artificial Intelligence for the Internet of Everything), Stanford, California, USA.
- C1) **Karey Helms**. 2017. *Leaky Objects: Implicit Information, Unintentional Communication*. ACM Conference on Designing Interactive Systems (DIS 2017), Edinburgh, Scotland, UK.

#### Journal Articles

- J3) Vasiliki Tsaknaki, **Karey Helms**, Marie Louise Juul Søndergaard, Marianela Ciolfi Felice. 2021. *"Vibrant Wearables": Material Encounters with the Body as a Soft System*. Journal of Textile Design Research and Practice.
- J2) **Karey Helms**, Pedro Ferreira, Barry Brown, Airi Lampinen. 2019. *Away and (Dis)connection: Reconsidering the Use of Digital Technologies in Light of Long-term Outdoor Activities*. ACM on Human-Computer Interaction 3, GROUP, Article 230 (December 2019).
- J1) Pedro Ferreira, **Karey Helms**, Barry Brown, Airi Lampinen. 2019. *From Nomadic Work to Nomadic Leisure Practice: A Study of Long-term Bike Touring*. ACM on Human-Computer Interaction 3, CSCW, Article 111 (November 2019). **Honorable Mention Award**.

#### Workshops Organized

- WO4) Mafalda Gamboa, Claudia Núñez-Pacheco, Sarah Homewood, Andrés Lucero, Janne Mascha, Audrey Desjardins, **Karey Helms**, William Gaver, Kristina Höök, Laura Forlano. 2024. *More Samples of One: Weaving First-Person Perspectives into Mainstream HCI Research*. ACM Conference on Designing Interactive Systems (DIS 2024), Copenhagen, Denmark.
- WO3) Tom Jenkins, Marie-Louise Juul Søndergaard, Pedro Sanches, Vasiliki Tsaknaki, Nadia Campo Woytuk, Noura Howell, **Karey Helms**, Laurens Boer and Jason Tucker. 2023. *Fabulating Futures for Flourishing and Vibrant Worlds*. Nordes Design Research Conference (Nordes 2023). Linköping, Sweden.
- WO2) Nadia Campo Woytuk, Marie Louise Juul Søndergaard, and **Karey Helms**. 2021. *Scaling Bodily Fluids for Utopian Fabulations through Collage-Making*. Uroboros Festival, Virtual Event.
- WO1) Tom Jenkins, **Karey Helms**, Vasiliki Tsaknaki, Ludvig Elblaus, and Nicolai B. Hansen. 2018. *Sociomateriality: Infrastructuring and Appropriation of Artifacts*. ACM Conference on Tangible, Embedded and Embodied Interaction (TEI 2018), Stockholm, Sweden.

## Workshops Papers

- WP5) **Karey Helms**. 2022. *Site-writing around Breastfeeding*. ACM Conference on Human Factors in Computing Systems (CHI 2022) Workshop “Feminist Voices about Ecological Issues in HCI”, New Orleans, LA, USA.
- WP4) **Karey Helms**. 2018. *A Walk in the Woods: Gear and Infrastructure in the Outdoors*. ACM Conference on Human Factors in Computing Systems (CHI 2018) Workshop “HCI Outdoors: Understanding Human-Computer Interaction in the Outdoors”, Montréal, Québec, CA.
- WP3) **Karey Helms**. 2017. *Implicit Interaction: Information, Intention and Infrastructure*. ACM Conference on Designing Interactive Systems (DIS 2017) Workshop “People, Personal Data and the Built Environment”, Edinburgh, UK.
- WP2) **Karey Helms**. 2017. *The Family Circuit: A New Narrative of American Domesticity*. ACM Conference on Human Factors in Computing Systems (CHI 2017) Workshop “Making Home: Asserting Agency in the Age of IoT”, Denver, CO, USA.
- WP1) **Karey Helms**. 2017. *Phygital Party Mode: A Relationship with Relationships*. ACM Conference on Human Factors in Computing Systems (CHI 2017) Workshop “Designing the Social Internet of Things”, Denver, CO, USA.

## Posters

- P3) **Karey Helms**. 2024. *Seasonal Craft Implosions: All year round with Pettson and Findus*. Digital Futures Open Research Days, Stockholm, Sweden.
- P2) **Karey Helms**. 2023. *Children and Sustainability: Designing Digital Tools for Collaborative Survival*. Digitalize in Stockholm, Stockholm, Sweden.
- P1) **Karey Helms**. 2017. *Leaky Objects: Implicit Information, Unintentional Communication*. ACM Conference on Designing Interactive Systems (DIS 2017), Edinburgh, Scotland, UK.

## Creative Outputs

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

## Invited Talks & Panels

- 2024 Panelist on *Why Design?* at Designing Interactive Systems (DIS 2024). Copenhagen, Denmark.
- 2024 *Self-centered Design as a Feminist Approach to HCI*. FH Salzburg, Virtual.
- 2021 *Careful Designs in More-than-human Worlds*. Design Informatics Edinburgh, Virtual.
- 2021 *Unmaking Utopian Fabulations*. Umeå Institute of Design, Virtual.
- 2018 *Humorous Fictions and Taboo Frictions*. Umeå Institute of Design, Umeå, Sweden.
- 2017 *Internet of Everything. But What is Everything?* Internetdagarna, Stockholm, Sweden.
- 2017 *Implicit Interactions: Implied, Intangible and Intelligent*. EuroIA, Stockholm, Sweden.
- 2016 *Insights in Self-centered Design*. Interact London, UK.
- 2016 *Implicit Interaction*. Interaction Design Association (IXDA) London, UK.
- 2016 *Making the Invisible Physical*. World IA Day, Bristol, UK.

# Teaching

## Thesis Supervision

MSc in Interactive Media Technology, KTH, 2018 - 2019, 2021 - 2022

## Teaching Assistant

Media Technology and Interaction Design (DM2601), KTH, 2018 and 2020 - 2021

Advanced Project Course (DM2799), KTH, 2018 - 2019

Human Perception for Information Technology (DM2350), KTH, 2017 - 2018

Human-Computer Interaction Introductory Course (DH1620), KTH, 2018 - 2022

Interaction Design as a Reflective Practice (DH2629), KTH, 2017

CAAD 3d Modeling & Visualization (ARCH 541), University of Virginia, 2006

Lessons of the Lawn (ARCH 101), University of Virginia, 2006

## Lectures

2024 *Design methods for playful experiences*, "Project in Software Engineering", Stockholm University

2021 *Transforming (non)human milk into fiddling necklaces*, "Physical Interaction Design", KTH

*Scaling bodily fluids for utopian fabulations*, "Design & Information Society", Stockholm University

*Prototyping through scenario building*, "Media Technology and Interaction Design", KTH

2019 *Design fiction: History and case study*, "Interaction Design as a Reflective Practice", KTH

*Working in industry as a service designer*, "Interaction Design as a Reflective Practice", KTH

2018 *Insights in self-centered design: making the implicit explicit*, "Social Media Technologies", KTH

2017 *Industry experiences as an interaction designer*, "Interaction Design as a Reflective Practice", KTH

# Academic Service

## Conference Organizer

Student Volunteer Chair, Interactive Media Experiences (IMX), 2024

Associate Chair Papers, Human Factors in Computing Systems (CHI), 2024

Associate Chair Pictorials, Designing Interactive Systems (DIS), 2018 - 2019, 2022

Web Chair, Tangible, Embedded and Embodied Interaction (TEI), 2018

Co-organizer, international event on Humanising AI, 2018

## Conference Reviewer

Human Factors in Computing Systems (CHI), 2018 - 2019, 2021 - 2023

Designing Interactive Systems (DIS), 2017 - 2024

Creativity & Cognition (C&C), 2022

Nordic conference on Human-Computer Interaction (NordiCHI), 2018 - 2024

Design Research Society (DRS), 2022 - 2024

INTERACT, 2021

## Journal Reviewer

Interaction Design & Architecture(s) Journal, 2021

Diseña, 2021

## Conference Volunteer

Human Factors in Computing Systems (CHI), Montréal, Canada, 2018

Lift Conference, Geneva, Switzerland, 2016

Design Research Society (DRS), Umeå, Sweden, 2014

## Institutional Service

### Umeå Institute of Design

Interaction Design Programme Committee, 2024 -  
Equal Opportunity Board 2024 -  
Student body representative, 2013 - 2014

### KTH Royal Institute of Technology

University student body PhD representative, 2017 - 2019  
Departmental student body PhD representative, 2017 - 2019  
Departmental management PhD representative, 2017 - 2019

### University of Virginia

School of Architecture President, 2006 - 2007  
School of Architecture Tour Guide for Prospective Students, 2004 - 2007  
Lawn Selection Committee Chair, 2007

### Industry Organizer

Interaction Design Association (IXDA) London, 2015 - 2016

## Awards & Grants

2023 - 2025	<b>Digital Futures Postdoctoral Fellowship</b> , Stockholm University
2022	<b>Best Paper Award, Honorable Mention</b> , CHI 2022
2021	<b>Best Paper Award, Special Recognition for Diversity &amp; Inclusion</b> , DIS 2021
2021	<b>Best Paper Award, Honorable Mention</b> , DIS 2021
2019	<b>Best Paper Award, Honorable Mention</b> , CSCW 2019
2019	<b>Best Paper Award, Honorable Mention</b> , DIS 2019
2012	<b>1st Place Award Student Design Challenge</b> , OzCHI 2012
2007	<b>Faculty of Architecture Award for Design Excellence</b> , UVa
2007	<b>Faculty of Architecture Award for Public Service to the School, University, and Community</b> , UVa
2007	<b>Member of The Raven Society</b> , UVa

## Industry Experience

Mar 2015 – Dec 2016	<b>Zebra Technologies</b> , London, UK Senior Interaction and Service Designer
May 2007 – Dec 2013	<b>Self-employed</b> , Washington, DC, USA Freelance Interaction Designer & Front End Developer
Jan 2011 – June 2013	<b>The John F. Kennedy Center for the Performing Arts</b> , Washington, DC, USA Interaction Designer & Front End Developer
Aug 2007 – Dec 2007	<b>Future forms</b> ( <i>formerly Future Cities Lab</i> ), Charlottesville, Virginia, USA Architectural Design Assistant
May 2007 – Dec 2007	<b>The Institute for Advanced Technology in the Humanities</b> , Charlottesville, Virginia, USA Digital Information Designer