

Karey Helms

Postdoctoral Researcher

Stockholm University
Department of Computer and Systems Sciences
Stockholm, Sweden

karey.helms@dsv.su.se
kareyhelms@gmail.com
+46 737650523

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

- 2023 – **Postdoctoral Researcher**
Stockholm University, Stockholm, Sweden

Publications

Conference Papers

- 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). Pittsburg, Pennsylvania, 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. **Honorable Mention Award**.
- 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

- WO3) Tom Jenkins, Marie-Louise Juul Søndergaard, Pedro Sanches, Vasiliki Tsaknaki, Nadia Campo Woytuk, Noura Howell, **Karey Helms**, Laurens Boer and Jason Tucker. *Fabulating Futures for Flourishing and Vibrant Worlds*. Nordes Design Research Conference (Nordes 2023). Linköping, Sweden, 2023.
- 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

- 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

Industry Experience

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

Invited Talks

Academia

- 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.

Industry

- 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

Lecturer

Design Fiction, Biomaterial Explorations, Service Design, Implicit Interactions, Industry Experiences

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 - 2023

Creativity & Cognition (C&C), 2022

Nordic conference on Human-Computer Interaction (NordiCHI), 2018 - 2022

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

University Roles

KTH university student body PhD representative, 2017 - 2019

KTH departmental student body PhD representative, 2017 - 2019

KTH departmental management PhD representative, 2017 - 2019

Umeå Institute of Design student body representative, 2013 - 2014

UVa School of Architecture President, 2006 - 2007

UVa School of Architecture Tour Guide for Prospective Students, 2004 - 2007

UVa Lawn Selection Committee Chair, 2007

Industry Organizer

Interaction Design Association (IXDA) London, 2015 - 2016

Research Activities

Career Workshops

2020 Future Digileaders, virtual, 2020

Doctoral Consortium

2020 Designing Interactive Systems (DIS), virtual

Summer Schools

2018 International UBI Summer School (UBISS), Oulu, Finland

2013 UrbanIXD Summer School, Split, Croatia

2006 Vicenza Architectural Drawing Program, Vicenza, Italy

Awards & Grants

2023 - 2025 **Digital Futures Postdoctoral Fellowship**, Stockholm University

2022 **Best Paper Award, Honorable Mention**, CHI 2022

2021 **Best Paper Award, Special Recognition for Diversity & Inclusion**, DIS 2021

2021 **Best Paper Award, Honorable Mention**, DIS 2021

2019 **Best Paper Award, Honorable Mention**, CSCW 2019

2019 **Best Paper Award, Honorable Mention**, DIS 2019

2012 **1st Place Award Student Design Challenge**, OzCHI 2012

2007 **Faculty of Architecture Award for Design Excellence**, UVa

2007 **Faculty of Architecture Award for Public Service to the School, University, and Community**, UVa

2007 **Member of The Raven Society**, UVa