Wendy Elizabeth MACKAY

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PARCOURS

2002 – présent	Directeur de Recherche, Inria Saclay – Île-de-France; DR0–2014, DR0-2–2018
2010 – 2012	Professeur invitée, Stanford University, United States
2000 – 2002	Poste d'Accueil, Inria Rocquencourt
1998 – 2000	Professeur invitée, Aarhus University, Danemark
1996 – 1997	Chercheur Senior, Centre d'Études de la Navigation Aérienne (CENA)
1991 – 1995	Group Manager, Senior Research Scientist, Rank Xerox EuroPARC, UK
1986 – 1990	GEEP Fellow (Digital Grad. Eng. Ed. Prog.), Massachusetts Institute of Technology
1983 – 1986	Research and Development manager, Digital Equipment Corporation
1979 – 1982	Programmer, Product manager, Digital Equipment Corporation

EDUCATION

1990	Ph.D.	Massachusetts Institute of Technology, Management of Innovation
1979	M.A.	Northeastern University, Experimental Psychology
1977	B.A.	University of California, San Diego, Experimental Psychology

PRIX, DISTINCTIONS, RAYONNEMENT

2019	ACM Fellow (voir notice p. 2)
2017	Docteur Honoris Causa, Aarhus University, Danemark
2013 – 2019	ERC Advanced Grant, Creating Co-Adaptive Human-Computer Partnerships
2010 – présent	Inria Prime d'Excellence Scientifique
2009	ACM SIGCHI Lifetime Service Award (voir notice p. 2)
2006	ACM CHI Academy (voir notice p. 2)
Prix d'articles	ACM CHI'20, '19, '18, '15, '14, '13, '12, '09; ACM UIST '15, '11, CACM'93, COCS'93
Keynotes	26 conférences invitées, 114 depuis 2005 (MIT, Stanford, Columbia, UCSD, UCI, U. Zurich, Aarhus U., U. British Columbia, Microsoft Research, etc.)
Diffusion	*La Recherche (Chercheur du Mois)*, Arte, France Culture, France Inter, France Bleue

ADMINISTRATION, ANIMATION ET EVALUATION DE LA RECHERCHE

- Responsable des équipes-projets Inria : In|situ| (2002–2014) et ex)situ (2015–présent)
- General Chair de la conférence ACM CHI 2013 (voir notice p. 2)
- ACM *TOCHI* Assoc. Ed. (2003–présent), Assoc. Ed. *CACM*. (2012–présent), Co-Ed. Chief *Int. J. Human-Computer Studies* (2004–2005), ACM *Interactions* (2000–2008), ACM *TOIS* (1990–1993)
- 50+ Comités de programmes conférences internationales, dont 29 principales conférences du domaine (CHI, UIST, CSCW) ; présidente de 11 comités de programme et de 3 conférences
- ACM SIGCHI : Chair, V. Chair, Treas., Pubs. Board, Conf. Mgt. Com., ACM : Pubs Board, SIG Board, New Journals, Nominating Com., Quality Task Force. Franklyn Inst. Bower award com.
- Membre de la Commission d'Evaluation d'Inria (2007–2010)
- Membre du COERLE (comité opérationnel d'évaluation des risques légaux et éthiques) d'Inria
- Vice-présidente du département d'informatique de l'Université Paris-Sud (2007–2010)

RECHERCHE ET ENCADREMENT DOCTORAL

- Manager de plus de 35 logiciels industriels issus de son équipe de R&D à DEC ; 4 brevets
- PI ou Co-PI pour les contrats majeurs suivants à Inria : ERC CREATIV (2,5 M€), Microsoft Research–Inria Reactivity (800k€), WILD (427k€), InterLiving (2 M€).
- Encadrement de 13 thèses soutenues depuis 2007 dont 7 à 100% et 5 en cours. 11 de ces anciens doctorants ont poursuivi une carrière dans la recherche académique ou privée.
- Co-fondateur : EIT Digital HCID International Masters, HCI International Master Programme
- Membre de 26 jurys de thèse et de 8 jurys d'habilitation depuis 2002

NOTICE

Cette notice explicative détaille certains éléments communs et particuliers au domaine de l'Interaction Homme-Machine.

ACM Fellow

"ACM's most prestigious member grade recognizes the top 1% of ACM members for their outstanding accomplishments in computing and information technology and/or outstanding service to ACM and the larger computing community."

ACM SIGCHI LIFETIME SERVICE AWARD

"The SIGCHI Lifetime Service Award goes to individuals who have contributed to the growth and success of SIGCHI in a variety of capacities."
(*http://www.sigchi.org/about/awards*).

ACM SIGCHI ACADEMY

"The CHI Academy is an honorary group of individuals who have made extensive contributions to the study of human-computer inteaction and who have led the shaping of the field"
(*http://www.sigchi.org/about/ awards*).

CONFERENCE ACM HUMAN FACTORS IN COMPUTING SYSTEMS (CHI)

La conférence ACM CHI est la conférence internationale majeure du domaine de l'Interaction Homme-Machine, mais aussi l'une des plus grandes et prestigieuses de l'ACM en général.
L'édition 2013, organisée à Paris et dont Wendy Mackay était General Chair a connu une affluence record avec 1000 présentations, 200 sessions et 3500 participants (*https://chi2013.acm.org/*).

PRINCIPALES PUBLICATIONS

Wendy Mackay a plus de 200 publications dans les meilleures conférences et journaux de son domaine, dont 141 depuis son arrivée à Inria (2000), avec au moins 26 articles avec plus de 100 citations et 4 articles avec plus de 300 citations (Google Scholar, consulté le 22 Juin 2020). Pour une liste de publications plus complète, voir : *https://exsitu.lri.fr/publications#Mackay*

[1] Bau, O. and Mackay, W.E. (2008). OctoPocus: a dynamic guide for learning gesture-based command sets. In *Proceedings of ACM UIST* 2008 *Symposium on User Interface Software and Technology*, pp. 37-46. [274 citations]

[2] Eiselmeyer, A., Wacharamanotham, C., Beaudouin-Lafon, M., and Mackay, W.E. (2019). Touchstone2: An Interactive Environment for Exploring Trade-offs in HCI Experiment Design. In *Proceedings of CHI'19 Human Factors in Computing Systems*, 12 pages. **Best Paper award** [6 citations]

[3] 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) CHI Letters, ACM Press, pp 17-24. [1297 citations]

[4] 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*, pp. 280-290. **Best Paper award award** [75 citations]

[5] Mackay, W.E. and Fayard, A-L. (1997) HCI, Natural Science and Design: A Framework for Triangulation Across Disciplines. In *Proceedings of ACM DIS 1997, Designing Interactive Systems.* Amsterdam, Pays-Bas. pp. 223-234. [232 citations]

[6] Mackay, W.E. (2000) Is Paper Safer? The Role of Paper Flight Strips in Air Traffic Control. *ACM/Transactions on Computer-Human Interaction*. Vol 6 (4), pp. 311-340. [348 citations]

[7] Mackay, W.E. (2000) Responding to Cognitive Overload: Co-adaptation between Users and Technology. *Intellectica*. Vol. 30 (1), pp. 177-193. [70 citations]

[8] Markopoulos, P. and Mackay, W.E. (2011) *Awareness Systems: Advances in Theory, Methodology, and Design.* Springer Publishing Company, Inc. [110 citations]

[9] Tsandilas, T., Letondal, C. and Mackay, W.E. (2009). Musink: Composing Music through Augmented Drawing. In *Proceedings of ACM CHI 2008 Conference on Human Factors in Computing Systems*. pp. 819-828. **Best Paper award award.** [73 citations]

[10] Wellner, P., Mackay, W.E., and Gold, R. (1993). Back to the Real World. Special issue on Computer Augmented Environments. In *Communications of the ACM*. 36:(7) pp. 24-26. American Publishing Association award for **Best Special Issue of a Journal in any Scientific Field.** [442 citations]

Wendy Elizabeth MACKAY

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

Education

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

Employment

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

Research Director, Classe Exceptionelle, 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, Mjölner, and IlDA). 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.

Professeur 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, Digital1983-1986

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.

Teaching Assistant Department of Psychology, Northeastern University1977-1979

Co-taught course on tutoring techniques for undergraduate tutors. TA for several courses in Experimental Psychology.

Teaching Assistant. Department of Psychology, U.C. San Diego. 1975-1977

Co-taught physics course entitled "Frontiers of Science" (with Professor Bernd Matthias). TA for courses in Statistics, Experimental Psychology, and Physics.

Honors, Fellowships and Awards

- ACM Fellow, ACM (2019)
- Doctor Honoris Causa, Faculty of Science, Aarhus University (2017)
- 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): *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.
- ACM Honorable Mention Awards (top 5% of submitted papers): *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.
- IHM'09 Best Demonstration Award, *L'écriture augmentée : enregistrer des explorations interactives avec une feuille de données scientifiques*.
- 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 Walkthoughs (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, continues to be used as a reference for teaching video-based design methods around the world, in both industry and academia. My DVD contains an 80+ page book with explanations of the scientific or design foundations of each technique, along with detailed instructions, worksheets, an 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*", with a projected publication date of summer, 2020.

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 multi-media 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 (RNTL), France Télécom, Webcontent (RNTL), 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 Uninversité 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 Conférénce 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 Ciolfi 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.

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 is currently a post-doctoral fellow at the University of Tokyo, in Japan.

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.

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 two papers published at MOCO'18, and CSCW '19.

Elizabeth Walton (100%) funded with an ANR grant, started her Ph.D. in November, 2018. She is working on exploring how dancers learn different forms of 3D movement.

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 co-learning in interactive systems.

Yi Zhang (100%) funded with an Inria support grant, started her Ph.D. in October, 2018. She is working on video-mediated communication.

Viktor Gustaffson (100%) funded with an Allocation Doctorale, started his Ph.D. in 2018. He is working on narrative substrates for video games.

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) *Designeering 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)

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 Mivielle (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)

Carla Griggio (KTH), Germà Leiva (KTH), Cheng Cheng Qu (University of Lancaster), Gabriela Villalobos (Aalto University), Linghua Liu, Alexander Eiselmeyer (U. Zurich), Wuji Geng, Yi Zhang, Viktor Gustaffson (KTH). I have also supervised a number of master's students from U. Paris-Sud, including Valerian Wauthier (communication appliances), Feriel Daoudi (augmented photo album), Pascal Costa-Cunha (paper-based laboratory notebook, 1 paper) and work with all of the Ph.D. students in *InSitu*, providing advice on experimental design, statistics and how to present their work in English.

I run a weekly Ph.D. seminar for the *InSitu* group (since 2004) which is primarily intended for doctoral students, but often includes advanced masters, 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 since 2012 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 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 am currently turning the Introductory and Advanced *Design of Interactive Systems* courses into a book, tentatively titled: *The Design of Interactive Things,* planned with *ACM Books* for 2020.

While on sabbatical at Stanford (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 & Professionel (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 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 have been extremely active in ACM/SIGCHI and chaired 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 and was founder and Chair of ACM/DARE'00.

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'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 SIGCHI's Best Paper award and Lifetime Service Award committees, 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 has six permanent research faculty (2 Inria, 1 CNRS, 3 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:

- 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 Supérieur 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 Mackay : Les tablettes seront de plus en plus interactives" (June 2012).
- La Recherche "En Informatique, les utilisateurs sont les innovateurs". No. 411, (September, 2007), pp. 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 pp. 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.