

Research Interests

My research interests are generally concerning Human-Computer Interaction, including ubiquitous computing and urban computing, online and mixed reality games, intersections of ethnographic research and system design.

Education

Fall 2006 - present

University of California, Irvine, CA.
Department of Informatics, School of Information and Computer Sciences
Ph.D student, 2nd year
Advisor: Paul Dourish

2000 - 2004

University Hagenberg, Linz, AT
M.S. of Applied Sciences (Diplom-Ingenieur) in Media Technology and Design

Work and Research Experience

1/2008 - 06/2008

Research Assistant

Collaboration with the Medical School at UC Irvine on a nationwide study, Project Healthy Kids.

The study aimed to encourage change in nutrition and increase in physical activity among adolescents. I was responsible for qualitative research such as ethnographic observations and interviews with teachers, trainers and adolescents. Based on field research and participatory design sessions, I developed a concept and prototypical implementation for a reflective learning tool to be used in classes and on campus.

8/2007 - 12/2007

Research Assistant

Information Services & Technology Group, Intel Corporation., Portland, OR.

I conducted a cross-cultural ethnography on online game play in the US and China focusing on the social, cultural, spatial and economic interplay between the game space and local contingencies. Research was conducted in Internet Cafes, student dormitories and apartments where I interviewed and observed players of the online game World of Warcraft. I was also responsible for coding and analysis of collected field data

8/2005 - 8/2006

Junior Researcher

User Interface Design Group, Siemens Corporate Technology, Munich, Germany.

Research Areas: Ambient Intelligence, Ubiquitous Computing, Smart Homes and Elderly Care.

Cooperation Partners: Information and Communication Technology Group Siemens, EU-Project on Smart Homes, T-Mobile.

12/2004 - 7/2005

Research Intern

User Experience Group, Siemens Corporate Research, Princeton, NJ.

Research Areas: health care, proactive health care, intervention, ubiquitous

computing, games, wireless communication. I designed, developed and deployed a ubiquitous computing game, called “Fish’n’Steps, to encourage physical activity in adults. I led a 2 months user study to assess effectiveness of the approach as health intervention.

12/2003 - 7/2004

Research Intern

User Interface Design Group, Siemens Corporate Technology, Munich, Germany.

Research Areas: CSCW, mobile computing, interactive systems.

Designed, developed and tested two mobile application for photo sharing and collaborative work. Conducted 2 focus groups and usability studies.

7/2002 - 9/2002

Intern: Design and Development

Xidris mobile communications, Vienna, Austria.

Concept design and implementation of mobile game applications

2D animation and programming with Macromedia Flash

Film production for interactive TV (main responsibilities: light and cutting).

Summer 2002

Summer 2001

Summer 2000

Personal Event Assistant

Nestle, Zuerich, Switzerland

Personal Event Assistant for annual Classical Music Festival in Salzburg.

Accompanied Nestle guests during event, managed arrival, entertainment program and departure of guests. Excellent language skills in German, English and French were required.

7/2001 - 9/2001

Intern: Design and Development

Xidris mobile communications, Salzburg, Austria.

Concept, design and realization of corporate identity, including logo design, website design and implementation, business cards and template for official letters.

2D design for mobile devices.

7/2000 - 9/2000

Intern: Design and Development

NCM Net Communication Management, Salzburg, Austria.

Web design and development, digital photography, user interface design and testing.

Publications

Peer-reviewed

Conference Papers

Lindtner, S., Nardi, B., Wang, Y., Mainwaring, S., Jing, H., Liang, W. **A Hybrid Cultural Ecology: Online Gaming in China.** To appear in Proc. of CSCW’08, San Diego.

Lindtner, S. and Nardi, B., **Venice, California and World of Warcraft: Persistence and Ephemerality in Playful Spaces,** in Proc. of the Hawaii International Conference of System Sciences, January 2008.

Lin, J., Mamykina, L., Lindtner, S., Delajoux, G., Strubs, H., **Fish’n’Steps: encouraging physical activity with an Interactive Computer Game,** in Proc. of UbiComp 2006, Irvine, CA.

Short Papers, Posters,
Demos

Noak, N., Lindtner, S., Nguyen, J., Hayes, G. LoRy; **A Locative Story Game to Encourage Playful and Social Learning.** Demo at the Conference on Interaction Design for Children, Chicago, June, 2008.

Lindtner, S., and Chen, J., **mopix: playful encounters with Surveillance in Everyday Playful Settings, in Proc. of UbiComp 2007.**

Lindtner, S., Cohn, M., Ridenour, J., Sharma, L., **STORYmixer: an interactive story telling game,** screened at TELIC Arts Exchange, LA, CA, December, 2006.

Workshop Papers

Lindtner, S. and Nardi, B., **Mixed Realities in China's Internet Cafes,** Position Paper for the workshop Urban Mixed Realities to be held at the International Conference on Human Factors in Computing Systems, CHI, Florence, April, 2008.

Lindtner, S. and Nardi, B., **Realities that matter: Doings and Makings of an Online Game,** Position paper for the workshop Cultures of Virtual Worlds to be held at the University of California, Irvine, May, 2008.

Lindtner, S., **Playful Spaces between Fantasy and Real,** Position paper for the workshop Supple Interfaces held at the International Conference on Human Factors in Computing Systems, CHI, San Jose, CA, April, 2007.

Lindtner, S., **Educational Games and Mixed Realities: What I learned from Chinese Online Game Players,** HCIC Boaster 2008, Fraser, Colorado.

Invited Talks

Lindtner, S., **Spatiality for Play,** Epicenter 2007 hosted by UC Digital Arts Research, Jan. 26-27, 2007.

Awards and Honors

Recipient of the GDC student scholarship 2008.

Recipient of the Google Anita Borg scholarship for women, 2009

Teaching

Teaching Assistant: Ubiquitous Computing Projects, University of California, Irvine, with Dr. Gillian Hayes, Winter, 2008.

Interventionist: Obesity Intervention and Nutrition Training at Long Beach High Schools, Winter, 2008.

Teaching Assistant: Human Computer Interaction Project Course, University of California, Irvine, with Dr. Don Patterson, Spring 2007.

Teaching Assistant: Human Computer Interaction, University of California, Irvine, with Dr. Don Patterson, Winter 2007.

Service Activities

Student Volunteer

ACM Conference on Human Factors in Computing Systems: CHI 2005, 2006, 2007
Conference on Ubiquitous Computing, Innsbruck, Austria: UbiComp 2007

Organizing Committees

Early Interdisciplinary Workshop, University of California, Irvine, May 2008.

Informatics Graduate Student Association, UC Irvine, Co-Chair Organization.

Workshop for I-School Doctoral Students, 2009, Co-Chair Organization & Funding.

Other Skills

Tools

Adobe Photoshop, Adobe Indesign, Adobe Illustrator, Macromedia Freehand, Macromedia Flash, Macromedia Dreamweaver, Macromedia Director, Avid Xpress, Pro-Tools, Soundforge

Programming Languages

C(basic), Java(good), Java3D(good), OpenGL(basic), ActionScript(excellent), JavaScript(excellent), PHP(excellent), ASP(good), Processing(good)

Mobile Computing

WLAN, Bluetooth, GPRS, UMTS, GPS, application development for mobile phones, PDAs, pocketPC, etc.

Web Programming

Dynamic web application development using JavaBeans, Servlets, JSP, PHP, ASP
Excellent knowledge of HTML, JavaScript, CSS