SILVIA LINDTNER

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FUDAN UNIVERSITY
Cooperative Information and Systems Laboratory
UNIVERSITY OF CALIFORNIA, IRVINE
Intel Science & Technology Center for Social Computing

RESEARCH

Lindtner researches, writes and teaches about the production and use of digital technology, with a particular focus on DIY (do it yourself) "maker" and open source culture and IT development in urban China. Her research explores themes of creativity and open innovation, digital media as sites of expression of selfhood and collectivity, and global processes of work and labor. Over the last six years, she has conducted in-depth ethnographic research in the areas of 1) digital media practices among youths and young IT professionals in China's international cities and 2) technological, economic and cultural productions coming out of China's nascent DIY and open source scene, comprised of geeks, bloggers, software and hardware engineers, electronic and new media artists, and tech entrepreneurs. She has also worked on research and design of digital media sharing systems and networked publics. Her work is located at the intersection of digital media and communication studies, information studies, science and technology studies, cultural anthropology, and China studies.

EDUCATION

Fall 2006 – Summer 2012

PH.D., INFORMATION & COMPUTER SCIENCES, SEP 2012
University of California, Irvine, CA
Department of Informatics
Advisor: Prof Paul Dourish
Dissertation Title: *Cultivating Creative China: Making and Remaking Cities, Citizens, Work and Innovation*

Fall 2000 – June, 2004

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

DISSERTATION

Lindtner's dissertation examines in ethnographic detail how creativity is cultivated by Chinese politicians, urban planners and a group at the

forefront of China's burgeoning creative vanguard, DIY (do it yourself) makers. It sheds lights on emerging phenomena in China such as *shanzhai* (山寨, copycat) technology production as well as technological innovation and creativity as constructs for Chinese modernity. Lindtner shows that China's contemporary "remake" into an information society and knowledge economy is accomplished through partial alignments and parasitic collaborations between seemingly opposing groups such as countercultural makers, Communist politicians, urban planners and policy makers. It explores a series of productions by these actors such as DIY maker manifestos on free and open source technology production, governmental policy, space making projects such as the set up of creative industry clusters as well as China's first hacker space and coworking space.

Lindtner's dissertation research was in part supported by the National Science Foundation, the Google Anita Borg Women Scholarship Foundation, the Center for Organization Research (COR), and Intel Labs.

PROFESSIONAL EXPERIENCE

09/2012 – current

POST-DOCTORAL RESEARCH FELLOW
ISTC (Intel Science and Technology Center for Social Computing)
University of California, Irvine
CISL (Cooperative Information and Systems Laboratory)
Fudan University, Shanghai
Research and teaching on digital media, DIY maker, hacker and open source culture in China. Lindtner conducts ethnographic research on China's fledgling open source and hacker community with a particular focus on the productions of open source hardware incubation transnational investments and collaborations on open manufacturing between Silicon Valley and Shenzhen, and start-up entrepreneurialism in Shanghai & Beijing.

09/2006 – 09/2012

GRADUADTE RESEARCH ASSISTANT
University of California, Irvine
Department of Informatics
Advisor: Prof. Paul Dourish
Lindtner conducted research in the areas of 1) DIY maker and hacker culture & IT development in China 2) digital media practices, Internet counterculture and online gaming culture among Chinese youth and 3) mobile media sharing and interaction design. Throughout this appointment she has conducted long-term ethnographic research, and has also collaborated in interdisciplinary and cross-cultural teams with

students and faculty from UC Irvine, University of Pennsylvania, Central European University, Peking University, and Fudan University, Shanghai, as well as with industry partners such as Intel Labs and Nokia Research Center.

08/2008 – 12/2008

RESEARCH INTERN
People and Practices Research, Intel
Mentor: Ken Anderson
Lindtner conducted ethnographic research in China to explore technology use and leisure practices among Chinese IT professionals working for international corporations. The research contributes to debates of global technology development, productive play and digital media participation.

12/2004 – 08/2006

RESEARCH SCIENTIST
User Interface Design Group, Siemens Corporate Technology, Munich, Germany.
User Experience Group, Siemens Corporate Research, Princeton, NJ.
Research Area: ubiquitous computing, smart homes, health care, proactive health care, intervention, mobile communication, game design and mobile interaction design.
Cooperation Partners: Information and Communication Technology Group Siemens, EU-Project on Smart Homes.

12/2003 – 07/2004

RESEARCH INTERN
User Interface Design Group, Siemens Corporate Technology, Munich, Germany.
Mentor: Dr Hubertus Hohl.
Research Areas: Computer Supported Collaborative Work, mobile computing, Human-Computer Interaction.
Lindtner designed and developed two mobile photo-sharing applications for remote collaboration. A user study, two focus groups and a series of usability studies were conducted.

07/2002 – 09/2002

INTERN: MOBILE DESIGN AND DEVELOPMENT
Xidris Mobile Communication, Vienna, Austria
Concept design and implementation of mobile game applications, graphic design, poster design, website design. Animation design and video post-production with Adobe After Effects.

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TEACHING EXPERIENCE

Fall 2006

SOCIAL ANALYSIS OF COMPUTERIZATION
Bachelor Level, 50 students
University of California, Irvine
Reader for Dr Charlotte Lee
This course familiarized students with various social analytical approaches to the study of computerization. They learned how to think about computerization as social phenomenon. Lindtner provided assistance with selecting course materials, designing assignments and exams, as well as grading.

Winter 2007

HUMAN COMPUTER INTERACTION
bachelor level, 60 students
University of California, Irvine
Teaching Assistant for Prof. Don Patterson
The goal of this course was to present basic principles of human-computer interaction (HCI). Lindtner assisted with course design and assignments, and lead weekly discussion sections to familiarize students with the concepts discussed during the lectures through Q&A sessions, additional texts and practical examples from research and industry.

Spring 2007

HUMAN COMPUTER INTERACTIONS PROJECTS
bachelor level, 40 students
University of California, Irvine
Teaching Assistant for Prof. Don Patterson
The goal of this project course was to prepare students to create and evaluate user interfaces to software systems through a one-quarter project. Lindtner provided in-depth mentorship during students' design projects through weekly one-on-one meetings including system implication, team management and sourcing of relevant materials. She also taught weekly discussion sections to facilitate discussion across the project groups.

Fall 2009

PROJECTS IN UBIQUITOUS COMPUTING
bachelor & master level, 15 students
University of California, Irvine
Teaching Assistant for Dr Gillian Hayes
The goal of the course was to help students understand how to design and participate in research prototyping for ubicomp systems, as well as engage undergraduate and graduate students together on projects. Lindtner mentored students in research and prototypical development, and assisted with acquisition of course materials and course lectures.

SILVIA LINDTNER

She provided students with support during the implementation of the projects, and taught them how to develop structure and content throughout the course as well as their final project presentations.

PUBLICATIONS

Journal articles & book chapters

Lindtner, S. and Li, D. 2012. Created in China: The Makings of China's Hackersapce Community. ***ACM Interactions, Community & Culture***, *December 2012*.

Lindtner, S. and Dourish, P. 2011. The Promise of Play: A New Approach towards Productive Play. ***Games and Culture Journal***, 6(5), 453 - 478.

Lindtner, S., Chen, J., Hayes, G., Dourish, P. 2011. Towards a Frameworks of Publics: Re-encountering Media Sharing and its User. *In the **ACM Transactions on Human-Computer Interaction** (ACM TOCHI)*, 18 (2), 23pp.

Lindtner, S. and Szablewicz, M. 2011. China's many Internets: Participation and Sites of Game Play Across a Changing Technology Landscape. *In Online Society in Chin: Creating, celebrating, and instrumentalizing the online carnival,* eds. **Herold, D.K. and Marolt, P. London & New York: Routledge**, 89pp.

Peer-reviewed conference papers

Lindtner, S., Anderson, K., Dourish, P. 2012. Cultural Appropriation: Information Technologies as Sites of Transnational Imagination. *To appear in Proc. of the **ACM Conference on Computer Supported Collaborative Work**, February, 2012, Seattle, Washington, USA*.

Lindtner, S. and Szablewicz, M. 2010. In between Wang ba and Elite Entertainment: China's Many Internets. ***Chinese Internet Research Conference**, Beijing, 2010*.
Receipt of best Student Paper Award.

Lindtner, S., Mainwaring, S., Dourish, P., Wang, Y. 2009. Situating Productive Play: Online Gaming Practices and Guanxi in China. *In Proc. of **INTERACT 2009**, Uppsala, Sweden*.

SILVIA LINDTNER

Lindtner, S., Nardi, B., Wang, Y., Mainwaring, S., Jing, H., Liang, W. 2008. A Hybrid Cultural Ecology: World of Warcraft in China. In Proc. of *ACM Conference on Computer Supported Collaborative Work*, November 2008, San Diego, California, USA.

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

Lin, J., Mamykina, L., Lindtner, S., Delajoux, G., Strubs, H. 2006. Fish'n'Steps: encouraging physical activity with an Interactive Computer Game, in Proc. of **ACM International Conference on Ubiquitous Computing** (**Ubicomp**), 2006, Irvine, CA.

Edited Volumes

Shklovski, I., Vertesi, J., Lindtner, S., Suchman, L. (guest eds), est. 2013. **Journal of Human-Computer Interaction**, special issue on "Transnational HCI."

Short Papers, Posters, Demos

Lindtner, S. 2009. Cultivating Cool: Online and Mixed reality Gaming in China. Best Poster Award, *in Proc. of the 2009 **iConference**.*

Lindtner, S. 2009. Socio-technical Distinction Work at Play in China. *Doctoral Colloquium at the **European Conference on Computer Supported Cooperative Work (ECSCW)**, Vienna, Austria.*

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

Lindtner, S. and Chen, J., 2007. mopix: playful encounters with Surveillance in Everyday Urban Settings, *in Proc. **of ACM International Conference on Ubiquitous Computing,** Ubicomp'07.*

Position Papers

Lindtner, S. 2010. The Politics of Design-Use Relations in Transnational Configuratons: What is your Position? Position Paper for the workshop "Transnational Times. Locality, globality and mobility in technology design and use," *held at **the ACM International Conference on Ubiquitous Computing**, Copenhagen, Denmark.*

SILVIA LINDTNER

Lindtner, S. 2010. Google.cn and beyond: The Culture and Politics of Digital Media in China. *Position paper for the Third China Undisciplined Conference, UCLA*, Cotsen Institute of Archaeology, May, 2010.

Lindtner, S. and Dourish, P. 2009. From the Californian Ideology to China's Internet Cafes. Position Paper for the workshop "Culture and Technologies for Social Interaction" *held at the 12th IFIO TC13 Conference on Human-Computer Interaction*, Uppsala, Sweden.

Lindtner, S., Mainwaring, S., Anderson, K. 2009. Facing the Crowd: Cocooning and Leveling Up in China's Urban Sprawls. Position Paper for the workshop "crowd computing," *held at the International Conference on Human Factors in Computing Systems (CHI)*, Boston, MA.

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

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

Dourish, P., Hayes, G., Irani, L., Lee, C.P., Lindtner, S., Nardi, B., Patterson, D., Tomlinson, B., 2008. Informatics at UC Irvine. In Proc. of *International Conference on Human Factors in Computing Systems (CHI), Research Landscapes, CHI'08*.

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

Lindtner, S., 2007. 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.

Talks, Paper Presentations & Chaired Conference Panels

Paper Presentation: Lindner, S. 2012, Cultivating a Creative Workforce: China's emerging hackerspace network. *At the Annual Meeting of the Society for Social Studies of Science (4S), October 17-20, panel on Hacking STS: bio-hacking, open hardware development, and hackerspaces.*

SILVIA LINDTNER

Paper Presentation: Lindtner, S. 2012, "Cultivating Creativity. Making Cities, Citizens and Platforms in Shanghai" *at the Chinese Internet Research Conference* **(CIRC)**, USC, May 21-22.

Invited Speaker: Lindtner, S. 2012, "Cultivating Creativity: The Makings of China's Information Society" *at* ***MSR Asia (Microsoft Research Asia)****, Beijing*, April 27, 2012.

Panel Chair and Paper Presentation: Lindtner, S. 2011, "Multi-Sited Design D.I.Y., *Shanzhai* and Internet Counterculture in Shanghai, China" *at the* ***Annual Meeting of the American Anthropological Association****, Nov 16 – 20, 2011, Montreal, Canada.

Paper presentation: Lindtner, S., 2011, "Emerging Technoscientific Productions in Urban China: Transnational Imaginations of Free Culture, Open Innovation and Alternate Futures" *at the international conference* ***"Governing Futures. Imagining, negotiating and taming emerging technosciences"*** *organized by the department of social studies of science at the University of Vienna,* September 22-24, 2011,Vienna, Austria.

Invited Speaker: "Transnational Makings of Internet Counterculture, Open Sharing and Alternate Worlds in Shanghai, China" *at the "Growing up and growing old in Shanghai, Delhi and Tokyo. Intergenerational stories from Asia's global cities"* **workshop organized by the Cluster research group "New Urban Imaginaries of the Public in Asia and Europe," September 7 – 10, 2011, Shanghai, China.**

Paper Presentation: Lindtner, S., 2011,"China's Many Internets: Digital Participation across a Changing Technology Landscape" *at the* ***Annual Conference of the Association of Asian Studies (AAS)****, March 31 – April 3, 2011, Honolulu, Hawaii.

Invited Speaker: "Sites of Collaboration in an Interconnected World: Globalization, Digital Geographies and Transnational Actors" *at the* ***Annual Milton Wolf Seminar on Media and Diplomacy****, jointly organized by the Center for Global Communication Studies at the Annenberg School of Communication, University of Pennsylvania, the Diplomatic Academy Vienna and the American Austrian Foundation,* March 23 – 35, 2011, Vienna, Austria.

Invited Speaker: "New Collectives in Urban China: A transnational scene of open sharing across digital and physical spaces" *at the* ***annual Conference on Digital Media and Learning (DML)****, March 3-5, 2011, Long Beach, CA, USA.

SILVIA LINDTNER

Panel Chair and Speaker: "Reconfiguring Productive Media Use: Urban Renewal and Being on the Move in China" *at the **First Conference on Digital Media and Learning (DML),*** March 3 – 5, 2011, San Diego, CA, USA.

Paper presentation: Lindtner, S., 2010 "Digital Technologies & Urban China: Multiple Sites of Design" *talk at the **workshop on "Urbanity on the Move: Planning, Mobility and Displacement," Department** of Anthropology, UC Irvine,* May 21, 2010, Irvine, CA, USA.

Paper presentation: Lindtner, S., 2009, "Gaming Codes in China: Cultivating Cool and Socio-technical Distinction Work" Presented *at the panel of "What is Code? What is Coding? Emerging STS approaches in studying computer code," at the **Annual Meeting of the Society for Social Studies of Science (4S)***, October 28 – 31, Washington, DC, USA.

Paper presentation: Lindtner, S., 2008, "Realities that Matter: Doings and Makings of an Online Game" *talk at **Culture of Virtual Worlds Conference***, held at CalIT2, UC Irvine, 2008.

WORKSHOP ORGANIZATION

Garnet Hertz and Silvia Lindtner, 2012, *Transfabric & Toyhacking workshop,* **Maker Carnival 创客嘉年华, Beijing**, April 29 – May 1, 2012, http://makercarnival.com/BringMeChina.html

Lindtner, S., Smith, B., Coyer, K. 2011. ***Transfabric: A para-sitic workshop on Transnational D.I.Y. (Do It Yourself).*** http://www.transfabric.org.

Vertesi, J., Lindtner, S., and Shklovski, I. 2011. *Transnational HCI: humans, computers, and interactions in transnational contexts.* Ext. abst. ***International Conference on Human Factors in Computing Systems (CHI)***, *Vancouver, Canada*.

Shklovski, I., Lindtner, S., Vertesi, J., and Dourish, P. 2010. *Transnational Times: Locality, Globality and Mobility in Technology Design and Use*. Ext. abst. ***ACM International Conference on Ubiquitous Computing (Ubicomp),*** Copenhagen, Denmark, 2010.

Baumer, E., Brewer, J., Brown, B., Leahu, L., Lindtner, S., Martin, L. 2009. *Hybrid Design Practice*. Ext. abst. ***ACM International Conference on Ubiquitous Computing* (Ubicomp)**, Florida, US.

SILVIA LINDTNER

SCHOLARSHIPS & AWARDS

Recipient of the **Chinese Government Scholarship, 2011-12.**

Best Student Paper Award, Chinese Internet Research Conference 2010, for: Lindtner, S. and Szablewicz, M. "In between Wangba and Elite Entertainment: China's Many Internets"

2010 **Intel Research Grant**, awarded by PaPR (People and Practices Research) to conduct research on "From Media Use to Media Production: An Ethnography of Digital Media Collectives in Urban China."

2010 **Winner of the Student Essay Competition** for the Milton Wolf Seminar on "New Media, New Newsmakers, New Public Diplomacy: The Changing Role of Journalists, NGOs, and Diplomats in a multi-modal media world," Diplomatische Akademie Wien, the American Austrian Foundation and the Annenberg School for Communication, Vienna, Austria.

Recipient of the **Google Anita Borg Memorial Scholarship**, 2008

Recipient of a **GDC student scholarship** 2008

SERVICE ACTIVITIES

Peer Review

Journal of Asian Studies

Journal of Critical Studies of Peer Production

CHI (ACM Conference on Human Factors in Computing Systems)

CSCW (ACM Conference on Computer-Supported Cooperative Work)

UBICOMP (ACM Conference on Ubiquitous Computing)

DIS (ACM Conference on Designing Interactive Systems)

PDC (Participatory Design Conference)

SILVIA LINDTNER

INTERACT (IFIP Conference on Human-Computer Interaction)

Student Volunteer

ACM Conference on Human Factors in Computing Systems: CHI 2005, 2006, 2007

Conference on Ubiquitous Computing: Ubicomp 2007, Ubicomp 2009

Organizing Committees

Co-Organizer of the Annual Interdisciplinary Student Workshop, University of California, Irvine, May 2008.

Co-Founder and Co-Chair Organization of IGSA - Informatics Graduate Student Association, UC Irvine, 2007, 2008.

Co-Chair Organization & Funding Chair for the first Workshop for Information-School Doctoral Students, 2009.

Student volunteer Co-Chair, for the International Conference on Ubiquitous Computing, 2010

LANGUAGES

German (native)
English (fluent)
Mandarin Chinese (Intermediary)
French (Intermediary)
Latin (written)