

SILVIA LINDTNER

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SHORT BIO

Silvia Lindtner is an assistant professor at the University of Michigan in the School of Information, with a courtesy appointment in the Penny W. Stamps School of Art and Design. Lindtner's research and teaching interests include transnational networks of innovation and entrepreneurship culture, DIY (do it yourself) making and hacking, science and technology studies in China, and Internet and digital cultures. She is currently writing a book on the culture and politics of making and transnational entrepreneurship in urban China. Her research has been awarded support from the US National Science Foundation, IMLS, Intel Labs, Google Anita Borg, and the Chinese National Natural Science Foundation. Her work has appeared at ACM SIGCHI, ACM CSCW (Computer Supported Cooperative Work & Social Computing), ST&HV (Science Technology & Human Values), Games & Culture, China Information, and other venues. She is affiliated with several interdisciplinary centers and initiatives on campus including the Lieberthal-Rogel Center for Chinese Studies, the Science, Technology and Society Program, and the Michigan Interactive and Social Computing Research Groups, and directs the Tech Culture Matters Research Group. Together with Professor Anna Greenspan and David Li, Lindtner co-directs the Research Initiative Hacked Matter.

EDUCATION

Ph.D. 2012

INFORMATION & COMPUTER SCIENCES

University of California, Irvine, CA
Department of Informatics, 2006-2012
Advisor: Professor Paul Dourish
Dissertation Title: Cultivating Creative China: Making and Remaking Cities, Citizens, Work and Innovation

SILVIA LINDTNER

M.S. of Applied Science University of Hagenberg, Linz, Austria
2004 Media Technology & Design

APPOINTMENTS

08/2014 – current UNIVERSITY OF MICHIGAN
Assistant Professor
School of Information
Penny W. Stamps School of Art and Design

09/2012 – 08/2014 FUDAN UNIVERSITY, SHANGHAI & INTEL CENTER FOR
SOCIAL COMPUTING (ISTC-SOCIAL), UC IRVINE
Post-doctoral Researcher
School of Computer Science, Department of Informatics

09/2006 – 09/2012 UNIVERSITY OF CALIFORNIA, IRVINE
Doctoral student and Graduate Student Research Assistant
Department of Informatics
Advisor: Prof. Paul Dourish.

08/2008 – 12/2008 INTEL LABS
Research Intern
Portland, Oregon
Mentor: Ken Anderson

12/2004 – 08/2006 USER EXPERIENCE GROUP, SIEMENS RESEARCH
Research Assistant
Princeton, NJ and Munich, Germany

12/2003 – 07/2004 USER INTERFACE GROUP, SIEMENS CORPORATE
TECHNOLOGY
Research Intern
Munich, Germany
Mentor: Dr. Hubertus Hohl

TEACHING EXPERIENCE

Fall 2006 SOCIAL ANALYSIS OF COMPUTERIZATION
Bachelor Level, 50 students
University of California, Irvine
Reader for Dr. Charlotte Lee

SILVIA LINDTNER

Winter 2007	HUMAN COMPUTER INTERACTION bachelor level, 60 students University of California, Irvine Teaching Assistant for Professor Don Patterson
Spring 2007	HUMAN COMPUTER INTERACTIONS PROJECTS bachelor level, 40 students University of California, Irvine Teaching Assistant for Professor Don Patterson
Fall 2009	PROJECTS IN UBIQUITOUS COMPUTING bachelor & master level, 15 students University of California, Irvine Teaching Assistant for Professor Gillian Hayes
Fall 2014	ADVANCED PROJECT AND SOCIAL COMPUTING DESIGN master level, 25 students University of Michigan School of Information Instructor
Winter 2015	INTRODUCTION TO INTERACTION DESIGN Master level, 30 students University of Michigan School of Information Instructor
Winter 2016	Foundations in Science and Technology Studies (STS) Doctoral Level, 16 students University of Michigan School of Information & Department of History (LS&A) Instructor

PUBLICATIONS

Journal articles & book chapters

Lindtner, S. 2015. Hacking with Chinese Characteristics: The Promises of the Maker Movement Against Chinese Manufacturing. Sage: Journal of Science, Technology & Human Values (ST&HV), Vol. 40, No. 5, pp. 854-879.

SILVIA LINDTNER

Anna Greenspan, Silvia Lindtner and David Li. 2016. Silicon Markets: Smart Hardware from the Streets. In: Vint Cerf (ed.) *The Good Life in Asia's Digital 21st Century*, Digital Asia Hub (CC), pp. 106-109.

Lindtner, S. 2015. Hackerspaces and the Internet of Things in China: How Makers are reinventing industrial production, innovation and the self. In: Guobin Yang (ed.) "China's Contested Internet" NIAS Press (Nordic Institute of Asian Studies), Governance in Asia Series, pp. 44-74.

Lindtner, S. 2014. Hackerspaces and the Internet of Things in China: How Makers are reinventing industrial production, innovation and the self. *China Information*, Vol. 28 (2), pp.145-167.

Williams, A., Lindtner, S., Anderson, K., Dourish, P. 2013. Multi-sited Design: An Analytical Lens for Transnational HCI. *Human-Computer Interaction*, Vol. 29:1, 78-108.

Lindtner, S. and Li, D. 2012. Created in China: The Makings of China's Hackerspace 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), pp. 453 - 478.

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

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

Peer-reviewed conference papers

Lin, C. and Lindtner, S. 2016. Legitimacy, Boundary Objects & Participation in Transnational DIY Biology. To appear in Proc. of the ACM Participatory Design Conference (PDC'16), Aarhus, Denmark, August, 2016.

Lindtner, S., Bardzell, S., Bardzell, J. 2016. Reconstituting the Utopian Vision of Making: HCI After Technosolutionism. In Proc. of the ACM SIGCHI Conference on Human Factors in Computing Systems, CHI'16, pp. 1390 -

SILVIA LINDTNER

1402. **Recipient of SIGCHI best of CHI Paper Honorable Mention Award.**

Avle, S. and Lindtner, S. 2016. Design(ing) Here and There: Tech Entrepreneurs, Global Markets, and Reflexivity in Design Process. In *Proc. of the ACM SIGCHI Conference on Human Factors of Computing Systems, CHI'16*, pp. 2233- 2245.

Lindtner, S., Greenspan, A., Li, D. 2015. Designed in Shenzhen: Shanzhai manufacturing and Maker Entrepreneurs. In *Proc. of the 5th Decennial ACM SIGCHI Aarhus Conference on "Critical Alternatives," Aarhus, Denmark, Aug 17-21, 2015, Aarhus Series on Human Centered Computing, [S.l.], v.1, n.1, Oct. 2015, pp.12 - 25.*

Sun, Y., Lindtner, S., Ding, X., Lu, T., Gu, N. To appear 2015. Reliving the Past and Making a Harmonious Society Today: A study of elderly electronic hackers in China. In the *Proceedings of CSCW'15, Vancouver, Canada. Recipient of Best Paper Award.*

Lindtner, Silvia, Hertz, Garnet, and Dourish, Paul. 2014. Emerging Sites of HCI Innovation: Hackerspaces, Hardware Start-ups & Incubators, In *Proc. of the ACM SIGCHI Conference on Human Factors in Computing Systems CHI'14 (Toronto, Canada)*, pp.439-448. **Recipient of the SIGCHI Best of CHI Paper Award.**

Ames, M., Bardzell, J., Bardzell, S., Lindtner, S., Mellis, D., Rosner, D. 2014. Making Cultures: Empowerment, Participation, and Democracy – or Not? *Extended Abstracts of the ACM SIGCHI Conference on Human Factors in Computing Systems CHI'14 (Toronto, Canada)*, pp. 1087-1092.

Sun, Y., Ding, X., Lindtner, S., Lu, T., Gu, N. 2014. Being senior and ICT: a study of seniors using ICT in China. *Proceedings of the 32nd annual ACM conference on Human factors in computing systems (CHI'14), Toronto, Canada*, pp. 3933-3942.

Tengfei Liu, Xianghua Ding, Silvia Lindtner, Tun Lu, Ning Gu. 2013. The Collective Infrastructural Work of Electricity: Exploring Feedback in a Prepay University Dorm in China. *The ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp'13), Zurich, Switzerland*, pp. 295-304.

Lindtner, S., Anderson, K., Dourish, P. 2012. Cultural Appropriation: Information Technologies as Sites of Transnational Imagination. *Proc. of the ACM Conference on Computer Supported Collaborative Work, (Seattle, WA)*, pp.77-86.

SILVIA LINDTNER

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., and Wang, Y. 2009. Situating Productive Play: Online Gaming Practices and Guanxi in China. *Proc. IFIP Conf. Human-Computer Interaction INTERACT 2009 (Stockholm, Sweden)*, Lecture Notes in Computer Science LNCS 5736, pp. 328-341.

Lindtner, S., Nardi, B., Wang, Y., Mainwaring, S., Jing, H., Liang, W. 2008. A Hybrid Cultural Ecology: World of Warcraft in China. *Proc. of ACM Conference on Computer Supported Collaborative Work*, November 2008, San Diego, California, USA, pp. 371-382.

Lindtner, S. and Nardi, B. 2008. Venice, California and World of Warcraft: Persistence and Ephemerality in Playful Spaces. *Proc. of the 41st Annual Hawaii International Conference on System Sciences (HICSS 2008)*, pp. 151.

Lin, J., Mamykina, L., Lindtner, S., Delajoux, G., Strubs, H. 2006. Fish'n'Steps: encouraging physical activity with an Interactive Computer Game. *Proc. of the International Conference on Ubiquitous Computing (UbiComp 2006), (Irvine, CA), LNCS 4206, Springer*, pp. 261-278.

Edited Volumes

Shklovski, I., Vertesi, J., Lindtner, S. 2013. Introduction to Special Issue on Transnational HCI. *Human-Computer Interaction*, 29 (1), pp. 1-21. In collaboration with Lucy Suchman.

Peer Reviewed Short Papers

Jeffrey Bardzell, Shaowen Bardzell, Lilly Irani, Silvia Lindtner, Kaiton Williams, John Zimmerman. 2016. Boundary Troubles: Here, There, Design, Make, Research. Extended Abstracts of the ACM SIGCHI Conference on Human Factors in Computing Systems CHI'16 (San Jose, California), pp. 1051-1056.

Fuchsberger, V., Murer, M., Tscheligi, M., Lindtner, S., Bardzell, S., Bardzell, J., Reiter, A., and Bjorn, P. 2016. Fabrication & HCI: Hobbyist Making, Industrial Production, and Beyond. Extended Abstracts of the ACM SIGCHI Conference on Human Factors in Computing Systems CHI'16 (San Jose, California), pp. 3550 – 3557.

SILVIA LINDTNER

Ames, M, Bardzell, J., Bardzell, S., Lindtner, S., Mellis, D. 2014. Making Cultures: Empowerment, Participation, Democracy – or Not? Extended Abstracts of the ACM SIGCHI Conference on Human Factors in Computing Systems CHI'14 (Toronto, Canada), pp. 1087-1092.

Vertesi, J., Lindtner, S., and Shklovski, I. 2011. Transnational HCI: humans, computers, and interactions in transnational contexts. *Extended abstracts of the International Conference on Human Factors in Computing Systems (CHI 2011)*, Vancouver, Canada, pp. 61-64.

Shklovski, I., Lindtner, S., Vertesi, J., and Dourish, P. 2010. Transnational Times: Locality, Globality and Mobility in Technology Design and Use. *Proc. of the ACM International Conference on Ubiquitous Computing – Adjunct (UbiComp 2010)*, Copenhagen, Denmark, 2010, pp. 515-518.

Lindtner, S. 2009. Cultivating Cool: Online and Mixed reality Gaming in China. In Proceedings of the 2009 iConference Posters. Recipient of Best Poster Award.

Lindtner, S. 2009. Socio-technical Distinction Work at Play in China. Presented at the Doctoral Colloquium of the European Conference on Computer Supported Cooperative Work (ECSCW'09), 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.

Invited Talks, Paper Presentations & Conference Panels

Invited Talk, May 5, 2016, Department of Communication, University of Washington, 2015/16 Colloquium Series.
<http://www.com.washington.edu/lectures/>

Invited Lecture, April 19, 2016, Princeton University, CITP Lecture Series, co-hosted by the Center for Information Technology Policy (CITP), Center on Contemporary China and the Ethnography Workshop.
<https://citp.princeton.edu/event/lindtner/>

SILVIA LINDTNER

Invited Speaker, March 11, 2016, India China Institute, The New School, Conference on “Spatial Politics of Work”

Invited Lecture: Lindtner, S. 2015. Making with Chinese Characteristics. At the Shenzhen Industrial Design Faire, November 27-December 2, 2014, Shenzhen, China.

Paper-based talk: Lindtner, S. 2015. Reliving the Past and Making a Harmonious Society Today: A study of elderly electronic hackers in China. Conference on Computer-Supported Cooperative Work and Social Computing (CSCW), March 14-18, 2015, Vancouver, Canada.

Paper-based talk: Lindtner, S. 2014. Lindtner, S. 2014. Hacking with Chinese Characteristics. At the Conference on Garages, Kitchens & Hackerspaces, September 26-27, 2014, St. Petersburg, Russia.

Journal-article-based talk: Lindtner, S. Multi-sited Design: An Analytical Lens for Transnational HCI. Conference on Human Factors in Computing Systems, April 18-25, 2015, Seoul, Korea.

Panel Co-organizer and Speaker: Lindtner, S. 2014. Provocation: Open Source is just a Cool Label for Free Labor. Panel on “Making Cultures: Empowerment, Participation, Democracy – or Not?” at the ACM SIGCHI Conference on Human Factors in Computing Systems CHI'14 (Toronto, Canada).

Invited Talk: Lindtner, S. 2015. Hacking with Chinese Characteristics: The Making of a Powerful Vision of Change. At the “In the Loop” - the IIT Institute of Design's lecture series on design, innovation, and entrepreneurship.

Invited Talk: Lindtner, S. 2015. Hacking with Chinese Characteristics: The Making of a Powerful Vision of Change. At the Lieberthal-Rogel Center for Chinese Studies, University of Michigan, Feb. 10, 2015.

Invited Talk: Lindtner, S. 2015 Hacking with Chinese Characteristics: The Making of a Powerful Vision of Change. At the IxD Lab, IT University, Copenhagen, Denmark.

Panel co-organizer and speaker: Lindtner, S. and Ames, M. 2015. 10 years of Alt.CHI: Reflections and Outlook. At the ACM SIGCHI Conference on Human Factors in Computing Systems CHI'15 (Seoul, Korea).

Invited Talk: Lindtner, S. Shanzhai 山寨: We make IoT not Art. At the ISTC-Social (Intel Science and Technology Center for Social Computing) Hall hands, April, 2014.

SILVIA LINDTNER

Panel Co-Organizer and Presenter: Lindtner, S. and Fontichiaro, K. 2014. Making Hacked: Labor, Free Culture and Citizen Science. November 20, UMSI panel following the JSB Symposium with Cory Doctorow. Panelists: Cory Doctorow, Irina Aristarkhova, Matt Kenyon, Silvia Lindtner, Kristin Fontichiaro.

Invited Talk: Lindtner, S. Made with China: Making, Shanzhai & Manufacturing. FH JOANNEUM, ESC Graz, Austria, January 22, 2014.

Invited Talk: Lindtner, S. From Idea to Product: Shanzhai & Maker Entrepreneurs. Intel New Devices Group, May 21, 2015

Paper-based Talk: Lindtner, S. 2014. Who are the Producers of the Chinese Internet? A report from the Field. In Proceedings of CIRC (Chinese Internet Research Conference), 19-21 June, 2014, Hong Kong.

Paper-based Talk: Lindtner, S. 2014. Who are the Producers of the Chinese Internet? A report from the field. At the 12th Chinese Internet Research Conference (CIRC12), Hong Kong.

Panel Co-organizer and Speaker: Lindtner, S. 2014. Provocation: Open Source is just a Cool Label for Free Labor. Panel on "Making Cultures: Empowerment, Participation, Democracy – or Not?" at the *ACM SIGCHI Conference on Human Factors in Computing Systems CHI'14 (Toronto, Canada)*.

Invited Session Speaker: Lindtner, S. 2014. Made with China: Hackers, Makers & Manufacturers. *SXSW 2014, SXSW Interactive, Austin, Texas*.

Invited Speaker: Lindtner, S. 2013. Emerging Sites of Innovation: Hackerspaces, Hardware Start-ups & Chinese Manufacturers. *USC Annenberg Crunch Series*, Fall 2013.

Invited Talk: Lindtner, S. 2013. Make with China. *DOIT Festival Taipei, October 2013*, Winter 2013.

Invited Guest Lecture: Lindtner, S. 2013. Parasitic Alliances. National University of Singapore, Winter 2013.

Paper-based Talk: Lindtner, S. 2013. From Hobby to Profession: When DIY Makers collaborate with Chinese Manufacturers. *Panel on "Design and Digital Fabrication," organized by Laura Forlano, AAA Annual Meeting of the American Anthropological Association, Chicago, IL, Nov 20, 2013.*

Co-organizer of panel series: Lindtner, S., Forlano, L., DiSalvo, C. 2013. *"From DIY Craft to Science and Technology Work: The Remaking of*

SILVIA LINDTNER

Hacker and Maker Culture." *Annual Meeting of the Society for Social Studies of Science (4S 2013)*, San Diego, CA, October, 2013.

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

Paper Presentation: Lindtner, S. 2012. Cultivating Creativity. Making Cities, Citizens and Platforms in Shanghai. At the *10th Chinese Internet Research Conference (CIRC10)*, 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, China, 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 (AAA 2011)*, 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 on "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.

Paper-based Talk: Lindtner, S., 2011. Transnational Makings of Internet Counterculture, Open Sharing and Alternate Worlds in Shanghai, China. *Conference on "Growing up and growing old in Shanghai, Delhi and Tokyo. Intergenerational stories from Asia's global cities,"* 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 2011)*, March 31 – April 3, 2011, Honolulu, Hawaii.

Invited Speaker: Lindtner, S. 2011. 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*

SILVIA LINDTNER

Diplomatic Academy Vienna and the American Austrian Foundation, March 23 – 35, 2011, Vienna, Austria.

Paper-based talk: Lindtner, S., 2011. 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 2011)*, March 3-5, 2011, Long Beach, CA, USA.

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

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

Paper-based talk: Lindtner, S., 2009. Gaming Codes in China: Cultivating Cool and Socio-technical Distinction Work. *Annual Meeting of the Society for Social Studies of Science (4S 2009)*, as part of the *Panel on "What is Code? What is Coding? Emerging STS approaches in studying computer code" (organized by Stephane Couture and Marisa Cohn)*, at the October 28 – 31, Washington, DC, USA.

Position Papers

Lindtner, S. 2010. The Politics of Design-Use Relations in Transnational Configurations: 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 (UbiComp 2010)*, Copenhagen, Denmark.

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

SILVIA LINDTNER

the workshop "crowd computing," held at *the International Conference on Human Factors in Computing Systems (CHI 2009)*, 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 2008)*, 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. *Proc. of International Conference on Human Factors in Computing Systems (CHI 2008)*, Research Landscapes.

Lindtner, S., 2008. Educational Games and Mixed Realities: What I learned from Chinese Online Game Players, *HCIC Boaster*, 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 2007)*, San Jose, CA, April, 2007.

AWARDS

NSF CHS award (#1513596), 2015-2019, From Hobby to Socio-economic driver: Innovation Pathways to Professional Making in Asia and the American Midwest, PI: Lindtner, Co-PIs: Jeff and Shaowen Bardzell, \$1,199,450

NSF IIS HCC award (#1321065), 2013-2016, "How Do-it-yourself makers reinvent production, labor, and innovation." PI: Lindtner \$500,000

IMLS award, 2015-2018, "Making in Michigan Libraries", PI: Fontichiaro, Co-PI: Lindtner, \$499,441

University of Michigan – Fudan University Collaborative Grant, 2014-current, "Hobbyist and Professional Maker Cultures in Urban China" Impact on sustainable living, labor, and innovation", PI: Lindtner, Co-PI: Xianghua Ding, \$10,000

SIGCHI Best of CHI Paper Honorable Mention Award, 2016: Lindtner, S., Bardzell, S., Bardzell, J. 2016. Reconstituting the Utopian Vision of Making:

SILVIA LINDTNER

HCI After Technosolutionism. In Proc. of the ACM SIGCHI Conference on Human Factors in Computing Systems, CHI'16, pp. 1390 - 1402.

Best Paper Award CSCW 2015: Sun, Y., Lindtner, S., Ding, X., Lu, T., Gu, N. 2015. Reliving the Past and Making a Harmonious Society Today: A study of elderly electronic hackers in China. In the Proceedings of CSCW'15, Vancouver, Canada.

SIGCHI Best of CHI Paper Award, 2014: Lindtner, Silvia, Hertz, Garnet, and Dourish, Paul. 2014. Emerging Sites of HCI Innovation: Hackerspaces, Hardware Start-ups & Incubators, In *Proc. of the ACM SIGCHI Conference on Human Factors in Computing Systems CHI'14 (Toronto, Canada)*, pp.439-448.

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," Diplomatic 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

CONFERENCE & WORKSHOP ORGANIZATION

Silvia Lindtner, Shaowen Bardzell, Jeffrey Bardzell, Denisa Kera. 2016. Innovation, Economic Driver, Disruption: Utopias and Critiques of Making and Hacking. Track at the 4S/EASST 2016 conference: Science and Technology by other means, August, 2016, Barcelona, Spain.

Co-organizer: Fuchsberger, V., Murer, M., Tscheligi, M., Lindtner, S., Bardzell, S., Bardzell, J., Reiter, A., and Bjorn, P. 2016. Fabrication & HCI: Hobbyist Making, Industrial Production, and Beyond. Workshop at the ACM SIGCHI Conference on Human Factors in Computing Systems

SILVIA LINDTNER

CHI'16 (San Jose, California).
http://hci.sbg.ac.at/CHI2016_fabrication

Verena Fuchsberger, Martin Murer, Manfred Tscheligi, Silvia Lindtner. September 28 – 30, 2015. The Future of Fabrication. Conference at the Center for Human-Computer Interaction, University of Salzburg.
<https://hci.sbg.ac.at/expert-discussion-the-future-of-fabrication/>

Silvia Lindtner, Marisa Cohn, Lucian Leahu, Hrönn Brynjarsdottir Holmer, Carl DiSalvo. 2015. Shifting Borderlands of Technoscience: Tracing Trajectories of Critical Practice, Workshop at the 5th Decennial Aarhus Conference, Aug 17, 2015, Aarhus, Denmark.
<https://tracingcriticalpractice2015.wordpress.com>

Verena Fuchsberger, Martin Murer, Manfred Tscheligi, Silvia Lindtner, Andreas Reiter, Shaowen Bardzell, Jeffrey Bardzell, Pernille Bjorn. 2015. The Future of Making: Where Industrial and Personal Fabrication Meet, Workshop at the 5th Decennial Aarhus Conference, Aug 18, 2015, Aarhus, Denmark, <https://projects.hci.sbg.ac.at/fabrication2015/organizers/>

Silvia Lindtner, Anna Greenspan and David Li. 2014. Hacked Matter Conference (HMC 2014) on “Encountering the Future,” Shenzhen, China, April 6-8, 2014, Workshop in partnership with the IFTF (Institute for the Future) and the Shenzhen Maker Faire. In part supported by the National Science Foundation (NSF) (under award #1321065), ISTC-Social and Intel. www.hackedmatter.com/workshop-3

Silvia Lindtner, Anna Greenspan and David Li. 2014. Hacked Matter Workshop on “Making the Machines of Tomorrow,” Shanghai, China, October 18-21, 2014. In part supported by ISTC-Social, Intel, KIC, NYU Shanghai, DF Robot, Seeed Studio, DFRobot, and Transist. www.hackedmatter.com/workshop-2

Silvia Lindtner and Anna Greenspan. 2013. Hacked Matter Workshop on “Shanzhai 山寨 and DIY maker culture in China,” Shanghai & Shenzhen, April 6-8, 2013. In partnership with Shanghai Studies Society and XinCheJian. With Sponsorship from the Rockbund Contemporary Art Museum, NYU Shanghai, ISTC-Social, and XinCheJian. Weblink: www.hackedmatter.com/workshop-1

Silvia Lindtner and Garnet Hertz. 2013. Zine Making Workshop at the New York Hackerspace NYC Resistor. December 2013. In part supported by the National Science Foundation (NSF) (under award #1321065) and ISTC-Social.

SILVIA LINDTNER

Garnet Hertz and Silvia Lindtner, 2012. Toyhacking workshop, Maker Carnival 创客嘉年华, Beijing, April 29 – May 1, 2012
Weblink: <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). Supported by the Center for Global Communication Studies, Annenberg School of Communication, University of Pennsylvania. <http://www.transfabric.org>

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

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SERVICE ACTIVITIES

Peer Review

MIT Press

Springer

Journal of Asian Studies

Journal of Critical Studies of Peer Production

Games and Culture Journal

ST&HV (Journal of Science, Technology & Human Values)

CHI (ACM Conference on Human Factors in Computing Systems)

CSCW (ACM Conference on Computer-Supported Cooperative Work)

SILVIA LINDTNER

UBICOMP (ACM Conference on Ubiquitous Computing)

GROUP (ACM Conference on Supporting Groupwork)

DIS (ACM Conference on Designing Interactive Systems)

PDC (Participatory Design Conference)

INTERACT (IFIP Conference on Human-Computer Interaction)

Organizing Committees

Program Committee Member COOP 2016

Program Committee Member GROUP 2016

Program Committee Member CSCW 2016

Chair PDC Interactive Exhibitions 2016

Chair Alt.CHI 2015, 2016

Program Committee Member Aarhus Conference 2015

Program Committee Member ACM CHI 2014

Member Steering Committee, University of Michigan Science, Technology, and Society Program 2015/16

Director Tech.Culture.Matters, Research Group, University of Michigan, 2015-today

Co-founder Hacked Matter, Research Initiative, 2012-today
(www.hackedmatter.com)

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

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

LANGUAGES

German (native)

English (fluent)

SILVIA LINDTNER

Mandarin Chinese (Intermediary)
French (Intermediary)
Latin (written)