Methods, Theories and Taking Action Through Gender and Feminisms in Human-Computer Interactions
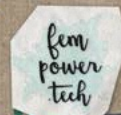
Who organised the events?

Prof Claude Draude

Claude is professor at Faculty of Electrical Engineering/Computer Science, and adjunct professor at the Faculty of Social Sciences at the University of Kassel, Germany. She leads the research group Gender/Diversity in Informatics Systems (GeDIS https://www.uni-kassel.de/eecs/en/gedis/home) and is on the director's board of the Research Center for Information System Design (ITeG https://www.uni-kassel.de/forschung/en/iteg/home). She works with approaches from intersectional feminist STS, critical theory, new materialism, arts and design in computing.

Nana Kesewaa Dankwa

Nana Kesewaa Dankwa is currently a PhD candidate in Computer Science at the University of Kassel. She holds a Master of Science in Computer Science and Media from the Bauhaus University in Weimar, Germany and a Master of Science in Information Technology from the Sikkim Manipal University in India. Her undergraduate studies in Ghana was in Mathematics and Computer Science. Her research interests are in Human Computer Interaction, Socially Responsible Computing and Critical Design approaches. She is currently working on the INTeGER project and has major interests in exploring participatory approaches that empower users and tackles the embodiment of oppression and marginalization in tech. She is also interested in race and culture and how these are translated during tech design and development. Her current work with elderly women living alone explores new perspectives and opportunities for the design of smart home technology.

Dr Angelika Strohmayer

Dr. Angelika Strohmayer is a senior lecturer and co-director of the newly established Design Feminisms Research Group at Northumbria University's School of Design. Her collaborative in-the-world work sits at the intersection of technologies, craft, safety, social justice, and feminisms - contributing to theoretical conversations through applied research methods. She is dedicated to the inclusion of under- and mis-represented people in research, design, and academia, and proactively works towards equity, diversity, and inclusion. Some of this is shown through her work as a founding member of fempower.tech, an international technology research collective, and her co-editing of the 'Meaningful Design Processes' Forum in the ACM Interactions Magazine. In all that she does, Angelika tries to work across boundaries, bringing together disparate groups to engage in endeavours that support personal wellbeing, counteracting community traumas, and engaging in public advocacy to move towards more socially just worlds.

Dr Rosanna Bellini

Dr. Rosanna Bellini is researching how we built moral responsibility into digital tools that encourage perpetrators of domestic violence to desist from abusive behaviours. Her work frequently crosses into other digital service delivery in sensitive spaces including sexual violence, bullying and harassment, drug and alcohol rehabilitation, particularly within the third and voluntary sector. She is also interested in how employee-generated data, such as complaints or reports, can be used to inform safer and healthier workplace policies, practices and training.

What is this, really?

This a booklet that documents the learnings from a series of events that took place in September 2021, online and in-person at the University of Kassel, in Germany. This series of events, entitled 'Methods, Theories and Taking Action Through Gender and Feminisms in Human-Computer Interaction' was hosted in collaboration between Gender/Diversity in Informatics Systems (GeDIS) group at the University of Kassel, Germany, and fempower.tech in Newcastle, UK.

To reflect on this overseas collaboration, this document has been typeset using the typefaces Magnet, by Inga Plönnigs, and Manofa, by Mariya V. Pigoulevskaya. Two fantastic type designers, based in Germany and Newcastle, England, accordingly.
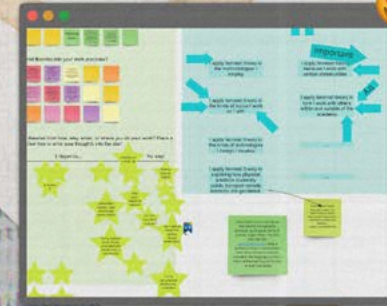
In an effort to bring together humans and the machines, analogue and digital methods, chaos and (a bit of) order - the design of this booklet takes inspiration from the collage and zine aesthetics that played such a crucial role in feminist movements throughout history, and combines them with screenshots, emojis, and other ubiquitous elements from our digital worlds.

In line with great Data Feminism principles around the visibility of labour and transparency around decision making, throughout this document you will find brief notes from the designer, Maria Munguambe, on her thinking and how it informed certain design choices.

We hope this booklet will be great for revisiting some topics covered during the events, as well as a reminder of the supportive community that is out there and the importance of our never ending feminist work.

Event 1

8th September 2021

X

EMPOWERMENT

DIVERSITY

SOCIAL JUSTICE

IDENTITY

Defining Feminist And Gender HCI

AGENCY

EQUITY

FULFILMENT

I apply feminist theory in the kinds of topics I work on/with

I apply feminist theory in the methodologies I employ

I apply feminist theory because I work with certain communities

CHAIRED BY: ANGELIKA STROHMAYER

14.30-14.45: Welcome, Introductions
14.45-15.00: Opening notes - Alexandra To
15.00-15.15: Q&A
15.15-16.15: Roundtable 1 - Theories
— break —
16.45-17.45: Roundtable 2 - Applications
17.45-18.00: Closing and next steps

VolkswagenStiftung

fem power tech

DFRG
Design Feminisms Research Group

This is a space for your thoughs and ideas. A space for your questions, the answers to those questions, and all the new questions that will inevitably follow. So write them down. Scribble them away.

Who spoke at this event?

Alexandra To is an Assistant Professor at Northeastern University jointly appointed in the Art + Design (Games) department in the College of Art, Media, and Design and the Khoury College of Computer Science. Alexandra is an HCI researcher, racial justice activist, critical race scholar, and game designer. Her core research interests are in studying and designing social technologies to empower people in marginalized contexts. She uses qualitative methods to gather counterstories and participatory methods to design for the future. She has designed award-winning transformational games, received multiple ACM Best Paper awards, and published at CHI, UIST, CSCW, CHI Play, ToDiGRA, and DIS.

Alexandra To

Sara Morais dos Santos
Experimental Inhabitations

Goda Klumbyte
Feminist perspectives on machine learning systems design

Kathy New
An ecofeminist approach to HCI

Claude Draude
Methods, Theories and Taking Action through Feminisms and Gender in HCI

Oliver Bates
Reflecting on feminism, equality and justice in last mile logistics and the gig-economy

Astrid Weiss
Can robots even be gender-neutral?

Sandra Buchmüller
How to design for more-than-human-worlds? A feminist posthumanist reflection on design as ethico-onto-epistemological research and practice

Ingrid Brudvig
Feminist Digital Anthropology: Designing for Digital Equality

Anna Croon, Karin Danielsson, Christina Mörtberg
Inclusive Innovation – Participatory Approaches to Digital Innovation

Shana Danielle MacDonald, Brianna Wiens Ivy
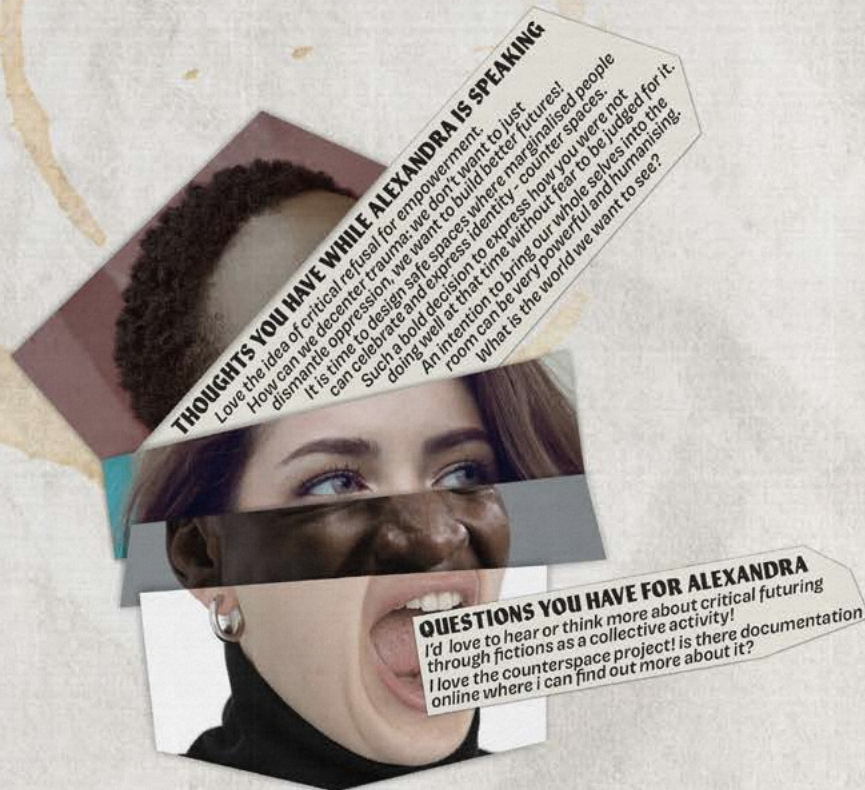*From Influencer to Amplifier: @aesthetic.resistance as Feminist IG Hack*

Rosanna Bellini
Mapping the Margins: Navigating the Ecologies of Domestic Violence Service Provision

HRI LOGISTICS THEORY WORK PRO FEMINISM ENVIRONMENTALISM

The word cloud above, similarly to the other ones you will find across this booklet, should give you an overall look into the topics covered in each event.
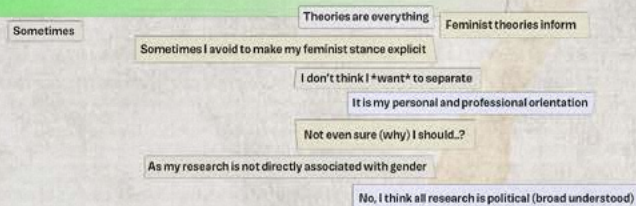
Opening Notes + Roundtables:

THOUGHTS YOU HAVE WHILE ALEXANDRA IS SPEAKING

Love the idea of critical refusal for empowerment.

How can we decenter trauma: we don't want to just dismantle oppression, we want to build better futures!

It is time to design safe spaces where marginalised people can celebrate and express identity - counter spaces.

Such a bold decision to express how you were not doing well at that time without fear to be judged for it.

An intention to bring our whole selves into the room can be very powerful and humanising.

What is the world we want to see?

QUESTIONS YOU HAVE FOR ALEXANDRA

I'd love to hear or think more about critical futuring through fictions as a collective activity!

I love the counterspace project! is there documentation online where i can find out more about it?

CAN YOU SEPARATE FEMINIST THEORIES FROM HOW, WHY, WHEN OR WHERE YOU DO YOUR WORK?

of course! ——————— it depends... ——————— no way!

Sometimes

Theories are everything | Feminist theories inform

Sometimes I avoid to make my feminist stance explicit

I don't think I *want* to separate

It is my personal and professional orientation

Not even sure (why) I should..?

As my research is not directly associated with gender

No, I think all research is political (broad understood)

WHAT ARE SOME OF THE BARRIERS AND OPPORTUNITIES FOR INTEGRATING FEMINIST THEORIES INTO HCI PRACTICES?

The assumption that we are isolated, individual(ist) thinkers.

The extended listening filters in HCI ("objectivity") sometimes prevents us from even listening.

Not enough funding compared to other commercial pro-efficiency/productivity projects.

Even if necessity is seen, people lack overview and understanding.

Still technology is seen as neutral. So, the idea of if it's not broken don't fix it applies.

Others do not see the necessity.

Rigid research questions and supervisors.

Collective action. | Avoid/minimize othering.

Discussing biases. | Context-based findings.

Values and goals between scientific disciplines (gender studies VS engeenering/computer science; social justice VS economic growth.

Collective knowledge informing algorithmic knowledge production.

Co-creation of knowledges (definitely plural) and of critiques on knowledges.

Improving representation in research data/findings.

Generating more alternatives (Anna Croon) and more futures (Alexandra To).

HOW DO YOU INTEGRATE FEMINIST THEORIES INTO YOUR WORK PRACTICES?

By trying to let them orient my research in terms of its methods, ethics and topics - especially the focus on power.

Trying to consider gender and other aspects when applying for research grants, working on projects.

Embodiment, situatedness , partiality are central feminist concepts that guide responsible knowledge production.

Promoting participation of underserved marginalized communities. I also started self disclosing while publishing. Valuing situated knowledge and embodiment.

Ask the "who" questions, especially in domains that tend to make humans less visible than depersonalized processes.
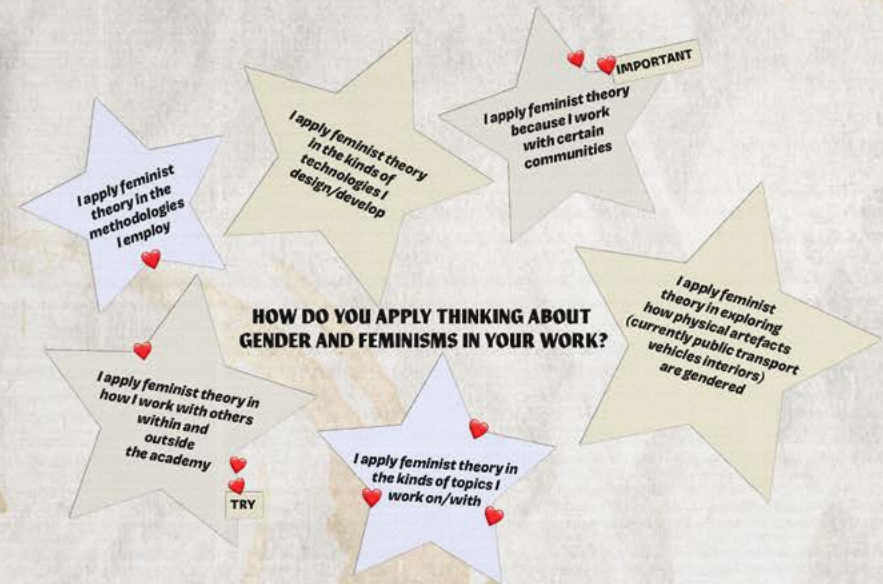
Lorde's theory of difference (interpersonal and internal) as a contributor to discomfort -> insight -> change

Considering gender an identity when developing recruitment/participation strategies (eg: when you run a study, how you financially cover the costs of participation such as child care and travel)

Work with ways to transfer the understanding to others. Can tools and materials and methods be used as ways to enable a mutual language and another way to view "things" contexts and designs (inspired by PD)

Examining historical, political, social contexts leading to people's decisions.

HOW DO YOU APPLY THINKING ABOUT GENDER AND FEMINISMS IN YOUR WORK?

I apply feminist theory in the methodologies I employ

I apply feminist theory in the kinds of technologies I design/develop

I apply feminist theory because I work with certain communities — IMPORTANT

I apply feminist theory in exploring how physical artefacts (currently public transport vehicles interiors) are gendered

I apply feminist theory in how I work with others within and outside the academy — TRY

I apply feminist theory in the kinds of topics I work on/with

Event 2

15th September 2021

INTERSECTIONALITY

RADICAL HONESTY

PARTICIPATION

WORK IN PROGRESS

Ways Of Practice In Feminist And Gender HCI

I want to celebrate the influence of feminism on my work, explicitly instead of hiding it or not mentioning it

I have learnt other researchers/ practitioners struggle with the same issues I do

Feminisms are often works in progress, and I need to learn, to embrace that more

PLURALISM

CHAIRED BY: NANA KESEWAA DANKWA

14.30 - 14.45: Welcome, Introductions
14.45 - 15.00: Opening notes - Margaret Burnett
15.00 - 15.15: Reflections and discussions
15.15 - 16.15: Breakout roundtables
— break —
16.45 - 17.45: Synthesising roundtables
17.45 - 18.00: Closing and next steps

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Design Feminisms Research Group

This is a space for your thoughts and ideas. A space for your questions, the answers to those questions, and all the new questions that will inevitably follow. So write them down. Scribble them away.

Who spoke at this event?

Margaret Burnett is an OSU Distinguished Professor at Oregon State University. She began her career in industry, where she was the first woman software developer ever hired at Procter & Gamble Ivorydale. A few degrees and start-ups later, she joined academia, with a research focus on people who are engaged in some form of software development. She was the principal architect of the Forms/3 and FAR visual programming languages, and co-founded the area of end-user software engineering, which aims to improve software for computer users that are not trained in programming. She pioneered the use of information foraging theory in the domain of software debugging, and leads the team that created GenderMag, a software inspection process that uncovers gender inclusiveness issues in software from spreadsheets to programming environments. Burnett is an ACM Fellow, a member of the ACM CHI Academy, and an award-winning mentor. She currently serves on three editorial boards, and has served in over 50 conference organization and program committee roles. She is also on the Academic Alliance Advisory Board of the National Center for Women In Technology (NCWIT).

Margaret Burnett

Kristin Allukian

HCI, Feminist Data Visualization, and the Suffrage Postcard Project

Martina Schuß

Shared Automated Vehicles (SAVs): Using Feminist Methods for Inclusive Designs

Stine Eckert

Hitting back with solidarity in a vacuum of institutional support: Theorizing resources for victims of online harassment

Pricila Castelini

How to question the development and use of technologies in a feminist bias in HCI?

Christina Bremer

The Value of Making Feminist Design Visible

Mascha Beuthel

The Body as an Active Participator

Christine Wanjiru Mburu

Empowering Mothers' of Preterm Infants Through Co-Design Approach

Christine Wanjiru Mburu

Empowering Mothers' of Preterm Infants Through Co-Design Approach

Karoline Busse

The Feminist Roots of Usable Security and Privacy

Amber Frid-Jimenez, Jessica Carson

Designing Participedia: A collaborative research platform

Anna Lena Fehlhaber, Harjot Kaur, Nicolas Alexander Huaman Groschopf

'After finishing the gender discussion': The lack of gender diversity in the Usability Research participant pool

FEMINIST HCI CASE STUDY GENDER MARGINALIZED GROUPS PRACTICE TEACHING WEB TOOL PRETERM HEALTH USABLE CO DESIGN PRIVACY & SECURITY FEMINISM

Opening Notes + Breakout Groups:

THOUGHTS YOU HAVE WHILE MARGARET IS SPEAKING

The small pink laptop from Dell was gone within 20 minutes!! pre-twitter!
My problem with these sparkling pink things is that, as a feminist, but as
I totally see why "for her" things are wrong on so many levels, but as
a person who loves pink, I do want power tools in pink!
That's why we use a debugging approach. If an "inclusivity bug"
is taken down, it makes the software more 'inclusive for everyone.
Theory tells us not just "what should happen" but "why"
"Shrink it and pink it" is a brilliant phrase to remember.
Nobody is "typical" Cognitive tax!! 5 Facets!
Can something be inclusive for everyone?

QUESTIONS YOU HAVE FOR MARGARET

How do you get people to discuss bias without putting people on the defensive?
Thank you for your great talk! I'd like to talk about my usual discomforts
with personas, which is:what is the basis for the persona? How much of
our *own* assumptions do we (unconsciously) put into our personas,
and do our assumptions then limit the inclusion bugs that we can discern?

Bringing together a variety of faces and an array of ideas, the collage above aims to reflect on the importance of giving a stage to diverse voices, and creating a safe space to share our (often explosive) thoughts while learning from one another.

Sometimes the members of a community are willing to contribute, but don't want to participate in co-governance of a project

Working on bigger picture changes

For me this is exactly a challenge: to combine operational with critical!

Explain why it is needed to integrate a feminist stand-point. It's kind of a constant struggle still.

"I'm a user, so I understand users' needs without your research" :-(

Making intersectional gender research operational in HCI without losing the critical background

Mainstream feminism can be incompatible with the marginalized groups we work with

Guidelines for online architectures (as they exist for physical architecture)

Barriers to remuneration for costs (eg: childcare, travel to participation)

Can we do community engagement without feminisms and can we do feminisms without community engagement

Struggling to recruit representative user groups

Understanding how to include gender in the studies. In some situations gender seems very relevant but other it is used to discriminate or explain differences that are not necessarily real

People's misconception of what feminism is

Labels of what is or isn't a feminist issue can be limiting

WHAT CHALLENGES HAVE YOU FACED WHEN PUTTING INTO PRACTICE FEMINIST AND GENDER-RELATED THOUGHTS IN HCI RESEARCH?

Building awareness that is necessary in the first place

The very word "feminist" in my context could have a negative nuance associated and be received with reluctance

What if the research question isn't important enough for the community with whom we're working?

A lack of confidence around applying theory from outside of computing - not knowing how to apply theory in practice

There's a lot of gatekeeping around gender-related work. Not only do those outside our community tend to reject more often, but also those INSIDE reject because they decide it got some aspect of a feminism wrong. So, it's very hard to publish, and part of it is difficulties we are raising for ourselves.

Someone raised the point of what a DESIGNER can do. Here's a catalogue of examples fixes to "inclusivity bugs", organized by facet (cognitive style) and by application area: http://gendermag.org/dc/

Recruit more diversely

A work in progress

Change is hard, things are done like they always were done

Decolonizing practices, methods, knowledges

Writing about it properly! But here's a great resource that helps with this: https://www.morgan-klaus.com/gender-guidelines.html

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Publishing our work helps with people acknowledging the importance of feminist HCI!

A need to challenge the rhythms normalised in design of apps for work that are further marginalising groups of people when they should be empowering

Radical Honesty

Reminds me of Sarah Ahmed's writing in "Living a feminist life"

Counter to usability - we can make the invisible visible

Always with the context in mind. All data are local

More diverse tech teams would be great!

I have learned more about myself and why I want to be a researcher

WHAT HAVE YOU LEARNT FROM YOUR PROJECTS ABOUT WHAT A MORE FEMINIST AND GENDER-INCLUSIVE FUTURE COULD LOOK LIKE FOR HCI?

It's a lot more work to deliver a feminist piece of work than people realise

Do not always prioritise the most original/creative idea by participants. Prioritise what is useful

Non-binary and gender fluid can influence a lot how HCI will look like in the future

Others sometimes do not see the issues we see

When you start to notice issues you can't stop seeing them - but not everybody sees these issues

Imagining and designing inclusive futures helps these futures come into existence

There are a lot of barriers and biases around the world and future of work that can be overcome through smaller scale organisations that are democratic and have flat hierarchies

Think about a range of different "methods" in a way that goes beyond data extraction

Consolidating the learning:

I learned I'm not alone with struggles and challenges ❤️

Feminist research is about serving a feminist goal not necessarily naming it as feminist work ❤️❤️

How can we be inclusive in our feminist communities while also pushing forward theories without gatekeeping? ❤️

Learned how different research groups approach the topic of feminist HCI

I'd like to learn more about "radical honesty"

Space for open dialogue should be enabled

I want to celebrate the influence of feminism on my work, explicitly instead of hiding it or not mentioning it 👌🤙❤️🔥

I have started to shout it from the rooftops and I am SO glad for that ❤️❤️❤️

I got a glimpse of the broad range of assumptions (biases) underlying design

When struggling with the question: Is this a feminist issue? I will now ask myself instead: Is the goal you are aiming for a feminist goal? (inspired by Rosie) ❤️❤️

Bardzell's transformative 2010 paper has been invoked several times today for a kind of default individualist feminism, but I think she also wrote about feminism-with (e.g., with others, with communities, as configurations of solitarities?

I think this is so interesting - I have been very critical of this work in the past, but I come back to it often, and it always fulfils a different, useful purpose. Even if not perfect - it is so valuable.

Of course, we have all learned a lot since 2010. That statement is definitely true of Bardzell. As well as the rest of us. ❤️

I have learnt other researchers/ practitioners struggle with the same issues I do ❤️

Trying to convince non-feminists that feminism is important is so hard - and an ongoing struggle 👍

Relevant mentioned feminist concepts/issues: body notions/imaginaries: (in) visibility; Haraway: cat's cradle; Bell Hooks: engaged pedagogy; ethical issues of involvement of marginalized users (autistic children)

How are the victims (of doxxing) involved in the making of legislation?

I learned about feminist theoretical concepts or issues other feminist HCI researchers refer to - very interesting!

👍 Participedia's framework for thinking about collaborative work with communities is very interesting

There are so many areas adjacent to HCI where feminisms are not super welcomed yet

I had previously thought about gendered vehicles, but not the gendering configurations around automated vehicles ❤️

📚 There is always more reading to be done! 📚

Is there something valuable in not calling something feminist (especially if people are resistant to seeing/reading feminist work)

Building these networks and communities is a powerful feminist thing

Feminisms are often works in progress, and I need to learn to embrace that more 🤞❤️❤️

The need for more exchange ❤️

Gendering of automated vehicles reinforces to me the need for global feminisms

How some of these struggles are based on our cultural contexts (eg. uni department setup)

Resist calling something feminist if it is not appropriate to do so

When it isn't clear or important to say if it is/isn't feminist, I use phrasing like "consistent with feminist thought, eg..."

X

Local Hub Co-working: Meeting up in Germany

This is a space for your thoughs and ideas. A space for your questions, the answers to those questions, and all the new questions that will inevitably follow. So write them down. Scribble them away.

12⁰⁰-13⁰⁰: Soft Arrival
13⁰⁰-14⁰⁰: Lunch
First workshop session
14⁰⁰-14.3⁰: Warming up: Becoming - Network
14.3⁰-15.3⁰: Activities/methodologies
_____ break _____
Second workshop session
16⁰⁰-17⁰⁰: Design/Techno/Science - From STS to DTS
17⁰⁰-17.3⁰: Quiet Reflection time
17.3⁰-18⁰⁰: Coming together
18.3⁰-20.00: Dinner with time to connect and exchange

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DFRG
Design Feminisms Research Group

In-person event in Germany

LEADING QUESTIONS

Imagining other technological futures and utopias is an urgent challenge for technology design and development at a practical and structural level. How can there be a relation to our netwroked realities that allows an engagement with technology that takes intersectional feminisms as a given?

In many kinds of technology there is the problem that those who are most marginalised are not included in the research that further produces and develops these technologies. This problem re-enforces the stigma that these technologies are for some and not for othersand end up re-oppressing those marginal groups that end up engaging with these technologies. What strategies, coming out of Participatory Design methods, can include marginalized communities in developing technology in a feminist way?

WORKSHOP 1

WORKSHOP 2

Event 3

29th September 2021

X

EXPERIMENTATION

DE-CENTERING

EXPRESSIVENESS

Learning Methods Of Feminist And Gender HCI

Not shy away from things being "messy"

EMBODIMENT

With the groups I have attended collaboratives has been emphasixed in different forms. Which has been super interesting from a methods perspective. Eg: storytelling, material visualisation and sketching.

Dig more into the question what makes a feminist method actually "feminist"

STORYTELLING

CHAIRED BY: ROSIE BELLINI

14.30-14.45: Welcome, Introductions
14.45-15.00: Opening notes - Michael Muller
15.00-15.15: Reflections and discussions
15.15-15.45: Breakout groups 1
15.45-16.15: Breakout groups 2
— break —
16.45-17.15: Breakout groups 3
17.15-18.00: Synthesing breakout groups, closing

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DFRG
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Who spoke at this event?

Michael Muller works in the AI Interactions group of IBM Research AI, where his work focuses on the human aspects of data science; ethics and values in applications of AI to human issues; metrics and analytics for enterprise social software applications, with particular application to employee engagement emergent social phenomena in social software. Earlier IBM work involved activity-centric computing and communities of practice. Michael is an internationally recognized expert in participatory design and participatory analysis. His work in this area includes the development of methods (CARD, PICTIVE, participatory heuristic evaluation) and theory (ethnocritical heuristics), as well as the creation of taxonomies and encyclopedic descriptions of participatory methodology in handbook chapters. Michael contributed expertise on participatory and qualitative analysis to a recent book from the National Academy of Science, as part of a three-year membership in a human-systems integration committee.

Michael Muller

The intriguing font in which the copy on the left is set features ink traps, an old technique of cutting out notches to catch surplus ink. Though now a stylistic choice, back in the day, they were mostly found in typefaces designed for print, linking it to the idea of analogue methods entering the digital sphere.

Judith Dobler
Design + TechnoScience

Arthi Manohar
UnBoxing Inclusive Approach in HCI

Nadia Campo Woytuk
How might we rework cultural probes to fit a Feminist HCI agenda?

Miriam Sturdee, Katta Spiel
Decentering Text: On Challenging Feminist Forms of Knowledge Production

Marie-Monique Schaper
Design Techniques to promote gender literacy in digital fabrication with primary school students

Pat Treusch
Knowing through the gut: Feminist impulses for establishing affective embodiment as a category and a tool in interaction design in HCI and HRI

Kavita Gonsalves
Navigating Experiences of Gender-Based Violence: Co-Creating Location-based Storytelling Urban Games as Advocacy

FEMINISM
CASE STUDY FEMINIST HCI
METHODS 3D PRINTING
DESIGN THINKING BLOCKCHAIN HRI
CURIOUS CYCLES IoT

Opening Notes + Breakout Groups:

THOUGHTS YOU HAVE WHILE MICHAEL IS SPEAKING

Forgettance as a projection of power. Is data unknowing as colonial unknowing

Thinking how silence and silences are a prominent topic in humanities based subject, but also how we process and engage with history on a personal/public/national level then impacts our work in design/science.

"Raw data is both an oxymoron and a bad idea" Bowker. Reflective forgetting

We know things deliberately so other people don't know them

Reminded me of Rosi Braidotti's work where she says that injustice is something you 'forgot to forget',

And who's and what histories; from who's perspectives?

"Weapons of Math Destruction" (Cathy O'Neil),

QUESTIONS YOU HAVE FOR MICHAEL

Can abstraction and generalization be considered a type of unknowing?

How do we contest back and lead unforgetting to some groups of people, who hold knowledge and chose to forget?

How to merge qualitative method with big data science? How to make the argument for qualitative methods being relevant?

What would be your practical approach to reflective remembering or rather reflective forgetting?

IDEAS FOR GENDERLESS TOYS:

A toy for "Sara" - Persona: I envisioned a football-like object that can rotate, and reminds of a disco ball. The different shapes on it light up and suggest a dance move that the child could then make (such as hip hop dance moves). Basically, a toy that motivates children to learn more dance moves, explore movement, and that creates a celebratory atmosphere.

Augmented outside play - facilitating movement and playfulness - using geo location, networked tech, and IoT artefacts

The idea is an AR game on the phone (or potentially a separate device), that allows you to use the phone as a frying pan. The goal is to learn to flip pancakes, using the phone. You try to not let the pancake drop on the floor. The next step could be catching each other's pancakes, juggling berries, etc. Recipes for how to make pancakes and cakes would be provided within the game, perhaps as rewards for a certain number of pancakes successfully flipped.

Thoroughly recommend this awsome exercise!

I had never use Twine for thinking about storytelling! This was awesome. Looking forward to working through the whole thing.

Consolidating the learning:

Trying to collaborate in a less familiar medium can help us to re-focus on how we collaborate (text collaboration seems familiar and "easy" by comparison)

Working with difficulties instead of ignoring or eradicating them.

I agree that often the boundaries between being a feminist method or inclusive method are blurry.

Changing perspectives (emotions) if you expose pictures of your private space in contrast to public or work settings.

Approaching participants from a "messy" perspective. Being open with vulnerabilities.

Explicitly feminist, but inclusive!

Unashamedly expressive.

De-centering different types of data.

Critique but what makes it good is the fact that it exists.

WHAT MAKES THE METHOD YOU LEARNT ABOUT "FEMINIST"?

Perhaps clearly trying to question the gender of toys. I feel that the method works for children to learn about gender stereotypes. I wonder if it could work also if the first step of identifying gendered toys would be skipped.

I'm not sure if there's ever a "true" feminist method as such methods can be used to further non-feminist goals, but there are definitely methods that are more conductive to feminisms than others :)

Dealing with topics that are important to feminist actions and goals.

De-centering text and emphasizing embodiment as expression and as communication.

Questioning established frameworks.

... which creates ambiguity. Ambiguity can be both generative and also exploitative if there are power differences among the group... so I need to think more about this!

Probably not, for the children the reflective exercises were essential for changing their perspectives (comparing sessions 1 and 5 of the original workshop).

With the cut-out shapes and frenzy of ideas, these pages aim to mirror the disordered yet compelling look of the miro board where the sharing of thoughts happened during the series of events..

With the groups I have attended collaboratives has been emphasixed in different forms. Which has been super interesting from a methods perspective. Eg: storytelling, material visualisation and sketching.

Expressiveness

Dig more into the question what makes a feminist method actually "feminist"

I will be taking with me the impetus towards methodological experimentation. I think this is one of the most important points for feminist HCI, which is open experimentation.

I think it's really productive to ask people to work with materials or forms of expression that they don't normally work with. Eg: Asking ML experts to describe their work in sculpture. This is so crucial to challenging hierarchies in interdisciplinary work.

Forgettance

From a "methods" perspective, I will with designer colleagues about what I experienced, and I'll ask them to interpret.

Vocabulary: forgetting, silencing, innocence data

For me it would be interesting to compare different perspectives and stakeholders' values on genderless toys.

Not shy away from things being "messy"

We know that words can function as boundary objects - subject to diverse and situated interpretations. I suspect that drawings have even more "boundariness" than words do?

What can be a probe and how we can combine the methods we learned about today.

Taking on board more creative methods around storytelling (eg: Twine) and combining with data unkowning in the context of co-designing decision support systems. Super valuable to question the interests are being served.

COLLABORATION

MENTORING

LEARNING

INCLUSIVITY

Peer-Mentoring And Facilitating Research Collaborations

INTERACTION

DIVERSITY

Don't be too hard on yourself. You are smart and your area of research is valid.

Find good mentors that you can trust, stay open to ideas, build networks and reading groups with peers!

Sometimes it is hard, but I can do hard things.

CHAIRED BY: CLAUDE DRAUDE

14.30 - 14.45: Welcome from the organizers
14.45 - 15.15: Breakout groups 1: getting to know one another
15.15 - 15.30: Synthesising breakout groups
15.30 - 15.45: Breakout groups 2: sustainable peer mentoring
15.45 - 16.00: Synthesising breakout groups
16.00 - 16.30: Breakout groups 3: research collaborations
16.30 - 16.45: Synthesising breakout groups
16.45 - 17.00: Taking action, moving forward, and closing

VolkswagenStiftung

fem power tech

DFRG
Design Feminisms Research Group

This is a space for your thoughs and ideas. A space for your questions, the answers to those questions, and all the new questions that will inevitably follow. So write them down. Scribble them away.

Getting to know one another:

WHAT'S YOUR NAME?

Marie-Monique Schaper | Christine Mady
Goda Klumbyte | Sara Morais dos Santos Buss | Rosanna Bellini
Stine Eckert | Martina Schuß | Judith Dobler
Michael Muller | Oliver Bates
Claude Draude | Hawra Rabaan | Janne Mascha Beuthel
Violeta Tsenova | Kadian (Kay-Dee-Ann) Gosler
María Laura Ramírez

WHAT KIND OF WORK DO YOU DO?

Intersection of Social Sciences, Humanities and Computing, critical theory and methods in computing; Participatory Design; Artistic Research; Feminist HCI.

Crowdsourced "disaster" archives and shared authority.

A lot of theory work, applied to imaginaries of technology and the body.

Digitally mediated and interactive heritage interpretation.

In an HCI research group, PhD, teaching. Focus on bodily experiences, making them wearable to others.

PhD candidate examining wearables in the bra field (smart bra/bra wearables) - using the wearers' experience to design future experiences with the bra.

Technology-facilitated abuse, working with perpetrators of IPV.

HCI team; inclusive shared automated vehicles.

Design Research; Drawing and embodied practices.

Research about genderless toys/teaching gender literacy in children.

I am an associate professor in the department of architecture, I teach and research on urban planning, and specifically public spaces.

I am a PhD candidate and I am interested in migration, social inclusion, and PD in HCI, and of course feminist HCI <3

Research into critical algorithm studies, machine learning and feminist systems design.

I am trying to learn more about coding and computational methods and how to use them to analyse websites and social media from a feminist perspective to help victims of online abuse and harassment.

I work on applied research projects across social and environmental justice projects. Specifically looking at fair and sustainable futures for gig economy workers.

The margins of these pages have been highlighted, to emphasise the urgency to include marginalised voices, to give visibility to people who have systematically been silenced.

HOW DOES YOUR WORK RELATE TO HCI AND FEMINISMS?

Using HCI and Fem in my research design. Using marginalised women as experts to develop a design process & products.

Research in diversity aspects.

It is much easier to argue the case of my work in HCI than in ML community. Otherwise mostly through AX and HAI (human-algorithm interface).

HCI is the field I work on and feminisms is related to the values I do research with and about.

Not directly with HCI but am interested in under-represented groups in relation to public spaces.

Including the feminist HCI framework in my work; looking for other theories to build my work upon.

Designing technology/tools/stuff for more inclusive forms of work in the future.

Lots of interaction with digital technologies and IPV is a deeply feminist issue (or should be seen as one).

Incorporating ideas around shared authority and participation and how we remember and forget history/heritage. How would archives be designed through a feminist framework.

Underrepresented bodily experiences, pluralism, empathic understanding of "other" bodies; bodily diversity.

WHAT DOES FEMINIST HCI MEAN TO YOU?

It means a commitment to work and do research about ways of fighting oppressive systems.

Bringing (traditional) feminist theories, literature, thoughts into practice, and learning how to make it explicit in design (research) process.

Bringing feminist action and practice to the techbros.

I am learning about it now.

I love feminist HCI.

Working with intersectional feminist methods, theories and actions in HCI.

A space that drives for inclusivity and representation, challenging norms, facilitating generative conversations.

It means a way to bring feminist concerns into the questions of design and relations between humans and technologies.

Nuance analysis.

Adapt feminist methods and theories for design practice and techniques.

Including pluralistic viewpoints into my research; still a lot to learn still.

Currently, using it as a foundation for my methodology. But still a novice. It means a better way of doing research with people.

Inclusivity.

I am not a HCI scholar, but feminist work in relation to technology means to me to critique and improve the computerized and digital infrastructure for women and all groups who experience oppression.

Aiming for diversity in technology design.

Sustainable Peer-Mentoring:

Sometimes it is hard, but I can do hard things.

Be more considerate to work you might not agree with; don't always criticise what someone is not doing and instead see their work as providing the groundwork for your own. It's easy to look back in hindsight and harder to convince someone that something is/will be important! That being said, if something is problematic/harmful you can still call this out in other ways.

Be patient and keep on talking/teaching.

There is always more work/learning to be done.

You can change advisor if they're not enabling your feminist work.

It's okay to not know anything. And to reflect and learn from the women in my everyday life. Lived experience counts.

Find mentors, teachers, fellow researchers, people for support and exchange.

Integrate feminist theories in your teaching practices to make a change in society.

LOOKING BACK: WHAT ADVICE WOULD YOU GIVE TO YOURSELF AT THE START OF YOUR FEMINIST ACADEMIC CAREER?

Listen more. Be less sure of yourself, white boy.

"Trust your gut" to find what theory/method is right for your work, it requires good mentoring though.

People like it when you approach them about their work :) (especially if you say you've read their work).

Familiarise with different feminist approaches in HCI.

Find good mentors that you can trust, stay open to ideas, build networks and reading groups with peers!

It is a process, and different people are at different stages in their process - and there is no need to be harsh towards them. It is an on-going work in process, and some people are just starting.

Your principles don't only apply to your academic output; your workplace conditions should also be examined to see how they match up/diverge.

You will become the expert of your area. Trust yourself.

Respect your own (and others) physical and mental resources.

Whatever works works!

Create your own "advisory board" for career decisions.

Be prepared to explain your goals/approach using different language to different audiences.

Whatever we think we know, that knowledge will change soon.

There are creative ways to remunerate participants who are dedicating their time.

Be kind to people who are starting. Offer advice and help when they make mistakes (including expression and language used) instead of tearing them down for not knowing.

Work-life balance should be a real thing.

PASS THE ADVICE FORWARD: WHAT ADVICE HAVE YOU RECEIVED FROM AN ACADEMIC (ABOUT LIFE OR CAREER) THAT YOU THINK OTHERS SHOULD HEAR AS WELL? WHAT WAS IT ABOUT THIS ADVICE THAT MADE IT SIGNIFICANT/MEMORABLE FOR YOU?

Have alternative life plan(s).

Close your email while writing/doing research.

Choose your advisors/collaborators wisely.

Be strategic and use the institutions for what they're worth.

IRB won't necessarily keep you or your participants safe; have your standards higher than that.

Educate your colleagues in having a good work-life balance.

Building sustainable and trusted relationships takes a lot of time and effort. Be sensitive to this. Remember the aftercare.

Some people might think your work isn't important (they are wrong).

Find someone who has great boundaries and let them inspire you.

Don't be too hard on yourself. You are smart and your area of research is valid.

Research Collaborations:

Genderless Toys

Inclusiveness, Pluralism

Inclusive Design

Games to communicate complexity

Teaching gender literacy

Augmented Reality

Technology Education including awareness on societal impacts

Computational Empowerment in Education

Design Fiction and Speculative Design

Using design provocations/fictions/futures with policy makers

Making feminist theories explicit in prototypes, design artefacts

Decolonizing research practices

Critical Race Theory

New Design Methodologies

Decolonization

Black Feminist Thought

sexual violence and abuse

Merging justice and feminist theories to explore socio-technical interventions for marginalized domestic violence survivors (currently w/ Muslim women in the US)

Social manipulation

Intimate partner violence

Social violence and intergroup/intercultural conflicts.

Participatory design practices

The role of interactions for meaning-making vs meaning-taking

Finding ways to advocate for non-positivist approaches in an engineering culture.

Thinking about designing systems that equip non-academic people with tools to be critical about information they engage with and how they do this engagement

What does it mean to use feminist theories when designing systems? what are the limitations?

Feminist new materialisms in HCI

How to make intersectional feminist values, social justice etc. concrete in tech development

Artistic, experimental research in computing

Fighting prejudices, superdiversity and intersectionality.

Islamic feminism

Designing for Wearables Experience

Clothing embodiment & Experiences

Collaborative design techniques/practices

Drawing research

Embodied practices/knowledge

Embodiment

Gender + Wearables

User enactment

Wearables

Embodiment and Feminist methods

The body and bodily experiences

Feminist perspectives on the body

Black feminist thought on identity and liberation

Feminist standpoint theory

Anti-oppressive design tools

Situated knowledge

Social dimensions of data and personal information

Sex work

Preventative approaches to harm

Gig economy / online platform work

Tech's impact on workers rights

"future of work" but justice and fairness oriented

Participatory design

Empowering gig economy workers

Developing constructive critiques of work practices and technologies, esp. as they relate to power in organizations

Can we have citizen science?

Challenging dominant discourses of any kind and essentially creating new publics!

Shared authority (can this be achieved? is it problematic? in what ways?)

Making change, which also means supporting others who are making change.

Artistic methods e.g. poetry & storytelling

PD methods

Empowerment

Sociotechnical systems & freedom

Utopias/imaginary futures

Post-human/anti-humanisms

Theory on gender and technology

History of science

Afrofuturism

Historical materialism

Trans marxism

Digital divide/excluded people

Migration

Censorship/deplatforming of marginalised groups

Underserved communities

Inclusive public places

Social work

Disability

Whilstleblowing and worker sousveillance

Gender biases in mobility

Gender and Design

Gender & security

Gender biases in technology design

Cross-cultural studies (e.g. Europe, Latin America)

Applying feminist methods in systems of the future/systems that do not exist yet

Automated systems

Reforming AI and related work-practices (if possible)

Try to find ways to queer familiar technologies.

Finding the people who will change me (for the better), and listening to them.

Intersecting practice-based work and theoretical work better

The role of feminist theories in design processes

Understanding craft as a feminist practice

Craft in HCI

Justice and fairness in design/deployment

Social justice

Restorative justice

Social Justice approaches and Initiatives

Social inclusion/social justice

Transformative justice

Research justice

Regenerative design

Zero carbon smart cities

Sustainable mobility

Sustainability (SHCI)

Designing creative decision support tools for complex data sets (like big energy datasets)

Storytelling

indigenous materialism/new materialism

Lived Experience as Knowledge

Other knowledges

What can we learn from other people's work-practices (solo and group)?

I want to broaden my understanding of different lived experiences, to actively engage with challenging myself and my own patterns

Visual + multimodal ethnography/anthropology

Designing with and for (Ghanaian) migrants in Europe

Co-creation/critique of design thinking

Empowering migrants through research and design practices

Researching w/ marginalised participants

Participatory Design

Oppression and resistance

Interesting Stuff

Diversity and Inclusion for embodied AI: https://www.dei4eai.com/)

https://participedia.net/

Using Islamic feminism in research and design (theory + empirical): https://dl.acm.org/doi/10.1145/3432923

If you are interested in more findings from the RoboGen project you find it here: https://www.salzburgresearch.at/event/webinar-robogen/ unfortunately only in German

Two interesting papers: https://dl.acm.org/doi/10.1145/3404983.3405510 https://dl.gi.de/handle/20.500.12116/36434

macht.sprache.
www.machtsprache.de
Platform to collect and discuss sensitive terms and their translations between English & German. macht.sprache. aims to develop discussion culture around discriminatory language & increase awareness for problems surrounding politically loaded te...

CSforALL MEMBER

gendermag.org
GenderMag
What are practices and potential pitfalls when using an inclusivity method like Gendermag?See our handout below for more details. Practices & Potential Pitfalls Handout Stay tuned! ICSE'20 paper to appear: "Engineering Gender-Inclusivity into Software: ...

Gender Equality and Diversity in Design Conference 2021
Gendergerechtigkeit und Diversität im Design Konferenz 2021

tu-dresden.de
Gender Lectures im SoSe 2021
Die GenderConceptGroup ladt herzlich zur Teilnahme an den Gender Lectures ein. Zum Sommersemester 2021 wird unsere Veranstaltungsreihe unter dem Titel: „Technologie für Alle? Mit Medien leben" fortgeführt. Sie befasst sich mit intersektional-geschlecht...

Lecture series on gender and technology being continued in Fall (mostly German)

GDD Conference 2021: 14 / 15 Oktober 2021 Hochschule Darmstadt, Hybride Veranstaltungsform Vorträge in deutscher und englischer Sprache https://idf.h-da.de/forschung/design-gender/tagung-gendergerechtigkeit-design

https://www.youtube.com/playlist?list=PLyqSpQzTE6M8hQrr8v4frM_-Z2mAekvkF

The New Materialisms and Indigenous Theories of Non-Human Agency: Making the Case for Respectful Anti-Colonial Engagement

This is an article talking about indigenous and new materialist overlaps

Call for Gender in Design Education: https://genderdesign.org/education/
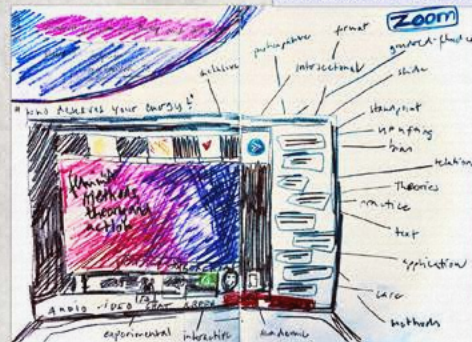
thesuffragepostcardproject.o...
About
The Suffrage Postcard Project revolves around three central DH initiatives: feminist data visualization; feminist digital archiving; and feminist digital pedagogy. ***** 1. Feminist Data Visualization How can feminist data visualization approaches to ou...

Is "genderless" even possible? Os Keyes, Counting the Countless https://reallifemag.com/counting-the-countless/

HRI and robotics research needs your input!!! https://sites.google.com/view/roman21-genr-workshop/home https://humanrobotinteraction.org/2022/full-papers/

Off topic: Note taking, while coping with zoom, JMD (Event 1 - 2021-09-08)

Amazing book recommendation: https://www.amazon.ca/Designs-Pluriverse-Radical-Interdependence-Autonomy/dp/0822371057/ref=sr_1_1?dchild=1&keywords=design+for+the+pluriverse&qid=163111 2428&sr=8-1

Call for submissions to forthcoming book: FEMINIST DESIGNER https://docs.google.com/forms/d/e/1FAIpQLSdKKK3IyJ5X7-x5nza0OzTEF wMHA88L8WY3rvepJeAEHs0qQ/viewform

Re: Genderless Toys Feminist Hacker Barbie https://caseyfiesler.com/2014/11/18/barbie-remixed-i-really-can-be-a-computer-engineer/

EMERGENT STRATEGY
DESIGN JUSTICE

Emergent Strategy
Inspired by Octavia Butler's explorations of our human relationship to change, Emergent Strategy is radical self help, sci help, and planet help designed to shape the futures we want to live. Change is constant. The world is in a continual state of...

Design Justice
An exploration of how design might be led by marginalized communities, dismantle structural inequality, and advance collective liberation and ecological survival.The open access edition of this book was made possible by generous funding from Knowledge U...

THANK YOU