Natural Sciences and Engineering
Research Council of Canada

Conseil de recherches en sciences
naturelles et en génie du Canada

FORM 100
Personal Data Form
PART I

Date
2013/06/15

Family name	Given name	Initial(s) of all given names	Personal identification no. (PIN)
Wakkary	Ron	L	**Valid** 302973

☐ I hold a faculty position at an eligible Canadian college (complete Appendices B1 and C)

☐ I do not or will not hold an academic appointment at a Canadian postsecondary institution

_____

Place of employment other than a Canadian postsecondary Institution (give address in Appendix A)

APPOINTMENT AT A POSTSECONDARY INSTITUTION

Title of position
Professor

Department
Interactive Arts and Technology, School of (SIAT)

Campus
Surrey Campus

Canadian postsecondary institution

Tenured or tenure-track academic appointment   Yes [X]   No ☐

Part-time appointment ☐   Full-time appointment [X]

- For all non-tenured or non tenure-track academic appointment and Emeritus Professors, complete Appendices B & C
- For life-time Emeritus Professor and part-time positions, complete Appendix C

ACADEMIC BACKGROUND

Degree	Name of discipline	Institution	Country	Date yyyy/mm
Bachelor's	Fine Arts	Nova Scotia College of Art and Design	CANADA	1989 / 04
Master's	Fine Arts	Stony Brook University	UNITED STATES	1993 / 04
Doctorate	Computing Science	University of Plymouth	UNITED KINGDOM	2009 / 09

TRAINING OF HIGHLY QUALIFIED PERSONNEL

Indicate the number of students, fellows and other research personnel that you:

	Currently		Over the past six years (excluding the current year)		
	Supervised	Co-supervised	Supervised	Co-supervised	Total
Undergraduate	1		2		3
Master's	3	1	11	2	17
Doctoral	6	2	1	4	13
Postdoctoral		1			1
Others					
Total	10	4	14	6	34

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Personal identification no. (PIN)	Family name
Valid 302973	Wakkary

ACADEMIC, RESEARCH AND INDUSTRIAL EXPERIENCE (use one additional page if necessary)

Position held (begin with current)	Organization	Department	Period (yyyy/mm to yyyy/mm)
Professor	Simon Fraser	Interactive Arts and Technology, School of (SIAT)	2002/07
Dean of Academic Planning	Technical University of British Columbia		2000/04 to 2002/05
Associate Professor	Technical University of British Columbia	Interactive Arts	1999/01 to 2002/06
Faculty Instructor	Parsons School of Design, New School University	Digital Design	1997/09 to 1998/12
Visiting Faculty	Nova Scotia College of Art and Design	Media Arts	1997/05 to 1997/08
Principal Designer	oo-design		1997/02 to 1999/01
Director	Stadium@Dia		1994/10 to 2000/01
Program Director	Nova Scotia College of Art and Design	Summer Studio Program	1993/05 to 1993/08

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RESEARCH SUPPORT

Family name and initial(s) of applicant	Title of proposal, funding source and program, and time commitment (hours/month)	Amount per year	Years of tenure (yyyy)
List all sources of support **(including NSERC grants and university start-up funds)** held as an applicant or a co-applicant: a) support held in the past four (4) years but now completed; b) support currently held, and c) support applied for. For group grants, indicate the percentage of the funding directly applicable to your research. Use additional pages as required.			

a) Support held in the past 4 years

Family name and initial(s) of applicant	Title of proposal, funding source and program, and time commitment (hours/month)	Amount per year	Years of tenure (yyyy)
Ron Wakkary and 2 others	User experience design and interactive interfaces to support energy conservation MITACS MITACS Acellerate 5 hours/month	60,000 (50%) 60,000 (50%)	2008 2009
Ron Wakkary and 2 others	Everyday Design and Sustainability SSHRC (Internal) Small SSHRC 4A 5 hours/month	5,000(100%) 5,000(100%)	2008 2009
Jutta Treviranus	Fluid Engage Andrew W. Mellon Foundation 12 hours/month	321,467 (15%) 270,000 (15%)	2009 2010

b) Support currently held

Family name and initial(s) of applicant	Title of proposal, funding source and program, and time commitment (hours/month)	Amount per year	Years of tenure (yyyy)
Kellog Booth	GRAND (Graphics, Animation and New Media Canada) Networks Centres of Excellence of Canada Networks Centres 20 hours/month	4,650,000 (1%) 4,650,000 (1%) 4,650,000 (1%) 4,650,000 (1%) 4,650,000 (1%)	2010 2011 2012 2013 2014

	Personal identification no. (PIN)	Family name
	Valid 302973	Wakkary

RESEARCH SUPPORT

Family name and initial(s) of applicant	Title of proposal, funding source and program, and time commitment (hours/month)	Amount per year	Years of tenure (yyyy)
List all sources of support **(including NSERC grants and university start-up funds)** held as an applicant or a co-applicant: a) support held in the past four (4) years but now completed; b) support currently held, and c) support applied for. For group grants, indicate the percentage of the funding directly applicable to your research. Use additional pages as required.			

b) Support currently held

Ron Wakkary	Administrator Research Stipend Simon Fraser University 5 hours/month	8,000 8,000 8,000	2010 2011 2012
Ron Wakkary	Improving Design Strategies for Customization and Appropriation NSERC Discovery Program 45 hours/month	20,000 20,000 20,000 20,000 20,000	2011 2012 2013 2014 2015
Ron Wakkary	Everyday Design: Practice and Mobilisation in Interaction Design SSHRC Research Creation-Fine Arts 60 hours/month	57,000 57,000 57,000	2012 2013 2014
Carman Neustaedter	Community creation of digital media for pervasive games SSHRC Insight Development Grant 10 hours/month	34,000 (30%) 34,000 (30%)	2012 2013

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Personal identification no. (PIN)		Family name
Valid 302973		Wakkary

RESEARCH SUPPORT

Family name and initial(s) of applicant	Title of proposal, funding source and program, and time commitment (hours/month)	Amount per year	Years of tenure (yyyy)
List all sources of support **(including NSERC grants and university start-up funds)** held as an applicant or a co-applicant: a) support held in the past four (4) years but now completed; b) support currently held, and c) support applied for. For group grants, indicate the percentage of the funding directly applicable to your research. Use additional pages as required.			
b) Support currently held Ron Wakkary	Empowering Patients With Diabetes through Experience MITACS Accelerate 10 hours/month	15,000	2013

Form 100 (2009 W), page 3.2 of 4   **PROTECTED WHEN COMPLETED**   Version française disponible

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Highly Qualified Personnel (HQP)

Provide personal data about the HQP that you currently, or over the past six years, have supervised or co-supervised.

	Personal identification no. (PIN)	Family name
	Valid 302973	Wakkary

Name	Type of HQP Training and Status	Years Supervised or Co-supervised	Title of Project or Thesis	Present Position
Audrey Desjardins	Doctoral (In Progress)	Supervised 2012 -	Topic: Interaction Design in Extreme Conditions	Student
Markus Schilling	Master's (In Progress)	Supervised 2012 -	Unknown	Student
Matthew Dalton	Master's (In Progress)	Supervised 2012 -	Topic: Evaluation of Build Electronic Kits	Student
Sabrina Hauser	Doctoral (In Progress)	Supervised 2012 -	Topic: Design Activism in HCI	Student
Xiaolan Wang	Doctoral (In Progress)	Supervised 2012 -	Topic: Urban Gardening as a Model for Interaction Design	Student
Henry Lin	Undergraduate (In Progress)	Supervised 2010 -	Everyday Design Prototyping	Student
Victoria Moulder	Doctoral (In Progress)	Supervised 2010 -	Fablabs: Social Design and Fabrication	Student
Leila Aflatoony	Doctoral (In Progress)	Supervised 2009 -	Topic: Museum education, children and tangible computing	Student
Beth Dillon	Doctoral (In Progress)	Supervised 2007 -	Topic: Oral Storytelling and Game Design	Student
Ji Dong Yim	Doctoral (In Progress)	Co-supervised 2006 -	Cally: Mobile Phone Robotics	Student
Xiao Zhang	Master's (Completed)	Supervised 2009 - 2013	Understanding the Role of Interaction Designers' Personal Ex	PhD Student
David Milam	Doctoral (Completed)	Co-supervised 2008 - 2013	Game Design Framework and Guidelines based on Theory of	Recent Graduate
Karen Tanenbaum	Doctoral (Completed)	Co-supervised 2006 - 2013	User perceptions of adaptivity in ubiquitous systems: A crit	Intern, Intel
Audrey Desjardins	Master's (Completed)	Supervised 2010 - 2012	Everyday Design Practices: Comparing Families, Hobbyist	PhD Student
Leah Maestri	Master's (Completed)	Supervised 2010 - 2012	A Study of Everyday Repair: Informing Interaction Design	Player Evaluation. Electronic Arts
Nathan Waddington	Master's (Not Completed)	Supervised 2009 - 2012	Technical Frameworks for Appropriation and Tangible	Student
Lorna Boschman	Doctoral (Completed)	Co-supervised 2007 - 2012	How WiiTM Play: Incorporating Wii Fit PlusTM into a Physical	Post-Doc, Department of Education, UBC
Akash Murgai	Master's (Not Completed)	Co-supervised 2008 - 2011	Topic: Creative Thinking in Design Education	Student
Jin Fan	Undergraduate (Completed)	Supervised 2009 - 2010	Case Study in Interaction Design Methods and Managidement	Interaction Designer, IBM
Yosuke Shinto	Undergraduate (Completed)	Supervised 2009 - 2010	Everyday Design Prototyping	Associate User Experience Designer, AKQA

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Highly Qualified Personnel (HQP)

Provide personal data about the HQP that you currently, or over the past six years, have supervised or co-supervised.

	Personal identification no. (PIN)	Family name
	Valid 302973	Wakkary

Name	Type of HQP Training and Status	Years Supervised or Co-supervised	Title of Project or Thesis	Present Position
Jack Stockholm	Master's (Completed)	Supervised 2006 - 2010	Social Presence In A Co-Located Networked Audio Art Installa	Instructor - Simon Fraser University
Jason Boileau	Master's (Completed)	Supervised 2006 - 2010	TangiPlay: Prototyping Tangible Electronic Games	Technical Services, Douglas College
Victoria Moulder	Master's (Completed)	Supervised 2006 - 2010	Transcoding Place: Social Media	PhD student - Simon Fraser University
Yin He	Master's (Completed)	Co-supervised 2007 - 2009	Designing a Wearable Social Network	unknown
Kevin Muise	Master's (Completed)	Supervised 2006 - 2009	Design Intentions And Outcomes In Museums	Interaction Designer, SAP
Malahat Hosseini	Master's (Completed)	Supervised 2003 - 2009	The Utility Of Role-Playing Methods In Design n	User Experience Architect, Central 1 Credit Union
Ying Jiang	Master's (Completed)	Supervised 2004 - 2008	Exploring Composition-Based Group User Modelling In An	UI/UX Designer, DDS Wireless
Milena Droumeva	Master's (Completed)	Supervised 2004 - 2007	Beyond Ambient Experience: An Auditory Display Design Framew	PhD Candidate - Faculty of Education, SFU
Dale Evernden	Master's (Not Completed)	Supervised 2003 - 2007	Applying Information Ecologies	User Experience Design Lead, SAP
Mah, Gilly	Master's (Completed)	Co-supervised 2003 - 2007	Is There Value In Co-Designing With End-Users?	Instructor - Vancouver Art Institute
Toal, Jason	Master's (Completed)	Supervised 2003 - 2007	Observing Cassette Culture: User Interface Implications For	Interface Designer - Learning Instructional Design Centre
Krystina Madej	Doctoral (Completed)	Co-supervised 2002 - 2007	Digital Media Narratives and Children	Visiting Faculty - LCC, Georgia Institute of Technology
Aleksandra Dulic	Doctoral (Completed)	Supervised 2002 - 2006	Fields of Interaction: From Shadow Play Theatre to Media Per	Assistant Professor, University of British Columbia - Okanag
So-young Park	Master's (Completed)	Supervised 2002 - 2006	Understanding "Open Work" in Interactive Arts	PhD Student - Concordia University

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In all publications, co-authors are ordered based on contributions e.g. first author contributed more than the second co-author. Student co-authors are in bold.

1. Most Significant Contributions to Research and/or to Practical Applications 2007-2013

Everyday Design, design-in-use and appropriation (most relevant to current proposal) This research explores the novel concept of everyday design [J1, J3, J5, C29]. The work explains the design actions of family members to be creative, as evidenced by the resourceful appropriation of artifacts and surroundings, the ongoing adaptation of systems and routines through design-in-use that allows emergent properties to arise and address individual needs, and how implicit understanding and explicit tests occur for judging quality. In addition we investigated the impact on defining users and a reframing of users as creative and sustainable. As a broader underpinning to the research the work theorizes appropriation and aims to describe the long-term practice of everyday design [C2, C6, C8, C9, C12, C20].

Tangible User Interfaces as Museum Guides and Adaptability This research explores the design of play into a tangible user interface as a technique for learning and engagement in a museum for individuals and families [J2, J3, J4, J7, BC1, C18, C19, C21, C22, C27]. The research has explored different museum settings [J5, C4]. It provides novel applications of tangible user interfaces in a ubiquitous computing application, and contributes to emerging frameworks on tangible user interfaces. For example in [J7] we investigate the *liminal* and *engagement* qualities of a museum visit. We discuss the implications including degrees of balance in the experience design of play in interaction; the challenge in developing a discovery-based information model, and the need for a better understanding of the contextual aspects of tangible user interfaces. In [C21] we discuss three design strategies for improving the quality of social interaction and learning with interactive museum guides: 1) embodied interaction; 2) game-learning; 3) a hybrid system. The results of our evaluation show positive implications of implementing the design strategies: closing the social gap, naturalizing technology, and supporting exploration and discovery in learning. In [J4, BC1] we provide an overview of approaches to tangible user interfaces in museums.

2. Research Contributions and Practical Applications – 2007-2013

Refereed Publications
J1. Wakkary, R., **Desjardins, A., Hauser, S., Maestri, L.,** A Sustainable Design Fiction: Green Practices, ACM TOCHI, in print, 58 pages. NSERC, SSHRC
J2. **Tanenbaum, K**., Hatala, M., Wakkary, R., Antle, A., A Case Study of Intended Versus Actual Experience of Adaptivity in a Tangible Storytelling System, UMUAI, in print, 40 pages, NSERC, SSHRC
J3. Wakkary, R., Anything is a Fridge: The Implications of Everyday Designers, ACM Interactions, Sept-Oct, 2009, pp. 12-17. SSHRC
J4. Wakkary, R., **Muise, K**., **Tanenbaum, K**., Hatala, M., Kornfeld, L., Situating Approaches to Interactive Museum Guides (2008). Journal of Museum Management and Curatorship, Vol. 23, Issue 4, pp. 367-383. NSERC, SSHRC
J5. Wakkary, R., **Maestri, L**., Aspects of Everyday Design: Resourcefulness, Adaptation, and Emergence (2008), International Journal of Human-Computer Interaction, Vol. 24, Issue 5, pp. 478-491. SSHRC
J6. **Droumeva, M.,** Wakkary, R., AmbientSonic Map: Towards a new conceptualization of sound design for games, Loading... Journal of the Canadian Game Studies Association, Vol. 1, No. 1, July 2007, pp. 32-39. NSERC, SSHRC

J7. Wakkary, R., Hatala, M. "Situated Play in a Tangible Interface and Adaptive Audio Museum Guide" (2007). *Journal of Personal and Ubiquitous Computing*, Vol. 11, Number 3, March 2007, pp. 171-191. (Canarie Inc.), NSERC, SSHRC

Refereed Chapters in Books

BC1. R. Wakkary, **A. Desjardins, K. Muise, K. Tanenbaum**, and M. Hatala, "Situating Sociability in Interactive Museum Guides" in Heritage And Social Media: Understanding and Experiencing Heritage in A Participatory Culture (ed. E. Giaccardi), New York: Routledge, 2012, pp. 217-248, SSHRC

BC2. **D. Milam**, M. Seif El-Nasr, and R. Wakkary, "A Study of Interactive Narrative from User's perspective," in Handbook of Digital Media in Entertainment and Arts, D. B. Furht, Ed.: Springer, 2009, NSERC

BC3. Wakkary, R., "Informing Design Through Ethnography and Informances," (2008) in Mobile Nation: Creating Methodologies for Mobile Platforms (eds Martha Ladly & Philip Beasley). Toronto: Riverside Architectural Press, pp. 43-46.

BC4. Wakkary, R., Hatala, M., **Lovell, R., Droumeva, M**., Antle, A., **Evernden D**., Bizzocchi, J., "socio-ec(h)o: Ambient Intelligence and Gameplay" (2007) in *Changing Views: Worlds in Play* (eds. S. Castell & J. Jenson). New York, NY: Peter Lang Press, pp. 207-219. (Canadian Heritage) NSERC, SSHRC

Refereed Conference Proceedings

C1. **Sabrina Hauser, Audrey Desjardins,** Ron Wakkary: Design activism in the HCI classroom. CHI Extended Abstracts 2013: 2119-2128. NSERC, SSHRC

C2. **Sabrina Hauser, Audrey Desjardins,** Ron Wakkary: Skateboards as a mobile technology. CHI Extended Abstracts 2013: 1419-1424. NSERC, SSHRC

C3. **Henry W. J. Lin, David James Barter,** Ron Wakkary: Patterns of experience in thermal conceptual metaphors. CHI Extended Abstracts 2013: 1743-1748. NSERC

C4. **Xiao Zhang,** Ron Wakkary**, Leah Maestri, Audrey Desjardins**: Memory-storming: externalizing and sharing designers' personal experiences. Conference on Designing Interactive Systems 2012: 524-533. NSERC, SSHRC

C5. **Audrey Desjardins,** Ron Wakkary**, Xiao Zhang**: Exquisite corpses that explore interactions. CHI Extended Abstracts 2012: 1517-1522. NSERC, SSHRC

C6. **Joshua Tanenbaum, Karen Tanenbaum,** Ron Wakkary: Steampunk as design fiction. CHI 2012: 1583-1592 (Best Paper: Honorable Mention). NSERC, SSHRC

C7. Eli Blevis, Elizabeth F. Churchill**, William Odom, James Pierce, David Roedl,** Ron Wakkary: Visual thinking & digital imagery. CHI Extended Abstracts 2012: 2715-2718. SSHRC

C8. **Tanenbaum, Karen Tanenbaum,** Ron Wakkary: Design fictions. Tangible and Embedded Interaction 2012: 347-350. NSERC, SSHRC

C9. **Leah Maestri,** Ron Wakkary: Understanding repair as a creative process of everyday design. Creativity & Cognition 2011: 81-90. NSERC, SSHRC

C10. **Audrey Desjardins,** Ron Wakkary**:** How children represent sustainability in the home. IDC 2011: 37-45. SSHRC

C11. **Audrey Desjardins,** Ron Wakkary**:** Children's drawing and telling of sustainability in the home. CHI Extended Abstracts 2011: 1411-1416. SSHRC

C12. Ron Wakkary**, Leah Maestri:** Four factors of change: adaptations of everyday design. CHI Extended Abstracts 2011: 1603-1608. NSERC, SSHRC

C13. **Elizabeth Goodman,** Erik Stolterman, Ron Wakkary**:** Understanding interaction design practices. CHI 2011: 1061-1070. NSERC, SSHRC

C14. **V. Moulder, L. Boschman,** R. Wakkary, The Talking Poles: Public Art Based in Social Design,

CHI 2011 Extended Abstracts, Vancouver BC, ACM Press, 201-209, SSHRC

C15.   **Stacey Kuznetsov, William Odom,** Eric Paulos, Carl DiSalvo**, Vicki Moulder,** Ron Wakkary, Tad Hirsch, HCI, Politics and the City: Engaging with Urban Grassroots Movements for Reflection and Action, CHI 2011, Vancouver BC, ACM Press. NSERC, SSHRC

C16.   **T.M. Green**, R. Wakkary, and R. Arias-Hernandez, "Expanding the scope: Interaction Design perspectives for visual analytics," Proceedings of Hawai'I International Conference on System Sciences 44, January 2011, Koloa, Hawai'i. (2011). NSERC

C17.   **Milena Droumeva**, Ron Wakkary, Focus, Listening And Collaboration In The Experience Of Ambient Intelligent Environment, ICAD 2010, Washington, D.C. - in press - 10 pages, NSERC

C18.   **Kevin Muise**, Ron Wakkary, "Bridging Designers' Intentions to Outcomes with Constructivism, " DIS 2010, Aarhuis, Denmark, ACM Press, pp. 320-329, NSERC, SSHRC

C19.   Jim Budd, Bjarki Hallgrimsson, **Sherry Radburn-Ong, Colin Roberts, Chad Harber & Ehren Katzur**, Ron Wakkary, Marek Hatala, **Kevin Muise, Karen Tanenbaum, Greg Corness, Bardia Mohabbati & Jack Stockholm**, " Kurio: A Tangible Interactive Museum Guide", In Proceedings of IDSA 2009 Conference, Miami, Fl - in press, NSERC, SSHRC

C20.   Wakkary, R., **Tanenbaum, K**., A Sustainable Identity: The Creativity of an Everyday Designer, CHI 2009, Boston, ACM Press, pp. 365-374 SSHRC

C21.   Wakkary, R., Hatala, M., **Muise, K., Tanenbaum, K**., Budd J., Kurio: A Museum Guide for Families, Tangible and Embedded Interaction 2009, Cambridge, UK, pp. 215-222 NSERC, SSHRC

C22.   Hatala, M., **Tanenbaum, K.,** Wakkary, R., **Muise, K., Mohabbati, B., Corness**,., Budd, J., Loughin, T. "Experience Structuring Factors Affecting LearningFamily Visits to Museums." In: Cress, U., Dimitrova, V., Specht, M. (Eds.): "Learning in the Synergy of Multiple Disciplines", Proceedings of4th European Conference on Technology Enhanced Learning (ECTEL09), LNCS, Springer-Verlag, Sept/Oct 2009, pp.37-51 NSERC

C23.   Andruid Kerne, Ron Wakkary, Frank Nack, Amanda Steggell, Alejandro Jaimes, K. Selçuk Candan, Alberto Del Bimbo, Pamela Jennings, Aleksandra Dulic: Connecting artists and scientists in multimedia research. ACM Multimedia 2008: 1113-1114

C24.   **Milam, D**., Seif El Nasr, M., Wakkary, R., Looking at the Interactive Narrative Experience through the Eyes of the Participants (2008), 1st Joint International Conference on Interactive Digital Storytelling, pp. 96-107.

C25.   Wakkary, R., Hatala, M., **Jiang, Y., Droumeva, M., Hosseini, M**., Making Sense of Group Interaction in an Ambient Intelligent Environment for Physical Play (2008), Tangible and Embedded Interaction 2008, Bonn, Germany, pp. 179-186. NSERC, SSHRC

C26.   **Droumeva, M**., Wakkary, R., Understanding Aural Fluency In Auditory Display Design For Ambient Intelligent Environments (2008), International Conference on Audio Display 2008, Paris, France, in press, 7 pages. – received Best Poster Prize.

C27.   Wakkary, R., **Muise, K**., **Tanenbaum, K.,** Hatala, M., and Kornfeld, L., Situating Approaches to Museum Guides for Families and Groups (2007), in International Cultural Heritage Informatics Meeting (ICHIM07): Proceedings, J. Trant and D. Bearman (eds). Toronto: Archives & Museum Informatics. Published September 30, 2007 at http://www.archimuse.com/ichim07/papers/wakkary/wakkary.html

C28.   **Droumeva, M**., De Castell, S., Wakkary, R., Investigating Sound Intensity Gradients as Feedback for Embodied Learning, *International Conference on Audio Display 2007*, Montreal, PQ, Canada, pp. 403-410. (Canarie Inc.) SSHRC

C29.   Wakkary, R., **Maestri, L**., The Resourcefulness of Everyday Design, *ACM Creativity and Cognition 2007*, Washington, D.C., pp. 163-172 – received **Best Paper Prize.** SSHRC

C30.   Wakkary, R., **Poon, M., Maestri, L., Kirton, T., Julihn, C.,** and **Betts, R**., How Informances Can Be Used in Design Ethnography (2007), *Extended Abstracts CHI 2007*, San Jose, CA, pp. 1875-1880. SSHRC

C31.   **Droumeva, M.,** Antle, A., Wakkary, R., Exploring Ambient Sound Techniques in the Design of Responsive Environments for Children (2007), *Tangible and Embedded Interaction 2007*, Baton Rouge, LA, pp. 171 - 178. (Canarie Inc.) SSHRC

3. Other Evidence of Impact and Contributions - 2007-2013

Awards
- 2012 Honorable Mention, Best Paper, ACM CHI 2012
- 2009 Gold Winner, Concepts Category, 12th Biennial Industrial Designers Society of America's 2009 Northwest Design Invitational (NWDI'09) - Industrial Designers Society of America
- 2008 Best Poster Prize, International Conference on Audio Display 2008, Paris, France,
- 2007 Best Paper Prize, ACM Creativity and Cognition Conference
- 2007 Honorary Member, Golden Key International Honour Society

Editor
- Editor-in-Chief (Co), ACM Interactions, 2010-current

Selected Conference Chairs and Program Committees
- Co-Chair, General Conference, ACM DIS 2014
- Co-Chair, ACM CHI 2014 Program Committee, Design Sub-Committee
- Co-Chair, ACM CHI 2012 Program Committee, Design Sub-Committee
- Co-Chair, ACM CHI 2011 Program Committee, Design Sub-Committee
- Co-Chair, ACM Tangible and Embedded Interaction 2010 Program Committee
- Co-Chair, ACM Creativity and Cognition 2009 Program Committee
- Co-Chair, ACM Multimedia 2008, Interactive Arts Program
- Associate Chair, ACM CHI, Program Committee, Design Subcommittee 2009, 2010
- ACM Conference on Hypertext and Hypermedia, Program Committee Member, 2008,
- ACM Creativity and Cognition Program Committee, 2007
- Tangible and Embedded Interaction, Program Committee 2007, 2008, 2010
- ACM Multimedia, Interactive Art Program's Technical Program Committee, 2004, 2005, 2006, 2007, 2009, 2010

Selected Keynotes and Invited Lectures
- ICID 2011, International Conference on Interaction Design, Hong Kong Polytechnic University, Honk Kong, Nov. 11, 2011.
- Industrial Design Department, Korean Advanced Institute of Science and Technology (KAIST), Daejon, South Korea, Nov. 16, 2011.
- Intermedia Lab, Seoul National University, Seoul, South Korea, Nov. 14, 2011
- UC3M, Madrid Spain, Panel on Digital Living, 2010
- University of Sydney, Faculty of Architecture, Design and Planning, Sydney Australia, Nov. 30, 2010.
- ITU Copenhagen (HCII) Seminar Series, ITU Copenhagen, 2009
- HCI Institute (HCII) Seminar Series, Carnegie Mellon University 2008
- 2007 International Workshop of Interactive Creativity & Design Innovation, NYUST, Yunlin, Taiwan, R.O.C.,
- Faculty of Information Studies (FIS) Colloquim 2007

Research Leadership
- Appointed Director, Interaction Design Research Centre at SFU
- Network Investigator – GRAND NCE 2009-2014 and co-leader of Play and Performance Project
- Co-Leader of Interactivity Theme in Canadian Design Research Network 2006-2008
- Network Lead and PI for the Am-I-able Network for Responsive and Mobile Environments, a national research network in the design of wearable and ambient intelligence computing including SFU, Concordia, Banff Centre for the Arts, and Ontario College of Art and Design

4. Delays in Research

- Director of TechOne - June 2009-August 2010. TechOne is a faculty level undergraduate first-year program
- Associate Dean of Graduate Studies – Sept. 2010 – Aug. 2012

5. Contributions to the Training of Highly Qualified Personnel (HQP) - 2007-2013

- Graduate Supervision Completion: During this period I supervised to completion eleven (11) Masters students and one (1) PhD student. I co-supervised to completion two (2) Masters students and four (4) PhD.
- Graduate Supervision Currently: I currently supervise three (3) Masters students and six (6) PhD students. I currently co-supervise one (1) Masters student and 2 (2) PhD students.
- External Examiner: During this period I have externally examined two (2) PhD candidates (Aalto University, Finland and Technische Universiteit Eindhoven Netherlands) and three (3) Masters students (2) at Simon Fraser University and 1 at Emily Carr University of Art and Design.
- Research Assistantships: During this period I supervised and supported thirty-two (32) research assistant positions held by seven (7) PhD students, seventeen (17) masters and seven (7) undergraduate students (7) and one (1) post-doctorate.

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APPENDIX A
Personal Data
(Form 100)

Complete this appendix (i) if you are an applicant or co-applicant applying for the first time; (ii) if you need to update information submitted with a previous application; or (iii) if you do not hold an appointment at a Canadian postsecondary institution. For updates, include only the revised information in addition to the date, your name and your PIN.

This information will be used by NSERC primarily to contact applicants and award holders. It may also be used to identify prospective reviewers and committee members, and to generate statistics. It will not be seen or used in the adjudication process.

Date	
2013/06/15	

Family name	Given name	Initial(s) of all given names	Personal identification no. (PIN)
Wakkary	Ron	L	**Valid** 302973

Position and complete mailing address if your primary place of employment is not a Canadian postsecondary institution or if your current mailing address is temporary

250 - 13450 102nd Avenue

Surrey BC V3T0A3
CANADA

If address is temporary, indicate:

Starting date

Leaving date

Telephone number	Facsimile number	E-mail address
1 (778) 782-2322	(778) 782 7488	rwakkary@sfu.ca

Telephone number (alternate)

< Give an alternate telephone number only if you can be reached at that number during business hours.

Gender (completion optional)
X Male   ☐ Female

LANGUAGE CAPABILITY

English	Read	X		Write	X	Speak	X
French	Read	X		Write		Speak	

I wish to receive my correspondence: in English ☒   in French ☐

AREA(S) OF EXPERTISE

Provide a maximum of 10 key words that describe your area(s) of expertise. Use commas to separate them. If you have expertise with particular instruments and techniques, specify which one(s).

ubiquitous computing, design methods, adaptive interfaces, tangible user interfaces, interaction design

Research subject code(s)

Primary

2700

Secondary

1605

Canada

Natural Sciences and Engineering Research Council of Canada

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Appendix D (Form 100)
Consent to Provide Limited Personal Information About
Highly Qualified Personnel (HQP) to NSERC

NSERC applicants are required to describe their contributions to the training or supervision of highly qualified personnel (HQP) by providing certain details about the individuals they have trained or supervised during the six years prior to their current application. HQP information must be entered on the Personal Data Form (Form 100). This information includes the trainee's name, type of HQP training (e.g., undergraduate, master's, technical etc.) and status (completed, in-progress, incomplete), years supervised or co-supervised, title of the project or thesis, and the individual's present position.

Based on the federal *Privacy Act* rules governing the collection of personal information, applicants are asked to obtain consent from the individuals they have supervised before providing personal data about them to NSERC. In seeking this consent, the NSERC applicant must inform these individuals what data will be supplied, and assure them that it will only be used by NSERC for the purpose of assessing the applicant's contribution to HQP training. To reduce seeking consent for multiple applications, applicants will only need to seek consent one time for a six-year period. If the trainee provides consent by e-mail, the response must include confirmation that they have read and agree to the text of the consent form.

When consent cannot be obtained, applicants are asked to not provide names, or other combinations of data, that would identify those supervised. However, they may still provide the type of HQP training and status, years supervised or co-supervised, a general description of the project or thesis, and a general indication of the individual's present position if known.

An example of entering HQP information on Form 100 (with and without consent):

Name	Type of HQP Training and Status	Years Supervised or Co-supervised	Title of Project or Thesis	Present Position
Consent Received from Marie Roy				
Roy, Marie	Undergraduate (Completed)	Supervised 1994 - 1997	Isotope geochemistry in petroleum engineering	V-P (Research), Earth Analytics Inc., Calgary, Alberta
Consent Not Obtained from Marie Roy				
(name withheld)	Undergraduate (Completed)	Supervised 1994 - 1997	Isotope geochemistry	research executive in petroleum industry - western Canada

Consent Form

Name of Trainee

Applicant Information

Name   Wakkary, Ron L

Department Interactive Arts and Technology, School of (SI	Postsecondary Institution Simon Fraser

I hereby allow the above-named applicant to include limited personal data about me in grant applications submitted for consideration to NSERC for the next six years. This limited data will only include my name, type of HQP training and status, years supervised or co-supervised, title of the project or thesis and, to the best of the applicant's knowledge, my position title and company or organization at the time the application is submitted. I understand that NSERC will protect this data in accordance with the *Privacy Act*, and that it will only be used in processes that assess the applicant's contributions to the training of highly qualified personnel (HQP), including confidential peer review.

_____   _____
Trainee's signature   Date

Note: This form must be retained by the applicant and made available to NSERC upon request.

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