

# NIKOLAS MARTELARO

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I explore the future of design. My research focuses on creating interaction systems and design tools with the goal of helping designers better understand people and create human-centered products. I blend a background in mechanical engineering, mechatronics, computing, data collection, and product design to develop new interactive systems and to understand how designers do design. My work looks at observing people using intelligent systems and designing new kinds of interactive devices. My research has implications for human-robot interaction, autonomous cars, and human-centered artificial intelligence. My teaching aims to provide designers the skills to use new technologies and develop systems that focus on the needs of people.

## EDUCATION

- 2012–2018 **Stanford University** | Stanford, CA  
Ph.D. in Mechanical Engineering  
DISSERTATION: *The Needfinding Machine*  
COMMITTEE: Larry Leifer, Wendy Ju, Pamela Hinds, James Landay
- 2012–2014 **Stanford University** | Stanford, CA  
M.S. in Mechanical Engineering
- 2008–2012 **Franklin W. Olin College of Engineering** | Needham, MA  
B.S. Engineering: Design

## EMPLOYMENT

- 2020– **Assistant Professor**  
Human-Computer Interaction Institute  
Carnegie Mellon University
- 2018–2019 **Technology Research & Development Associate Principal**  
Accenture Technology Labs
- 2017 **Research Intern**  
Microsoft Research  
ADVISOR: Shamsi Iqbal

## PUBLICATIONS

### JOURNAL ARTICLES

Ozgur Eris, **Martelaro, Nikolas**, and Petra Badke-Schaub. “A comparative analysis of multimodal communication during design sketching in co-located and distributed environments”. In: *Design Studies* 35.6 (2014), pp. 559–592.

### CHAPTERS

**Martelaro, Nikolas** and Wendy Ju. “The needfinding machine”. In: *Social internet of things*. Springer, Cham, 2019, pp. 51–84.

**Martelaro, Nikolas**, Wendy Ju, and Mark Horowitz. “The Interaction Engine”. In: *Design Thinking Research*. Springer, Cham, 2018, pp. 147–169.

David Sirkin, Sonia Baltodano, Brian Mok, Dirk Rothenbücher, Nikhil Gowda, Jamy Li, **Martelaro, Nikolas**, David Miller, Srinath Sibi, and Wendy Ju. “Embodied design improvisation for autonomous vehicles”. In: *Design thinking research*. Springer, Cham, 2016, pp. 125–143.

**Martelaro, Nikolas**, Shameek Ganguly, Martin Steinert, and Malte Jung. “The personal trait myth: a comparative analysis of the innovation impact of design thinking tools and personal traits”. In: *Design Thinking Research*. Springer, Cham, 2015, pp. 41–57.

### CONFERENCE PAPERS (REFEREED)

**Martelaro, Nikolas**, Sarah Mennicken, Jennifer Thom, Henriette Cramer, and Wendy Ju. “Using Remote Controlled Speech Agents to Explore Music Experience in Context”. In: *Proceedings of the 2020 ACM Designing Interactive Systems Conference*. 2020, pp. 2065–2076.

**Martelaro, Nikolas**, Jaime Teevan, and Shamsi T Iqbal. “An Exploration of Speech-Based Productivity Support in the Car”. In: *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*. 2019, pp. 1–12.

Rob Semmens, **Martelaro, Nikolas**, Pushyami Kaveti, Simon Stent, and Wendy Ju. “Is now a good time? an empirical study of vehicle-driver communication timing”. In: *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*. 2019, pp. 1–12.

**Martelaro, Nikolas** and Wendy Ju. “WoZ Way: Enabling real-time remote interaction prototyping & observation in on-road vehicles”. In: *Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing*. 2017, pp. 169–182.

Dylan Moore, **Martelaro, Nikolas**, Wendy Ju, and Hamish Tennent. “Making noise intentional: A study of servo sound perception”. In: *2017 12th ACM/IEEE International Conference on Human-Robot Interaction (HRI)*. IEEE. 2017, pp. 12–21.

David Sirkin, **Martelaro, Nikolas**, Mishel Johns, and Wendy Ju. “Toward measurement of situation awareness in autonomous vehicles”. In: *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*. 2017, pp. 405–415.

**Martelaro, Nikolas**. “Wizard-of-oz interfaces as a step towards autonomous hri”. In: *2016 AAAI spring symposium series*. 2016.

**Martelaro, Nikolas**, Victoria C Nneji, Wendy Ju, and Pamela Hinds. “Designing HRI to Encourage More Trust, Disclosure, and Companionship, The Eleventh ACM”. In: *IEEE International Conference on Human Robot Interaction*. 2016.

**Martelaro, Nikolas**, Victoria C Nneji, Wendy Ju, and Pamela Hinds. “Tell Me More: Designing HRI to encourage more trust, disclosure, and companionship”. In: *HRI '16*. 2016.

Marco Spadafora, Victor Chahuneau, **Martelaro, Nikolas**, David Sirkin, and Wendy Ju. “Designing the behavior of interactive objects”. In: *Proceedings of the TEI'16: Tenth International Conference on Tangible, Embedded, and Embodied Interaction*. ACM. 2016, pp. 70–77.

Sonia Baltodano, Srinath Sibi, **Martelaro, Nikolas**, Nikhil Gowda, and Wendy Ju. “The RRADS platform: a real road autonomous driving simulator”. In: *Proceedings of the 7th International Conference on Automotive User Interfaces and Interactive Vehicular Applications*. 2015, pp. 281–288.

Malte F Jung, **Martelaro, Nikolas**, and Pamela J Hinds. “Using robots to moderate team conflict: the case of repairing violations”. In: *Proceedings of the Tenth Annual ACM/IEEE International Conference on Human-Robot Interaction*. 2015, pp. 229–236.

**Martelaro, Nikolas**, Malte Jung, and Pamela Hinds. “Using robots to moderate team conflict: The case of repairing violations”. In: *Proceedings of the Tenth Annual ACM/IEEE International Conference on Human-Robot Interaction Extended Abstracts*. 2015, pp. 271–271.

Malte F Jung, **Martelaro, Nikolas**, Halsey Hoster, and Clifford Nass. “Participatory materials: having a reflective conversation with an artifact in the making”. In: *Proceedings of the 2014 conference on Designing Interactive Systems*. 2014, pp. 25–34.

Ozgur Eris and **Martelaro, Nikolas**. “A Comparative Analysis of Sketching Interactions of Designers in Co-located and Distributed Environments”. In: *Design Thinking Research Symposium - DTRS8*. DTRS8. 2010, pp. 149–162.

#### INVITED ARTICLES

**Martelaro, Nikolas** and Wendy Ju. “Cybernetics and the design of the user experience of AI systems”. In: *interactions* 25.6 (2018), pp. 38–41.

#### WORKSHOPS PAPERS (REFEREED)

**Martelaro, Nikolas** and Wendy Ju. “DJ Bot: Needfinding Machines for Improved Music Recommendations”. In: *2017 AAAI Spring Symposium Series*. 2017.

**Martelaro, Nikolas**. “Wizard-of-oz interfaces as a step towards autonomous hri”. In: *2016 AAAI spring symposium series*. 2016.

**Martelaro, Nikolas**, Michael Shiloh, and Wendy Ju. “The interaction engine: Tools for prototyping connected devices”. In: *Proceedings of the TEI'16: Tenth International Conference on Tangible, Embedded, and Embodied Interaction*. 2016, pp. 762–765.

#### DEMOS, VIDEOS, AND WORK-IN-PROGRESS (REFEREED)

**Martelaro, Nikolas** and Wendy Ju. “WoZ Way: Enabling real-time interaction prototyping and on-road observation”. In: *Proceedings of the 2017 Conference on Computer Supported Cooperative Work*. DOI: <http://dx.doi.org/10.1145/2998181.2998293>. 2017.

**Martelaro, Nikolas**, David Sirkin, and Wendy Ju. “DAZE: a real-time situation awareness measurement tool for driving”. In: *Adjunct Proceedings of the 7th International Conference on Automotive User Interfaces and Interactive Vehicular Applications*. 2015, pp. 158–163.

#### ORGANIZED WORKSHOPS

**Martelaro, Nikolas** and Wendy Ju. “What Could Go Wrong? Exploring the Downsides of Autonomous Vehicles”. In: *12th International Conference on Automotive User Interfaces and Interactive Vehicular Applications*. 2020, pp. 99–101.

**Martelaro, Nikolas** and Wendy Ju. “A Panel on Cybernetics and the User Experience of AI Systems”. In: *2018 AAAI Spring Symposium Series*. 2018.

Naomi T Fitter, Heather Knight, **Martelaro, Nikolas**, and David Sirkin. “What actors can teach robots”. In: *Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. 2017, pp. 574–580.

David Sirkin, **Martelaro, Nikolas**, Hamish Tennent, Mishel Johns, Brian Mok, Wendy Ju, Guy Hoffman, Heather Knight, Bilge Mutlu, and Leila Takayama. “Design skills for HRI”. In: *2016 11th ACM/IEEE International Conference on Human-Robot Interaction (HRI)*. IEEE. 2016, pp. 581–582.

## RESEARCH GRANTS & GIFTS

### FEDERAL GRANTS

2020–2021 **Inclusive Design Challenge - Stage I**  
*Investigators:* Nikolas Martelaro (Co-PI), Patrick Carrington (Co-PI), Sarah Fox (Co-PI), Jodi Forlizzi (Co-PI)  
*Amount:* \$300,000

### CORPORATE AND FOUNDATION GIFTS & GRANTS

2020–2021 **Accenture Technology Labs**  
*Investigators:* Nikolas Martelaro (PI)  
*Amount:* \$100,000

## HONORS & AWARDS

2017 **Best Demonstration, CSCW '17**. Portland, OR. *With Wendy Ju*

2013–2018 **Graduate Research Fellowship Program** - National Science Foundation (NSF GRFP). Awarded 2013.

2009 **Miller Research Fellowship**, Franklin W. Olin College of Engineering. Awarded Summer 2009.

## SELECTED PRESS COVERAGE

2021 **Pittsburgh Post Gazette**  
*CMU team to examine autonomous vehicles for people with disabilities*  
<https://www.post-gazette.com/news/transportation/2021/01/11/Carnegie-Mellon-University-federal-Department-of-Transportation-300-000-grant-people-with-disabilities-autonomous-vehicles/stories/202101080091>

2021 **US Department of Transportation (US)**  
*Inclusive Design Challenge Semifinalists*

<https://www.transportation.gov/inclusive-design-challenge/inclusive-design-challenge-semifinalists>

## TEACHING

- Spring 2021 **Rapid Prototyping of Computer Systems**  
05-540/05-872/18-540/18-745/39-648
- Spring 2020 **Rapid Prototyping of Computer Systems**  
05-540/05-872/18-540/18-745/39-648

## ADVISING

- 2020– **David Lin**  
Human-Computer Interaction Institute, Carnegie Mellon University

## THESIS COMMITTEE MEMBER

- 2021 **Mary Beth Kery**  
Dissertation Title: *TBD*  
Human-Computer Interaction Institute, Carnegie Mellon University

## PROFESSIONAL SERVICE

### CONFERENCE ORGANIZING COMMITTEE ROLES

- 2021 **Video Chair**  
ACM Conference on Designing Interactive Systems (DIS)
- 2021 **Program Committee Member**  
ACM Conference on Computer Supported Cooperative Work (CSCW)
- 2020 **Program Committee Member**  
ACM Conference on Human Factors in Computing Systems (CHI)  
*Understanding People Subcommittee*
- 2019 **Program Committee Member**  
ACM Conference on Human Factors in Computing Systems (CHI)  
*Design Subcommittee*
- 2019 **Program Committee Member**  
ACM/IEEE Conference on Human Robot Interaction (HRI)
- 2018 **Pioneers Workshop Panel Chair**  
ACM/IEEE Conference on Human Robot Interaction (HRI)
- 2016 **Assistant to the Conference Chair**

- ACM Conference on Human Factors in Computing Systems (CHI)
- 2015 **Student Volunteer Chair**  
ACM Conference on Tangible, Embedded, & Embodied Interaction (TEI)
- 2014 **Student Volunteer**  
ACM Conference on Tangible, Embedded, & Embodied Interaction (TEI)

#### REVIEWING SERVICE

ACM Conference in Human Factors in Computing (CHI)  
ACM Conference on Computer Supported Collaborative Work (CSCW)  
ACM Conference in Designing Interactive Systems (DIS)  
ACM/IEEE Human-Robot Interaction Conference (HRI)  
Frontiers Robotics

#### UNIVERSITY SERVICE

- 2021 **Ph.D. Admissions Committee**  
Human-Computer Interaction Institute, Carnegie Mellon University
- 2021 **MHCI Admissions Committee**  
Human-Computer Interaction Institute, Carnegie Mellon University
- 2021 **Black Lives Matter Committee**  
Human-Computer Interaction Institute, Carnegie Mellon University
- 2020–2021 **Design Studio Curriculum Task Force**  
Human-Computer Interaction Institute, Carnegie Mellon University
- 2020 **MHCI Admissions Committee**  
Human-Computer Interaction Institute, Carnegie Mellon University