

Resume // January 2024

Annemiek Veldhuis

Design Research in Child-Computer Interaction

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EDUCATION

- NOW** **PHD CANDIDATE IN INTERACTIVE ARTS AND TECHNOLOGY**
School of Interactive Arts and Technology, Simon Fraser University
Working with professor Alissa N. Antle in the Tangible Embodied Child-Computer Interaction lab. Projects include, but are not limited to, research on social regulation during design-based learning, co-design methods with children, and AI design with children.
- 2019** **MASTER OF SCIENCE IN INDUSTRIAL DESIGN**
Department of Industrial Design at the Eindhoven University of Technology
2016 Graduated with an 8 (out of 10). Specialisation in Constructive Design Research. Projects include, but are not limited to, a novel way of interacting with data through rearrangeable physicalizations, and research on the impact of goal recommendations in design-based education.
- 2016** **BACHELOR OF SCIENCE IN INDUSTRIAL DESIGN**
Department of Industrial Design at the Eindhoven University of Technology
2013 Graduated with a 9 (out of 10). Specialisation in New Product Development and Marketing. Projects include, but are not limited to, a toolkit for students to organize their design-based learning activities, and a co-creation platform for the Cube design museum.
- 2013** **PRE-UNIVERSITY EDUCATION: GRAMMAR SCHOOL**
Bernardinus College, Heerlen, NL
2006 Specialisation in science, technology, classical studies, and arts.

RESEARCH EXPERIENCE

- NOW** **GRADUATE RESEARCH ASSISTANT**
Department of Education, SFU, CA
2022 Research on assessment during Maker Education in elementary schools: classroom observations, qualitative analysis, co-design workshop design and facilitation, student interviews, co-design workshop design and facilitation with children.
- NOW** **GRADUATE RESEARCH ASSISTANT**
Tangible Embodied Child-Computer Interaction lab, SIAT, SFU, CA
2021 Research on AR of books for increased empathy in children, VR application design for collaborative emotion-regulation, systemic literature reviews on co-design methods with children and AI system design with children.
- 2019** **GRADUATE RESEARCH ASSISTANT**
Systemic Change Research Group, Faculty Industrial Design, TU/e, NL
2018 Research on technology that promotes adolescent physical activity: second coder in systemic literature review, conducting and transcribing interviews with children.

PROFESSIONAL EXPERIENCE

- 2021** **PROJECT ADMINISTRATOR - ERASMUS+ DESIGN FUTURES**
Systemic Change group, Department of Industrial Design, TU/e, NL
2019 Project administrator of Erasmus+ project with 5 partners in 4 European countries. The project aimed to combine Design Thinking and Maker Education in elementary schools over Europe. Implementation involved 20 schools, 28 teachers and 800+ students.
[Click here to visit project website](#)
- 2021** **UX DESIGNER & TESTER - ERASMUS+ VASE**
Systemic Change group, Department of Industrial Design, TU/e, NL
2019 Development of the Open Education Resources of the VASE project. The project focused on developing teaching resources for Value Sensitive Design in higher education.
[Click here to visit project website](#)
- 2020** **WORKSHOP DEVELOPER**
Cube Design Museum, Kerkrade, NL
2019 Development of workshop about design thinking for high-school students.
- 2018** **RESEARCH LAB SUPPORT - EXTERNAL RELATIONS**
Play and Learn Squad, Department of Industrial Design, TU/e, NL
2017 Managing relations between students, researchers and stakeholders of the Play & Learn research squad, organizing networking and knowledge transfer events.
- 2015** **DESIGN INTERN**
Cube Design Museum, Kerkrade, NL
Design of an interactive experience in the Cube open lab to support the interaction between museum visitors and lab residents.

TEACHING EXPERIENCE

- 2023** **TEACHING ASSISTANT - FOUNDATIONS OF RESEARCH DESIGN**
School of Interactive Arts and Technology, SFU, CA
 Graduate course. Grading, tutoring, and hosting of statistics workshop.
- 2022** **TEACHING ASSISTANT - INTRODUCTION TO TECHNOLOGICAL SYSTEMS**
School of Interactive Arts and Technology, SFU, CA
 Undergraduate course. Hosting of labs, grading, and tutoring.
- 2022** **TEACHING ASSISTANT - INTRODUCTION TO TECHNOLOGICAL SYSTEMS**
School of Interactive Arts and Technology, SFU, CA
 Undergraduate course. Hosting of labs, grading, and tutoring.
- 2022** **TEACHING ASSISTANT - DESIGN EVALUATION**
School of Interactive Arts and Technology, SFU, CA
 Undergraduate course. Hosting classroom activities, project guidance and grading.
- 2022** **TEACHING ASSISTANT - TANGIBLE TECHNOLOGY**
School of Interactive Arts and Technology, SFU, CA
 Graduate course. Hosting labs and project guidance.
- 2021** **TEACHING ASSISTANT - INTRODUCTION TO TECHNOLOGICAL SYSTEMS**
School of Interactive Arts and Technology, SFU, CA
 Undergraduate course. Hosting of labs, grading, and tutoring.
- 2020** **TEACHING ASSISTANT - CONSTRUCTIVE DESIGN RESEARCH**
Department of Industrial Design, TU/e, NL
 Graduate course. Research project guidance. helped team submit their first paper to Creativity & Cognition conference.
- 2020** **TEACHING ASSISTANT - DESIGN RESEARCH**
Department of Industrial Design, TU/e, NL
 Undergraduate course. Project guidance, grading.
- 2019** **TEACHING ASSISTANT - DESIGN RESEARCH**
Department of Industrial Design, TU/e, NL
 Undergraduate course. Project guidance, grading.
- 2017** **TEACHING ASSISTANT - CREATIVE ELECTRONICS**
Department of Industrial Design, TU/e, NL
 Undergraduate course. Tutoring, lab hosting, grading.
- 2016** **TEACHING ASSISTANT - CREATIVE ELECTRONICS**
Department of Industrial Design, TU/e, NL
 Undergraduate course. Tutoring, lab hosting, grading.

HIGHLIGHTED PUBLICATIONS

- 2023** *Annemiek Veldhuis, Yumiko Murai, Anna Lin, Kristiina Kumpulainen, Alissa N. Antle.* 2023. [Reimagining Assessment for Maker Education in Elementary Education: Findings from a Values-led Co-Design Workshop with Teachers.](#) FabLearn / Constructionism 2023 - New York City, NY, USA.
- 2021** *Annemiek Veldhuis, Bernice d'Anjou, Tilde Bekker, Ioanna Garefi, Panagiota Digkoglou, Georgia Safouri, Silvia Remotti, Emer Beamer Cronin, and Madalina Bouros.* 2021. [The Connected Qualities of Design Thinking and Maker Education practices in Early Education: A narrative review.](#) FabLearn Europe / MakeEd 2021 - St. Gallen, Switzerland
- 2020** *Annemiek Veldhuis, Rong-Hao Liang, Tilde Bekker.* 2020. [CoDa: Collaborative Data Interpretation Through an Interactive Tangible Scatterplot.](#) Februari 9 - 12 2020, Proceedings Tangible, Embedded and Embodied Interaction Conference, Sydney, NSW, Australia
CoDa has also been featured in 'Weaving Fire into Form: Aspirations for Tangible and Embodied Interaction': published by ACM books.
- Visit my [Google Scholar profile](#) for an up-to-date list of publications*

WORKSHOP FACILITATION

- 2023** **DATA PHYSICALIZATION FROM THEORY TO PRACTICE**
ACM CHI Conference on Human Factors in Computing Systems
 Designed and hosted workshop on practical applications of data physicalizations at the CHI conference. In collaboration with researchers from Eindhoven University of Technology, Lancaster University, Bauhaus-Universität Weimar & Bath University.
- 2018** **MYTO CO-DESIGN WORKSHOP**
Newcastle Open Lab and Wellcome Trust Centre for Mitochondrial Research at Newcastle University
 Facilitator of a co-design workshop in which people living with mitochondrial disease and their carers spend two days designing solutions to problems they face in their everyday lives.
- 2014** **WEARABLE ELECTRONICS WORKSHOP**
District Q, Dutch Design Week, Eindhoven, NL
 Hosted workshops on sowing wearable electronics for elderly during the Dutch Design Week. The aim was to reduce the boundary of working with a new technology by implementing it in an activity they were already familiar with.

PROFESSIONAL MEMBERSHIPS AND ACTIVITIES

- NOW** **REVIEWER**
2023 Peer reviewer for various conferences and journals, e.g., CHI, TEI, ISLS, IDC, FabLearn, BIT, and ToCHI.
- 2024** **CONFERENCE CHAIR**
2023 *Interaction Design Children Conference 2024 - TU Delft*
 Student Volunteer chair for the Interaction Design Children (IDC) conference
- 2024** **SPECIAL ISSUE JOURNAL CO-EDITOR**
2023 *Behavior & Information Technology (BIT) journal*
 Co-editor of a special issue of the BIT journal on Data Physicalization. BIT has a 5 year Impact Factor of 4.0 (3 or higher is regarded as good in HCI/CS).
- 2018** **STUDY ASSOCIATION LUCID**
2014 *Department of Industrial Design, TU/e, NL*
 Participated in several committees of the study association of industrial design: Lucid. Positions include: Secretary for the Dutch Design Week committee "Please DO Touch" 2014, Public Relations for the End of the Year trip to Taiwan 2015, E-Lucid shop assistant 2014 - 2016, and Treasurer of the Lucid Lustrum III - RoboWars Committee 2017.
- 2016** **STUDENT REPRESENTATIVE EDUCATIONAL COUNCIL**
2014 *Department of Industrial Design, TU/e, NL*
 Advising role on educational change within the Industrial Design faculty.
- 2013** **DRIVER'S SEAT MEMBER**
2011 *Schunk Museum, Heerlen, NL*
 Youth ambassador and small scale event organizer at a local modern art museum with a team of 6 artists.

AWARDS

- 2024** **TRAVEL AND RESEARCH AWARD**
JAN 1000 CA\$
 Awarded to present work at the FabLearn/Constructionism conference in New York City
- 2023** **PHD RESEARCH SCHOLARSHIP**
SEPT 5400 CA\$
- 2023** **TRAVEL AND RESEARCH AWARD**
JUNE 1500 CA\$
 Awarded to present work at the TEI 2023 and CHI 2023 conferences in Warsaw and Hamburg
- 2022** **TRAVEL AND RESEARCH AWARD**
MAY 1500 CA\$
 Awarded to present work at the FabLearn EU 2022 conference in Copenhagen
- 2021** **GPS GRADUATE FELLOWSHIP**
SEPT 3500 CA\$
 PhD entrance award

LANGUAGES

Native in **Dutch**
 Full professional proficiency in **English** (spoken and written)
 Elementary proficiency in **Polish** and **German** (spoken)

TECHNICAL SKILLS

Programming: Java (Processing), C++ (Arduino).

Web Development: HTML, CSS, Bootstrap.

Prototyping: Interactive electronics with Arduino, Wireframing in Figma, 3D modelling in Siemens NX and Shapr3D, 3D printing and other digital fabrication methods, Internet of Things (ESP8266/ESP32).

Visualisation: Adobe creative suite, interactive data visualisations in Vega-Lite.

Word processing: Microsoft Office, LaTeX (overleaf).

Research tools: SPSS, NVivo, Zotero.