

Haakon Faste

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Education

- Ph.D. 2010* **Scuola Superiore Sant'Anna**, Pisa, Italy — Innovative Technologies of Information and Communication Engineering and Robotics, program in Perceptual Robotics, 100/100 with Honors
- B.A. 1998* **Oberlin College**, Oberlin, OH — Art with High-Honors, Minor in Physics

Professional Experience

- 2013 – present* **Motiv** (Mechio, Inc.) — Co-Founder, Director of Interaction Design, San Francisco, CA
Co-Founder and experience design direction at a wearable computing technology startup. Heavily involved in all aspects of concept development, brand strategy, software design, hiring, design team oversight and company leadership. Co-author of provisional U.S. technology patent. Grew the company from incorporation through \$6.2M Series A funding round from Kleiner Perkins Caufield Byers.
- 2013 – present* **California College of the Arts** — Assistant Professor of Interaction Design, San Francisco, CA
Teaching and coordination in the Interaction Design Program, including student advising, grantwriting and curriculum development. Program expert for undergraduate interaction design majors, Hybrid Lab faculty coordinator, and service to the college on search committees seeking candidates for Chair of DMBA Program, Chair of Graphic Design, Director of Libraries, Associate Chair of Interaction Design, and Assistant Professor of Interaction Design. Courses taught include: Intro to Interaction Design, Interaction Design 1 (Foundations), TimeStudio 2 (Behavior), History of Interaction Design, Selfless Design Studio, and Conceptual Systems. Author of a successful \$38,000 grant from Intel to support hands-on technology education. Research published at ACM Designing Interactive Systems (DIS) 2014 and Educause Review. Guest lectures and workshops on design research and education.
- 2013 – 2014* **Speck Design** — Director of Interaction Design, Palo Alto, CA
Building and directing an Interaction Design and User Experience practice in a small (25 person) industrial design, research, and mechanical engineering firm. Regular program management and internal strategy sessions. Led website redesign effort including content strategy, visual design, software development, and marketing/communications. Business development and interaction design lead on projects for clients including AAA, NetApp, SRI, Cytori, Panasonic, Stryker, Vitaria, Allstate, Samsung and Google.
- 2010 – 2013* **Carnegie Mellon University** — Assistant Professor of the Practice, Human-Computer Interaction Institute (HCII), Pittsburgh, PA
Fundamental research and software development projects focusing on open innovation, design education, collaborative creativity, embodied interaction, and technologically mediated human experience. Teaching and curriculum development for all required graduate design courses in Human-Computer Interaction (HCI). Numerous published peer-reviewed technical papers and reports. Guest lectures and workshops on design research, synthesis, ethnography, and innovation. Advisor to graduate and undergraduate students at the intersection of technology and art. Founder and director of the Creative Systems Laboratory, comprising 30+ volunteer graduate students collaborating on a wide range of community-oriented technology-driven artistic and design research projects. Author of numerous grant applications for federal government and local foundation support.
- 2009 – present* **Rolf A. Faste Foundation for Design Creativity** — Founder and Executive Director, Palo Alto, CA
Rolf Faste (1943-2003) was a professor of Mechanical Engineering and director of the Joint Program in Design at Stanford University from 1983-2003. His thoughts on creative thinking touched thousands of students and had a pioneering impact on design education. The Faste Foundation is a non-profit center for creativity research dedicated to furthering Rolf's vision of design as a way of being for the betterment of human society and mind. Activities include the creation, evaluation, documentation and dissemination of resources for design education, the development of a freely available online platform for project-based learning and design-driven innovation, and conservation of the Faste design archives and collection. Director of strategy, management, administration and fundraising.
- 2007 – 2010* **Scuola Superiore Sant'Anna** — PhD Research, PERCRO Perceptual Robotics Laboratory, Pisa, Italy
Fundamental research on perceptual robotic interfaces, robotic art, and virtual environments. Design and development of anticipatory feedback interface prototypes and immersive experiences for enactive learning and skill transfer in intelligent environments. Co-founder of the PERCRO Robotic Art Group, sponsoring exhibitions and visiting international lecturers at the intersection of art and robotics. Director of design and development for numerous state-of-the-art multimodal cultural heritage learning environments for Italian museums. Winner of the XXV Oscar Signorini Prize in Robotic Art, 2° classification, Fondazione D'Ars, Milan. Coursework including: Computer Graphics for Virtual Environments; Fundamentals of Mechanics of Robots; Geometry of Mechanical and Biological Motion; Embedded Mechatronics; Consciousness and Embodied Intelligence; Biorobotics; Advanced Italian; Beginning and Intermediate German. Research published at ACM Creativity & Cognition 2009, SPIE 2009, Enactive 08 and 07, and ICHIM 07.
- 2004 – 2007* **IDEO** — Strategic Design Consulting, Palo Alto, CA
Interaction designer and Software Experiences practice lead. Design strategy, implementation, technology innovation and IP strategy on creative projects for some of the world's most innovative corporations. Disciplines including computing, wireless communication, knowledge management, data visualization, automotive, medical, consumer products, services, branding and interactive spaces. Project lead, client liaison, interaction design and human factors for clients including Cisco Systems, MSN, PepsiCo, Bank of America, eBay, Samsung, Yahoo!, General Electric, Procter & Gamble, Microsoft, Intel, Advanced Bionics, Toyota and Hasbro.
- 2002 – 2003* **LCD Intermedia Agency** — Interaction Design, Florence, Italy
Interaction design, advertising, 3D rendering and motion graphics for Italian companies including Mediaset, ItaliaUno, Ferrari, Siemens Mobile and Accademia Marketing. Design direction for numerous independent marketing efforts. All interactions conducted entirely in Italian.

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- 1999 – 2001 **Nettmedia** — Interaction Design, New York, NY
Senior interaction designer on web, advertising, 3D rendering and motion graphics projects for online media clients including the New York Yankees, DavidBowie.com, Rolling Stone, Click2Music, Ultrastar, Nettwerk, Geffen Records and the Whitney Museum of American Art. Led Flash development efforts on numerous dynamic broadband interactive websites. Graphic design for corporate identity, print collateral and branding campaigns published in Artbyte and Communication Arts magazines.
- 1998 – 1999 **Fakespace Labs** — Virtual Interface Design, Mountain View, CA
Research and development focusing on conceptual design and prototype construction of haptic and optical devices for interacting with immersive virtual environments. Product design, engineering, Vellum, AutoCAD, machining and assembly of hardware systems and displays. Author and illustrator of an ongoing series of paper, lectures, presentations and reports for NASA, Alias/Wavefront and the Banff New Media Institute. Interface design and adaptation of Softimage, Maya, MultiGen and Strata 3D for interaction with stereoscopic displays and input devices. Clients including Ford, Arco, and Los Alamos National Laboratory.
- 1997 **Skyline Products** (now IDEO) — Product Design, Palo Alto, CA
Idea generation and presentation design for toy and product concepts, including electronic prototypes and industrial design models. Animation and live action video director of several short digital films. Manager of digital animation lab installation and hardware.
- 1994 – 1997 (summers) **1185 Design** — Graphic Design, Palo Alto, CA
Conceptual design, information architecture, programming, animation and packaging design on several interactive CD-ROMs for clients including Cisco Systems, Informatica and Scholastic Books. Graphic design, corporate identity and print collateral for clients including Pointcast, Sun Microsystems, SEGA, Infoseek, SaveSmart, the Djerassi Foundation and Wilson Sonsini Goodrich & Rosati LLP.
- ## Design Consulting and Management Experience
- 2014 **Stryker** — with Speck Design
30 weeks, medical: project management, user research, ideation, scenario storyboards, strategy.
- Samsung** — with Speck Design
13 weeks, product design: ideation, scenario storyboards, visual design, physical_prototyping, strategy.
- Google** — with Speck Design
2 weeks, information technology: business development, project management, scenario storyboards, strategy.
- McGinley Orthopaedic Innovations** — with Speck Design
2 weeks, medical: ideation, wireframes, visual design.
- Allstate** — with Speck Design
6 weeks, automotive: ideation, strategy.
- Vitaria** — with Speck Design
8 weeks, medical: project management, wireframes, visual design, specifications.
- Cytori** — with Speck Design
8 weeks, medical: project management, user research, ideation, wireframes, usability testing, visual design, prototyping, specifications.
- Panasonic** — with Speck Design
7 weeks, robotics: project management, user research, ideation, scenario storyboards, digital prototyping, strategy.
- Speck Design** — internal project
12 weeks, design: project management, wireframes, ideation, visual design, graphic design, strategy.
- Audi** — workshop leader / design director, California College of the Arts
4 weeks, design: project management, interaction design, strategic advising.
- 2013 **NetApp** — with Speck Design
20 weeks, information technology: ideation, scenario storyboards, visual design, interactive production, graphic design, strategy.
- AAA** — with Speck Design
6 weeks, automotive: user research, ideation, scenario storyboards, wireframes, specifications, digital prototyping, strategy.
- Intermediate Unit 1** — with Carnegie Mellon University
2 weeks, education: project management, user research, ideation, strategy.
- 2012 **Metagenics** — with MAYA Design
8 weeks, wellness: user research, ideation, visual design, strategy.
- Highmark** — with MAYA Design
6 weeks, healthcare: user research, ideation, usability testing, visual design, digital prototyping.

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Dun & Bradstreet — with MAYA Design

26 weeks, financial: user research, ideation, wireframes, usability testing, visual design, digital prototyping, strategy.

2010

National Semiconductor — with D2M

8 weeks, information technology: user research, ideation, scenario storyboards, wireframes, usability testing, visual design, strategy.

2008

PERCRO Perceptual Robotics Laboratory — internal project

8 weeks, engineering research: user research, ideation, visual design, graphic design.

2006 – 2007

Cisco Systems — with IDEO

48 weeks, information technology: project management, user research, ideation, scenario storyboards, wireframes, usability testing, visual design, specifications, digital prototyping, graphic design, physical prototyping, strategy.

2006

Microsoft — with IDEO

8 weeks, software: ideation, scenario storyboards, wireframes, visual design, digital prototyping, graphic design.

2005

Microsoft — with IDEO

22 weeks, software: project management, user research, ideation, scenario storyboards, wireframes, usability testing, visual design, specifications, digital prototyping, graphic design, strategy.

PepsiCo — with IDEO

6 weeks, food & beverage: user research, ideation, scenario storyboards, strategy.

Bank of America — with IDEO

6 weeks, financial: user research, ideation, scenario storyboards, strategy.

eBay — with IDEO

6 weeks, eCommerce: user research, ideation, strategy.

IDEO — internal project

1 week, design: ideation, graphic design, physical prototyping, strategy.

Samsung — with IDEO

8 weeks, mobile: ideation, scenario storyboards, strategy.

Yahoo! — with IDEO

8 weeks, software: project management, ideation, scenario storyboards, wireframes, visual design, specifications.

2004

General Electric — with IDEO

1 week, medical: user research, ideation, physical prototyping, strategy.

Boston Market — with IDEO

6 weeks, food & beverage: ideation, scenario storyboards, visual design, graphic design, strategy.

IDEO — internal project

8 weeks, design: user research, ideation, physical prototyping, strategy.

P&G — with IDEO

1 week, consumer products: graphic design.

P&G — with IDEO

3 weeks, consumer products: ideation, graphic design, physical prototyping.

Microsoft — with IDEO

6 weeks, software: user research, ideation, scenario storyboards, wireframes, visual design, digital prototyping, strategy.

Toyota — with IDEO

10 weeks, automotive: user research, ideation, scenario storyboards, strategy.

Klutz Books — independent consulting

4 weeks, publishing: project management, specifications, graphic design.

Lucy — independent consulting

2 weeks, music industry: project management, graphic design.

Wild Divine — with Unovo

1 week, gaming: physical prototyping.

Coie Perkins LLP — with Unovo

2 weeks, legal: scenario storyboards.

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- 2003
- Unovo** — internal project
4 weeks, design: project management, usability testing, visual design, digital prototyping, interactive production, graphic design.
- Oliso** — with Unovo
4 weeks, consumer products: ideation, usability testing, physical prototyping.
- Duncan** — with Unovo
4 weeks, consumer products: ideation, wireframes, visual design, digital prototyping, physical prototyping.
- 2002
- Accademia Marketing** — with LCD Intermedia Agency
10 weeks, print media (Tubi di Gió): project management, visual design, graphic design, physical prototyping, strategy.
- Accademia Marketing** — with LCD Intermedia Agency
10 weeks, print media (Cosevolute): project management, visual design, graphic design, physical prototyping, strategy.
- Accademia Marketing** — with LCD Intermedia Agency
40 weeks, print media (Giornuovo): project management, ideation, visual design, graphic design, physical prototyping, strategy.
- Siemens Mobile** — with LCD Intermedia Agency
4 weeks, communications: visual design, digital prototyping, interactive production, graphic design.
- Ferrari** — with LCD Intermedia Agency
2 weeks, automotive: visual design, digital prototyping, interactive production, graphic design.
- Italia Uno** — with LCD Intermedia Agency
2 weeks, broadcasting: visual design, digital prototyping, interactive production, graphic design.
- MediaSet** — with LCD Intermedia Agency
2 weeks, broadcasting: visual design, graphic design.
- 2001
- Nettmedia** — internal project
6 weeks, design: ideation, visual design, digital prototyping, interactive production, graphic design, physical prototyping.
- The Whitney Museum of American Art** — with Nettmedia
10 weeks, cultural: project management, ideation, visual design, digital prototyping, interactive production, graphic design.
- 2000
- Geffen Records** — with Nettmedia
4 weeks, music industry: visual design, digital prototyping.
- Click2Music** — with Nettmedia
4 weeks, music industry: visual design, digital prototyping, graphic design.
- Rolling Stone** — with Nettmedia
2 weeks, music industry: visual design, digital prototyping.
- David Bowie** — with Nettmedia
10 weeks, music industry: ideation, visual design, digital prototyping, interactive production, graphic design.
- New York Yankees** — with Nettmedia
6 weeks, professional sports: visual design, digital prototyping, interactive production.
- 1999
- Banff New Media Institute** — with Fakespace Labs
1 week, research: project management, ideation, usability testing, physical prototyping, strategy.
- Los Alamos National Laboratory** — with Fakespace Labs
25 weeks, research: ideation, scenario storyboards, usability testing, graphic design, physical prototyping.
- 1998
- Arco** — with Fakespace Labs
4 weeks, energy: ideation, usability testing, graphic design, physical prototyping.
- Ford** — with Fakespace Labs
6 weeks, automotive: ideation, scenario storyboards, usability testing, physical prototyping.
- Alias | Wavefront** — with Fakespace Labs
12 weeks, software: ideation, scenario storyboards, usability testing, physical prototyping.
- NASA** — with Fakespace Labs
10 weeks, engineering research: ideation, scenario storyboards, usability testing, physical prototyping.

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- 1997 **1185 Design** — internal project
12 weeks, graphic design: project management, visual design, graphic design.
- 1996 **Tiger Electronics** — with Skyline Products
2 weeks, product design: ideation, scenario storyboards, graphic design, physical prototyping.
- Matel** — with Skyline Products
4 weeks, product design: ideation, scenario storyboards, graphic design, physical prototyping.
- Hasbro** — with Skyline Products
4 weeks, product design: ideation, scenario storyboards, graphic design, physical prototyping.
- 1995 **Wilson Sonsini Goodrich & Rosati LLP** — with 1185 Design
1 week, legal: graphic design.
- Djerassi Foundation** — with 1185 Design
2 weeks, philanthropy: graphic design.
- SaveSmart** — with 1185 Design
3 weeks, eCommerce: graphic design.
- Infoseek** — with 1185 Design
2 weeks, information technology: graphic design.
- SEGA** — with 1185 Design
1 week, gaming: graphic design.
- Sun Microsystems** — with 1185 Design
1 week, information technology: graphic design.
- Pointcast** — with 1185 Design
2 weeks, information technology: graphic design.
- Informatica** — with 1185 Design
6 weeks, information technology: interactive production, graphic design.
- 1994 **Scholastic Books** — with 1185 Design
6 weeks, publishing: interactive production, graphic design.
- Cisco Systems** — with 1185 Design
4 weeks, information technology: graphic design.
- Adobe** — with 1185 Design
1 week, software: graphic design.

Published Conference, Workshop and Journal Papers

- 2014 **STEM Academy: Insights from the Participatory Design of an Online Curriculum**
Haakon Faste, Nancy Tsupros, Amy Jones Lewis, Stevie Kline
Educause Review, July/August 2014, pp. 58-59.
- Implications of Location and Touch for On-Body Interfaces**
Chris Harrison, Haakon Faste
Proc. ACM Designing Interactive Systems, pp. 543-552. (Honorable Mention)
- Legacy in the Age of the Internet: Reflections on How Interactive Systems Shape How We Are Remembered**
Rebecca Gulotta, William Odom, Haakon Faste, Jodi Forlizzi
Proc. ACM Designing Interactive Systems, pp. 975-984.
- 2013 **Community Engagements with Living Sensing Systems**
Stacey Kuznetsov, Will Harrigan-Anderson, Scott E. Hudson, Haakon Faste and Eric Paulos
Proc. ACM Creativity & Cognition
- Brainstorm, Chainstorm, Cheatstorm, Tweetstorm: New Ideation Strategies for Distributed HCI Design**
Haakon Faste, Nir Rachmel, Russell Essary, Evan Sheehan
Proc. ACM CHI, pp. 1343-1352

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Digital Artifacts as Legacy: Exploring the Lifespan and Value of Digital Data

Rebecca Gulotta, William Odom, Haakon Faste, Jodi Forlizzi
Proc. ACM CHI, pp. 1813-1822 (Best Paper Honorable Mention)

Design-Driven Narrative: Using Stories to Prototype and Build Immersive Design Worlds

Eric Spaulding, Haakon Faste
Proc. ACM CHI, pp. 2843-2852

Looking Past Yesterday's Tomorrow: Using Futures Studies Methods to Extend the Research Horizon

Jennifer Mankoff, Jennifer Rode, Haakon Faste
Proc. ACM CHI, pp. 1629-1638 (Best Paper Honorable Mention)

Digital Decay: (Dis)Repair, Reflection, and Forgetting

Rebecca Gulotta, Haakon Faste, Jodi Forlizzi
Workshop Proc. of CHI 2013: Reclaiming Repair: Maintenance and Mending as Methods for Design

Co-Worker Transparency in a Microtask Marketplace

Peter Kinnaird, Laura Dabbish, Sara Kiesler, Haakon Faste
ACM Computer Supported Cooperative Work (CSCW)

2012

Demystifying "Design Research": Design is Not Research, Research is Design

Trygve Faste, Haakon Faste
Proc. IDSA Education Symposium, Industrial Designers Society of America

How Learning Works in Design Education: Educating for Creative Awareness Through Formative Reflexivity

Kathryn Rivard, Haakon Faste
Proc. ACM Designing Interactive Systems, pp. 298-307 (Honorable Mention)

Photographic Social Media: A Framework For Design

Clifton Lin, Haakon Faste
Proc. ACM Designing Interactive Systems, pp. 244-247

The Untapped Promise of Digital Mind Maps

Haakon Faste, Honray Lin
Proc. ACM CHI, pp. 1017-1026

Curation, Provocation, and Digital Identity: Risks and Motivations for Sharing Provocative Images Online

Rebecca Gulotta, Haakon Faste, Jennifer Mankoff
Proc. ACM CHI, pp. 387-390

Designing an Improved HCI Research Laboratory: A Massive Synthesis of Likes and Wishes

Haakon Faste
ACM CHI Extended Abstracts, pp. 485-488

Revelado: Exploring the Preservation our Digital Data

Rebecca Gulotta, Haakon Faste, Jodi Forlizzi
Workshop Proc. of CHI 2012: Momento Mori: Technology Design for the End of Life

2011

Opening "Open" Innovation

Haakon Faste
Proc. ACM Designing Pleasurable Products and Experiences (DPPI), pp. 421-428

Digital Mind Mapping: Innovations for Real-time Collaborative Thinking

Honray Lin, Haakon Faste
ACM CHI Extended Abstracts, pp. 2137-2142

Ethical Challenges in Online Health Community Research

Rebecca Gulotta, Jennifer Mankoff, Haakon Faste, Kateryna Kuksenok
Workshop Proc. of CHI 2011: Ethics, Logs and Videotape: Ethics in Large Scale Trials & User Generated Content

2009

Towards the Ultimate Aesthetic Experience

Haakon Faste, Massimo Bergamasco
Proc. ACM Creativity and Cognition, pp. 367-368

Passages: an Immersive 3D Interface for ArtAbilitation

Fiammetta Ghedini, Haakon Faste, Marcello Carrozzino, Massimo Bergamasco
International Journal of Arts and Technology

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A Strategic Map for High-Impact Virtual Experience Design

Haakon Faste, Massimo Bergamasco
Proc. SPIE, vol. 7238, pp. 723-805

2008

Kinesthetic Thinking: Heightening Enactive Experience

Haakon Faste, Elvira Todaro, Massimo Bergamasco
Proc. 5th International Conference on Enactive Interfaces, Pisa, Italy

Passages: An Artistic 3D Interface for Children's Rehabilitation and Special Needs

Fiammetta Ghedini, Haakon Faste, Marcello Carrozzino, Massimo Bergamasco
ICDVRAT International Conference Series on Disability, Virtual Reality, and Associated Technologies

2007

The Hand Dance: A Didactic Performance Platform

Elvira Todaro, Haakon Faste, Otniel Portillo-Rodriguez, Massimo Bergamasco
Proc. ICHIM International Cultural Heritage Informatics Meeting, Toronto, Canada

Business Models for Enactive Interfaces

Elisabetta Sani, Emanuele Ruffaldi, Haakon Faste, Massimo Bergamasco
Proc. 4th International Conference on Enactive Interfaces, Grenoble, France

Towards a Flexible Real-time Gesture Recognition System for Virtual Environment Control

Otniel Portillo-Rodriguez, Oscar Sandoval-González, Haakon Faste, Jesús Velázquez Lechuga, Gerardo Saucedo Basilio, Elvira Todaro, Carlo Alberto Avizzano, Massimo Bergamasco
Proc. 4th International Conference on Enactive Interfaces, Grenoble, France

Human Computer Interaction in Skill Knowledge and Management (Chapter 7)

Haakon Faste
Literature Review on the Definition of Skills in the Context of Multimodal Interfaces, SKILLS Reporting and Documentation Project Series

Enactive Network of Excellence, Digest 2006: Multimodal Interfaces

Massimo Bergamasco, Fiammetta Ghedini, Haakon Faste (eds.)
Enactive Consortium Press, project IST-2004-002114-ENACTIVE

1999

Physical Presence: Palettes in Virtual Spaces

George Williams, Haakon Faste, Ian McDowall, Mark Bolas
Proc. SPIE, Vol. 3639, p. 374-384

Unpublished Manuscripts

2010

Posthuman Factors: How Perceptual Robotic Art Will Save Humanity from Extinction

Haakon Faste
Dissertation, Scuola Superiore Sant'Anna, Pisa. Committee: Massimo Bergamasco, Marcello Carrozzino, Antonio Frisoli, Franco Tecchia

2003

Zengineering: A Philosophy of Design

Rolf A. Faste, Haakon Faste (ed.)
(300 page manuscript)

Teaching Experience

2015 (spring)

Conceptual Systems, Interaction Design Program, California College of the Arts, San Francisco, CA
Course designer and professor

2014 (fall)

Interaction Design 1: Foundations, Interaction Design Program, California College of the Arts, San Francisco, CA
Professor

2014 (spring)

Selfless Design Studio, Interaction Design Program, California College of the Arts, San Francisco, CA
Course designer and professor

2013 – present

Intro to Interaction Design, Interaction Design Program, California College of the Arts, Oakland, CA
Professor

TimeStudio 2: Behavior, Interaction Design Program, California College of the Arts, San Francisco, CA
Professor

2013 (fall)

History of Interaction Design, Interaction Design Program, California College of the Arts, San Francisco, CA
Professor

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- 2013 (spring) **Software Development for Social Good**, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA
Co-instructor (with Bernardine Dias and David Kosbie)
- 2012 – 2013 **Spontaneous Design Studio**, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA
Course designer and professor
- 2011 – 2013 (fall) **Interaction Design Fundamentals**, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA
Professor
- 2010 – 2013 (spring) **Interaction Design Studio**, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA
Professor
- 2009 **Multimedia Communication Design**, Libera Accademia di Belle Arti, Rimini, Italy
Guest lecturer in design for undergraduate majors in art and design
- Advanced Painting**, Art Department, Florence University of the Arts, Florence, Italy
Lecturer in painting for undergraduate study-abroad students
- 2007 – 2009 **Intermediate Painting**, Art Department, Florence University of the Arts, Florence, Italy
Lecturer in painting for undergraduate study-abroad students
- 2007 **Design Innovation**, Masters Program in Management Innovation, Scuola Superiore Sant'Anna, Pisa, Italy
Guest lecturer in human-centered design and interaction strategy for graduate students in business management

Invited Presentations and Lectures

- 2015 **Posthuman-Centered Design**
School of Computer Science, University of California, Berkeley, CA
- Posthuman-Centered Design**
Human-Computer Interaction Seminar, School of Computer Science, Stanford University, Stanford, CA
- Value Driven Design: Creativity, Convention, and the Origins of Design Thinking**
Design Strategy Lecture Series, DMBA Program, California College of the Arts, San Francisco, CA
- 2014 **Speculative Reasoning in Design**
Panelist, Human-Computer Interaction Korea conference (HCIK2015), Seoul, Korea
- Education and the Future of Interaction Design**
SWA Principals Meeting, Bay Conference Center, Tiburon, CA
- Design Educators Workshop: Rethinking Design Education**
Panelist, AIGA Design and Business Conference, New York, NY
- Interaction Design Education**
Speck Design, Palo Alto, CA
- Principles and Practices of User Experience Design**
United States Transportation Command, St. Louis, MO
- Value-Driven Design: From Self-Transformation to Social Impact**
Interaction Design Lecture Series, California College of the Arts, San Francisco, CA
- 2013 **Design Research**
Human-Computer Interaction course (CS-150, Prof. Eric Paulos), University of California, Berkeley, CA
- Open Design: Innovation Education as an Altruistic Infrastructure**
Theory and Practice of Tangible User Interfaces course (INFO-262, Prof. Kimiko Ryokai), University of California, Berkeley, CA
- Hybrid Lab 2.0**
Intel Design School Network, Royal College of Art, London, UK
- Open Design: Innovation Education as an Altruistic Infrastructure**
Madeira Interactive Technologies Institute, University of Madeira, Funchal, Portugal
- Interaction Design Innovation**
Department of Design, San Jose State University, San Jose, CA

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Interaction Design Innovation

Interaction Design Program, California College of the Arts, San Francisco, CA

Design Research in HCI: Strategies for a Better Future

Human-Computer Interaction Institute, Carnegie Mellon University, Pittsburgh, PA

Design-Driven Research: Creativity, Information, and Empathy Everywhere

Information Systems Department, New Jersey Institute of Technology, Newark, NJ

2012

Demystifying “Design Research”

MAYA Design, Pittsburgh, PA

Selected Works: 1994 – Present

NASA Jet Propulsion Laboratory, Pasadena, CA

Industrial Design

School of Art, Design and Art History, James Madison University, Harrisonburg, VA

Design Research

RAND Corporation, Pittsburgh, PA

Interaction Design

College of Music and Fine Arts, Loyola University New Orleans, New Orleans, LA

Designing Creative Systems

Department of Management Sciences, University of Waterloo, Ontario, Canada

Designing Creative Systems

Carnegie Museum of Art, Pittsburgh, PA

Designing Creative Systems

School of Information, University of Michigan, Ann Arbor, MI

Designing Creative Systems

School of Design, Carnegie Mellon University, Pittsburgh, PA

2011

Posthuman Factors

First Annual Workshop on Marginal Theory
Duquesne University, Pittsburgh, PA

Ambithink: Leveraging the Crowd for Human-Centered Design Innovation

Crowdsourcing Meetup
Stanford University D-School, Stanford, CA

Selected Works: 1994 – Present

Oberlin College Art Department, Oberlin, OH

Posthuman Factors

Ignite Pittsburgh, Pittsburgh, PA

2010

A Strategic Map for High Impact Perceptual Robotic Art

Rossum's Robotic Art Group, Pittsburgh, PA

Towards the Ultimate Aesthetic Experience

Human-Computer Interaction Institute, Carnegie Mellon University, Pittsburgh, PA

2009

Virtual Coaster: An Immersive Stereoscopic Demonstrator

2009 PhD Symposium
Scuola Superiore Sant'Anna, Pisa, Italy

A Strategic Map for High Impact Perceptual Robotic Art

Seminar series on Theory and Methods of Mass Media
Libera Accademia di Belle Arti, Rimini, Italy

A Strategic Map for High Impact Virtual Experience Design

IDEO, Palo Alto, CA

2008

The Ultimate Aesthetic Experience

XXV Oscar Signorini Prize Exhibition, Fondazione D'Ars, Milan, Italy

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Opportunities in Perceptual Robotic Design, Branding, Art, Life and Death

Scuola Superiore Sant'Anna, Pisa, Italy

2007

Robotic Art Creatures and Other Believable Living Machines

MAMbo Museo d'Arte Moderna di Bologna, Bologna, Italy

Robotic Art Creatures and Other Believable Living Machines

Scuola Superiore Sant'Anna, Pisa, Italy

A Case Study in Human-Centered Design

Masters Seminar in Management Innovation, Scuola Superiore Sant'Anna, Pisa, Italy

A Case Study in Human-Centered Design

Polo Sant'Anna Valdera, Pontedera, Italy

2006

Virtual Experience Design for Cultural Heritage Networks

IDEO, Palo Alto, CA

Spherical Inspirations

IDEO, San Francisco, CA

Selected Exhibitions

2014

Science, Technology and the Future of Art, Pacific Art League, Palo Alto, CA, curated by Gail Wight

Beyond Mobility, Audi Innovation Research Exhibition, CCA SF Gallery, San Francisco, CA

2013

Working Title, Faculty Exhibition, Oliver Art Center, California College of the Arts, Oakland, CA

Festival Internacional de Video Arte de Camagüey, Camagüey, Cuba

2012

Fractures, Christine Frécharde Gallery, Pittsburgh, PA

2009

Magmart International Videoart Festival, Casoria Contemporary Art Museum, Naples, Italy

Assemblage + Collage + Construction, Museum of Art and History, The McPherson Center, Santa Cruz, CA

2008

XXV Oscar Signorini Prize Exhibition—Robotic Art, Fondazione D'Ars, Milan, Italy

Music for Robots: A Screensaver for the Robotic Mind (solo exhibition), Pisa, Italy

Integration and Conflict, Tuscany (various sites), Italy, curated by Giacomo Bazzani

2007

Airfields (solo exhibition), Sanchez Art Center, Pacifica Center for the Arts, Pacifica, CA

Beyond Movement: The History and Future of Gesture Analysis, Scuola Superiore Sant'Anna, Pisa, Italy

Enaction in Arts, Fourth European Conference on Enactive Interfaces, Grenoble, France

Future Film Festival, Future Film Short 2007, Bologna, Italy

Moscow International Film Festival, Modern-Shamanism, Open Video Program, Moscow, Russia

Venice International Film Festival (Biennale della Cinema di Venezia), Venice, Italy

2006

Terror?, Intersection for the Arts, San Francisco, CA

Arts on Fire X, Sanchez Art Center, Pacifica Center for the Arts, Pacifica, CA, curated by Lawrence Rinder

Project Creo: Ephemera, The Arts Center, St. Petersburg, FL, curated by Melissa Christiano

IDEO Prototypes the Future, Palo Alto Art Center, Palo Alto, CA, curated by Signe Mayfield

2005

Theory (\$45,000 public commission), Shoreline Park, City of Mountain View, CA

2004

Gravitazioni: Capezzana 2004, Tenuta di Capezzana, Capezzana (Pistoia), Italy

2003

Cosmos: XI Biennale of Europe and the Mediterranean, Athens, Greece

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- Campioni della Creatività Giovanile**, Palazzo Vivarelli Colonna, Florence, Italy
- 2002 **Disturbi Contemporanei**, Ex-Cartoleria Aldobrandini, Florence, Italy
- La Biennale della Toscana**, Parco Mediceo di Pratolino, Florence, Italy
- Variazioni di Stato**, Palazzo della Provincia, Trapani (Sicily), Italy
- 2001 **Wings for Prometheus** (public installation), Galapagos Art Space, Brooklyn, NY
- Paintings and Drawings** (solo exhibition), Studio 59, Brooklyn, NY
- 2000 **Series in Grey** (solo exhibition), Studio 59, Brooklyn, NY
- 1999 **Siggraph '99** (collaborative virtual reality hardware installation), ACM Siggraph 1999, Los Angeles, CA
- Clockwise from Top** (collaborative performance/installation), The Headlands Center for the Arts, Sausalito, CA
- Steel on Canvas** (solo exhibition), Fakespace, Mountain View, CA
- 1998 **Dimensional Paintings** (solo exhibition), Fisher Hall Gallery, Oberlin, OH

Curatorial Experience

- 2011 **Juror**, Creative Showcase and Interactive Art Track, Advances in Computer Entertainment Technology (ACE), Lisbon, Portugal
- 2010 **Juror**, Art Track, ACM Conference on Tangible, Embedded and Embodied Interaction (TEI), Madeira, Portugal
- 2007 **Co-curator**, Beyond Movement: The History and Future of Gesture Analysis, Scuola Superiore Sant'Anna, Pisa, Italy
- Curation Team**, IDEO Selects: Works from the Permanent Collection, Cooper-Hewitt National Design Museum, New York, NY
- 2005 **Juror**, ZeroOne International Exhibition of Electronic Arts / IDEO residency program, San Jose, CA
- 2001 **Senior Interaction Designer**, "Bitstreams" website, Whitney Museum of American Art / Nettmedia, New York, NY

Professional Committees

- 2015 **Associate Chair, Design**, ACM Conference on Human Factors in Computing Systems (CHI), Seoul, Korea
- Publications Chair**, ACM Conference on Tangible, Embedded, and Embodied Interfaces (TEI), Stanford, CA
- Program Council**, Interaction15 conference, IxDA Interaction Design Association, San Francisco, CA
- 2014 **Program Committee**, International Conference on Advances in Computer Entertainment Technology (ACE), Madeira, Portugal
- Program Committee**, International Conference on Universal Design (UD), Lund, Sweden
- Pictorials Chair**, ACM Conference on Designing Interactive Systems (DIS), Vancouver, Canada
- Section Editor**, *Interaction Records*, Peer-Commentary Journal in Human-Computer Interaction
- Program Committee**, Design Research Society Conference (DRS), Umeå, Sweden
- 2013 **Program Committee**, International Conference on Advances in Computer Entertainment Technology (ACE), Enschede, Netherlands
- Program Committee**, ACM Conference on Creativity & Cognition, Sydney, Australia
- Associate Chair, Design**, ACM Conference on Human Factors in Computing Systems (CHI), Paris, France
- 2012 **Program Committee**, International Conference on Advances in Computer Entertainment Technology (ACE), Nepal
- Works-in-Progress Program Committee**, ACM Conference on Human Factors in Computing Systems (CHI), Austin, TX
- Program Committee**, ACM Conference on Designing Interactive Systems (DIS), Newcastle, UK
- 2011 **Program Committee**, International Conference on Advances in Computer Entertainment Technology (ACE), Lisbon, Portugal

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Program Committee, IASTED International Conference on Human-Computer Interaction, Baltimore, MD

Program Committee, Desire Conference on Creativity and Innovation in Design (DESIRE), Eindhoven, the Netherlands

Scientific Committee, ACM Conference on Designing Pleasurable Products and Interfaces (DPPI), Milan, Italy

Works-in-Progress Program Committee, ACM Conference on Human Factors in Computing Systems (CHI), Vancouver, WA

Mentorship

- 2013 – 2015* Undergraduate Program Expert, Interaction Design Program, California College of the Arts
- 2012 – 2013* Craig Fahner, MFA Thesis Committee, College of Fine Arts, Carnegie Mellon University
Alan Herman, Undergraduate Advisor, Self-Defined Major, Carnegie Mellon University
- 2010 – 2013* Rebecca Gulotta, PhD Co-Advisor, Human-Computer Interaction (HCI), Carnegie Mellon University
- 2011 – 2012* Eric Spaulding, Masters Thesis Advisor, School of Design, Carnegie Mellon University
- 2012 (spring)* Ragat Agrawal, Graduate Independent Study, HCI, Carnegie Mellon University
Russ Essary, Graduate Independent Study, HCI, Carnegie Mellon University
Brittany Hamtil, Graduate Independent Study, HCI, Carnegie Mellon University
Chris Harrison, Graduate Independent Study, HCI, Carnegie Mellon University
Nir Rachmel, Graduate Independent Study, HCI, Carnegie Mellon University
Evan Sheehan, Graduate Independent Study, HCI, Carnegie Mellon University
Christian Strømmen, Graduate Independent Study, HCI, Carnegie Mellon University
Katy Tsai, Graduate Independent Study, Interaction Design, Carnegie Mellon University
Priscilla Mok, Graduate Independent Study, Interaction Design, Carnegie Mellon University
Somya Jampala, Graduate Independent Study, Interaction Design, Carnegie Mellon University
Parita Kapadia, Graduate Independent Study, Interaction Design, Carnegie Mellon University
Eric Spaulding, Graduate Independent Study, Interaction Design, Carnegie Mellon University
Allison Tran, Undergraduate Independent Study, Interaction Design, Carnegie Mellon University
Katherine Frazer, Undergraduate Independent Study, Interaction Design, Carnegie Mellon University
Seung Eun Lee, Undergraduate Independent Study, Information Systems, Carnegie Mellon University
Alan Herman, Undergraduate Independent Study, Independent Major, Carnegie Mellon University
- 2011 (fall)* Asim Mittal, Graduate Independent Study, HCI, Carnegie Mellon University
Eric Spaulding, Graduate Independent Study, Interaction Design, Carnegie Mellon University
Wes Johnson, Graduate Independent Study, Interaction Design, Carnegie Mellon University
Luci Laffitte, Undergraduate Independent Study, Interaction Design, Carnegie Mellon University
Katherine Frazer, Undergraduate Independent Study, Interaction Design, Carnegie Mellon University
Wen-Yu Chang, Undergraduate Independent Study, HCI, Carnegie Mellon University
- 2011 (summer)* Kathryn Rivard, Graduate Independent Study, HCI, Carnegie Mellon University
Chen Yi, Graduate Independent Study, HCI, Carnegie Mellon University
Saeed AlShahrani, Graduate Independent Study, HCI, Carnegie Mellon University

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- 2011 (spring) Pablo Bariola, Graduate Independent Study, HCI, Carnegie Mellon University
Chong Han Chua, Graduate Independent Study, HCI, Carnegie Mellon University
Clifton Lin, Graduate Independent Study, HCI, Carnegie Mellon University
- 2010 (fall) Andrew Gillespie, Graduate Independent Study, HCI, Carnegie Mellon University
Honray Lin, Graduate Independent Study, HCI, Carnegie Mellon University

Grants, Awards and Honors

- 2014 **Intel Technology Education Grant**, \$38,000, to fund art and design technology education at California College of the Arts
Honorable Mention, ACM Conference on Designing Interactive Systems (DIS), Vancouver, Canada
- 2013 **Best Paper Honorable Mention**, ACM Conference on Human Factors in Computing Systems (CHI), Toronto, Canada
Best Paper Honorable Mention, ACM Conference on Human Factors in Computing Systems (CHI), Toronto, Canada
- 2012 **Benedum Foundation Grant**, \$15,000, to create online courses available to Pennsylvania High School students across 25 districts
Honorable Mention, ACM Conference on Designing Interactive Systems (DIS), Newcastle, UK
- 2009 **Best Presentation Award**, PhD Symposium Competition, Scuola Superiore Sant'Anna, Pisa, Italy
- 2008 **XXV Oscar Signorini Prize—Robotic Art** (2° classification), Fondazione D'Ars, Milan, Italy
- 2007 **Full Scholarship** (Doctorate in Engineering), Scuola Superiore Sant'Anna, Pisa, Italy
- 2006 **2007 Exhibition Award**, Arts on Fire X, Pacifica Center for the Arts, Pacifica, CA
- 2002 **Honorable Mention** (Color Photography), Foto a Caso, Florence, Italy
- 2001 **Full Fellowship Artist in Residence**, MacDowell Colony, Peterborough, NH
Josephine Bay Paul Fellow, Millay Colony for the Arts, Austerlitz, NY
- 2000 **Artist in Residence**, Fellowship, Vermont Studio Center, Johnson, VT
- 1999 **Guest Artist**, Banff New Media Institute (virtual reality / immersive technology think tank), Banff, Alberta, Canada
- 1998 **High Honors in Art**, Oberlin College, Oberlin, OH

Press

- 2015 Laura Braun, "Technology Meets Humanities at Interaction 15 (IxD15) Conference"
Featured news article, www.cca.edu, February 26, 2015
- 2014 Laura Braun, "CCA Students Drive Audi Design Challenge with Innovation and Creativity"
Featured news article, www.cca.edu, October 9, 2014
- Future Cities Lab, "Audi AIR Workshop 2014"
www.future-cities-lab.net, June 18, 2014
- Jeff Maeshiro, "CCA+AIR (Audi Innovation Research) Fellowship: Beyond Mobility"
Architect, June 11, 2014
- 2013 Daniel Baumann, Dan Byers, and Christina Kukielski (eds.), *2013 Carnegie International*
Carnegie Museum of Art, 2013
- 2012 Kiran Lockhande, "Usability vs. Design: The Artistry of the Functional"
The Muse Dialogue: a journal for contemplation and discussion on the arts, December 14, 2012
- Carnegie Mellon University, "Build a Bot"
Homepage story, <http://www.cmu.edu/homepage/computing/2012/winter/build-a-bot.shtml>, 01-13-2012

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- 2011 Massimo Bergamasco, *Humans and Exoskeletons*
Mnemosyne, 2011
- 2009 Dave Obee, "The Artist Behind the Coho Legacy"
Times Colonist, Victoria, Canada, June 30, 2009
- Laura Sansavini, "D'Ars, XXV Premio Signorini"
D'Ars, n. 197, pp. 55-57, March 1, 2009
- 2008 Penelope.di.pixel, "All'origine erano i Robot..."
www.ArtsBlog.it, December 31, 2008
- Pier Luigi Capucci, "XXV Oscar Signorini Prize—Robotic Art: Winners and Motivations"
NOEMANews n. 451, December 22, 2008
- Massimo Bergamasco (ed.), "Beyond Movement: The History and Future of Gesture Analysis"
exhibition catalogue, *Alinea Editrice*, December, 2008
- Valeria S. Lombardi, "Testo Critico su 'Hiding'"
eosarte, December 8, 2008
- 2007 Annie Luciani and Claude Cadoz, "Enaction in Arts"
exhibition catalogue, November 19, 2007
- Damien Grimbart, "Art et Technologie(s)"
Le Petit Bulletin, Publié dans le n°63, October, 2007
- A conversation with Bill Vorn (on robotic art creatures and other believable living machines)
Scuola Superiore Sant'Anna, Pisa, Italy, September 17, 2007
- J.T. Morrow, "Arts on Fire XI"
The Dirty Palette, May 6, 2007
- 2006 Signe Mayfield, "IDEO Prototypes the Future,"
exhibition catalogue, *Palo Alto Art Center*, June 22, 2006
- J.T. Morrow, "Arts on Fire X"
The Dirty Palette, May 6, 2006
- "Arts on Fire X"
The Pacifica Tribune, p. 1A, April 26, 2006
- 2005 "Weekend Preview"
Palo Alto Weekly, November 9, 2005
- 2003 Mary Beckinsale, "Notes from the Director,"
"Cosmographies, Cosmopolitanism and Digi-Cosmos...",
SACI newsletter, vol. 30, December, 2003
- Gaida Primavera, "Three champions of young creativity honored for the Biennial of Europe,"
Il Corriere di Firenze, May 20, 2003
- Arianna Vallesi, "XI Biennial of Europe and the Mediterranean,"
exhibition catalogue, April 25, 2003
- 2002 Gianfrancesco Apollonio, "Arte Come Mestiere: Prima Biennale dell'istruzione artistica,"
exhibition catalogue, October 31, 2002
- Mead, Lowell Douglas, "Haakon Faste: Landscape with Wings,"
exhibition catalogue, October 31, 2002
- Vinny Scorsone, "Palazzo Riccio, si inaugura 'Variazione di Stati,'"
Guida Città Trapani, August 28, 2002
- M.A., "Giovani artisti svelano degrado: Finite i lavori"
La Repubblica, January 31, 2002
- 2001 Jonah Brucker-Cohen, "American on online: at the Whitney, tech-influenced art
states its case in both the real and virtual worlds,"
Time Out New York, no. 288, March 29 – April 5, 2001, p. 162

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Charlie Casey, "Theater Review: Prometheus Bound,"
Union Chronicle, vol. 51, no. 8, February 23, 2001

1999 M.P. Rowland, "Lovell Lake arts group builds 'Millennial Monument' in historic house,"
Daily Democrat, December 30, 1999

1997 Anne Paine, "Centerpiece: Student artists wrap the library,"
ATS, July, 1997

Nicole Palmer, "Film co-op gets their cameras rolling: new equipment propels creative film projects,"
The Oberlin Review, vol. 125, no. 14, February 14, 1997