

SILVIA LINDTNER

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DEPT. OF INFORMATICS
UNIVERSITY OF CALIFORNIA, IRVINE

DISSERTATION

Lindtner's dissertation research focuses on cultural processes of technology production. She explores this question of techno-cultural production within the context of urban China, focusing on the relationship between political, economic and social re-design and everyday technology practice. Over the last five years, she has conducted ethnographic research with Chinese youths, IT professionals and a creative collective of electronic hackers, freelance designers, new media artists and bloggers exploring how these various social groups design and use digital technologies to position themselves in the changing urban, social and political environment of China's cities today. Her work investigates the role digital media play for imaginations of Chinese modernity and translocal ideas of open innovation, free culture, creativity and D.I.Y. (do it yourself) technology production.

RESEARCH

SCIENCE AND TECHNOLOGY STUDIES & INFORMATION STUDIES: human-computer interaction, computer-supported collaborative work, politics of design, design-use relations, technoscientific practice, participatory design, critical design, socio-material co-production.

DIGITAL MEDIA & COMMUNICATION STUDIES: publics, D.I.Y. and maker culture, creative industry, technology as site of cultural production, participatory culture, new forms of learning, blogging, hybrid and mixed media, online gaming, digital play, productive play.

ANTHROPOLOGY & URBAN STUDIES: transnational studies, multi-sited ethnography, local and translocal imagination, modernization processes in urban China, globalization theory, place and space making, counterculture movements.

EDUCATION

Fall 2006 – present

University of California, Irvine, CA
Department of Informatics, Donald Bren School of Information and
Computer Sciences
Ph.D. Candidate

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Fall 2000 – June, 2004

University of Hagenberg, Linz, AT
M.S. of Applied Sciences (Diplom Ingenieur (FH)) in Media Technology
and Design

WORK & RESEARCH EXPERIENCE

07/2009 – 12/2010

DISSERTATION RESEARCH

Shanghai, China

Lindtner explored in ethnographic detail how values of open sharing and Do-It-Yourself (D.I.Y.) technology production are taken up and mobilized in a hacker and co-working space in Shanghai. The research sheds lights on emerging phenomena in China such as shanzhai (山寨, copycat) as well as technological innovation and creativity as constructs for Chinese modernity. Multi-sited ethnography, discourse analysis and para-ethnographic engagements were used as research methodology. Findings have implications for studies of translocal processes of technology development, politics of digital creativity and cultural processes of technological makings.

The research was in part supported by a student research grant from the People and Practices Research Group, Intel Research, Portland, OR.

08 – 12/2008 & 07 - 09/2009

DISSERTATION RESEARCH

Beijing, Shanghai and Hangzhou, China

In 2008 and 2009, Lindtner conducted ethnographic research to study digital media practices among young IT professionals working for international corporations in Chinese cities. The research was conducted in a series of clubs designed to facilitate social networking among like-minded professionals in the IT and creative industry through digital forms of entertainment. Findings speak to practices of socio-technical distinction making, the cultural appropriation of digital technologies and digital media as site for translocal imagination. The research contributes to debates of global technology development, productive play and digital media participation.

Research was in part supported by a Google Anita Borg Scholarship. Parts of it were conducted during a research internship at the People and Practices Research Group, Intel Research, Portland, OR.

10/2007 – 06/2008

RESEARCH ASSISTANT & UNDERGRADUATE STUDENT ADVISOR

University of California Irvine

In Collaboration with Prof. Paul Dourish, Judy Chen and Dr Gillian Hayes.

Concept, design and user study of a mobile photo sharing application. The project was motivated by ethnographic research Lindtner conducted in 2007 on public street play and mobile communication practices amongst youth in Southern California. Lindtner was responsible for the ethnographic research, mentorship of two undergraduate student researchers who

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collaborated on the project for research credits and led the journal publication based on the empirical data. Findings from this research implicate theories of publics, media sharing and participation.

This research was in part supported by the Palo Alto Nokia Research Center.

06/2007 – 09/2007

PRELIMINARY DISSERTATION RESEARCH

Beijing and Shanghai, China

Ethnographic research on online gaming and digital media practices among urban youths in China. Research was conducted in Internet cafes, student dormitories and apartments, using methods such as participant observation, formal and informal interviews. The research sheds new light on the ways in which youths use, design and hack digital software and hardware infrastructure in order to establish trust to others and position themselves in a rapidly changing social and economic environment of the Chinese city. Findings contribute to the study of social networking across digital and urban platforms, to Internet counterculture and digital media participation.

Research was conducted in collaboration with Prof. Bonnie Nardi (University of California, Irvine), He Jing and Wenjing Liang (Beida Daxue, Peking University), and supported by a grant from the Information Services & Technology Group, Intel, Portland, OR.

08/2005 – 08/2006

JUNIOR RESEARCHER

User Interface Design Group, Siemens Corporate Technology, Munich, Germany

Research Area: Ambient Intelligence, Ubiquitous Computing, Smart Homes and Elderly Care

Cooperation Partners: Information and Communication Technology Group Siemens, EU-Project on Smart Homes, Healthy Living, Ubiquitous Computing, Mobile Computing.

12/2004 – 07/2005

JUNIOR RESEARCHER

User Experience Group, Siemens Corporate Research, Princeton, NJ.

Research Areas: health care, proactive health care, intervention, ubiquitous computing, games, mobile communication. Lindtner was responsible for the concept, design and development of a ubiquitous computing game, “Fish’n’Steps,” to encourage physical activity in adults as part of their daily life routine. She led a two months-long user study to assess the playful approach towards proactive health intervention.

12/2003 – 07/2004

RESEARCH INTERN

User Interface Design Group, Siemens Corporate Technology, Munich, Germany

In collaboration with Dr Hubertus Hohl.

Research Areas: Computer Supported Collaborative Work, mobile computing, Human-Computer Interaction.

Lindtner designed and developed two mobile photo sharing applications for remote collaboration. A user study, two focus groups and a series of usability studies were conducted.

07/2002 – 09/2002

INTERN: MOBILE DESIGN AND DEVELOPMENT

Xidris Mobile Communication, Vienna, Austria

Concept design and implementation of mobile game applications, graphic

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design, poster design, website design. 2D animation with Macromedia Flash and video post production with Adobe After Effects.

Summer 2002, 2001, 2000

PERSONAL EVENT ASSISTANT

Nestle, Zuerich, Switzerland

Personal Event Assistant for the annual classical music festival in Salzburg. Company Nestle guests, management of arrival and social events. Excellent language skills in German, English and French were required.

07/2001 – 09/2000

INTERN: GRAPHIC DESIGN AND WEB DEVELOPMENT

NCM Net Communication Management, Salzburg, Austria

Web design and development, graphic design, digital photography, user interface design and usability testing.

PUBLICATIONS

Journal articles & book chapters

Lindtner, S. and Dourish, P. 2011. The Promise of Play: A New Approach towards Productive Play. *Games and Culture Journal*, 6(5), 453 - 478.

Lindtner, S., Chen, J., Hayes, G., Dourish, P. 2011. Towards a Frameworks of Publics: Re-encountering Media Sharing and its User. *In the ACM Transactions on Human-Computer Interaction (ACM TOCHI)*, 18 (2), 23pp.

Lindtner, S. and Szablewicz, M. 2011. China's many Internets: Participation and Sites of Game Play Across a Changing Technology Landscape. *Book chapter for the edited Volume: Herold, D. and Marolt, P. (eds) Online Society in China*, London & New York: Routledge.

Peer-reviewed conference papers

Lindtner, S., Anderson, K., Dourish, P. 2012. Cultural Appropriation: Information Technologies as Sites of Transnational Imagination. *To appear in Proc. of the ACM Conference on Computer Supported Collaborative Work, February, 2012, Seattle, Washington, USA.*

Lindtner, S. and Szablewicz, M. 2010. In between Wang ba and Elite Entertainment: China's Many Internets. *Chinese Internet Research Conference, Beijing, 2010.*

Receipt of best Student Paper Award.

Lindtner, S., Mainwaring, S., Dourish, P., Wang, Y. 2009. Situating Productive Play: Online Gaming Practices and Guanxi in China. *In Proc. of INTERACT 2009, Uppsala, Sweden.*

Lindtner, S., Nardi, B., Wang, Y., Mainwaring, S., Jing, H., Liang, W. 2008. A Hybrid Cultural Ecology: World of Warcraft in China. *In Proc. of CSCW, November 2008, San Diego, California, USA.*

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Lindtner, S. and Nardi, B. 2008. Venice, California and World of Warcraft: Persistence and Ephemerality in Playful Spaces. *In Proc. of the Hawaii International Conference of System Sciences*.

Lin, J., Mamykina, L., Lindtner, S., Delajoux, G., Strubs, H. 2006. Fish'n'Steps: encouraging physical activity with an Interactive Computer Game, in *Proc. of Ubicomp, 2006, Irvine, CA*.

Short Papers, Posters, Demos

Lindtner, S. 2009. Cultivating Cool: Online and Mixed reality Gaming in China. Best Poster Award, *in Proc. of the 2009 iConference*.

Lindtner, S. 2009. Socio-technical Distinction Work at Play in China. *Doctoral Colloquium at the European Conference on Computer Supported Cooperative Work, Vienna, Austria*.

Noak, N., Lindtner, S., Nguyen, J., Hayes, G. 2008. LoRy: A Locative Story Game to Encourage Playful and Social Learning. *Short Paper for Demo at the Conference on Interaction Design for Children, Chicago*.

Lindtner, S. and Chen, J., 2007. mopix: playful encounters with Surveillance in Everyday Urban Settings, *in Proc. of Ubicomp'07*.

Position Papers

Lindtner, S. 2010. The Politics of Design-Use Relations in Transnational Configurators: What is your Position? Position Paper for the workshop "Transnational Times. Locality, globality and mobility in technology design and use," held at the *International Conference on Ubiquitous Computing, Copenhagen, Denmark*.

Lindtner, S. 2010. Google.cn and beyond: The Culture and Politics of Digital Media in China. *Position paper for the Third China Undisciplined Conference, UCLA, Cotsen Institute of Archaeology, May, 2010*.

Lindtner, S. and Dourish, P. 2009. From the Californian Ideology to China's Internet Cafes. Position Paper for the workshop "Culture and Technologies for Social Interaction" held at the *12th IFIO TC13 Conference on Human-Computer Interaction, Uppsala, Sweden*.

Lindtner, S., Mainwaring, S., Anderson, K. 2009. Facing the Crowd: Cocooning and Leveling Up in China's Urban Sprawls. Position Paper for the workshop "crowd computing," held at the *International Conference on Human Factors in Computing Systems, Boston*.

Lindtner, S. and Nardi, B., 2008. Mixed Realities in China's Internet Cafes, Position Paper for the workshop Urban Mixed Realities hold at the *International Conference on Human Factors in Computing Systems, CHI, Florence*.

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Lindtner, S. and Nardi, B., 2008. Realities that matter: Doings and Makings of an Online Game, Position paper for the *workshop Cultures of Virtual Worlds to be held at the University of California, Irvine*.

Dourish, P., Hayes, G., Irani, L., Lee, C.P., Lindtner, S., Nardi, B., Patterson, D., Tomlinson, B., 2008. Informatics at UC Irvine. *Research Landscapes, CHI'08*.

Lindtner, S., 2008. Educational Games and Mixed Realities: What I learned from Chinese Online Game Players, *HCIC Boaster*, Fraser, Colorado.

Lindtner, S., 2007. Playful Spaces between Fantasy and Real, Position paper for the workshop "Supple Interfaces" held at the *International Conference on Human Factors in Computing Systems, CHI*, San Jose, CA, April, 2007.

Invited Talks, Paper Presentations & Chaired Conference Panels

Panel Chair and Paper Presentation: Lindtner, S. 2011, "Multi-Sited Design D.I.Y., Shanzhai and Internet Counterculture in Shanghai, China" at the *Annual Meeting of the American Anthropological Association*, Nov 16 – 20, 2011, Montreal, Canada.

Paper presentation: Lindtner, S., 2011, "Emerging Technoscientific Productions in Urban China: Transnational Imaginations of Free Culture, Open Innovation and Alternate Futures" at the *international conference "Governing Futures. Imagining, negotiating and taming emerging technosciences" organized by the department of social studies of science at the University of Vienna*, September 22-24, 2011, Vienna, Austria.

Invited Speaker: "Transnational Makings of Internet Counterculture, Open Sharing and Alternate Worlds in Shanghai, China" at the *"Growing up and growing old in Shanghai, Delhi and Tokyo. Intergenerational stories from Asia's global cities" workshop organized by the Cluster research group "New Urban Imaginaries of the Public in Asia and Europe,"* September 7 – 10, 2011, Shanghai, China.

Paper Presentation: Lindtner, S., 2011, "China's Many Internets: Digital Participation across a Changing Technology Landscape" at the *Annual Conference of the Association of Asian Studies*, March 31 – April 3, 2011, Honolulu, Hawaii.

Invited Speaker: "Sites of Collaboration in an Interconnected World: Globalization, Digital Geographies and Transnational Actors" at the *Annual Milton Wolf Seminar on Media and Diplomacy, jointly organized by the Center for Global Communication Studies at the Annenberg School of Communication, University of Pennsylvania, the Diplomatic Academy Vienna and the American Austrian Foundation*, March 23 – 35, 2011, Vienna, Austria.

Invited Speaker: "New Collectives in Urban China: A transnational scene of open sharing across digital and physical spaces" at the *annual Conference on Digital Media and Learning*, March 3-5, 2011, Long Beach, CA, USA.

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Panel Chair and Speaker: “Reconfiguring Productive Media Use: Urban Renewal and Being on the Move in China” *at the First Conference on Digital Media and Learning*, March 3 – 5, 2011, San Diego, CA, USA.

Paper presentation: Lindtner, S., 2010 “Digital Technologies & Urban China: Multiple Sites of Design” *talk at the workshop on “Urbanity on the Move: Planning, Mobility and Displacement,” Department of Anthropology, UC Irvine*, May 21, 2010, Irvine, CA, USA.

Paper presentation: Lindtner, S., 2009, “Gaming Codes in China: Cultivating Cool and Socio-technical Distinction Work” Presented *at the panel of “What is Code? What is Coding? Emerging STS approaches in studying computer code,” 4S Annual Meeting*, October 28 – 31, Washington, DC, USA.

Paper presentation: Lindtner, S., 2008, “Realities that Matter: Doings and Makings of an Online Game” *talk at Culture of Virtual Worlds Conference, held at CallT2, UC Irvine, 2008.*

Workshop Organization

Lindtner, S., Smith, B., Coyer, K. 2011. *Transfabric: A para-sitic workshop on Transnational D.I.Y (Do It Yourself)*. <http://www.transfabric.org>.

Vertesi, J., Lindtner, S., and Shklovski, I. 2011. *Transnational HCI: humans, computers, and interactions in transnational contexts*. Ext. abst. CHI 2011.

Shklovski, I., Lindtner, S., Vertesi, J., and Dourish, P. 2010. *Transnational Times: Locality, Globality and Mobility in Technology Design and Use*. Ext. abst. Ubicomp 2010.

Baumer, E., Brewer, J., Brown, B., Leahu, L., Lindtner, S., Martin, L. 2009. *Hybrid Design Practice*. Ext. abst. Ubicomp 2009.

SCHOLARSHIPS & AWARDS

Recipient of the Chinese Government Scholarship, 2011-12.

Best Student Paper Award, Chinese Internet Research Conference 2010, for: Lindtner, S. and Szablewicz, M. "In between Wangba and Elite Entertainment: China's Many Internets"

2010 Intel Research Grant, awarded by PaPR (People and Practices Research), Intel Research to conduct research on "From Media Use to Media Production: An Ethnography of Digital Media Collectives in Urban China."

2010 Winner of the Student Essay Competition for the Milton Wolf Seminar on “New Media, New Newsmakers, New Public Diplomacy: The Changing Role of Journalists, NGOs, and Diplomats in a multi-modal media world,”

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Diplomatische Akademie Wien, the American Austrian Foundation and the Annenberg School for Communication, Vienna, Austria.

Recipient of the *Google Anita Borg Memorial Scholarship, 2008*

Recipient of a *GDC student scholarship 2008*

TEACHING

Course on Ubiquitous Computing Projects, University of California, Irvine, with Dr. Gillian Hayes, Winter, 2008.

Study on Obesity Intervention and Nutrition Training at Southern California Middle Schools, Winter, 2008.

Human Computer Interaction Project Course, University of California, Irvine, with Dr. Don Patterson, Spring 2007.

Course on Human Computer Interaction, University of California, Irvine, with Dr. Don Patterson, Winter 2007.

SERVICE ACTIVITIES

Student Volunteer

ACM Conference on Human Factors in Computing Systems: CHI 2005, 2006, 2007

Conference on Ubiquitous Computing: Ubicomp 2007, Ubicomp 2009

Organizing Committees

Co-Organizer of the Annual Interdisciplinary Student Workshop, University of California, Irvine, May 2008.

Co-Founder and Co-Chair Organization of IGSA - Informatics Graduate Student Association, UC Irvine, 2007, 2008.

Co-Chair Organization & Funding Chair for the first Workshop for Information-School Doctoral Students, 2009.

Student volunteer Co-Chair, for the International Conference on Ubiquitous Computing, 2010