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**PROFESSOR OF PRACTICE, DEPARTMENT OF COMPUTER SCIENCE
SCHOOL OF SCIENCE, AALTO UNIVERSITY**

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DEGREES:

MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA

Ph.D., MIT Program in Media Arts and Sciences, MIT Media Laboratory, May 2003

MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA

M.S., MIT Program in Media Arts and Sciences, MIT Media Laboratory, May 1998

GEORGIA INSTITUTE OF TECHNOLOGY, Atlanta, GA

M.S., Information Design and Technology with Certificate in Management of Technology, May 1996

GEORGIA INSTITUTE OF TECHNOLOGY, Atlanta, GA

Bachelor of Industrial Engineering, School of Industrial and Systems Engineering, May 1993

CURRENT EMPLOYMENT:

Professor of Practice, Department of Computer Science, Aalto University, March 2020 onwards

PREVIOUS WORK EXPERIENCE:

DATAMINR, INC., New York, NY, July – November 2019

Principal Research Scientist, AI & Human Computer Interaction

THE NEW SCHOOL, School of Media Studies, New York, NY

Faculty Fellow, Graduate Institute for Design, Ethnography and Social Thought (GIDEST), 2018 – 2019

Assistant Professor of Media Studies, 2011 – 2019

MIT CENTER FOR CIVIC MEDIA, THE MEDIA LABORATORY, Cambridge, MA

Research Affiliate, 2011 – 2013

MIT PROGRAM IN ART, CULTURE AND TECHNOLOGY, Cambridge, MA

Lecturer and Research Fellow, 2009 – 2011

CYTEL, INC., Cambridge, MA, 2005 – 2009

Director, Commercialization of Research

AKAZA RESEARCH, INC., Cambridge, MA, 2003 – 2005

Co-founder and Chief Scientific Officer

RESEARCH FUNDING AND GRANTS:

Reconstructing Crisis Narratives for Trustworthy Communication and Cooperative Agency, Academy of Finland project 339931, 21.8.2020-30.11.2023, Aalto University and Finnish Institute for Health and Welfare (THL), Total funding: 1.2 Million €, Aalto: 630,066 €. Principle Investigator.

RESEARCH OUTPUT:

MONOGRAPHS, BOOK CHAPTERS AND EDITED VOLUMES

Sawhney, N. March 2019. Zona Intervenida: Performance as Memory, Transforming Contested Spaces. In *Rethinking Peace: Discourse, Memory, Translation, and Dialogue*, Edited by Jeremiah Alberg, Alex Hinton and Giorgi Shani, Rowman & Littlefield International.

Acevedo, A., Ramirez, J. P., and Sawhney, N. 2015. Guatemala Después: Rethinking the Past, Reimagining the Future. Printed exhibition catalogue with artist/curator statements (in English and Spanish). *Ciudad de la Imaginación*, Quetzaltenango, Guatemala, ISBN: 978-9929-668-03-4.

Hourcade, J.P., Sawhney, N. and Reardon, E. (Editors), 2013, June. Forward. In *Proceedings of the International Conference on Interaction Design and Children (IDC 2013)*, Association for Computing Machinery (ACM), New York City.

Sawhney, N. 2012. Making Sense of Participatory Video: Approaches for Participatory Content Analysis. (Chapter 11). *The Handbook of Participatory Video*, Edited by E-J Milne; Claudia Mitchell and Naydene de Lange, AltaMira Press.

Sawhney, N. 2003. Cooperative Innovation in the Commons: Rethinking Distributed Collaboration and Intellectual Property for Sustainable Design Innovation. Ph.D. Dissertation, MIT Media Laboratory.

PEER REVIEWED JOURNAL PAPERS

Teemu Leinonen, Jaana Brinck, Henriikka Vartiainen & Nitin Sawhney. 2021. Augmented reality sandboxes: children's play and storytelling with mirror worlds, *Digital Creativity*, 32:1, 38-55.

Sawhney, N., de Klerk, C. and Malhotra, S., 2015. Civic Engagement through DIY Urbanism and Collective Networked Action. *Journal of Planning Practice & Research*, 30(3), Special Issue: Using Social Media and Mobile Technologies to Foster Engagement and Self-Organization in Participatory Urban Planning and Neighbourhood Governance, Taylor & Francis, pp.337-354.

Sawhney, N., Yacoub, R. and Norman, J., 2009. Jerusalem and Belfast: Envisioning Media Arts for Cultural Identity and Urban Renewal in Divided Cities. *Jerusalem Quarterly Journal*, Institute for Jerusalem Studies, 39, pp.62-80.

Sawhney, N., Griffith, S., Maguire, Y. and Prestero, T., 2002. ThinkCycle: Sharing Distributed Design Knowledge for Open Collaborative Design. *International Journal of Technologies for the Advancement of Knowledge and Learning (TechKnowLogia)*, 4(1), pp.49-53.

Sawhney, N., Wheeler, S. and Schmandt, C., 2001. Aware Community Portals: Shared Information Appliances for Transitional Spaces. *Journal of Personal and Ubiquitous Computing*, 5(1), pp.66-70.

Schmandt, C., Marmasse, N., Marti, S., Sawhney, N. and Wheeler, S., 2000. Everywhere Messaging. *IBM Systems Journal*, 39(3.4), pp.660-677.

Sawhney, N. and Schmandt, C., 2000. Nomadic Radio: Speech and Audio Interaction for Contextual Messaging in Nomadic Environments. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 7(3), pp.353-383.

Sawhney, N., Balcom, D. and Smith, I., 1997. Authoring and Navigating Video in Space and Time. *IEEE Multimedia Journal*, 4(4), pp.30-39.

PEER REVIEWED CONFERENCE PAPERS

Ylirisku, S., Jang, G., and Sawhney, N. 2021. Re-thinking Pedagogy and Dis-embodied Interaction for Online Learning and Co-Design. *NORDES*, vol. 9.

Sawhney, N., and Tran, A., 2020. Ecologies of Contestation in Participatory Design. In *Proceedings of the 16th Participatory Design Conference (PDC 2020)*, Manizales, Columbia. ACM.

Sawhney, N., 2019. Cooperative Crisis Response among Emergency Responders & AI Systems. Position paper for workshop on better supporting workers in ML workplaces, the *22nd ACM Conference on Computer-Supported Cooperative Work and Social Computing*, November 9-13, 2019, Austin, USA.

Sawhney, N., Graver, C., and Breitkopf, E., 2018. Audio Journaling for Self-Reflection and Assessment among Teens in Participatory Media Programs. In *Proceedings of the 17th Interaction Design and Children Conference (IDC '18)*, Trondheim, Norway. ACM.

Sawhney, N., 2009, June. Voices Beyond Walls: The Role of Digital Storytelling for Empowering Marginalized Youth in Refugee Camps. In *Proceedings of the 8th International Conference on Interaction Design and Children* (pp. 302-305). ACM.

Clarkson, B., Sawhney, N. and Pentland, A., 1998. Auditory Context Awareness via Wearable Computing. *Energy*, 400(600), p.20.

Schilit, B.N., Wilcox, L.D. and Sawhney, N., 1997, March. Merging the Benefits of Paper Notebooks with the Power of Computers in Dynamite. In *CHI'97 Extended Abstracts on Human Factors in Computing Systems* (pp. 22-23). ACM.

Sawhney, N. and Schmandt, C., 1997, October. Nomadic Radio: A Spatialized Audio Environment for Wearable Computing. In *Wearable Computers, 1997. Digest of Papers, First International Symposium on* (pp. 171-172). IEEE.

Sawhney, N., Balcom, D. and Smith, I., 1996, March. HyperCafe: Narrative and Aesthetic Properties of Hypervideo. In *Proceedings of the Seventh ACM Conference on Hypertext* (pp. 1-10). ACM. *Recipient of the First Douglas Engelbart Best Paper Award.*

AWARDS AND HONORS:

Graduate Institute for Design, Ethnography and Social Thought (GIDEST) Faculty Fellowship for Research and Creative Practice, *Andrew W. Mellon Foundation and The New School*, 2018 – 2019.

Martin Fellow for Sustainability, *Martin Family Foundation and the MIT Laboratory for Energy and Environment*, 2002 – 2003.

Wilcox, L.D., Schilit, W.N., Sawhney, N., Sullivan, J.W. and Bickmore, T.W., Xerox Corporation and Fuji Xerox Co., Ltd., 1999. *System for capturing and retrieving audio data and corresponding hand-written notes*. U.S. Patent 5,970,455.

Associate Editor, *International Journal of Child Computer Interaction*, 2014 – 2021.