EVERT VAN BEEK

I am a design researcher in HCI interested in *unintended interactions*.

I have a PhD in Design from TU Delft. I investigated the everyday improvisation which happens when households adapt to smart and sustainable technologies. This research builds on a more-than-human framework of co-performance.

In my research, I use ethnography and design research to uncover, explore and think through paths towards sustainable and equitable futures.

I also have extensive experience in teaching in and about the field of design research.

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gitlab	gitlab.tudelft.nl/ evertvanbeek
references	available upon request
technical skills	Python (practical proficiency), R (basic), Adobe CS (Ps, Ai, Id), Arduino

DESIGN RESEARCH EXPERIENCE

2020 - now
PhD research

Industrial Design Engineering - TU Delft
I study the everyday improvisation and unintended use patterns which happen when households adapt to smart and sustainable technologies. I use ethnography and design research and build on a more-than-human framework of co-performance. This research is funded by RVO as part of the Integrale Energietransitie Bestaande Bouw (an industry-research consortium). Supervised by dr. Stella Boess, prof. Elisa Giaccardi, prof. Alessandro Bozzon.

2018 - 2020
Research projects

TU Delft
Perception of Intelligent Artifacts
My own project on intelligent artifacts and the role of ethical values in design. Building on my graduation project, writing a grant proposal and academic publications (see Grants).
2ndSkin
Analysed and visualized sensor data, carried out interviews and qualitiative data analysis. In the context of supporting residents to develop new practices in zero energy homes | with dr. Stella Boess and dr. Sacha Silvester

2017 – 2018
Researcher in Human Computer Interaction

Mintlab KU Leuven – imec
Designing, prototyping and evaluating interactions between people and digital technology. Organizing and leading co-design workshops and studies at home. With academic and industrial partners.
GPS4IC
Developed different interfaces for knowledge engineering in health to personalize care paths in a consortium project.
The Future of Watching TV
Envisioned future technologies in video and TV through generative sessions with users and prototypes (see Publications).

2012 – now
self-employed

Research, graphic-, product-, and UX-design for different clients. Recent projects include: Designing smart clothing. Researching and influencing sustainable practices in a hospital. Organizing and executing training in Solidworks-software.

TEACHING EXPERIENCE

2018 - now

TU Delft

2018 – now: *Design in Robotics* (BSc, interdisciplinary) – developed & teach module Human-Robot Interaction

2020 – now: *Prototyping for Interaction and Participation* (MSc, elective) – coach

2023: *Context & Conceptualisation* (MSc) – coach

2021: *Living Labs* (MSc MADE@AMS) – coach

2020: *Exploring Interactions* (MSc) – coach $\quad >$

2020: *Design Theory and Methodology* (MSc) – coach

2020: *Research Methodology* (MSc) – coach

2020: *User Experience Assessment and Design* (MSc) – coach

2020: *Interactive Environments* (BSc) – coach

2020: *Interaction & Electronics* (BSc) – coach

2020: *Designing Connected Experiences* (BSc, elective) – coach

Guest lectures

2020 – now: *Design Research*, yearly lecture in MSc MADE @ AMS institute

2023: *Climate Activism Design*, self-initiated workshop in BSc climate bootcamp

2023: *Scripts and More-than-Human Performativity*, workshop in MSc elective More-than-Human Design Experiments

Supervised master students

2023: Yichen Jin, *Tailored family adaptation to living in a zero-energy house*

2022: Mare de Koning, *A new proposition for smart charging* (with Vattenfall)

2022: Anouk Vergunst, *Stitched Strain Sensors: supporting rehabilitation*

2020: Jizhou Long, *Design for worrying: Embodied interactions for well-being*

ACTIVITIES & GRANTS

reviewing	I review for: **ACM CHI, ACM DIS, ACM TOCHI, Human Computer Interaction Journal, DRS, Buildings & Cities**
2022 - now **organization**	**StudioLab labtalks.** I organize and host semi-weekly talks and discussions for our design research community with speakers from the field of design
2023 **workshop organization**	**Designing by and with residents.** I organized and led a workshop in the Urban Energy Institute Symposium
2023 **event organization**	**Dutch Design Week, Design United.DIALOGUES on More-than-Human** (link). I was part of the committee that organized, curated and hosted an afternoon about more-than-human design
2023 **workshop organization**	**Towards a Design (Research) Framework with Generative AI** (link). We organized a full day workshop at the 2023 ACM Designing Interactive Systems conference in Pittsburgh
2022 **workshop organization**	**Integrating Sustainable Energy in Households.** I co-organized and led a workshop in the PowerWeb conference
2022 **workshop participation**	**International Workshop on Household Innovation and Agency in Sustainability Transitions.** Participation in an academic workshop week organized in Prato, Italy by Monash University
2019 **grant**	**ZonMW Open Competition** (co-author) €750.000, idea invited for full application, not granted. *Designing intelligent assistive devices for empowering partnerships*. Co-applicants: prof. Catholijn Jonker, prof. Ibo van de Poel, prof. David Abbink, dr. Marco Rozendaal
2019 **grant**	**Delft Design for Values-institute** (leading author) €6.000, granted. (link) *Understanding the Perception of Intentional Behavior of Intelligent Artifacts*. Co-applicants: prof. Catholijn Jonker, prof. Ibo van de Poel, prof. David Abbink, dr. Marco Rozendaal
2018 **workshop participation**	**Lorentz Center Workshop: Designing Smart Objects as Embodied Agents in Everyday Life** (link) Invited participation in a week long academic workshop.
2017, 2018, 2019 **presentations and exhbitions**	**Dutch Design Week.** BagSight was selected for the exhibition of Design United at Dutch Design Week 2019 (link & newsitem) **ThingsCon Conference**: Presentations and exhibition at ThingsCon 2017 and 2018.
2022 **volunteering**	**Volunteer Energy Advisor** with 015Duurzaam visiting and coaching households on energy saving and energy poverty in Delft area

SELECTED PUBLICATIONS

→ Google Scholar

van Beek, E., Giaccardi, E., Boess, S., & Bozzon, A. (2023). The Everyday Enactment of Interfaces: A Study of Crises and Conflicts in the More-than-Human Home. Journal of Human-Computer Interaction doi: 10.1080/07370024.2023.2283536

van Beek, E., Giaccardi, E., Boess, S., & Bozzon, A. (2023). Making a scene: Representing and annotating enacted interfaces in co-performances using the screenplay (pictorial), in De Sainz, D., Galluzzo, L., Rizzo, F., Spallazzo, D. (eds.), IASDR 2023: Life-Changing Design, 9-13 October, Milan, Italy. doi: 10.21606/iasdr.2023.788

van der Maden, W., **van Beek, E.**, Nicenboim, I., van der Burg, V., Kun, P., Lomas, J. D., & Kang, E. (2023, July). Towards a Design (Research) Framework with Generative AI (workshop), in Companion Publication of the 2023 ACM Designing Interactive Systems Conference (pp. 107-109) doi: 10.1145/3563703.3591453

van Beek, E., & Boess, S. (2022, May). Data encounters in renovated homes: Sense-making beyond displays. In CLIMA 2022 conference. doi: 10.34641/clima.2022.101

Guerra-Santin, O., Xu, L., Boess, S., & **van Beek, E.** (2022, September). Effect of design assumptions on the performance evaluation of zero energy housing. In IOP Conference Series: Earth and Environmental Science (Vol. 1085, No. 1, p. 012017). IOP Publishing. doi: 10.1088/1755-1315/1085/1/012017

van Dijk, J., **van Beek, E.** (2021). The Dynamic Agency of Smart Objects: An embodied phenomenological perspective on smart objects in everyday life. In: Rozendaal, M.C., Marenko, B., Odom, W. (Ed.), Designing Smart Objects in Everyday Life: Intelligences, Agencies, Ecologies. New York: Bloomsbury Publishing doi: 10.5040/9781350160156.ch-005

Rozendaal, M.C., **van Beek, E.**, Haselager, P., Abbink, D., & Jonker, C. M. (2020). Shift and Blend: Understanding the hybrid character of computing artefacts on a tool-agent spectrum. In: Proceedings of the 8th International Conference on Human-Agent Interaction (pp. 171-178). doi: 10.1145/3406499.3415066

Geerts, D., **van Beek, E.**, Chocron Miranda, F. (2019). Viewers' Visions of the Future: Co-Creating Hyper-Personalized and Immersive TV and Video Experiences. TVX '19 Proceedings of the ACM International Conference on Interactive Experiences for TV and Online Video. doi: 10.1145/3317697.3323356

Geerts, D., Nouwen, M., **van Beek, E.**, Slegers, K., Chocron Miranda, F., & Bleumers, L. (2018). Using the SGDA Framework to Design and Evaluate Research Games. Simulation & Gaming. doi: 10.1177/1046878118808826

van Beek, E. (2018). Bagsight: A study in perception through objects with intention. Abstract in proceedings of the Conference on Human-Technology Relations

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EDUCATION

2022 **summer school**	**Summer School on Social Practice Theory** Center for Social Practice Theory, Lancaster University
2021 **course**	**Data Science for Social Scientists** Data carpentries | 4TU Research Data
2019 **UTQ**	**University Teaching Qualification: module DEVELOP** TU Delft Teaching Academy
2019 **MOOCs**	The University of Edinburgh : Introduction to the Philosophy of Cognitive Sciences University of Twente : Philosophy of Technology and Design
2013 - 2017 **MSc**	**Design for Interaction** Delft University of Technology MSc Thesis (Grade 9/10) Bagsight: A smart object with intentions (video) Supervisors: dr. Marco Rozendaal, prof. Catholijn Jonker, prof. Pim Haselager
2010 - 2013 **BSc**	**Industrial Design Engineering** Delft University of Technology