Kasper Karlgren
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kasperii.github.io

Kasper Karlgren — Curriculum Vitæ

PROGRAMMER — DESIGNER — HCI RESEARCHER

Bio

I am a design driven developer doing research in the gap between technology, sociology, and design studies. Through my research, I have taken specific care in understanding how to design for the agency of the users and the full cycle of the development process, from sketching concepts and designing system architecture to maintaining databases and tinkering with the interaction.

Experience

My basic degree is in Computer Science and Engineering from KTH Royal Insitute of Technology. In 2024, I completed my PhD degree in Human-Computer Interaction (HCI) at Stockholm university, supervised by professors Barry Brown and Donald McMillan. The dissertation includes designs for future interaction with bio-tracking devices and is based on a series of interview and questionnaire studies of non-normative sleep practices. During my PhD program, in addition to the bio-tracking work, I was also involved in developing gaze-based interaction for smart homes and developing social robotics and telepresence technology in collaboration with Hideaki Kuzuoka at Tokyo University and Ikkaku Kawaguchi at Tsukuba University.

Before joining the PhD program I worked at *Netlight consulting* as one of the designers of the in-house design studio. Tasks included concept art, infographics, and animations for annual conferences, large format printing, and UX testing of digital services. I have have over the years had a number of various shorter jobs, including concept modelling for NLP, freelance design tasks, map design, and freelance photography.

Projects

2024 — **Autonomous Last Mile** A speculative project using Extended Reality (XR) to explore a future where Autonomous Vehicles (AVs), such as passenger cars and commercial vehicles, have become the primary mode of mobility, replacing traditional driving. I lead the experience development in Unity and workshops for evaluations.

2019-2024 — **Sleep technology** Research in designing for agency over self-tracking and sleep technologies. This work resulted in several published papers in competitive conferences and journals and an interactive system called Awari.

2023 — **Tamatoo** Design and testing of a speech agent, capable of mutual gaze, answering queries, free movement, and remote telepresence.

2021-2023 — **AIBU** Seminars, teaching, and project supervision for a course in AI-Based Experience Design.

2017-2019 — **Netlight Design Studio** Work on Netlight's design brand and design delivery.

Tools

Design Illustrator, Indesign, MDI studies, Animations in After Effects
3D Blender, Unity, Fusion 360
Programming Svelte, React, Python, Matlab, Javascript, Java, Kotlin

Languages

Speaks Swedish, Finnish, and English fluently. Studied Japanese at University.

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Grants, Engagement and Awards

2022 Organizator and Local Chair for ACM IMX 2024
2022 Honorable Mention Award from ACM IMX for "*Kintsugi VR: Designing with Fractured Objects*"
2022 SIGMM grant for Student Travel 1'000 $ ∼ 10'510 sek
2016 JASSO Scholarship for Short-term Study in Japan 880'000 ¥∼ 62'000 sek

Studies

2019–2024 PhD studies in Human-Computer Interaction, DSV SU

1. DH2650 Interaction Design Research
2. Reinforcement Learning
3. DD2429 Ethics in Computer and Systems Sciences Research
4. DH2413 Topics in ethnomethodology and conversation analysis

2017–2019 Master's programme in Computer Science, KTH

1. DH2650 Computer Game Design
2. DD2470 Advanced Topics in Visualization and Computer Graphics
3. DD2429 Computational Photography
4. DH2413 Advanced Graphics and Interaction

Spring 2018 Exchange studies, Aalto University, Helsinki

1. Additive manufacturing
2. Information Visualisation
3. Aesthetics
4. Law in digital society

2016–2017 Japanese language and culture, Keio University, Tokyo
2013–2019 Degree Programme in Media Technology, KTH
2010–2013 Natural Science Program, Södra Latin's gymnasium

Publications

2024 (Re)Framing the 'Smart' Fridge: Configurable Technology for Activist Food-Sharing Communities — K Berns, K Karlgren, A Menon, C Rossitto, J Thorlander, D McMillan *NordiChi*
2024 TegakARi: Augmenting Creative Drawing With Audio and Visual Cues — D Iyer, A Uhde, K Karlgren, H Kuzuoka — *OzChi*
2023 Sleep Planning with Awari: Uncovering the Materiality of Body Rhythms using Research through Design — K Karlgren, D McMillan *CHI*
2022 Designing for Extreme Sleepers: Rethinking the Rhythms of Sleep Technology — K Karlgren, D McMillan *NordiCHI*
2022 From Self-Tracking to Sleep-Hacking: Online Collaboration on Changing Sleep — K Karlgren, D McMillan, B Brown *CSCW*
2022 Kintsugi VR: Designing with Fractured Objects — Asreen Rostami, K Karlgren, D McMillan *ACM IMX*

References

- Barry Brown, Copenhagen University, barry@di.ku.dk
- Donald McMillan, Stockholm University, donald.mcmillan@dsv.su.se
- Sandra Wiaderny, Netlight, sandra.wiaderny@netlight.com