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Georgia Institute of Technology
College of Design, School of Industrial Design
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Education

Doctor of Philosophy, Simon Fraser University

Interactive Arts and Technology (September 2009-August 2015)

<http://www.sfu.ca/siat.html>

Dissertation: Development, implementation, and evaluation of an interaction design-thinking course in the context of secondary education.

Master of Science, Politecnico di Milano

Product Service System Design (October 2006-July 2009)

<http://www.pssd.polimi.it>

Thesis: Punto Play: Designing an accessible playground for the city of Milan.

Master of Arts, Tehran University of Art

Visual Communication (September 2003-September 2006)

Thesis: Exploring origami techniques in paper packaging.

Bachelor of Arts, Soore University of Art (with high distinction)

Graphic design (February 1998-February 2003)

Employment History

Assistant Professor

Georgia Institute of Technology (January 2019-Present)

School of Industrial design

<https://id.gatech.edu/about>

Postdoctoral Research/Teaching Fellow

The University of British Columbia, Computer Science Department and Design for People Program (August 2017- December 2018)

<http://apsc-bci.sites.olt.ubc.ca> and <http://dfp.ubc.ca>

Course: Fundamentals in designing interactive Computational Technology for People-HCI (September-December 2017, 2018)

<https://blogs.ubc.ca/cpsc544/home/> and <http://dfp.ubc.ca/grad/>

Course: Topics in Human-computer Interaction – DFP Project (January-June 2018)

<http://dfp.ubc.ca/grad/courses/>

Lecturer

Fraser International College (FIC), Simon Fraser University; Fall 2016-December 2018

Courses: Visual Communication Design (IAT 110) and Graphic Design (IAT 102) – undergraduate

<https://www.fraseric.ca>

Sessional Lecturer

Simon Fraser University, School of Interactive Arts and technology; Summer 2016/2017

Course: Interaction Design Methods (IAT 333) – undergraduate

<http://www.sfu.ca/outlines.html?2016/summer/iat/333/d100>

Curriculum, Teaching and Learning Consultant

Cornerstone International Community College, Advertising and Graphic Design; June-Dec 2016

<http://ciccc.ca/program/advertising-graphic-design-diploma-program/>

Graduate Interaction Design Researcher

Simon Fraser University, Everyday Design Studio

Mulgrave and Stratfort Hall secondary schools (September 2014- April 2015)

AGO project (September 2013- April 2014)

Design for one project (September 2012- March 2013)

Fluid Engage project (November 2009-April 2010)

<http://eds.siat.sfu.ca>

Teaching Assistant (Lab Instructor)

Simon Fraser University

Course: Drawing as Inquiry (IAT 208) – undergraduate

School of Interactive Arts and Technology; Spring 2017

<https://www.sfu.ca/outlines.html?2016/spring/iat/208/d100>

Course: New Media Images (IAT 202) – undergraduate

School of Interactive Arts and Technology; Fall 2016
<https://www.sfu.ca/outlines.html?2017/fall/iat/202/e100>

Course: Digital Image Design (IAT 100) – undergraduate
School of Interactive Arts and Technology; Spring 2016
<https://www.sfu.ca/outlines.html?2017/spring/iat/100/d100>

Course: Graphic Design (IAT 102) – undergraduate
School of Interactive Arts and Technology; April 2012 to April 2014, and Spring 2016.
<https://www.sfu.ca/outlines.html?2017/spring/iat/102/d100>

Course: Graphic Design (PUB 231) – undergraduate
Publishing department, Fall 2015
<https://publishing.sfu.ca/undergraduate-minor/pub-231/>

Course: Visual communication (IAT 110) – undergraduate
School of Interactive Arts and Technology; Summer 2014, Fall 2014, Spring 2015, Summer 2015, Fall 2015
<https://www.sfu.ca/outlines.html?2016/spring/iat/110/d100>

Course: Technology in Everyday Contexts (TECH 114) – undergraduate
School of Interactive Arts and Technology; Spring 2010

Course: Spatial Thinking and Communicating (IAT 106) – undergraduate
School of Interactive Arts and Technology; Fall 2009
<https://www.sfu.ca/outlines.html?2018/spring/iat/106/d100>

UI and UX Designer

Curatio.me, January 2014 – April 2014 (4 months), Vancouver, Canada Area

Web and Graphic Designer

MV Comunicazione, April 2008 – July 2008 (4 months), Milan Area, Italy

Certificates

Certificate, Simon Fraser University, Canada

University Teaching and Learning (January-April 2015)

<https://www.sfu.ca/tlc/blog/cputl-2015.html>

Certificate, Simon Fraser University, Canada
Instructional Skills Workshop (April 2013)

Certificate, Cavendish College, England
E-Marketing (January-March 2005)

Academic services and volunteering

DFP CREATE Management Committee

University of British Columbia, Design for People, September-December 2018.
Assisted in recruiting students; creating new modules; incorporating broad-unit courses; developing partnership for DFP graduate course and research Cluster; developing DFP sub specialization.

HCI@UBC Steering Committee member

University of British Columbia, HCI@UBC, January-August 2018.
Assisted in organizing HCI@UBC monthly Seminar Series.

Organizing Committee

University of British Columbia, Design for People program, June 2018.
Organized DFP design showcase and poster session.

Organizing Committee

University of British Columbia, Design for People program, June 2018.
Organized DFP Retreat, a one-day workshop for faculties to brainstorm and discuss DFP courses outcomes and to create an action plan for next year.

Workshop Leader, TA Orientation,

Simon Fraser University, September 2013.
Provided information and advice on teaching and technological skills that are essential for new teaching assistants or tutor-markers.

Technical Educator: Adobe Suite Software

Simon Fraser University, TechByte Program, Fall 2015.
Ran TechByte workshops aimed at teaching design software to students.
Provided technical support to students.

Article Reviewer

Reviewed conference papers, workshops, submission proposals, and Journal papers from 2009-present.

Peer reviewed ACM conferences:

CHI-Conference on Human Factors in Computing Systems (2014, 2015, 2018, 2019)

DIS - Designing Interactive Systems (2014)

Creativity & Cognition (2012)

GRAND (2010, 2011)

Peer reviewed Journals:

TOCE - The ACM Transactions on Computing Education (2018)

She Ji-The Journal of Design, Economics, and Innovation (2015)

Design Principles and Practices (2017)

JADE - The International Journal of Art & Design Education (2017).

Interaction Design Association (IxDA), Education Summit (2019):

Reviewed and selected 16 proposals (workshops and presentations) for the IxDA Education Summit conference. We had 40 submissions for talks and 30 submissions for workshops in total.

Teaching and Learning Events Attended

Leaning into Learning: An FCAT exchange forum on dynamic teaching practices, SFU (May 2013)

Symposium on Teaching and Learning, SFU (May 2013)

Using Classroom Technologies for Teaching and Media Development, SFU (October 2014)

Teaching Dossiers for Graduate Students, SFU (January 2015)

Academic Awards and Honors

Mitacs-Accelerate Award (January 2014-April 2014)

Curatio Mobile Solution Network, Simon Fraser University

Travel Award (April 2014, April 2015)

SIAT and FCAT, Simon Fraser University

I.S.U. scholarship (October 2006-February 2009)

Istituto per il Diritto allo Studio Universitario Politecnico di Milano (I.S.U.), Polytechnic University of Milan

Honor Diploma

Selected Artist and winner of Honor Diploma (November 2005), Tehran Illustration Biennial

Publications

Journal articles

Aflatoony, L., Wakkary, R. Hawryshkewich, A. (2018). Characteristics of an Effective Secondary School Design Thinking Curriculum, FORMakademisk Journal.

(<https://journals.bioa.no/index.php/formakademisk/article/view/1626>)

Aflatoony, L., Wakkary, R., and Neustaedter, C. (2017). Investigating the Benefits of a Secondary-Education Interaction-design-thinking Course Inside and Outside the Classroom, The International Journal of Design Education, 11 (2): 1-19.

(<http://ijg.cgpublisher.com/product/pub.235/prod.120>)

Aflatoony, L., Wakkary, R. Neustaedter, C. (2017). Becoming a Design Thinker: Assessing the Learning Process of Students in a Secondary Level Design Thinking Course, The International Journal of Art and Design Education, 2 September 2017, 1-16.

(<http://onlinelibrary.wiley.com/doi/10.1111/jade.12139/full>)

Conference papers

Aflatoony, L., Wakkary, R. (2015) Thoughtful Thinkers: Secondary Schoolers' Learning about Design Thinking, Proceeding of LearnxDesign 2015, Aalto University Press, 563-574.

Lin, H. Aflatoony, L., Wakkary, R. (2014). Design for One: A Game Controller for a Quadriplegic Gamer, Proceeding of CHI 2014, New York, ACM Press, 1243-1248.

Wakkary, R., Desjardins, A., Odom, W., Hauser, S., Aflatoony, L. (2014). Eclipse: Eliciting the Subjective Qualities of Public Places, Pictorial DIS 2014, New York, ACM Press, 151-160.

Lin, H. Aflatoony, L., Wakkary, R. (2014). Design for One: An Empathic Approach to Design for an Expert User, Workshop at CHI 2014.

Presentations

Aflatoony, L. (2018) Designing for people: An innovative cross-disciplinary graduate training program focusing on people-centred interactive computational technologies, Postdoctoral Research Day, University of British Columbia.

Aflatoony, L. (2015) Defining the values and qualities of a successful design-thinking curriculum in the context of secondary education, RGD Design Educators Conference, Toronto.

Aflatoony, L. (2016) Assessing the student's perception of design thinking through visual representations, LearnxDesign 2016, Delaware.

Invited Lecturer

Milwaukee School of Engineering (January 2017)
Gave a lecture on iconography in UX and interface design.

Dissertations

Aflatoony, L. (2015) Development, implementation, and evaluation of an interaction design-thinking course in the context of secondary education, Ph.D. dissertation, Simon Fraser University, 1-177.

Aflatoony, L. (2009) Punto Play: Designing an accessible playground for the city of Milan, MSc thesis, Politecnico di Milano, 1-138.

Aflatoony, L. (2006) Investigating origami-folding techniques in paper packaging, Tehran University of Art, 1-230.