



Irene Kaklopoulou

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SHORT BIO – Irene Kaklopoulou is a PhD Student at Umeå University since 2022. She holds a Master's degree in Interactive Media Technology from KTH. Her research explores the ways we design and relate to technologies for the body and wellbeing using a feminist technoscience lense. Her work focuses on participatory and co-design methodologies, specifically capturing body transitions and diverse expressions of identities. During her doctoral studies, she explores the design of data-driven technologies that cater to a plurality of bodies, lifestyles, and ways of existing in the world. Her research is supported by the Wallenberg AI, Autonomous Systems and Software Program – Humanities and Society (WASP-HS), which is funded by the Marianne and Marcus Wallenberg Foundation.



PUBLICATIONS

<https://scholar.google.com/citations?user=C9YQ2mwAAAAJ&hl=en>

EDUCATION

August 2022 - Present | Umeå University

PhD on “Designing for Human-AI Entanglements for Health and Wellbeing from feminist and somaesthetic perspectives.”, supervised by Pedro Sanches.

September 2020 - June 2022 | KTH Royal Institute of Technology

Master of Science in Interactive Media Technology

January 2013 - September 2018 | National Kapodistrian University of Athens (NKUA)

Bachelor of Science in Computer Science



PROFESSIONAL COMMITMENTS

August 2022 - Present | Chair Representative for informatics at the student union SamDok





DOCTORAL COURSES

STS methods for autonomous systems & AI | Tema, Linköpings University

Feminist Technoscience and AI | Linköping University

Introduction to Gender Studies | Umeå University

Ethnography in Gender Studies | Umeå University

Introduction to Informatics | Umeå University

Ethics in Social Sciences | Uppsala University

Soma Design | KTH Royal Institute of Technology

Ethical, Legal and Social Impact of AI and AS | Uppsala University

Deep Learning | Lund University

TEACHING

User Studies for Digital Media (Bachelor's) | Spring 2023

Prototyping for Interaction (Master's) | Fall 2023

Multimodal Interaction and Interfaces (Master's level) | Fall 2021

AWARDS AND GRANTS

WASP-HS Semester Abroad | Spring 2024

ACM-W Scholarship | 2018

OTHER ACADEMIC ACTIVITIES

Research Stay at University of Copenhagen | Spring 2024

Member of 50% Seminar for Linnea Öhlund at Umeå University | Spring 2023

Design Research Intern at Ericsson R&D, Stockholm | Summer & Fall 2021



DESIGN SKILLS

Design Methods | soma design, first-person design methods (e.g. auto-biographical design, autoethnography), interviewing, workshop, probes, sketching

Digital Fabrication | Electronic circuits, sensors, actuators, 3D printing and modeling, laser cutting

Prototyping | Figma, Miro, Adobe Illustrator, InDesign, Photoshop and DaVinci Pro video editor

REVIEWING

CHI 2023, Hamburg | TEI 2023, York

Nordic Design Research Society (Nordes) conference 2023, Linköping |

