Sally Applin

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Current Research Interests

Human invention and adaptation of digital technologies and how these are integrated into society at large; sociability and preserving human agency in automation; Social Machines; the impact of multiple, multiplexed communications in current (synchronous) or delayed (asynchronous) time on human relationships and cooperation; how groups evolve, grow, and communicate; brand development; human relationships articulated through social networks and technologically mediated channels such as ubiquitous automated services, automated vehicles, robotics, Augmented Reality, and the Internet of Things (IoT); Privacy; Security; contextual mobility; geolocative media; process design; maker culture.

Education

University of Kent, Canterbury, UK (research and writing in the US)
Sr. Researcher, Doctoral Candidate. 09.2008/Present

Ph.D. Candidate in Anthropology, School of Anthropology and Conservation working with the Centre for Social Anthropology and Computing (2008–2016 expected). Supervisor: Professor Michael D. Fischer.

Thesis: Researched edge-case technology makers, their technologies, and the outcomes and adaptations of these technologies as people use them in the form of (largely) digital products and services. I developed a theoretical framework to account for and understand how people are organizing themselves and able to act upon, coordinate and transmit cultural knowledge of the groups they belong to over time and distance. Expertise in underlying and unifying models of branding, group behavior and dynamics (online and offline communities), as well as technology adoption.

I have written and presented on the following topics: autonomous vehicles, processes and automation, surveillance, robotics, smart home environments, mobile and smart phone adoption and usage, contextual mobility, Divided Attention, Augmented Reality (AR), the Internet of Things (IoT), wearables, geography and location based services, sociability, security, privacy, branding, Steampunk and Maker culture, cooperation, time and space, Mixed, Dual and Blended Reality.

Academic Participation	Scholarships, Fellowships, Grants
17 Peer Reviewed Written Publications	1 IEEE Communications Scholarship (2015)
11 Academic Oral Papers	3 National Science Foundation (NSF) Fellowships (2013, 2012, 2011)
8 Other Talks and Panel Participation	3 National Science Foundation (NSF) Travel Grants (2015, 2013, 2010)
3 Book Chapters	2 National Science Foundation (NSF) Scholarship (2011, 2015)
1 Academic Poster	1 International Communications Association (ICA) Travel Grant (2012)
12 Other Writing/Contributions	1 Edward H. and Rosamond B. Spicer Award. Travel Grant (2012)
	1 Essay Award Scholarship (Axon/TASER International) (2015)

New York University, Tisch School of the Arts, Interactive Telecommunications Program (ITP)

Masters of Professional Studies (MPS), May 1992, with Honors.

Graduate Assistant Scholarship (GA). (80% Tuition Remission + Stipend for entire 1990–1992 postgraduate program).

Thesis: *The Virtual Museum*, a joint project with Apple Computer, Inc.

Award: 1992 Recipient, *Excellence in Design Aesthetics* departmental award.

Worked with Professor Ken Perlin, in the NYU Courant Computer Science department, on PAD, a pan-and-zoom, scalable desktop computer interface.

San Francisco State University, Department of Conceptual Design, Fine Arts.

Bachelor of Arts (BA), May 1988, Dean's List, May 1988.

Activities: SFSU Sailing Team 1984–1988.

San Jose State University, COB School of Business.

Management, Marketing, and Communications courses, 2005.

Scholarships, Fellowships, Grants

2015   National Science Foundation (NSF). Scholarship.
Grace Hopper Celebration of Women in Computing (GHC). Oct. 2015.

Axon/TASER International GHC Scholarship.
1 of 5 essay competition GHC Scholarship awardees ($1000 prize for travel). Oct. 2015.

IEEE Communications Society (ComSec) Scholarship.
IEEE Communications Society 4 day Summer School at the Department of Information Engineering and Computer Science at the University of Trento, Italy. 6–9 July, 2015. (Unable to attend due to schedule conflict.)

National Science Foundation (NSF) Travel Grant.
The Emerging Policy and Ethics of Human-Robot Interaction Workshop (HRI 2015).
Portland, OR. 2 March, 2015.

2013   National Science Foundation (NSF) Fellowship.
T.R.U.S.T. WISE Symposium on Research in Ubiquitous Secure Technology. University of California, Berkeley. Berkeley, CA. J23–28 June, 2013. (Unable to attend due to scheduling conflict.)

National Science Foundation (NSF). Travel Grant.
The GREPSEC Workshop (Careers in Security for Women). San Francisco, CA. 18–19 May, 2013.

2012   National Science Foundation (NSF). Fellowship.
T.R.U.S.T. WISE Symposium on Research in Ubiquitous Secure Technology. Fellowship. University of California, Berkeley. Berkeley, CA. 19–22 June, 2012.

International Communications Association (ICA). Travel Grant.
Pre-conference workshop: Mobile Communication, Community, and Locative Media Practices: From the Everyday to the Revolutionary. Phoenix, AZ. 23 May, 2012.

Edward H. and Rosamond B. Spicer Award. Travel Grant. March 2012.

2011   National Science Foundation (NSF). Scholarship.
Grace Hopper Celebration of Women in Computing (GHC). Nov. 2011. (Unable to attend due to illness.)

National Science Foundation (NSF). Fellowship.
T.R.U.S.T. WISE Symposium on Research in Ubiquitous Secure Technology. Fellowship. Carnegie Mellon University (CMU). PIttsburgh, PA.

2010   National Science Foundation (NSF). Travel Grant.
(through T.R.U.S.T. WISE Symposium on Research in Ubiquitous Secure Technology.) Computers, Freedom and Privacy (CFP 2010). San Jose, CA. June 2010.

1990-   New York University (NYU). Interactive Telecommunications Program (ITP). Scholarship.
1992   (Graduate Assistant Scholarship (GA). 80% Tuition Remission + Stipend for entire 2 year graduate program).

Experience

Principal/Consultant – San Mateo, CA – 11.1997/Present – Sole Proprietorship

Skills: technology research, analysis, writing, ethnography, qualitative research, conceptual design, UE/UX architecture and design, service design, usability research, customer experience research, insight research, and innovation research.

Project Types: Internet, telephony, home theatre, e-commerce, web server software, ITV, on-line gaming, wireless applications, desktop maintenance software, knowledge management software, document management software.

Clients: NIKE, Bite Global, Razorfish, VARStreet, Miramar Systems, FedEx, SegaSoft, Philips Design, Canal + US Technologies, Mirror Worlds Technology, Inc. (formerly LifeStreams) and Oracle.

Special Projects: 2013 Bite Global Netbiscuits' Peoples' Web Initiative, Philips Pronto remote control.

The Institute for the Future – Palo Alto, CA – 6.2010/7.2010 – Summer Intern

Learned IFTF foresight methodologies and contributed research to ongoing projects. Final project was self-directed/created 3D paper conceptual map on the subject of Time.

GVO, Inc. – Palo Alto, CA – 11.1996/11.1997 – Senior Consultant

Product definition and product design consultancy.

Skills: proposal writing, contract writing, ethnography, qualitative research, creative brainstorming, service design, customer experience research, ethnographic field studies, product design, UE/UX/UI design, UE/UX/UI research, insight research, product definition, stakeholder communication, connection to customers, and content management.

Clients: American Heart Association (AHA), Sprint, Canon Information Systems, General Mills, Hewlett Packard, Intel, Sprint, and other leading Fortune 500 companies.

Special Projects: initial research, that led to the creation of Go-gurt, a snack product that generated $37 million in sales its first year; a revamping of Sprint's approach to the Small Business Market; an increase in the popularity of the AHA's high school CPR instruction program, and the redesign of the HP Design-a-Bike exhibit at The Tech Museum in San Jose.

The Portal Information Network – Cupertino, CA – 6.1994/11.1996 – User Interface Designer

Skills: UE/UX/UI design, icon design, and graphic design.

Special Projects: UE/UX/UI 'Infranet Admin Manager Tool' Suite for PC and Apple partners, Catapult gaming network registration panel, and an early Internet Web prototype, featured in Disney's Epcot 'Home of the Future.'

Apple Computer, Inc. – Cupertino, CA – 5.1991/6.1994 – User Interface Designer

Personal Interactive Electronics (P.I.E. Division), Newton team, and Apple Advanced Technology (ATG) 3D Graphics Group

Skills: UX/UE/UI design, graphic design, icon design, user studies planning, ethnographic fieldwork, qualitative research, production management of documentation and print materials.

WALT: (P.I.E. Division) Designed screen phone prototypes for a Bell South 'home and small business' three-month trial. Conducted ethnographic style fieldwork, studied usage patterns and consumer responses, compiled and presented results.

Newton: UX/UE/UI Designed concepts to integrate wireless technology into the Newton OS.

The Virtual Museum: (ATG 3D Graphics Group) The Virtual Museum was one of the first QuickTime™ content CD-ROM discs, and first virtual museums. Users navigated through an electronic 3D museum space and interacted with digital exhibits. Responsible for conceptual, UI and graphic design, artwork, text, and some initial HyperTalk scripting. The Virtual Museum was featured at the International Multimedia Show, Tokyo 1991, SIGGRAPH 1992, CHI 1992, MacWorld, Tokyo 1992, Demo '92, Palm Springs, CA; and Supercomm, Atlanta, GA in 1993.

HyperPro, Inc. – Sunnyvale, CA – 1.1990/8.1990 – Project Manager/Assistant Art Director

Skills: Project, production, budget, design, content and staff management.

Special Projects: Pacific Bell Interactive Smart Yellow Pages prototype and the Warner New Media multimedia keynote of the 1990 Digital World Conference.

West Office Exhibition Design – San Francisco, CA – 5.1987/1.1990 – Researcher/Writer/Coordinator

Skills: Research and writing of exhibit content. Project coordination of drawings for 2/3 of a 500 exhibit interactive science museum. Designed and maintained project information database.

Special Projects: The Hong Kong Science Museum (HKSM), a 500 exhibit interactive science and technology museum in Kowloon, Hong Kong.

Awards

2010   Winner 'Best Social App,' for the UnBored Game, First iPadDevCamp, San Jose, CA, April 2010.

1992   Finalist, First Annual International Student Interface Design Competition: 'Wearables and Portables,'
        Apple Computer Inc., July 1992.

1992   NYU/ITP Recipient of 'Excellence in Design Aesthetics' Departmental Award, 1992.

Other

2016   Invited participant, "Algorithm-Supported Decision-Making in Government Workshop". Nesta, London. Feb., 2016.
        (Unable to attend due to injury).

2015   Judge, The Technology Expo, TTE Awards, London, UK. Oct. 2015.

2014   Invitee, O'Reilly Foo Camp. Sebastopol, CA. June 2014.

2013   Judge, Augmented Reality Summit, AR Awards, London, UK. June 2013.

2010   HowlOgram Apple iPhone 4 app, approved and in iPhone app store, Nov. 2010.

        Member Ubistudio, Contributor 01SJ Biennial, AR Channels, San Jose, CA, Sept. 2010.

Ongoing

Associate Editor, IEEE Consumer Electronics Magazine, Technology and Society (IMPACTS) section (2015–ongoing).

Board member, Edward H. and Rosamond B. Spicer Foundation (2014–ongoing).

Member: ACM, IEEE, The CLUB Silicon Valley, Half Moon Bay Yacht Club (HMBYC), The Princeton Club New York (PCNY)

U.S. citizen, British citizen.

Note: full publication list attached below.

Sally Applin - Publications/Talks/Press List

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Peer Reviewed Written Publications (17)

1) Applin, S.A., Fischer, M.D. 2016. Exploring Cooperation with Social Machines. The 4th International Workshop on the Theory and Practice of Social Machines: Observing social machines on the Web. 25th International World Wide Web Conference (WWW2016). Montreal, Canada, 11 April, 2016.

2) Applin, S.A. , Fischer, M.D. 2016. Cooperating with Algorithms in the Workplace. Workshop WP-28: Algorithms at Work: Empirical Diversity, Analytic Vocabularies, Design Implications. The 19th ACM conference on Computer-Supported Cooperative Work and Social Computing (CSCW). San Francisco, Ca, 27 Feb–2 March, 2016.

3) Applin, S.A., Fischer, M.D. 2015. New Technologies and Mixed-use Convergence: How Humans and Algorithms are Adapting to Each Other. IEEE International Symposium on Technology and Society (ISTAS). Dublin, IE. 11 Nov., 2015.

4) Applin, S.A., Fischer, M.D., Riener, A. 2015. Extending Driver–Vehicle Interface Research Into the Mobile Commons. IEEE Consumer Electronics Magazine, Oct. 2015.

5) Applin, S.A. 2015. Ich liebe Dich UBER alles in der Welt (I love you more than anything else in the world). IEEE Technology and Society Magazine, June 2015, pp. 13–15.

6) Applin, S.A., Fischer, M.D. 2015. Towards a Multi-User Social Augmented Reality Experience. IEEE Consumer Electronics Magazine, April 2015, pp. 100–106.

7) Applin, S.A., Fischer, M.D. 2015. Resolving Multiplexed Automotive Communications: Applied Agency and the Social Car. (Expanded Auto UI 2012 workshop paper). IEEE Technology and Society Magazine, spring 2015, March 2015, pp. 65–72.

8) Applin, S.A., Fischer, M.D. 2015. Cooperation Between Humans & Robots: Exploring Applied Agency. 10th ACM/IEEE International Conference on Human-Robot Interaction (HRI 2015). Workshop: The Emerging Policy and Ethics of Human-Robot Interaction. Portland, OR, 2 March, 2015.

9) Applin, S.A., Fischer, M.D. 2013. Asynchronous Adaptations to Complex Social Interactions. IEEE Technology and Society Magazine, 32(4), winter 2013, 6 Dec., 2013, pp. 35–44.

10) Applin, S.A., Fischer, M.D. 2013. Watching Me, Watching You. (Process Surveillance and Agency in the Workplace) in *Proceedings of the 21st IEEE International Symposium on Technology and Society (ISTAS 2013) Paper Track: Sousveillance | Surveillance*. Toronto, Canada,, 29 June, 2013.

11) Applin, S.A., Fischer, M.D. 2013. Thing Theory: Connecting Humans to Location Aware Smart Environments. *Workshop on Location-Based Services in Smart Environments (LAMDa'13)* in *Proceedings of the 18th International Conference on Intelligent User Interfaces* (Santa Monica, CA,) *IUI '13*. ACM, New York, NY. 19 March, 2013.

12) Applin, S., Fischer, M., Walker, K. 2012. Visualizing PolySocial Reality. JITSO 2012, First international workshop on Just-in-time Sociology. Lausanne, CH, 4 Dec., 2012.

13) Applin, S.A., Fischer, M.D. 2012. Applied Agency: Resolving Multiplexed Communication in Automobiles. In proceedings of the 4th International Conference on Automotive User Interfaces and Interactive Vehicular Applications (Automotive UI '12). Workshop: The Social Car. In cooperation with ACM SIGCHI. Portsmouth, NH, 17–19 Oct., 2012.

14) Applin, S.A., Fischer, M.D. 2012. PolySocial Reality: Prospects for Extending User Capabilities Beyond Mixed, Dual and Blended Reality. In *Workshop on Location-Based Services in Smart Environments (LAMDa'12)* in *Proceedings of the 17th International Conference on Intelligent User Interfaces* (Lisbon, Portugal,14–17 Feb., 2012) *IUI '12*. ACM, New York, NY, pp. 393–396.

15) Applin, S.A., Fischer, M.D. 2011. Pervasive Computing in Time and Space: The Culture and Context of 'Place' Integration. In *Proceedings of the 7th International Conference on Intelligent Environments (IE)* (Nottingham, UK, 25–28 July, 2011) *IE'11*. Washington, DC, pp. 285–293.

16) Applin, S.A., Fischer, M.D. 2011. A Cultural Perspective on Mixed, Dual and Blended Reality. In *Workshop on Location-Based Services in Smart Environments (LAMDa'11)* in *Proceedings of the 16th International Conference on Intelligent User Interfaces (IUI'11),* Palo Alto, CA, 13–16 Feb., 2011. ACM, New York, NY, 477–478.

Peer Reviewed Written Publications cont.

17) Apple Computer, Inc.[1](Gavin Miller, Eric Hoffert, Shenchang Eric, Elizabeth Patterson, Dean Blackketter, Steve Rubin), New York University[2] (Sally Ann Applin), MIT[3] (Derrick Yim), University of Regina[4] (Jim Hanan). 1992. The Virtual Museum: Interactive 3D Navigation of a Multimedia Database. Journal of Visualization and Computer Animation. Volume 3, Issue 3, July/Sept. 1992, pp.183–197.

Academic Oral Papers (11)

1) Applin, S.A. 2014. Achieving Successful Outcomes from Science Fiction Inspired Technologies. Strangers in Strange Lands: Mapping the Relationship between Anthropology and Science Fiction, University of Kent, Canterbury, School of Anthropology and Conservation, Canterbury, Kent, UK, 15–16 Nov., 2014.

2) Applin, S.A., Fischer, M.D. 2014. Forced Compliance: How the City Shapes the Network that Shapes the City. Global cities: digital urbanization in the 21st century (Commission on Urban Anthropology)(P121). International Unison of Anthropological and Ethnological Sciences (IUAES) with The Japanese Society of Cultural Anthropology (JASCA), Chiba City Tokyo, 15–18 May, 2014.

3) Applin, S.A., Fischer, M.D. 2013. Ways to Go: Agency and Heterogeneity in Geography. Session: 3125 Geo/Code: Digital Society. Association of American Geographers (AAG) Annual Meeting, Los Angeles, CA, 11 April, 2013.

4) Applin, S.A., Fischer, M.D. 2012. Everybody is Talking to Each Other without Talking to Each Other: PolySocial Reality and Asynchronous Adaptation. Session: Online, Social, and Individual Spaces: Crossing Borders and Delimiting Life Frameworks. American Anthropological Association (AAA) Conference, San Francisco, CA. Nov. 2012.

5) Applin, S.A., Fischer, M.D. 2012. PolySocial Reality and Connected Individuation in Communities. Mobile Communication, Community, and Locative Media, International Communication Association (ICA) Pre-conference Workshop, Phoenix, AZ, 23–24 May,, 2012.

6) Applin, S.A., Fischer. M.D. 2012) PolySocial Reality: Augmentation and Experience. Theorizing the Web Conference (TtW2012), College Park, MD, April 2012.

7) Applin, S.A., Fischer, M.D. 2012 Blurry Borders and Blended Boundaries: PolySocial Reality in Digitally Individuated Communities. Society for Applied Anthropology (SfAA), Digital and Virtual Communities. Bays, Boundaries, and Borders, Baltimore, MD, 27–31 March, 2012.

8) Applin, S.A., Fischer. M.D. 2011) Humans and Knowledge: Making it in the Web 2.0 World. Theorizing the Web Conference (TtW2012), College Park, MD, April 2011.

9) Applin, S.A., Fischer, M.D. 2011. Come On, Do the Geolocomotion: Anthropological Context Goes Geospatial. Society for Applied Anthropology (SfAA), Expanding the Influence of Applied Social Science, Seattle, WA, April 2011.

10) Fischer, M., Applin, S.A. 2010. Articulating Cultural Symbols: Virtual, Augmented and Other Realities. Session: Virtuality, Simulation and Social Life. American Anthropological Association (AAA) Conference, New Orleans, LA, Nov. 2010.

11) Applin, S.A. 1999. Historical Perspective on the Design of Virtual Museums: Virtual Museum Design. College Art Association (CAA) Annual Conference, Long Beach, CA, Feb. 1999.

Other Talks and Panel Participation (8)

1) Applin, S. 2016. Invited panelist, "Computer Says No: justice, accountability and clarity in the age of algorithms". Nesta. London, Feb. 2016. (Unable to attend due to injury).

2) Applin, S.A., Fischer, M.D. 2015. Thing Theory: Making Sense of IoT Complexity. O'Reilly Solid – Hardware, Software & the Internet of Things. San Francisco, CA. June 25–26, 2015. [Online Transcript.] Available from: http://sally.com/wiki/IoT_-_Internet_of_Things Date assessed: 1 August, 2015.

3) Applin, S.A., Fischer, M.D. 2015. Social AR: Why we need it. How to get it. Augmented World Expo (AWE 2015), San Jose, CA. June 9, 2015. [Online.] Available from: https://www.youtube.com/watch?v=-D8rZYTELn0 Date assessed: 25 July, 2015.

4) Applin, S.A., Panelist. Ethernet Technology Summit. Ethernet and the Internet of Things Seminar, Session IOT–15: Future of Ethernet and the Internet of Things. San Jose, CA, 14 April, 2015.

Other Talks and Panel Participation cont.

5) Applin, S.A. Becker, G. 2012 PolySocial Reality and the Enspirited World. Culture, Science and Play, SXSW Interactive Austin, Texas, 13 March, 2012.

6) Applin, S.A., Fischer, M.D. 2011. AR and Social and Sensors, Oh My! Augmented Reality Event (ARE2011), San Jose, 18 May, 2011.

7) Applin, S.A., Fischer, M.D. 2011. AnthroPunk: MetaMaking, Culture Making and the 'Making' of Making. Maker Faire 2011, San Mateo, CA, May 2011. [Online.] Available from: http://library.fora.tv/2011/05/22/Sally_Applin_AnthroPunk Date assessed: 15 April, 2015.

8) Applin, S. 2001. Telecommuting. Pick up the Thread of Sustainability: Wires + Tires. 2011 Metropolis West Conference. San Francisco, CA, Feb. 2001.

Book Chapter (3)

1) Applin, S.A., Fischer, M.D. 2016. Thing Theory: Connecting Humans to Smart Healthcare. In Handbook of Research on the Internet of Things and Advanced Applications in Healthcare (working title). Reis, C. and Maximiana, M. (Eds.). IGI Global, Hershey, PA, 2016 (forthcoming).

2) Applin, S.A. 2016. Deliveries by Drone: Obstacles and Sociability. In The Future of Drone Use: Technologies, Opportunities and Privacy Issues (working title). Bart Custers (Ed.). Springer T.M.C. Asser Press, IT and Law Series. The Hague, 2016 (forthcoming).

3) Applin, S.A. 2002. Team Roles in the Design Process: Living with and Creating Legacies that Benefit Design. In Creating Breakthrough Ideas: The Collaboration of Anthropologists and Designers in the Product Development Industry, Susan Squires and Bryan Byrne (Eds.). Bergin & Garvey, Greenwood Press, Westport, CT, 2002.

Posters (1)

1) Applin, S.A. 2010. Poster: Alternative Future: Steampowered Privacy. TRUST session, CFP2010, Computers, Freedom and Privacy in a Networked Society (ACM Computers, Freedom and Privacy), San Jose, CA, June 2010.

Other Writing/Contributions (12)

1) Applin, S. Spirits in the Sky: Exploring Jet Packs. Bronislaw Magazine, Issue 1. 18 March, 2016. [Online.] Available from: http://www.bronislawmag.com/1/sa_tech.php

2) Applin, S. Technology and Change: Open Letter to Sherry Turkle. IEEE Society and Technology Magazine. December 2015. [Online.] Available from: http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=7360258 Date accessed: 11 Feb., 2016.

3) Applin, S., Fischer, M. The social car: Simplifying autonomous action with Thing Theory. Robohub. 10 June, 2015. [Online.] Available from: http://robohub.org/the-social-car-simplifying-autonomous-action-with-thing-theory/ Date Accessed: 11 June, 2015.

4) Applin, S. 2015. Could Communication Overload Result in Police Mistakes? EPIC. 11 Feb., 2015. [Online.] Available from: http://epicpeople.org/communication-overload/ Date accessed: 13 Feb., 2015.

5) Applin, S.A. 2013. The Emperor's New Robotic Self? PoSR.org 19 Dec., 2013. [Online.] Available from: http://posr.org/wiki/The_Emperor%27s_New_Robotic_Self%3F Date accessed: 15 April, 2015.

6) Applin, S.A. 2013. Managing Multiple Multiplexed PolySocial Drones: The Amazon Drone Dream. PoSR.org. 2 Dec., 2013. [Online.] Available from: http://posr.org/wiki/Amazon_Prime_Drones Date accessed: 15 April, 2015.

7) Applin, S.A., Fischer, M.D. 2013. FTC Seeks Input on Privacy and Security Implications of the Internet of Things; FTC Project No. P135405; Commission Staff to Conduct Workshop on Nov. 21, 2013 in Washington, DC #00007. July 2013. [Online]. Available from: http://www.ftc.gov/sites/default/files/documents/public_comments/2013/07/00007-86212.pdf Date accessed: 13 Feb., 2015.

8) Applin, S.A., Fischer, M.D. 2013. Burning Man as PoSR: A Dynamic Cultural Structure. PoSR.org. 8 Sept., 2013. [Online.] Available from: http://posr.org/wiki/PoSR_and_Burning_Man Date accessed: 15 April, 2015.

Other Writing/Contributions cont.

9) Applin, S. 2012. Cardboard Prophet: Hacking the 3D Experience at Caine's Arcade. The Society Pages. Cyborgology. 20 May, 2012. [Online.] Available from: http://thesocietypages.org/cyborgology/2012/05/20/cardboard-prophet-hacking-the-3d-experience-at-caines-arcade/ Date accessed: 13 Feb, 2015.

10) Applin, S. 2012. Google Glasses? Head's Up! The Society Pages. Cyborgology. 10 April, 2012. [Online.] Available from: http://thesocietypages.org/cyborgology/2012/04/10/google-glasses-heads-up/ Date accessed: 13 Feb., 2015.

11) Applin, S. 2012. Connected cAR: Becoming the Cyborg Chauffeur. The Society Pages. Cyborgology. 10 April, 2012. [Online.] Available from: http://thesocietypages.org/cyborgology/2012/03/01/connected-car-becoming-the-cyborg-chauffeur/Date accessed: 13, Feb., 2015.

12) Applin, S. Steampunk, Open Source and Privacy. In Steampunk kurz & geek. Jahnke, A., Rauchfuß, M.. Eds., pp. 79–80. O'Reilly Vlg. GmbH & Company, 2012.

Press

2015   Green, J. 2015. Meet Ph.D. Candidate Sally Applin. Interview: Rethink Robotics Blog, Baxter in the Lab. [Online.] Part 1 available from: http://www.rethinkrobotics.com/blog/meet-sally-applin-humans-and-robots/ Date assessed: 2. Aug., 2015.

   Green, J. 2015. Meet Ph.D. Candidate Sally Applin. Interview: Rethink Robotics Blog, Baxter in the Lab. [Online.] Part 2 available from: http://www.rethinkrobotics.com/blog/meet-phd-candidate-sally-applin-part-2/ Date assessed: 2. Aug., 2015.

2014   Taylor, M. 2014. Sally Applin quoted in 'What's the motivation behind tech companies' egg freezing policies?' Aljazeera America Health, 16 Oct., 2014.

   Wilson, M. 2014. Sally Applin quoted in 'The Next Step in Making Connected Homes a Reality,' 1 May, 2014.

2012   McGuinness, R. 2012. Sally Applin quoted in 'Instant Pizza and a Facebook Mirror: Welcome to the Internet of Things,' UK Metro, 4 Dec., 2012. [Online.] Available from: http://metro.co.uk/2012/12/04/instant-pizza-and-a-facebook-mirror-welcome-to-the-internet-of-things-3301087/ Date accessed: 2 Aug., 2015.

2011   van Kranenburg, R. 2011. Council Interview with Sally Applin. IoT Council. 2011. [Online.] Available from: http://www.theinternetofthings.eu/content/council-interview-sally-applin

   Interviewed by O'Reilly RADAR, Strata Conference (Making Data Work) 'Data and AnthroPunk,' 2011.

1997   Drennan, D. 1997. Sally Applin Interview. The Digital Designer: The Graphic Artist's Guide to the New Media, Watson-Guptill Publications, 1997.

1993   Shedroff, N. 1993. Sally Applin Interview at Apple Computer, Inc. Demystifying Multimedia, Vivid Press, 1993.