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# THE HUMAN SHOW

Innovation through Social Science

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Have you ever wondered whether technology and/or the people that engage and/or work with it are “evil”? Or pondered how social scientists study human behaviour and how they can – through their applied work – enhance design and/or innovation?

In the following podcasts we ask social scientists and practitioners from all over the world to consider the same question:

“What is the nature of people’s relationship to communicative and interactive technology? What is the role ethics, power, agency and trust play in the making and performance of that relationship?”

Through industry perspective pieces, we also explore the businesses that influence that relationship through product design and/or innovation and consider the role social science plays in supporting their work.

Join us on this journey!

**JAMIE SHERMAN, INTEL: ON HOW (HUMAN LIFE) IT'S COMPLICATED YET ACTIONABLE; WHY (IN VR) EVERYBODY TALKS TO THE ROBOT DOG; USER HACKING IN DESIGN; WORKING IN BUSINESS AS AN ANTHROPOLOGIST – THE HUMAN SHOW PODCAST 14**

May 29, 2018 | Innovation through Social Science, Podcast Episode

Jamie Sherman holds a PHD from Princeton in Cultural Anthropology and is a Senior User Experience Researcher with the Intel Corporation most recently focused on AR, VR content creation and gaming. Her areas of expertise also include wearable...

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**DAN PODJED: WORKING TO GROW A VIBRANT COMMUNITY OF APPLIED ANTHROPOLOGISTS IN EUROPE; (APPLIED) EVENTS, PROJECTS, SYMPOSIUMS; RE-THINKING (BUSINESS) ETHNOGRAPHY; BARRIERS AND OPPORTUNITIES FOR THE APPLIED SECTOR – THE HUMAN SHOW PODCAST 13**

May 22, 2018 | Innovation through Social Science, Podcast Episode

Dan Podjed is an applied anthropologist with 15+ years' experience in ethnographic research, project management, and university teaching. He is a founder of EASA Applied Anthropology Network and Why the World Needs Anthropologists event, annually organised...

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Stephen C. Rea is a cultural anthropologist whose research focuses on how digital and mobile technologies intersect with issues of community, labour, and health. He has done extensive ethnographic fieldwork on digital gaming culture in South Korea, and has...

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**BETSY DISALVO: MORE THAN JUST PLAY, OR THE SIGNIFICANCE OF ETHNICITY, RACE, GENDER & SOCIALITY IN HOW YOUNG PEOPLE ENGAGE WITH VIDEO GAMES, EDUCATION & TECHNOLOGY – THE HUMAN SHOW PODCAST PODCAST 11**

May 8, 2018 | Innovation through Social Science, Podcast Episode

Dr. Betsy DiSalvo is an Assistant Professor at the School of Interactive Computing at Georgia Institute of Technology. There she leads the Culture and Technology Lab, where they research how cultural values impact the use and production of technologies....  
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Erin B. Taylor is an economic anthropologist with experience both in the applied financial sector and in the academic sector. She holds a PhD in Socio Cultural Anthropology from Sydney University and was a postdoctoral researcher on financial mobility at the...  
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Amy Sheppard has an extensive experience in the design space, having been in leadership positions in design across companies such as Deloitte Digital, Australia Post and Johnson & Johnson. She is currently the Head of Design for Xero (beautiful accounting...  
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## STUDENT OF ANTHROPOLOGY – THE HUMAN SHOW PODCAST 8

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Susanna Helena Trnka holds a PhD from Princeton University in social anthropology and has studied the body, citizenship and subjectivity. Her specific interests include (amongst others) illness experience; new medical technologies and patient-doctor...  
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Apr 10, 2018 | Innovation through Social Science, Podcast Episode

Nimmi Rangaswamy has an extensive experience in the technology space that spans both academia and the business sector. She is currently an Associate Professor at the Kohli Centre on Intelligent Systems, Indian Institute of Information Technology, IIIT, ...  
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Kevin Lee is a design executive with an extensive experience in Design & Brand Strategy, UX, Product Design and Co-Creation and an MsC in Human-Computer Interaction from Carnegie Mellon. He has held global design positions with top 500 global brands (such as...  
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Crystal Abidin has a PhD in Anthropology & Sociology, and Media & Communications and done extensive research into the practices of internet celebrity. She studies the online practices of youth on various social media platforms and also examines the practices of...  
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Perspective Industry Piece Shikha Desai is a Principal Designer for intelligent experiences across Office apps for Microsoft Seattle HQ, with an extensive experience of understanding both user and business needs. She leads design teams within Microsoft to think...  
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Nick Seaver is a cultural anthropologist who works as an assistant professor at Tufts University where he also teaches in the Science, Technology, and Society program. He is a co-chair of the American Anthropological Association's Committee for the Anthropology...  
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Sam Ladner holds a PhD in sociology and has studied work, technology, and organisations in both academic and applied settings. She worked as a Senior UX Researcher both for Microsoft and Amazon, wrote extensively about applying ethnographic research methods in the...  
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Danya Glabau is a medical anthropologist and the founder of Implosion Labs, an ethnography-driven research and consulting group focused on health and technology. She teaches as an Adjunct Instructor at NYU Tandon School of Engineering and a Core Faculty...  
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