

Lisa Anthony

Curriculum Vitae

Address: University of Florida
PO Box 116120
Gainesville, FL 32611

Office: CSE Building, Room E542

Phone: (352) 505-1589 [Office]
(410) 775-6395 [Google Voice]

Email: lanthony@cise.ufl.edu
mail@lisa-anthony.com

URL: <http://lisa-anthony.com/>

CURRENT POSITION

Assistant Professor 2013-present
Department of Computer & Information Science & Engineering, University of Florida, Gainesville FL

RESEARCH INTERESTS

Human-computer interaction, human-centered computing; child-computer interaction; pen, touch, and gesture interaction and recognition; natural user interaction; multimodal interaction; mobile computing; surface computing; educational games; context-sensitive computing.

TEACHING INTERESTS

Human-computer interaction history, methods and research; linking human-computer interaction and computer science; interface and interaction design, tools and methods; mobile development; interaction on small screens; pen, touch, and gesture interaction and recognition.

EDUCATION

Ph.D., Human-Computer Interaction, Carnegie Mellon University 2002-2008
Thesis Title: Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Learning
Committee: Kenneth R. Koedinger (co-chair), Jie Yang (co-chair), Jennifer A. Mankoff, Tom M. Mitchell, Mark D. Gross

M.S., Computer Science, Drexel University 1997-2002
Thesis Title: Evolving Board Evaluation Functions for a Complex Strategy Game
Advisor: William C. Regli

B.S., Computer Science, Drexel University 1997-2002
Official concentrations in Human-Computer Interaction, Software Engineering, and Artificial Intelligence

ACADEMIC POSITIONS

Research Assistant Professor, Information Systems Department, University of Maryland Baltimore County, Baltimore MD 2013

Post-Doctoral Research Associate, Information Systems Department, University of Maryland Baltimore County, Baltimore MD 2011-2012

PUBLICATIONS

-- Journal Articles

- [J.6] Jain, E., **Anthony, L.**, Aloba, A., Castonguay, A., Cuba, I., Shaw, A., and Woodward, J. 2016. Is the motion of a child perceivably different from the motion of an adult? *ACM Transactions on Applied Perception*, to appear.
- [J.5] **Anthony, L.**, Brown, Q., Nias, J. and Tate, B. 2015. Children (and Adults) Benefit From Visual

- Feedback during Gesture Interaction on Mobile Touchscreen Devices. *International Journal of Child-Computer Interaction*, Volume 6, December 2015, p.17-27.
- [J.4] **Anthony, L.**, Brown, Q., Tate, B., Nias, J., Brewer, R., and Irwin, G. 2014. Designing Smarter Touch-Based Interfaces for Educational Contexts. *Journal of Personal and Ubiquitous Computing: Special Issue on Educational Interfaces, Software, and Technology*, Volume 18, Issue 6, p.1471-1483.
- [J.3] **Anthony, L.**, Yang, J., and Koedinger, K.R. 2012. A Paradigm for a Handwriting-Based Intelligent Tutor. *International Journal of Human-Computer Studies*, Volume 70, Issue 11, November 2012, p.866-887.
- [J.2] **Anthony, L.**, Yang, J., and Koedinger, K.R. 2008. Toward Next-Generation Intelligent Tutors: Adding Natural Handwriting Input. *IEEE Multimedia* Volume 15, Issue 3, July 2008, p.64-68.
- [J.1] **Anthony, L.**, Regli, W.C., John, J.E., and Lombeyda, S.V. 2001. An Approach to Capturing Structure, Behavior and Function of Artifacts in CAD. *Transactions of the ASME, the Journal of Computing and Information Science in Engineering*, Volume 1, Issue 2, June 2001, p.186-192.

-- Refereed Conference Papers and Notes

- [C.17] **Anthony, L.**, Stofer, K.A., Luc, A., and Wobbrock, J.O. 2016. Gestures by Children and Adults on Touch Tables and Touch Walls in a Public Science Center. *Proceedings of the ACM Interaction Design and Children Conference (IDC'2016)*, Manchester, UK, 22 Jun 2016, to appear. Acceptance rate ???
- [C.16] Woodward, J., Shaw, A., Luc, A., Craig, B., Das, J., Hall Jr, P., Holla, A., Irwin, G., Sikich, D., Brown, Q., **Anthony, L.** 2016. Characterizing How Interface Complexity Affects Children's Touchscreen Interactions. *Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI'2016)*, San Jose, CA, 7 May 2016, p.1921-1933. Acceptance rate ???
- [C.15] Vatavu, R.-D., **Anthony, L.**, Brown, Q. 2015. Child or Adult? Inferring Smartphone Users' Age Group from Touch Measurements Alone. *Proceedings of INTERACT'15, the 15th IFIP TC.13 International Conference on Human-Computer Interaction*. Lecture Notes in Computer Science vol. 9299, 1-9. Acceptance rate 30%.
- [C.14] Vatavu, R.-D., **Anthony, L.**, and Wobbrock, J.O. 2014. Gesture Heatmaps: Understanding Gesture Performance with Colorful Visualizations. *Proceedings of the ACM International Conference on Multimodal Interaction (ICMI'2014)*, Istanbul, Turkey, 13 Nov 2014, p.172-179. Acceptance rate 39%.
- [C.13] Vatavu, R.-D., **Anthony, L.**, and Wobbrock, J.O. 2013. Relative Accuracy Measures for Stroke Gestures. *Proceedings of the ACM International Conference on Multimodal Interaction (ICMI'2013)*, Sydney, Australia, 11 Dec 2013, p.279-286. Acceptance rate 37%.
- [C.12] **Anthony, L.**, Brown, Q., Nias, J., and Tate, B. 2013. Examining the Need for Visual Feedback during Gesture Interaction on Mobile Touchscreen Devices for Kids. *Proceedings of the International Conference on Interaction Design and Children (IDC'2013)*, New York, NY, 26 June 2013, p.157-164. Acceptance rate 33%.
- [C.11] **Anthony, L.**, Vatavu, R.-D., and Wobbrock, J.O. 2013. Understanding the Consistency of Users' Pen and Finger Stroke Gesture Articulation. *Proceedings of Graphics Interface (GI'2013)*, Regina, Canada, 29 May 2013, p.87-94. Acceptance rate 38%.
- [C.10] **Anthony, L.**, Kim, Y., and Findlater, L. 2013. Analyzing User-Generated YouTube Videos to Understand Touchscreen Use by People with Motor Impairments. *Proceedings of ACM SIGCHI*

- Award** *Conference on Human Factors in Computing Systems (CHI'2013)*, Paris, France, 30 Apr 2013, p.1223-1232. Acceptance rate 20%.
- [C.9] **Anthony, L.**, Brown, Q., Nias, J., Tate, B., and Mohan, S. 2012. Interaction and Recognition Challenges in Interpreting Children's Touch and Gesture Input on Mobile Devices. *Proceedings of the ACM International Conference on Interactive Tabletops and Surfaces (ITS'2012)*, Cambridge, MA, 14 Nov 2012, p.225-234. Acceptance rate 29%.
- [C.8] **Best Paper Award** Vatavu, R.-D., **Anthony, L.**, and Wobbrock, J.O. 2012. Gestures as Point Clouds: A \$P Recognizer for User Interface Prototypes. *Proceedings of ACM International Conference on Multimodal Interaction (ICMI'2012)*, Santa Monica, CA, 24 Oct 2012, p.273-278. Acceptance rate non-student full papers 21%.
- [C.7] **Anthony, L.** and Wobbrock, J.O. 2012. \$N and Protractor: a Fast and Accurate Multistroke Recognizer. *Proceedings of Graphics Interface (GI'2012)*, Toronto, Canada, 29 May 2012, p.117-120. Acceptance rate 38%.
- [C.6] **Anthony, L.** and Wobbrock, J.O. 2010. A Lightweight Multistroke Recognizer for User Interface Prototypes. *Proceedings of Graphics Interface (GI'2010)*, Ottawa, Canada, 02 Jun 2010, p.245-252. Acceptance rate 39%.
- [C.5] **Anthony, L.**, Yang, J., and Koedinger, K.R. 2007. Benefits of Handwritten Input for Students Learning Algebra Equation Solving. *Proceedings of the International Conference on Artificial Intelligence and Education (AIED'2007)*, Los Angeles, CA, 12 Jul 2007, p.521-523. Acceptance rate 29%.
- [C.4] **Anthony, L.**, Yang, J., and Koedinger, K.R. 2006. Towards the Application of a Handwriting Interface for Mathematics Learning. *IEEE Conference on Multimedia and Expo (ICME'2006)*, Toronto, Canada, 12 Jul 2006, p.2077-2080. Acceptance rate 51%.
- [C.3] **Anthony, L.**, Yang, J., and Koedinger, K.R. 2005. Evaluation of Multimodal Input for Entering Mathematical Equations on the Computer. *ACM Conference on Human Factors in Computing Systems (CHI'2005)*, Portland, OR, 6 Apr 2005, p.1184-1187. Acceptance rate 25%.
- [C.2] **Anthony, L.**, Corbett, A., Wagner, A.Z., Stevens, S.M., and Koedinger, K.R. 2004. Student Question-Asking Patterns in an Intelligent Algebra Tutor. *Intelligent Tutoring Systems Conference (ITS'2004)*, Maceio, Brazil, 30 Aug 2004, p.455-467. Acceptance rate 39%.
- [C.1] Shapirshteyn, Y., Foster, C.V., John, J.E., **Anthony, L.**, Regli, W.C. 2000. Building Internet-Based Virtual Environments for Collaborative Design. *Co-Designing Conference*, Coventry, UK, 11 Sep 2000, p.117-122.

-- Refereed Conference Posters

- [P.6] Shaw, A. and **Anthony, L.** 2016. Toward a Systematic Understanding of Children's Touchscreen Gestures. *Extended Abstracts of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI'2016)*, San Jose, CA, 7 May 2016, p.1752-1759.
- [P.5] Rust, K., Malu, M., **Anthony, L.**, and Findlater, L. 2014. Understanding Child-Defined Gestures and Children's Mental Models for Touchscreen Tabletop Interaction. *Proceedings of the International Conference on Interaction Design and Children (IDC'2014)*, Aarhus, Denmark, 18 Jun 2014, p.201-204. Acceptance rate 43%.
- [P.4] Brewer, R., **Anthony, L.**, Brown, Q., Irwin, G., Nias, J., and Tate, B. 2013. Using Gamification to Motivate Children to Complete Empirical Studies in Lab Environments. *Proceedings of the International Conference on Interaction Design and Children (IDC'2013)*, New York, NY, 25 Jun

- 2013, p.388-391. Acceptance rate 49%.
- [P.3] **Anthony, L.**, Prasad, S., Hurst, A., and Kuber, R. 2012. A Participatory Design Workshop on Accessible Apps and Games with Students with Learning Disabilities. *Proceedings of the 13th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2012)*, Boulder, CO, 22 Oct 2012, p.253-254. Acceptance rate not available.
- [P.2] Carrington, P., Kuber, R., **Anthony, L.**, Hurst, A., and Prasad, S. 2012. Developing an Interface to Support Procedural Memory Training using a Participatory-Based Approach. *Proceedings of British Computer Society Conference on Human-Computer Interaction (BCS HCI 2012)*, Birmingham, UK, 13 Sep 2012, p. 333-338. Acceptance rate 40%.
- [P.1] Ganesan, S. and **Anthony, L.** 2012. Using the Kinect to Encourage Older Adults to Exercise: A Prototype. *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems (CHI 2012)*, Austin, TX, 5 May 2012, p.2297-2302. Acceptance rate 48%.

-- Refereed Workshop Papers

- [W.13] Blanchard, J., Gardner-McCune, C., and **Anthony, L.** 2015. Bridging Educational Programming and Production Languages. Paper for "Every Child a Coder? Research Challenges for a 5-18 Programming Curriculum" workshop, *ACM SIGCHI Conference on Interaction Design and Children (IDC'2015)*, Boston, MA, 21 June 2015.
- [W.12] **Anthony, L.** and Brown, Q. 2015. Designing Touchscreen Interfaces that Don't Interfere with Learning. Paper for "Innovations in Interaction Design and Learning" workshop, *ACM SIGCHI Conference on Interaction Design and Children (IDC'2015)*, Boston, MA, 21 June 2015.
- [W.11] **Anthony, L.** and Brown, Q. 2013. Learning from HCI: Understanding Children's Input Behaviors on Mobile Touchscreen Devices. Paper for "Human-Computer Interaction and the Learning Sciences" workshop, *International Conference on Computer Supported Collaborative Learning (CSCL'2013)*, Madison, WI, 15 June 2013.
- [W.10] Brown, Q., **Anthony, L.**, Nias, J., Tate, B., Brewer, R., and Irwin, G. 2013. Towards Designing Adaptive Touch-Based Interfaces. *Proceedings of the ACM SIGCHI 2013 Third Mobile Accessibility Workshop (MOBACC'2013)*, Paris, France, 28 Apr 2013.
- [W.9] Brown, Q., **Anthony, L.**, Brewer, R., Irwin, G., Nias, J., and Tate, B. 2013. Challenges of Replicating Empirical Studies with Children in HCI. *Proceedings of the ACM SIGCHI 2013 RepliCHI Workshop (RepliCHI'2013)*, Paris, France, 27-28 Apr 2013, p.54-58.
- [W.8] Luo, L., Taib, R., **Anthony, L.**, and Lai, J. 2013. Further Investigating Pen Gesture Features Sensitive to Cognitive Load. *Proceedings of the ACM IUI 2013 Workshop on Interacting with Smart Objects (ISO'2013)*, Santa Monica, CA, 19 Mar 2013.
- [W.7] Brown, Q. and **Anthony, L.** 2012. Toward Comparing the Touchscreen Interaction Patterns of Kids and Adults. *Proceedings of the ACM SIGCHI Workshop on Educational Software, Interfaces and Technology (EIST'2012)*, Austin, TX, 05-06 May 2012.
- [W.6] **Anthony, L.**, Carrington, P., Chu, P., Kidd, C., Lai, J., and Sears, A. 2011. Gesture Dynamics: Features Sensitive to Task Difficulty and Correlated with Physiological Sensors. *Proceedings of the ACM ICMI 2011 Workshop on Inferring Cognitive and Emotional States from Multimodal Measures (MMCogEmS'2011)*, Alicante, Spain, 17 Nov 2011.
- [W.5] **Anthony, L.** 2011. Technical and Privacy Challenges of Multimodal Dynamic Adaptive Systems. *Proceedings of the ACM SIGCHI Workshop on Dynamic Accessibility (WODA'2011)*, Vancouver, Canada, 08 May 2011.

- [W.4] **Anthony, L.**, Yang, J., and Koedinger, K.R. 2011. Handwriting Interaction for Math Tutors: Lessons for HCI in Education. *Proceedings of the ACM SIGCHI Workshop on Child-Computer Interaction (UI Technologies and their Impact on Educational Pedagogy'2011)*, Vancouver, Canada, 07 May 2011.
- [W.3] Regli, S.H., Tremoulet, P.D., Samoylov, A., Sharma, K., Stibler, K., and **Anthony, L.** 2010. Medical Intelligence Informatics. *Proceedings of the ACM SIGCHI First International Workshop of Interactive Systems in Healthcare (WISH'2010)*, Atlanta, GA, 10 Apr 2010, p.145-148.
- [W.2] **Anthony, L.**, Yang, J., and Koedinger, K.R. 2007. Adapting Handwriting Recognition for Applications in Algebra Learning. *Proceedings of the ACM Workshop on Educational Multimedia and Multimedia Education (EMME'2007)*, Augsburg, Germany, 28 Sep 2007, p.47-56.
- [W.1] Foster, C.V., Hayes, E., McWherter, D., Peabody, M., Shapirsteyn, Y., **Anthony, L.**, and Regli, W.C. 2001. Discovering Knowledge in Design and Manufacturing Repositories. *International Joint Conferences on Artificial Intelligence (IJCAI) Workshop on Knowledge Discovery from Distributed, Heterogeneous, Dynamic, Autonomous Data Sources*, Seattle, WA, ed. V. Honavar, 06 Aug 2001, p.40-42.

-- Theses

- [T.2] **Anthony, L.** 2008. *Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Learning*. Ph.D. thesis, Human-Computer Interaction Institute, School of Computer Science, Carnegie Mellon University. December 2008. (Technical Report CMU-HCII-08-105.)
- [T.1] **Anthony, L.** 2002. *Evolving Board Evaluation Functions for a Complex Strategy Game*. Master's thesis, Department of Computer Science, Drexel University. December 2002.

-- Book Chapters

- [B.1] **Anthony, L.**, Sharma, K., Stibler, K., Regli, S.H., Tremoulet, P. D., Gilbertson, D.G., and Gerhardt, R.T. 2010. Enabling Pre-Hospital Documentation via Spoken Language Understanding on the Modern Battlefield. In *Advances in Human Factors and Ergonomics in Healthcare (Proceedings of the International Conference on Applied Human Factors & Ergonomics - AHFE'2010)*, ed. V.G. Duffy, CRC Press, p.642-651.

-- Refereed Panels, Workshops, Events Organized

- [Z.1] **Anthony, L.**, Kane, S., and Hurst, A. 2012. Accessibility in the iSchools: Not Just for People with Disabilities? Alternative event organized at *iConference 2012*, Toronto, Canada.

-- Other Articles, Tech Reports, Letters, etc.

- [O.7] **Anthony, L.**, Carrington, P., Chu, P., Kidd, C., Lai, J., and Sears, A. 2011. Detecting Events of Interest with Physiological Sensors in a Real-World Email Search Task. *Technical Report UMBC-IS-TR-007*, 10 Oct 2011.
- [O.6] **Anthony, L.**, Yang, J., and Koedinger, K.R. 2009. Interspersing Annotated Worked Examples in Algebra Problem Solving. Presented as part of the *Annual Conference of the European Association for Research on Learning and Instruction (EARLI'2009)*, Symposium entitled, "In Vivo Experimentation on Worked Examples Across Domains," Salden, R.J.C.M. and Koedinger, K.R., eds., Amsterdam, the Netherlands, 26 Aug 2009.
- [O.5] **Anthony, L.**, Yang, J., and Koedinger, K.R. 2008. How Handwriting Input Helps Students

- Learning Algebra Equation Solving. *Technical Report CMU-HCII-08-100*, 1 Mar 2008.
- [O.4] Adcock, J., Pickens, J., Cooper, M., **Anthony, L.**, Chen, F., and Qvarfordt, P. 2008. FXPAL Interactive Search Experiments for TRECVID 2007. *Proceedings of the NIST TRECVID 2007 Workshop*, 1 Mar 2008.
- [O.3] **Anthony, L.**, Yang, J., and Koedinger, K.R. 2006. Entering Mathematical Equations Multimodally: Results on Usability and Interaction Patterns. *Technical Report CMU-HCII-06-101*, 15 Mar 2006.
- [O.2] **Anthony, L.**, Regli, W.C., John, J.E., and Lombeyda, S.V. 2001. CUP: A Computer-Aided Conceptual Design Environment for Assembly Modeling. *Technical Report DU-MCS-01-05*, 01 Sep 2001.
- [O.1] **Anthony, L.**, Cicirello, V.A., John, J.E., Qin, X., Shapirshteyn, Y., Zaychik, V., and Regli, W.C. 2000. The Engineering Design Repositories Project. *National Science Foundation Design and Manufacturing Grantees Conference*, Vancouver, BC, Canada, 03 Jan 2000.

GRANTS AND GIFTS

[G.8]	HCC: SMALL: COLLABORATIVE: Mobile Gesture Interaction for Kids: Sensing, Recognition, and Error Recovery – REU Supplement National Science Foundation (NSF), CISE IIS award #IIS-1433228	\$8,000	2016
[G.7]	CAREER: Natural User Interfaces for Children National Science Foundation (NSF), CISE IIS award #IIS-1552598	\$493,582	2015-2020
[G.6]	HCC: SMALL: COLLABORATIVE: Mobile Gesture Interaction for Kids: Sensing, Recognition, and Error Recovery – REU Supplement National Science Foundation (NSF), CISE IIS award #IIS-1433228	\$8,000	2015
[G.5]	HCC: SMALL: COLLABORATIVE: Mobile Gesture Interaction for Kids: Sensing, Recognition, and Error Recovery - Participant Support Sub-award from Bowie State University (National Science Foundation (NSF), CISE IIS award #1218664)	\$1,500	2015
[G.4]	Gift, Wacom Inc.	\$2,990	2014
[G.3]	Gift, Intel Corporation	\$2,990	2014
[G.2]	HCC: SMALL: COLLABORATIVE: Mobile Gesture Interaction for Kids: Sensing, Recognition, and Error Recovery [Collaborative Proposal, PI with Quincy Brown (Bowie State University)] National Science Foundation (NSF), CISE IIS awards #IIS-1218395 / 1433228 and IIS-1218664 UMBC / UF portion: \$234,258	\$498,046	2012-2016
[G.1]	Participatory Design Workshop on Accessible Apps & Games [Co-PI with Sapna Prasad (Landmark College), Ravi Kuber (UMBC), Amy Hurst (UMBC)] Alliance for Access to Computing Careers (AccessComputing@UW, National Science Foundation (NSF), CISE BPC awards #CNS-0540615, CNS-0837508, CNS-1042260)	\$5,100	2011

PAPER AWARDS

Best of 2013, ACM Computing Reviews http://computingreviews.com/recommend/bestof/notableitems_2013.cfm	2013
---	------

- | | |
|--|------|
| Best Paper Award , ACM SIGCHI Conference on Human Factors in Computing Systems (CHI) [top 1%] | 2013 |
| Best Paper Award , ACM International Conference on Multimodal Interaction (ICMI) | 2012 |

FELLOWSHIPS, PRIZES, AWARDS, AND HONORS

- | | |
|--|-----------|
| Special Recognition for Exceptional Reviewing , ACM Conference on Designing Interactive Systems (DIS) | 2014 |
| NSF Scholarship , Anita Borg Institute Grace Hopper Celebration of Women in Computing | 2012 |
| NSF Travel Grant , ACM International Conference on Multimodal Interaction (ICMI) | 2005 |
| NSF Graduate Research Fellowship , National Science Foundation (NSF) | 2002-2005 |
| Honors Program , Drexel University | 1998-2002 |
| Dean's List , Drexel University College of Arts & Science | 1997-2002 |
| Delaware Valley Technical Recruiters Network Annual Award for Computer Science , Drexel University | 2001 |
| National Outstanding Undergraduate , Computing Research Association | 2000 |
| Summer Undergraduate Research Fellowship, Grant 70-NAN-B0H0057, "Knowledge-Based Design," National Institute of Standards and Technology (NIST) | 2000 |
| James W. Lindemer Endowed Scholarship , Drexel University | 2000 |
| Senior First Honors Award , Drexel University | 2000 |
| Research Fellowship , AT&T Labs Internet Platforms Technology Organization (IPTO) | 2000 |
| Research Experience for Undergraduates Supplement under DMI-9713718, Design Classification for Hybrid Generative / Variant Process Planning , National Science Foundation (NSF), Directorate for Engineering (ENG), Division of Design, Manufacturing and Industrial Innovation (DMI) | 1999 |
| Award for Outstanding Industry, Leadership, and Academics in Computer Science , Drexel University | 1999 |
| Harry E. Muchnic Scholarship , Drexel University | 1999 |

INVITED TALKS AND PRESENTATIONS

-- External

- | | |
|--|------------------|
| [E.43] "Is the motion of a child perceivably different from the motion of an adult?"
Paper Presentation , ACM Symposium on Applied Perception, Anaheim, CA | July 22,
2016 |
| [E.42] "Gestures by Children and Adults on Touch Tables and Touch Walls in a Public Science Center"
Paper Presentation , Interaction Design & Children Conference, Manchester, UK | June 22,
2016 |
| [E.41] "Understanding, Designing, and Developing Natural User Interfaces for Children"
Invited Speaker , Florida International University, School of Computing and Information Sciences, Seminar, Miami, Florida | Mar. 11,
2016 |
| [E.40] "Understanding, Designing, and Developing Natural User Interfaces for Children"
Invited Speaker , Afternoon Lecture Series, Institute for Human-Machine Cognition (IHMC), Ocala, Florida | Sep. 2,
2015 |

- [E.39] “Understanding, Designing, and Developing Natural User Interactions for Children” Nov. 7-8,
Invited Keynote Speaker, “Designing the Digital Future: A Human-centered
Approach to Informatics,” Obermann Center for Advanced Studies, University of
Iowa, Iowa City, Iowa 2014
- [E.38] “Understanding, Designing, and Developing Natural User Interactions for Children” Dec. 16,
Invited Talk, National Information Communications Technology of Australia
(NICTA), Sydney, Australia 2013
- [E.37] “Relative Accuracy Measures for Stroke Gestures” Dec. 11,
Paper Presentation, ACM International Conference on Multimodal Interaction,
Sydney, Australia (*Acceptance rate 20%.*) 2013
- [E.36] “Examining the Need for Visual Feedback during Gesture Interaction on Mobile Jun. 26,
Touchscreen Devices for Kids” 2013
Paper Presentation, Interaction Design & Children 2013 Conference, New York NY
- [E.35] “Analyzing User-Generated YouTube Videos to Understand Touchscreen Use by Apr. 30,
People with Motor Impairments” 2012
Paper Presentation, ACM SIGCHI Conference, Paris, France
- [E.34] “Understanding, Designing, and Developing Natural User Interactions for Children” Mar. 29,
Invited Talk, Department of Computer & Information Science & Engineering,
University of Florida, Gainesville FL 2013
- [E.33] “Understanding, Designing, and Developing Natural User Interactions for Children” Mar. 8,
Invited Talk, Department of Computer Science and Engineering, University of
Nevada, Reno, Reno NV 2013
- [E.32] “Understanding, Designing, and Developing Natural User Interactions for Children” Feb. 28,
Invited Talk, HCIL Brown Bag Seminar, College of Information Studies, University of
Maryland College Park, College Park MD 2013
- [E.31] “Understanding, Designing, and Developing Natural User Interactions for Children” Jan. 24,
Invited Talk, Department of Information Systems, New Jersey Institute of
Technology, Newark NJ 2013
- [E.30] “Understanding, Designing, and Developing Natural User Interactions for Children” Dec. 10,
Invited Talk, Computer Science Department, Princeton University, Princeton NJ 2012
- [E.29] “Understanding, Designing, and Developing Natural User Interactions for Children” Nov. 27,
Invited Talk, Department of Library and Information Science, School of
Communication and Information, Rutgers University, New Brunswick NJ 2012
- [E.28] “Interaction and Recognition Challenges in Interpreting Children’s Touch and Nov. 14,
Gesture Input on Mobile Devices” 2012
Invited Speaker, User Interface Tea, Computer Science and Artificial Intelligence
Laboratory (CSAIL), Massachusetts Institute of Technology, Cambridge MA
- [E.27] “Interaction and Recognition Challenges in Interpreting Children’s Touch and Nov. 14,
Gesture Input on Mobile Devices” 2012
Paper Presentation, ACM International Conference on Interactive Tabletops and
Surfaces, Cambridge MA
- [E.26] “Understanding, Designing, and Developing Natural User Interactions for Children” Nov. 2,
Invited Talk, Human-Centered Computing Division, School of Computing, Clemson
University, Clemson SC 2012

- [E.25] “**Gestures as Point Clouds: A $\mathcal{S}P$ Recognizer for User Interface Prototypes**” Oct. 24,
Paper Presentation, ACM International Conference on Multimodal Interaction,
 Santa Monica CA 2012
- [E.24] “**Understanding, Designing, and Developing Natural User Interactions for Children**” Oct. 22,
Invited Talk, Donald Bren School of Information and Computer Sciences, University
 of California, Irvine, Irvine CA 2012
- [E.23] “**Understanding, Designing, and Developing Natural User Interactions for Children**” Oct. 15,
Invited Talk, Department of Computer Science and Engineering, Texas A&M
 University, College Station TX 2012
- [E.22] “**Understanding How Children Use Touchscreens**” Oct. 3,
Presentation, Grace Hopper Celebration of Women in Computing, Baltimore MD
 (Acceptance rate 13%.) 2012
- [E.21] “**Understanding, Designing, and Developing Natural User Interactions for Children**” July 5,
Invited Talk, Department of Computer Science Seminar, University of Manitoba,
 Winnipeg, Canada 2012
- [E.20] “ **$\mathcal{S}N$ -Protractor: A Fast and Accurate Multistroke Recognizer**” May 29,
Paper Presentation, Graphics Interface 2012 Conference, Toronto, Canada 2012
- [E.19] “**Towards Comparing Touchscreen Interaction Patterns of Kids and Adults**” May 5,
Paper Presentation, ACM SIGCHI Workshop on Educational Interfaces, Software,
 and Technology, Austin TX 2012
- [E.18] “**Engaging Users via Alternative Input Modalities for Learning and Gaming**” Feb. 2,
Invited Talk, Division of Science, Information Arts and Technology, University of
 Baltimore, Baltimore MD 2012
- [E.17] “**Gesture Dynamics: Features Sensitive to Task Difficulty and Correlated with
 Physiological Sensors**” Nov. 17,
Paper Presentation, ACM ICMI Workshop on Inferring Cognitive and Emotional
 States from Multimodal Measures, Alicante, Spain 2011
- [E.16] “**Technical and Privacy Challenges of Multimodal Dynamic Adaptive Systems**” May 8,
Paper Presentation, ACM SIGCHI Workshop on Dynamic Accessibility, Vancouver,
 Canada 2011
- [E.15] “**Handwriting Interaction for Math Tutors: Lessons for HCI in Education**” May 7,
Paper Presentation, ACM SIGCHI Workshop on Child-Computer Interaction,
 Vancouver, Canada 2011
- [E.14] “**Enabling Pre-Hospital Documentation via Spoken Language Understanding on the
 Modern Battlefield**” Jul. 19,
Paper Presentation, AHFE 2010 Conference on Applied Human Factors &
 Ergonomics in Healthcare, Miami FL 2010
- [E.13] “**A Lightweight Multistroke Recognizer for User Interface Prototypes**” Jun. 2,
Paper Presentation, Graphics Interface 2010 Conference, Ottawa, Canada 2010
- [E.12] “**Interspersing Annotated Worked Examples in Algebra Problem Solving**” Aug. 26,
Symposium Presentation, EARLI 2009 Biennial Conference for Research on
 Learning and Instruction, Amsterdam, the Netherlands 2009
- [E.11] “**Adapting Handwriting Recognition for Applications in Algebra Learning**” Sep. 28,
Demonstration, ACM Multimedia Workshop on Educational Multimedia and 2007

- Multimedia Education, Augsburg, Germany
- [E.10] “Adapting Handwriting Recognition for Applications in Algebra Learning” Sep. 28,
Paper Presentation, ACM Multimedia Workshop on Educational Multimedia and 2007
Multimedia Education, Augsburg, Germany
- [E.9] “Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Aug. 22,
Learning” 2007
Invited Talk, User Sciences and Experiences Research Group, IBM Almaden, San Jose CA
- [E.8] “Benefits of Handwritten Input for Students Learning Algebra Equation Solving” Jul. 12,
Poster Presentation, Artificial Intelligence in Education Conference, Los Angeles CA 2007
- [E.7] “How Handwriting Helps Learning: Evidence from a User Study in Algebra Equation Oct. 13,
Solving” 2006
Poster Presentation, NSF Science of Learning Centers Satellite Symposium at the Society for Neuroscience Annual Meeting, Atlanta GA
- [E.6] “Toward the Application of a Handwriting Interface for Mathematics Learning” Jul. 12,
Paper Presentation, IEEE International Conference on Multimedia and Expo, 2006
Toronto, Canada
- [E.5] “Evaluation of Multimodal Input for Entering Mathematical Equations on the Apr. 6,
Computer” 2005
Paper Presentation, ACM SIGCHI Conference, Portland OR
- [E.4] “Student Questions in Problem Solving: Evidence of Student Orientation” Sep. 2,
Panelist, Intelligent Tutoring Systems Conference, Maceio, Brazil 2004
- [E.3] “Student Question-Asking Patterns in an Intelligent Algebra Tutor” Aug. 30,
Paper Presentation, Intelligent Tutoring Systems Conference, Maceio, Brazil 2004
- [E.2] “Building Internet-Based Virtual Environments for Collaborative Design” Sep. 11,
Paper Presentation, Co-Designing Conference, Coventry, UK 2000
- [E.1] “Conceptual Design of Assemblies” Sep. 10,
Paper Presentation, ASME Design & Technical Conference, Las Vegas NV 1999
- Internal**
- [I.26] “CHI 2016 Recap” May 25,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), 2016
University of Florida, Gainesville FL
- [I.25] “Time Management via the Eisenhower Matrix” Mar. 8,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), 2016
University of Florida, Gainesville FL
- [I.24] “Introduction and Research Opportunities” Sep. 18,
Research Presentation, CISE Faculty Showcase, University of Florida, Gainesville FL 2015
- [I.23] “Understanding, Designing, and Developing Natural User Interfaces for Children” Sep. 9,
Research Presentation, CISE Graduate Seminar, University of Florida, Gainesville FL 2015
- [I.22] “Writing a Successful CHI Paper (part 3)” Mar. 10,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), 2015
University of Florida, Gainesville FL

- [I.21] "Writing a Successful CHI Paper (part 2)" Feb. 10, 2015
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL
- [I.20] "Writing a Successful CHI Paper (part 1)" Jan. 13, 2015
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL
- [I.19] "Introduction and Research Opportunities" Aug. 28, 2014
Research Presentation, Digital Arts and Sciences (DAS) Program 2014-2015 Student Welcome Meeting, University of Florida, Gainesville FL
- [I.18] "Introduction and Research Opportunities" Aug. 27, 2014
Research Presentation, CISE Faculty Showcase, University of Florida, Gainesville FL
- [I.17] "Introduction and Research Opportunities" Nov. 12, 2013
Research Presentation, CISE Graduate Programs Information Session, University of Florida, Gainesville FL
- [I.16] "Introduction and Research Interests" Oct. 1, 2013
Research Presentation, CISE Industrial Advisory Board Meeting, University of Florida, Gainesville FL
- [I.15] "Introduction and Research Opportunities" Aug. 30, 2013
Research Presentation, Digital Arts and Sciences (DAS) Program 2013-2014 Student Welcome Meeting, University of Florida, Gainesville FL
- [I.14] "Introduction and Research Opportunities" Aug. 23, 2013
Research Presentation, CISE Faculty Showcase, University of Florida, Gainesville FL
- [I.13] "Cultivating Collaborations for Research Success: Colleagues and Publications" Dec. 5, 2012
Post-Doctoral Peer Seminar, University of Maryland Baltimore County, Baltimore MD
- [I.12] "Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Learning" Oct. 9, 2008
Thesis Defense, Carnegie Mellon University, Pittsburgh PA
- [I.11] "Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Learning" May 22, 2006
Thesis Proposal, Carnegie Mellon University, Pittsburgh PA
- [I.10] "Adding Handwriting Input to Intelligent Tutoring Systems for Algebra" Mar. 6, 2006
Research Presentation, HCII PhD Lunch Seminars, Carnegie Mellon University, Pittsburgh PA
- [I.9] "Exploration of the Effects of Handwriting on Learning in Algebra Equation Solving" June 8, 2006
Poster Presentation, Pittsburgh Science of Learning Center NSF Site Visit, Carnegie Mellon University, Pittsburgh PA
- [I.8] "Improving Mathematics Learning Online Through the Use of Handwriting Input" Apr. 20, 2006
Poster Presentation, Human-Computer Interaction Institute 12th Anniversary, Carnegie Mellon University, Pittsburgh PA
- [I.7] "Evaluation of Multimodal Input for Entering Mathematical Equations on the Computer" Dec. 13, 2005
Poster Presentation, Pittsburgh Science of Learning Center Advisory Board Visit,

- Carnegie Mellon University, Pittsburgh PA
- [I.6] “Evaluation of Multimodal Input for Entering Mathematical Equations on the Computer” May 16, 2005
Poster Presentation, Pittsburgh Science of Learning Center NSF Site Visit, Carnegie Mellon University, Pittsburgh PA
- [I.5] “Phase I: Evaluation of Multimodal Input for Entering Mathematical Equations on the Computer” Feb. 25, 2005
Poster Presentation, Pittsburgh Science of Learning Center Advisory Board Visit, Carnegie Mellon University, Pittsburgh PA
- [I.4] “Multimodal Interfaces for Solving Equations: Handwriting + Speech + Learning” Aug. 26, 2004
Research Presentation, Communication Requirement, Carnegie Mellon University, Pittsburgh PA
- [I.3] “ALPS: Active Learning in Problem Solving, and the Questions Students Ask” Aug. 21, 2003
Research Presentation, Communication Requirement, Carnegie Mellon University, Pittsburgh PA
- [I.2] “Undergraduate Research Experiences” Sep. 20, 2000
Invited Talk, DragonWeek, Drexel University, Philadelphia PA
- [I.1] “The Conceptual Design Project” Sep. 8, 2000
Poster Presentation, Research Day, Drexel University, Philadelphia PA

TEACHING

-- Instructor / Co-Instructor

- 8. CEN 4722 / CEN 5728 User Experience Design** Fall 2016
 Department of CISE, University of Florida
- 7. CAP 4053 / CIS 6930 Artificial Intelligence for Computer Games** Spring 2016
 Department of CISE, University of Florida
- 6. CIS 4930 UXD/CIS 6930 UXD User Experience Design** Fall 2015
 Department of CISE, University of Florida
- 5. CAP 4053 Artificial Intelligence for Computer Games** Spring 2015
 Department of CISE, University of Florida
- 4. CIS 4930 IND/CIS 6930 IND Interaction Design** Fall 2014
 Department of CISE, University of Florida
- 3. CAP 4053 Artificial Intelligence for Computer Games** Spring 2014
 Co-Instructor with Douglas E. Dankel II, Department of CISE, University of Florida
- 2. CIS 4930 NUI / CIS 6930 NUI Natural User Interfaces** Fall 2013
 Department of CISE, University of Florida
- 1. 05-291 / 15-291 Human-Computer Interaction for Computer Scientists** Spring 2007
 Co-Instructor with Carolyn Penstein Rosé, Amy Hurst, and Karen Tang, Human-Computer Interaction Institute, Carnegie Mellon University

-- Teaching Assistant

- 1. 05-410 / 05-610 Introduction to Human-Computer Interaction Methods** Fall 2005
 Instructors: Chris Neuwirth and John Zimmerman, Human-Computer Interaction Institute,

Carnegie Mellon University

-- **Guest Lecturer**

- 13. Lecture on Understanding, Designing, and Developing NUIs for Children** Spring 2016
 CEN 4721C / CAP 5100 Human-Computer Interaction
 Instructor: Shaundra Daily, Department of CISE, University of Florida
- 12. Lecture on Understanding, Designing, and Developing NUIs for Children** Spring 2016
 EME 6602 Human-Computer Interactivity and the Learner
 Instructor: Pavel Antonenko, College of Education, University of Florida
- 11. Lecture on Considering Usability during Game Design** Spring 2016
 DIG 3713C Game Design Practices I
 Instructor: Marko Suvajdzic, Digital Worlds Institute, University of Florida
- 11. Lecture on Understanding, Designing, and Developing NUIs for Children** Spring 2015
 DIG 6840C Interdisciplinary Research Seminar
 Instructor: Angelos Barmpoutis, Digital Worlds Institute, University of Florida
- 10. Lecture on Gestural Technologies and Gesture Interaction** Spring 2015
 CEN 4721C / CAP 5100 Human-Computer Interaction
 Instructor: Benjamin Lok, Department of CISE, University of Florida
- 9. Lecture on Understanding, Designing, and Developing NUIs for Children** Spring 2015
 CS 220 Human-Computer Interaction
 Instructor: Orit Shaer, Computer Science Department, Wellesley College (external, invited)
- 8. Lecture on Considering Usability during Game Design** Spring 2015
 DIG 3713C Game Design Practices I
 Instructor: Marko Suvajdzic, Digital Worlds Institute, University of Florida
- 7. Lecture on UI Design for Small Screens and Mobile Interactions** Fall 2014
 CNT 5517 / CIS 4930 Mobile and Pervasive Computing
 Instructor: Sumi Helal, Department of CISE, University of Florida
- 6. Lecture on Gestural Technologies and Gesture Interaction** Spring 2013
 IS 698 Rehabilitation Games
 Instructor: Ravi Kuber, Information Systems Department, UMBC
- 5. Lecture on Alternative Interaction (Multimodal) Technologies** Spring 2012
 IS 303 Human Factors in Computer System Design
 Instructor: Anita Komlodi, Information Systems Department, UMBC
- 4. Lecture on Considering Usability during Game Design** Spring 2012
 COSC 470 Game Development Project II
 Instructor: Anastasia Salter, Division of Science, Information Arts & Technology, University of Baltimore
- 3. Lecture on Alternative Interaction (Multimodal) Technologies** Fall 2011
 IS 303 Human Factors in Computer System Design,
 Instructor: Anita Komlodi, Information Systems Department, UMBC
- 2. Lecture on Gestural Technologies and Gesture Interaction** Fall 2011
 IS 760 Human Computer Interaction
 Instructor: Shaun Kane, Information Systems Department, UMBC
- 1. Lecture on Gestural Technologies and Gesture Interaction** Fall 2011
 IS 698 Rehabilitation Games

Instructor: Ravi Kuber, Information Systems Department, UMBC

MENTORSHIP AND ADVISING

-- PhD and MS Student Thesis Advisors (*indicates I funded this student)

- | | | |
|----|--|------------------------|
| 3. | *Aishat Aloba (PhD program in Computer Engineering, pre-candidacy) , University of Florida
Topic TBD | ongoing
(Jan. 2016) |
| 2. | Jeremiah Blanchard (PhD program in Computer Engineering, pre-candidacy) , University of Florida (Co-Chair: Christina Gardner-McCune)
Topic TBD | ongoing
(Jan. 2015) |
| 1. | *Alex Shaw (PhD program in Computer Engineering, pre-candidacy) , University of Florida
Topic TBD | ongoing
(Jan. 2015) |

-- PhD and MS Student Committees (non-advising roles)

- | | | |
|-----|--|--------------------------|
| 12. | Ekaterina Muravskaia (PhD Candidate in Human-Centered Computing) , University of Florida
Topic TBD (Chair: Christina Gardner-McCune) | ongoing |
| 11. | Yerika Jimenez (PhD Candidate in Human-Centered Computing) , University of Florida
Topic TBD (Chair: Christina Gardner-McCune) | ongoing |
| 10. | Tempestt Neal (PhD Candidate in Electrical Engineering) , University of Florida
Topic TBD (Chair: Damon Woodard) | ongoing |
| 9. | Tiffanie Smith (PhD Candidate in Human-Centered Computing) , University of Florida
Topic TBD (Chair: Juan Gilbert) | ongoing |
| 8. | Wenzhuo "Jewel" Duan (MS in Digital Arts & Sciences) , University of Florida
"Amplified Photographic Data: A Design Consideration" (Chair: Angelos Barmoutis) | Defense:
Spring 2016 |
| 7. | Elizabeth Matthews (PhD Candidate in Human-Centered Computing) , University of Florida
Topic TBD (Chair: Juan Gilbert) | ongoing |
| 6. | Shivashankar Halan (PhD Candidate in Computer Science) , University of Florida
Topic TBD (Chair: Benjamin Lok) | Proposal:
August 2015 |
| 5. | Jerone Dunbar (PhD Candidate in Human-Centered Computing) , University of Florida
Topic TBD (Chair: Juan Gilbert) | ongoing |
| 4. | Saleh Dindar (PhD Candidate in Computer Engineering) , University of Florida
"Interactive Soft-Tissue Authoring for Teaching Surgical Procedures" (Chair: Jorg Peters) | Defense:
Spring 2016 |
| 3. | Andrew Robb (PhD Candidate in Computer Engineering) , University of Florida
"Mixed-Agency Teams and their Effect on Social Presence and Behavior during High-Fidelity Team Training" (Chair: Benjamin Lok) | Defense:
July 2015 |
| 2. | Liangke Zhao (MS in Computer Science) , University of Florida
"Inverse Mapping Models: Real-time 3D reconstruction of deformable objects with known skeletal geometry" (Chair: Anand Rangarajan) | Defense:
Spring 2015 |

1. **Ruijin Wu (PhD in Computer Engineering)**, University of Florida
"Sampling Geometry Entity: Root finding, precise surface rendering and configuration space analysis" (Chair: Jorg Peters) Defense: July 2014
- Graduate Research Assistants Supervised (*indicates I funded this student)
14. **Nikita Soni (MS in Computer Engineering)**, University of Florida ongoing
Touch and Gesture Interaction Differences for Children & Adults (Jan. 2015)
 13. ***Phillip J. Hall, Jr. (PhD candidate in Human-Centered Computing)**, University of Florida 2015
Touch and Gesture Interaction Differences for Children & Adults (6 mos.)
 12. ***Nikita Dagar (MS in Computer Science, 2016)**, University of Florida 2015
Touch and Gesture Interaction Differences for Children & Adults (4 mos.)
 11. ***Juthika Das (MS in Computer Science, 2016)**, University of Florida 2014-2015
Touch and Gesture Interaction Differences for Children & Adults (7 months)
 10. ***Qingchuan (Bruce) Zhao (MS in Computer Engineering, 2015)**, University of Florida 2014-2015
Extensions of the \mathcal{S} -family of Stroke Gesture Recognizers (12 mos.)
 9. ***Sagar Parmar (MS in Computer Science, 2015)**, University of Florida 2014
Touch and Gesture Interaction Differences for Children & Adults (5 mos.)
 8. ***Akshay Ramesh Holla (MS in Computer Engineering, 2014)**, University of Florida 2014-2015
Touch and Gesture Interaction Differences for Children & Adults (14 mos.)
 7. ***Germaine Irwin (PhD candidate in Human-Centered Computing)**, University of Maryland Baltimore County 2012-2013
Touch and Gesture Interaction Differences for Children & Adults (12 mos.)
 6. **Patrick Carrington (PhD candidate in Human-Centered Computing)**, University of Maryland Baltimore County 2011-2012
Posture-Sensing Chair: Classification from Labeled Data (12 mos.)
 5. **Samyukta Ganesan (MS in Human-Centered Computing, 2012)**, University of Maryland Baltimore County 2012
Kinect Exercise Games for Older Adults (6 mos.)
 4. **Peng Chu (PhD candidate in Information Systems)**, University of Maryland Baltimore County 2011
Multimodal Stress Detection Data Collection (6 mos.)
 3. **Jianwei (Vivian) Lai (PhD candidate in Information Systems)**, University of Maryland Baltimore County 2011
Multimodal Stress Detection Data Collection (4 mos.)
 2. **Thomas Bolster (BA in Psychology, 2005; Master's of Human-Computer Interaction, 2009)**, Carnegie Mellon University 2005
Lab Learning Study Data Collection (4 mos.)
 1. **Andrea Knight (Master's of Human-Computer Interaction, 2005)**, Carnegie Mellon University 2004
Math Input Study Data Collection (3 mos.)

-- Undergraduate Research Assistants Supervised (*indicates I funded this student)

14. **John Bell (BS in Computer Science, 2017)**, Louisiana State University at Shreveport, 2015
Shreveport, LA (3 mos.)
CRA DREU Program, Full Time Intern, Summer 2015
Touchscreen Exhibits for Science Museum Learning, Touch and Gesture Interaction Differences for Children & Adults, FunFitTech: Exercise Games for Kids
13. **Amanda Castonguay (BS in Computer Science, 2017)**, University of Southern 2015
Maine, Portland, ME (3 mos.)
CRA DREU Program, Full Time Intern, Summer 2015
Touchscreen Exhibits for Science Museum Learning, Pen & Touch Interaction for Children, Whole-Body Interaction Differences for Children & Adults
12. **Nathan deKrey (BS in Mechanical Engineering, Computer Science Minor, 2016)**, 2015
University of Florida (4 mos.)
EGN4912: Whole-Body Interaction Differences for Children & Adults
11. ***Callum Jago (BS in Computer Engineering, 2018)**, University of Florida 2015
EGN4912: Touch and Gesture Interaction Differences for Children & Adults (8 mos.)
10. ***Annie Luc (BS in Computer Science, 2018)**, University of Florida ongoing
EGN4912: Touchscreen Exhibits for Science Museum Learning (Nov. 2014)
9. ***Brittany Craig (BS in Mathematics and Computer Science, 2016)**, St. Catherine 2014
University, Minneapolis-St.Paul, MN (3 mos.)
CRA DREU Program, Full Time Intern, Summer 2014
Touch and Gesture Interaction Differences for Children & Adults, Kinect Exercise Games for Older Adults
8. ***Danielle Sikich (BS in Computer Science, 2015)**, Western Oregon University, 2014
Monmouth, OR (3 mos.)
CRA DREU Program, Full-Time Intern, Summer 2014
Touch and Gesture Interaction Differences for Children & Adults, Kinect Exercise Games for Older Adults
7. ***Sydney Richardson (BS in Digital Arts and Sciences, 2015)**, University of Florida 2014
EGN4912: Touch and Gesture Interaction Differences for Children & Adults, Kinect (7 mos.)
Exercise Games for Older Adults
6. ***Julia Woodward (BS in Digital Arts and Sciences, 2017)**, University of Florida ongoing
EGN4912: INIT Lab Manager, Touch and Gesture Interaction Differences for Children & (Jan. 2014)
Adults
5. ***Femi Williams (BS in Information Systems, 2014)**, University of Maryland 2013
Baltimore Country (4 mos.)
Touch and Gesture Interaction Differences for Children & Adults
4. ***Felix Bui (BS in Information Systems, 2013)**, University of Maryland Baltimore 2013
Country (4 mos.)
Touch and Gesture Interaction Differences for Children & Adults
3. ***Luis Queral (BS in Interdisciplinary Studies, 2013)**, University of Maryland 2012-2013
Baltimore Country (4 mos.)
Touch and Gesture Interaction Differences for Children & Adults
2. **Patrick Carrington (BS in Information Systems, 2011)**, University of Maryland 2011
Baltimore Country (3 mos.)
Multimodal Stress Detection Data Collection

1. **Keisha How (BS in Computer Science, 2008)**, Carnegie Mellon University 2006
Microsoft Tablet PC Recognizer Implementation and Evaluation (3 mos.)

-- UF CISE Senior Projects (CIS4914) Supervised

8. **Mitchell Rogers (BS in Computer Engineering, 2015)**, University of Florida Fall 2015
CIS4914 Senior Project: TBD
7. **Craig Williams (BS in Computer Science Engineering, 2015), Joseph McConnell (BS in Computer Science, 2016)**, University of Florida Fall 2015
CIS4914 Senior Project: TBD
6. **Victor Matos (BS in Computer Science, 2016), Samantha Blanco (BS in Computer Science, 2015)**, University of Florida Fall 2015
CIS4914 Senior Project: TBD
5. **Ben Clark (BS in Computer Science, 2015), Jacob Cukjati (BS in Computer Science, 2015), Sze-Lok Pun (BS in Computer Engineering, 2015)**, University of Florida Spring 2015
CIS4914 Senior Project: A Mobile Social App for Peer Voting and Feedback (PickIt)
4. **David Bai (BS in Computer Science, 2015)**, University of Florida Spring 2015
CIS4914 Senior Project: A Mobile Educational Game for Practicing Fractions (Helping Hand)
3. **Richard Leon (BS in Computer Science, 2015)**, University of Florida Spring 2015
CIS4914 Senior Project: A Mobile Social Game (Warheads)
2. **Melissa Chelsea Pinka (BS in Computer Science, 2014)**, University of Florida Spring 2014
CIS4914 Senior Project: A Virtual, User-Created Scavenger Hunt on the University of Florida Campus for Mobile Devices (SpotSeek)
1. **Zelisha Siclait (BS in Computer Science, 2014)**, University of Florida Spring 2014
CIS4914 Senior Project: An Asynchronous Drawing and Messaging Application for Mobile Devices

-- Independent / Individual Studies Supervised

6. **Joanna Wong (BS in Information Systems, 2013)**, University of Maryland Baltimore County Spring 2013
IS 400 Individual Study in Information Systems (Research): Touch and Gesture Interaction Differences for Children & Adults
5. **Germaine Irwin (PhD candidate in Human-Centered Computing)**, University of Maryland Baltimore County Spring 2013
HCC 801 Independent Study for Doctoral Students: Touch and Gesture Interaction Differences for Children & Adults
4. **Robin Brewer (PhD candidate in Human-Centered Computing)**, University of Maryland Baltimore County Fall 2012
HCC 801 Independent Study for Doctoral Students: Touch and Gesture Interaction Differences for Children & Adults
3. **Shreya Mohan (BS in Information Systems, 2013)**, University of Maryland Baltimore County Spring 2012
IS 400 Individual Study in Information Systems (Research): Touch and Gesture Interaction Differences for Children & Adults
2. **Patrick Carrington (PhD candidate in Human-Centered Computing)**, University of Maryland Baltimore County Spring 2012

Maryland Baltimore County

HCC 801 Independent Study for Doctoral Students: Posture-Sensing Chair:
Classification from Labeled Data

1. **Samyukta Ganesan (MS in Human-Centered Computing, 2012)**, University of Maryland Baltimore County Fall 2011
IS 700 Independent Study in Information Systems: Kinect Exercise Games for Older Adults

INDUSTRY EXPERIENCE AND INTERNSHIPS

- Senior Member, Engineering Staff**, User-Centered Interfaces Group, Lockheed Martin Advanced Technology Laboratories (LM ATL), Cherry Hill NJ 2008-2010
Applied advanced user interface technologies such as multimodal interaction and context-sensitive systems to the needs and requirements of the military end user. Led user-centered design and development for multiple projects, including a mobile spoken-language field reporting system for front-line medics and a heads-up display for distributed patrol team situational awareness. LM ATL is a research and development laboratory specializing in government contracts. [Publications: C.6, W.3, B.1]
- Summer Graduate Intern**, Fuji-Xerox Palo Alto Laboratory (FXPAL), Palo Alto CA Summer 2007
Conducted requirements analysis, expert interviews, and contextual inquiry of video searching tasks to inform the design of a collaborative information seeking system. Designed, developed, and evaluated rapid-serial-visual-presentation (RSVP) interface for collaborative video search. System used in 2007 NIST Text Retrieval Conference Video Retrieval Evaluation (TRECVID) competition. [Publication: O.4]
- Summer Undergraduate Intern**, OpenCASCADE, Matra DataVision, Palaiseau France Summer 2001
Self-directed investigation of OpenCASCADE's 3D solid modeling kernel and application framework for building user interfaces to databases of 3D artifacts. Liaison between OpenCASCADE and Geometric & Intelligent Computing Laboratory (GICL) at Drexel. Trained Drexel student peers to use framework.
- NIST Summer Undergraduate Research Fellow (SURF)**, Design Process Group, National Institute of Standards & Technology (NIST), Gaithersburg MD Summer 2000
Designed and developed web interface to allow users to query online repository of 3D solid models of engineering design components. Dynamic query interface allowed guided exploration of valid search criteria for NIST Design Repositories Project. [Publication: O.1]

SERVICE AND MEMBERSHIPS

-- University

1. Departmental

- Judge**, "SwampHacks," Department of CISE Student Organizations Hackathon (University of Florida—CISE) 2015-2016
- Member**, PhD Program Recruiting Committee (University of Florida—CISE) 2014-2016
- Member**, Departmental Hiring Committee (University of Florida—CISE) 2014-2015
- Coordinator**, Human-Centered Computing at UF Research Group (University of Florida—CISE) 2014-present
- Coordinator**, PhD Thesis Defense Toasts (Carnegie Mellon University—HCII) 2006-2007
- Coordinator**, PhD Biweekly Lunch Seminars (Carnegie Mellon University—HCII) 2005-2007
- Member**, Admissions Committee (Carnegie Mellon University—HCII) 2003
- Member**, Mathematics and Computer Science Society (Drexel University) 1997-2002
- Assistant Webmaster**, Mathematics and Computer Science Department (Drexel University) 1997-1998

2. College or Divisional

Marshal , College of Engineering Commencement	Spring 2015
Faculty Advisor , Game Makers' Guild (student organization)	2015
Faculty Coordinator , Computer Science Day for Women in Science & Engineering (WiSE) "Spring Girlz Camp" events	2014-2015
Judge , University of Florida Graduate Student Research Day	2013-2015
Member , School of Computer Science Graduate Women Mentoring Program (Carnegie Mellon University)	2007-2008
Program Committee , Opportunities for Undergraduate Research in Computer Science (Carnegie Mellon University)	2007
Member , Women@SCS Graduate Student Council (Carnegie Mellon University)	2002-2008
Member , School of Computer Science Dec/5, Inc. (Carnegie Mellon University)	2002-2003

-- Professional**1. Editorial Boards**

IJCCI : International Journal of Child-Computer Interaction	2016-present
--	--------------

2. Conference Committees

AAAI : AAAI Conference on Artificial Intelligence 2013: Program Committee Member [reviewing only]	2013
CHI : ACM SIGCHI Conference on Human Factors in Computing Systems 2016: Student Research Competition Program Committee Member [reviewing only] 2015: Interactivity Program Committee Member [reviewing only] 2014: Student Research Competition Program Committee Member [reviewing only]	2014-2016
ICMI : ACM International Conference on Multimodal Interfaces 2015: Publication Chair [proceedings management] 2013: Publication Co-Chair [proceedings management] 2011: Program Committee Member [reviewing only]	2011, 2013, 2015
IDC : ACM SIGCHI Conference on Interaction Design and Children 2016: Papers Co-Chair 2015: Program Committee Member [reviewing only] 2014: Program Committee Member [reviewing only] 2013: Program Committee Member [reviewing only]	2013-2016
IUI : International Conference on Intelligent User Interface 2016: Program Committee Member [reviewing only] 2015: Program Committee Member [reviewing only] 2014: Program Committee Member [reviewing only]	2014-2016
GI : Graphics Interface 2014: Program Committee Member [full member] 2013: Program Committee Member [full member]	2013-2014
MM : ACM Multimedia 2010: Program Committee Member [reviewing only]	2010
Social Touch : Recognition of Social Touch Grand Challenge at ICMI 2015 2015: Program Committee Member [reviewing only]	2015

3. Reviewing

AIED: International Conference on Artificial Intelligence in Education	2007, 2015
C&C: ACM Conference on Creativity & Cognition	2015
CAG: Computers and Graphics (journal)	2015
CHB: Computers and Human Behavior (journal)	2014
CHI: ACM SIGCHI Conference on Human Factors in Computing Systems	2008-2016
CSUR: ACM Computing Surveys (journal)	2013
DIS: ACM Conference on Designing Interactive Systems	2010, 2014, 2016
EICS: ACM SIGCHI Symposium on Engineering Interactive Computing Systems	2013
GI: Graphics Interface	2011-2012
HCI: Human-Computer Interaction (journal)	2010
ICMI: International Conference on Multimodal Interfaces	2008, 2011-2015
IJCCI: International Journal of Child-Computer Interaction (journal)	2016
IJDAR: International Journal of Document Analysis and Recognition (journal)	2007, 2009
IJHCS: International Journal of Human-Computer Studies (journal)	2012-2016
ITS: International Conference on Intelligent Tutoring Systems	2008
IUI: International Conference on Intelligent User Interfaces	2013
IWC: Interacting with Computers (journal)	2012-2015
MobileHCI: ACM SIGCHI International Conference on Human-Computer Interaction with Mobile Devices and Services	2012-2013, 2015
MM: ACM Multimedia	2010
NordiCHI: Nordic Conference on Human-Computer Interaction	2016
Per Com: IEEE Pervasive Computing (journal)	2015
Pervasive: International Conference on Pervasive Computing	2011
Tabletop: ACM International Conference on Interactive Tabletops and Surfaces	2010, 2012
TEI: International Conference on Tangible, Embodied, and Embedded Interaction	2014-2015
THMS: IEEE Transactions on Human-Machine Systems (journal)	2015-2016
TIIS: ACM Transactions on Interactive Intelligent Systems (journal)	2015
TOCHI: ACM Transactions on Computer-Human Interaction (journal)	2014-2016
Ubicomp: ACM SIGCHI International Conference on Ubiquitous Computing	2012
UIST: ACM Symposium on User Interface Software and Technology	2006, '08, '11-12, '16

4. Other Professional Service

NSF: National Science Foundation Panel Reviewer	2015
DREU: Computing Research Association (CRA) Distributed Research Experience for Undergraduates Program Mentor	Summer 2014, Summer 2015
NCWIT: National Council on Women in Information Technology Award for	2013-2015

Aspiration Reviewer

5. Student Volunteer

IJCAI: International Joint Conferences on Artificial Intelligence 2001

6. Professional Memberships

ACM: Association for Computing Machinery 2000-present

SIGCHI: ACM Special Interest Group in Computer-Human Interaction 2010-present

EICS: ACM SIGCHI Symposium on Engineering Interactive Computing Systems
(ACM SIGCHI Community) 2013-present

IUI: International Conference on Intelligent User Interfaces (ACM SIGCHI
Community) 2013-present

-- Community

Volunteer, Philadelphia Animal Welfare Society (PAWS) 2010-2013

Volunteer, Philadelphia Clean Air Council 2009-2010

Organizing Member, Technology Night for Girls 2005-2006

REFERENCES

Available upon request.