

Lisa Anthony

Curriculum Vitae

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CURRENT POSITION

Associate Professor 2019-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

Assistant Professor, Department of Computer & Information Science & Engineering, University of Florida, Gainesville FL 2013-2019

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.13] Ross, K.M., Carpenter, C.A., Arroyo, K.M., Shankar, M.N., Yi, F., Qiu, P., **Anthony, L.**, Ruiz, J., and Perri, M.G. 2022. Impact of transition from face-to-face to telehealth on behavioral obesity treatment during the COVID-19 pandemic. *Obesity (Silver Spring)*, Volume 30 (Issue 4), April 2022, p.858–863, <https://doi.org/10.1002/oby.23383>
- [J.12] Schuman, C., Stofer, K.A., **Anthony, L.**, Neff, H., Soni, N., Darrow, A., and Chang, P. 2021. Inland adult and child interest in the ocean, *International Journal of Science Education, Part B*, Volume 11 (Issue 4), November 2021, p.344–361, <https://doi.org/10.1080/21548455.2021.2000661>

- [J.11] Bai, C., Chen, Y., Wolach, A., **Anthony, L.**, and Mardini, M.T. 2021. Using Smartwatches to Detect Face Touching. *Sensors*, Volume 21 (Issue 19), September 2021, Article no.6528, 13 pp. <https://doi.org/10.3390/s21196528>
- [J.10] Soni, N., Darrow, A., Luc, A., Gleaves, S., Schuman, C., Neff, H., Chang, P., Kirkland, B., Alexandre, J., Morales, A., Stofer, K.A., **Anthony, L.** 2021. Affording Embodied Cognition through Touchscreen and Above-the-Surface Gestures During Collaborative Tabletop Science Learning. *International Journal of Computer-Supported Collaborative Learning (IJCSCL'21)*, Volume 16, March 2021, p.105–p.144, <https://link.springer.com/article/10.1007/s11412-021-09341-x>
- [J.9] Shaw, A., Ruiz, J., **Anthony, L.** 2020. A Survey on Applying Automated Recognition of Touchscreen Stroke Gestures to Children’s Input. *Interacting with Computers*, Volume 32, Issue 5-6, September–November 2020, p.524–547, <https://doi.org/10.1093/iwc/iwab009>
- [J.8] Schuman, C., Stofer, K.A., **Anthony, L.**, Neff, H., Chang, P., Soni, N., Darrow, A., Luc, A., Morales, A., Alexandre, J., and Kirkland, B. 2020. Ocean Data Visualization on a Touchtable Demonstrates Group Content Learning, Science Practices Use, and Potential Embodied Cognition. *Research in Science Education*, Volume 52, August 2020, p.445–457, <https://doi.org/10.1007/s11165-020-09951-9>
- [J.7] **Anthony, L.** 2019. Physical Dimensions of Children’s Touchscreen Interactions: Lessons from Five Years of Study on the MTAGIC Project. *International Journal of Human-Computer Studies*, Volume 128, 2019, 16 pp, <https://doi.org/10.1016/j.ijhcs.2019.02.00>
- [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*, Volume 13, Issue 4, Article No. 22.
- [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.41] Woodward, J., Alemu, F., López Adames, N.E., **Anthony, L.**, Yip, J.C., and Ruiz, J. 2022. “It Would Be Cool to Get Stamped by Dinosaurs”: Analyzing Children’s Conceptual Model of AR Headsets Through Co-Design. In *Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI '22)*, April 30-May 5, Hybrid event, New Orleans, LA, USA, Article no.152, 13 pp.
- [C.40] **Best Paper Honorable Mention**
Soni, N., Tierney, A., Jurczyk, K., Gleaves, S., Schreiber, E., Stofer, K.A., and **Anthony, L.** 2021. Collaboration around Multi-touch Spherical Displays: A Field Study at a Science Museum. In *Proceedings of the ACM on Human-Computer Interaction, Volume 5, Issue CSCW2 (CSCW'2021)*, October 23-27, Virtual event, Article no.326, 34 pp.
- [C.39] Aloba, A. and **Anthony, L.** 2021. Characterizing Children’s Motion Qualities: Implications for the Design of Motion Applications for Children. In *Proceedings of the 2021 International Conference on Multimodal Interaction (ICMI '21)*, October 18-22, Hybrid event, Montreal, Canada, p.229–238.
- [C.38] Blanchard, J., Gardner-McCune, C., and **Anthony, L.** 2021. Dual Modality Instruction & Programming

- Environments: Student Usage & Perceptions. In *Proceedings of the 52nd ACM Technical Symposium on Computer Science Education (SIGCSE '21)*, March 13-20, Virtual event, p.481–487.
- [C.37] Chen, Z., Chen, Y., Shaw, A., Aloba, A., Antonenko, P., Ruiz, J., and **Anthony, L.** 2020. Examining the Link between Children’s Cognitive Development and Touchscreen Interaction Patterns. In *Proceedings of 2020 ACM International Conference on Multimodal Interaction (ICMI '20)*, October 25-29, Virtual event, Netherlands, p.635–639.
- [C.36] Aloba, A., Woodward, J., and **Anthony, L.** 2020. FilterJoint: Toward an Understanding of Whole-Body Gesture Articulation. In *Proceedings of 2020 ACM International Conference on Multimodal Interaction (ICMI'20)*, October 25-29, Virtual event, Netherlands, p.213-221.
- [C.35] Morrison-Smith, S., Aloba, A., Lu, H., Benda, B., Esmaeili, S., Flores, G., Smith, J., Soni, N., Wang, I., Joy, R., Woodard, D.L., Ruiz, J., and **Anthony, L.** 2020. MMGatorAuth: A Novel Multimodal Dataset for Authentication Interactions in Gesture and Voice. In *Proceedings of the 2020 International Conference on Multimodal Interaction (ICMI '20)*, October 25-29, Virtual event, Netherlands, p.370–377.
- [C.34] Woodward, J., Cato, J., Smith, J., Wang, I., Benda, B., **Anthony, L.**, and Ruiz, J. 2020. Examining Fitts’ and FFitts’ Law Models for Children’s Pointing Tasks on Touchscreens. In *Proceedings of the International Conference on Advanced Visual Interfaces (AVI '20)*, September 28-October 2, Hybrid event, Ischia Island, Italy, Article 56, 5 pp.
- [C.33] Soni, N., Gleaves, S., Neff, H., Morrison-Smith, S., Esmaeili, S., Mayne, I., Bapat, S., Schuman, C., Stofer, K.A., and **Anthony, L.** 2020. Adults’ and Children’s Mental Models for Gestural Interactions with Interactive Spherical Displays. In *Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI'2020)*, Virtual event, Honolulu, Hawai‘i, USA, April 25-20, p.1-12.
- [C.32] Blanchard, J., Gardner-McCune, G., and **Anthony, L.** 2019. Dual-Modality Instruction and Learning: A Case Study in CS1. In *Proceedings of the ACM SIGCSE Symposium on Computer Science Education (SIGCSE'2020)*, Portland, Oregon, USA, March 11-14, p.818-824.
- [C.31] Blanchard, J., Gardner-McCune, C., and **Anthony, L.** 2019. Effects of Code Representation on Student Perceptions and Attitudes Toward Programming. In *Proceedings of the IEEE Symposium on Visual Languages & Human-Centric Computing (VL/HCC'2019)*, Memphis, TN, USA, October 14-18, p.127-131.
- [C.30] Aloba, A., Luc, A., Woodward, J., Dong, Y., Zhang, R., Jain, E., and **Anthony, L.** 2019. Quantifying Differences between Child and Adult Motion based on Gait Features. Invited Paper in *Proceedings of Human-Computer Interaction International Conference (HCII'2019)*, Orlando, FL, USA, July, p.385-402.
- [C.29] Soni, N., Darrow, A., Luc, A., Alexandre, J., Morales, A., Kirkland, B., Chang, P., Schuman, C., Neff, H., Gleaves, S., Stofer, K.A., and **Anthony, L.** 2019. Analysis of Touchscreen Interactive Gestures During Embodied Cognition in Collaborative Tabletop Science Learning Experiences. In *Proceedings of the International Conference of Computer Supported Collaborative Learning (CSCL'2019)*, Lyon, France, Volume 1, Lyon, France, June 17-21, p.9-16.
- [C.28] Soni, N., Aloba, A., Morga, K.S., Wisniewski, P.J., and **Anthony, L.** 2019. A Framework of Touchscreen Interaction Design Recommendations for Children (TIDRC): Characterizing the Gap between Research Evidence and Design Practice. In *Proceedings of the Conference on Interaction Design and Children (IDC'19)*, Boise, ID, USA, June 12-15, p.419-431.
- [C.27] Soni, N., Gleaves, S., Neff, H., Morrison-Smith, S., Esmaeili, S., Mayne, I., Bapat, S., Schuman, C., Stofer, K.A., and **Anthony, L.** 2019. Do User-Defined Gestures for Flatscreens Generalize to Interactive Spherical Displays for Adults and Children? In *Proceedings of the International Symposium on Pervasive Displays (PerDis'2019)*, Palermo, Italy, June 12-14, Article No. 24.
- [C.26] Scaife, N., Bowers, J., Peeters, C., Hernandez, G., Sherman, I.N., **Anthony, L.**, and Traynor, P. 2019. Kiss from a Rogue: Evaluating Detectability of Pay-at-the-Pump Card Skimmers. In *IEEE Symposium on Security and Privacy (IEEE SP'2019)*, San Francisco, CA, USA, May 19-23, p.1000-1014.
- [C.25] Woodward, J., Esmaeili, S., Jain, A., Bell, J., Ruiz, J., and **Anthony, L.** 2018. Investigating Separation of Territories and Activity Roles in Children’s Collaboration around Tabletops. *Proceedings of the ACM on*

- Human-Computer Interaction – CSCW (CSCW'2018)*, Volume 2, Issue CSCW, New York City, USA, November 3-7, 2018, Article No. 185.
- [C.24] **Vatavu, R.-D., Anthony, L., and Wobbrock, J.O.** 2018. \$Q: A Super-Quick, Articulation-Invariant Stroke-Gesture Recognizer for Low-Resource Devices. *Proceedings of the International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI'2018)*, Barcelona, Spain, September 3-6, 2018, Article No. 23.
Best Paper Honorable Mention
- [C.23] **Woodward, J., McFadden, Z., Shiver, N., Ben-hayon, A., Yip, J.C., and Anthony, L.** 2018. Using Co-Design to Examine How Children Conceptualize Intelligent Interfaces. *Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI'2018)*, Montreal, Canada, April 21-26, 2018, Paper No. 575.
- [C.22] **Aloba, A., Flores, G., Woodward, J., Shaw, A., Castonguay, A., Cuba, I., Dong, Y., Jain, E., and Anthony, L.** 2018. Kinder-Gator: The UF Kinect Database of Child and Adult Motion. *Proceedings of the EUROGRAPHICS Conference (EUROGRAPHICS'2018)*, Delft, The Netherlands, April 16-20, 2018. DOI: 10.2312/egs.20181033
- [C.21] **Woodward, J., Shaw, A., Aloba, A., Jain, A., Ruiz, J., and Anthony, L.** 2017. Tablets, tabletops, and smartphones: cross-platform comparisons of children's touchscreen interactions. *Proceedings of the International Conference on Multimodal Interaction (ICMI'2017)*, Glasgow, UK, November 13-17, 2017, p.5-14.
- [C.20] **Shaw, A., Ruiz, J., and Anthony, L.** 2017. Comparing human and machine recognition of children's touchscreen stroke gestures. *Proceedings of the International Conference on Multimodal Interaction (ICMI'2017)*, Glasgow, UK, November 13-17, 2017, p.32-40.
Best Student Paper Award
- [C.19] **Dong, Y., Paryani, S., Rana, N., Aloba, A., Anthony, L., Jain, E.** 2017. Adult2Child: dynamic scaling laws to create child-like motion. *Proceedings of the ACM Symposium on Motion in Games (MIG'2017)*, November 8-10, 2017, Barcelona, Spain, p.1-10.
- [C.18] **Shaw, A. and Anthony, L.** 2016. Analyzing the articulation features of children's touchscreen gestures. *Proceedings of the International Conference on Multimodal Interaction (ICMI'2016)*, Tokyo, Japan, November 12-16, 2016, p.333-340.
Best Student Paper Nominee
- [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, p.344-355. Acceptance rate 47%.
- [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.
- [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 Conference on Human Factors in Computing Systems (CHI'2013)*, Paris, France, 30 Apr 2013, p.1223-1232. Acceptance rate 20%.
Best Paper Award
- [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%.
Ten Year Impact Award 2021
- [C.8] 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%.
Best Paper Award
Ten Year Impact Award 2022
- [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.14] Woodward, J., Chen, Y.-P., Jurczyk, K., Ross, K.M., **Anthony, L.**, and Ruiz, J. 2021. A Survey of Notification Designs in Commercial mHealth Apps. In *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (CHI EA '21)*, virtual, May 8-13, Article 232, 7 pp.
- [P.13] Chen, Y.-P., Bai, C., Wolach, A., Mardini, M., and **Anthony, L.** 2021. Detecting Face Touching with Dynamic Time Warping on Smartwatches: A Preliminary Study. In *Companion Publication of the International Conference on Multimodal Interaction (ICMI '21 Companion)*, Montreal, Canada (&virtual), October 18-22, p.19-24.
- [P.12] Jurczyk, K., You, C., Nourani, M., Gupta, M., **Anthony, L.**, and Lok, B. 2021. Romadoro: Leveraging Nudge Techniques to Encourage Break-Taking. In *The Adjunct Publication of the Annual ACM*

- Symposium on User Interface Software and Technology (UIST '21)*, virtual, October 10-14, p.66-69.
- [P.11] Aloba, A., Flores, G., Langham, J., McFadden, Z., Bell, J., Dagar, N., Esmaili, S., and **Anthony, L.** 2020. Toward Exploratory Design with Stakeholders for Understanding Exergame Design. In *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems (CHI'2020)*, Honolulu, Hawaii (&virtual), April 27-30, 8 pp.
- [P.10] Soni, N., Bapat, S., Gleaves, S., Darrow, A., Schuman, C., Neff, H., Chang, P., Stofer, K.A., and **Anthony, L.** 2019. Towards Understanding Interactions with Multi-Touch Spherical Displays. In *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems (CHI'2019)*, Glasgow, UK, May 4-9, Paper No. LBW0238.
- [P.9] Dong, Y., Aloba, A., **Anthony, L.**, Jain, E. 2018. Style Translation to Create Child-like Motion. Poster presented at the *EUROGRAPHICS Conference (EUROGRAPHICS'2018)*, Delft, The Netherlands, April 16-20. (poster only)
- [P.8] Blanchard, J., Gardner-McCune, C., **Anthony, L.** 2018. How Perceptions of Programming Differ in Children with and without Prior Experience. In *Proceedings of the ACM Technical Symposium on Computer Science Education (SIGCSE '2018)*, Baltimore, Maryland, February 21-24, p.1099.
- [P.7] Aloba, A., Coleman, G., Ong, T., Yan, S., Suvajdzic, M., Albrecht, D., **Anthony, L.** 2017. From Board Game to Digital Game: Designing a Mobile Game for Children to Learn About Invasive Species. *CHI PLAY'17 Extended Abstracts*, Amsterdam, Netherlands, October 15-18, p.375-382.
- [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.17] Neal, T., **Anthony, L.**, Canavan, S., Ruiz, J., Aathreya, S., Chaudhary, M., Chen, Y., Wang, H., Calvo, R., Jivnani, L. and Wai, N.N. 2022. Toward Understanding Children's Use and Understanding of User Authentication Systems: Work-in-Progress. Paper for *Kids' Online Privacy and Safety (KOPS)* workshop at the Symposium on Usable Privacy and Security (SOUPS'22), Boston, MA, August 7, 2022, 3 pages.
- [W.16] Blanchard, J., Gardner-McCune, C. and **Anthony, L.** 2019. Amphibian: Dual-Modality Representation in Integrated Development Environments. Paper for *IEEE Blocks and Beyond Workshop (B&B)*, Memphis,

- TN, October 18, p.83-85. DOI: 10.1109/BB48857.2019.8941213
- [W.15] Soni, N. and **Anthony, L.** 2019. HCI Methodologies for Designing Natural User Interactions that Do Not Interfere with Learning. Paper for *Making the Learning Sciences Count: Impacting Association for Computing Machinery Communities in Human-Computer Interaction* workshop at the International Conference of Computer-Supported Collaborative Learning (CSCL'19), Lyon, France, June 17, 2019.
- [W.14] Barmpoutis, A., Ding, Q., **Anthony, L.**, Eugene, W. and Suvajdzic, M. 2016. Exploration of Kinesthetic Gaming for Enhancing Elementary Math Education Using Culturally Responsive Teaching Methodologies. Paper for *2016 IEEE Virtual Reality Workshop on K-12 Embodied Learning through Virtual & Augmented Reality (KELVAR)*, Greenville, SC, March 19-23, 2016, 4 pages. DOI: 10.1109/KELVAR.2016.7563674
- [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 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.4] **Anthony, L.** 2019. Quantitative Methods for Child-Computer Interaction (Course). In *Proceedings of ACM International Conference on Interaction Design and Children (IDC'2019)*, Boise, ID, USA, 710-723.
- [Z.3] Hourcade, J.P., Zeising, A., Iversen, O.S., Skov, M.B., Antle, A.N., **Anthony, L.**, Fails, J.A., and Walsh, G. 2018. Child-Computer Interaction SIG: Ubiquity and Big Data -- A Changing Technology Landscape for Children (SIG). In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18)*, Montreal, Canada, Paper SIG07, 4 pages.
- [Z.2] Fiesler, C., **Anthony, L.**, Strohmeier, P., Fussell, S., and Mark, G. 2017. Taking Action in a Changing World: Research and Community (SIG). In *Extended Abstracts of the 2017 CHI Conference on Human Factors in Computing Systems (CHI EA '17)*, Denver, CO, USA, 1368-1371.
- [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.9] Hourcade, J.P., Antle, A.N., **Anthony, L.**, Fails, J.A., Iversen, O.S., Rubegni, E., Skov, M.B., Slovak, P., Walsh, G., and Zeising, A. 2018. Child-computer interaction, ubiquitous technologies, and big data. *interactions* 25, 6 (October 2018), 78-81.
- [O.8] **Anthony, L.**, Hiniker, A., and Kientz, J. 2018. Playful Interfaces. *UXPA Magazine*, Volume 18, Issue 1, February 2018, approx. 6 pp. <http://uxpamagazine.org/playful-interfaces/>
- [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.

-- Abstracts Presented at Conferences

- [A.4] Stofer, K.A., **Anthony, L.**, Schuman, C., Neff, H., Chang, P., Soni, N., Darrow, A., Luc, A., Morales, A., Alexandre, J., Kirkland, B. 2019. Investigating Scientific Practices from NGSS and Informal Science Learning Settings During Meaning-Making from Global Spatial Data Visualizations. Poster presentation in "Illuminating Strategies that Support Science and Engineering Practices in Informal Settings" at *National Association for Research in Science Teaching International Conference (NARST 2019)*. Baltimore, MD, USA, April 2019.
- [A.3] Soni, N., Bapat, S., Gleaves, S., Darrow, A., Schuman, C., Neff, H., Chang, P., Stofer, K.A., Anthony, L. (2019). Towards Understanding Interactions around Multi-Touch Spherical Displays, Poster Presentation, CRA-W Grad Cohort workshop, Chicago, IL, USA, April 2019.
- [A.2] Schuman, C., Stofer, K.A., Luc, A., Soni, N., Darrow, A., **Anthony, L.**, Kirkland, B., Morales, A., and Alexandre, J. 2018. Ocean Data Visualization on a Touch-Interactive Tabletop Promotes Group Engagement with Science Content and Practices. Presentation at *National Association for Research in Science Teaching International Conference (NARST 2018)*, Atlanta, GA, USA, March 2018.
- [A.1] Luc, A., Stofer, K.A., and **Anthony, L.** Designing Touchscreen Interfaces to Afford Engagement with Scientific Data. 2016. Poster presentation at *University Scholars Program Research Symposium at University of Florida*, Gainesville, FL, USA, 2016.

GRANTS, CONTRACTS, AND GIFTS

		Total Budget [Anthony portion]	
[G.17]	Explainable, Fair, Reproducible and Collaborative Surgical Artificial Intelligence: Integrating data, algorithms and clinical reasoning for surgical risk assessment (XAI-IDEALIST) Co-I, National Institutes of Health (NIH), #R01GM110240	\$3,753,777	2022-2027
[G.16]	ENKIX: Enabling Knowledgeable Task Guidance In the extremes Co-PI, Defense Advanced Research Projects Agency (DARPA), #HR0011-22-2-0004	\$2,717,658	2021-2025
[G.15]	Promoting Family-Based Physical Activity and Weight Gain Prevention Through Mobile Technology Co-I, National Institutes of Health (NIH), #R21HD100743	\$419,375	2021-2023
[G.14]	SaTC: CORE: Medium: Toward Age-Aware Continuous Authentication on Personal Computing Devices [PI, Collaborative Proposal, with Tempestt Neal (University of South Florida)] National Science Foundation (NSF), CNS award #STC-2039379 and STC-2039373 UF portion: \$255,486	\$517,452	2021-2023
[G.13]	Evaluation of an Adaptive Intervention for Weight Loss Maintenance Co-I, National Institutes of Health (NIH), #R01DK119244	\$2,996,032	2019-2024
[G.12]	Biometrics Project: TO #1 – IoT Sensor Test Lab PI, Discover Financial Services (DFS), #GEN-6606708	\$106,021	2017-2018
[G.11]	CAREER: Natural User Interfaces for Children – REU Supplement	\$8,000	2017

	PI, National Science Foundation (NSF), CISE award #IIS-1552598		
[G.10]	REU Site: Undergraduate Research in Intelligent Multimodal Human-Computer Interaction Co-PI, National Science Foundation (NSF), CISE award #CNS-1560243	\$368,618	2016-2021
[G.9]	Think Globally, Interact Locally: Advancing Science Learning using Interactive Spherical Displays to Model Global, Physical Systems Co-PI, National Science Foundation (NSF), EHR award #DRL-1612485	\$295,785	2016-2019
[G.8]	HCC: SMALL: COLLABORATIVE: Mobile Gesture Interaction for Kids: Sensing, Recognition, and Error Recovery – REU Supplement PI, National Science Foundation (NSF), CISE award #IIS-1433228	\$8,000	2016
[G.7]	CAREER: Natural User Interfaces for Children PI, National Science Foundation (NSF), CISE award #IIS-1552598	\$493,582	2015-2021
[G.6]	HCC: SMALL: COLLABORATIVE: Mobile Gesture Interaction for Kids: Sensing, Recognition, and Error Recovery – REU Supplement PI, National Science Foundation (NSF), CISE award #IIS-1433228	\$8,000	2015
[G.5]	HCC: SMALL: COLLABORATIVE: Mobile Gesture Interaction for Kids: Sensing, Recognition, and Error Recovery – Participant Support PI, Sub-award from Bowie State University (National Science Foundation (NSF), CISE 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 [PI, Collaborative Proposal, with Quincy Brown (Bowie State University)] National Science Foundation (NSF), CISE awards #IIS-1218395 / 1433228 and IIS-1218664 UMBC / UF portion: \$234,258	\$498,046	2012-2017
[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

Ten Year Impact Award , ACM International Conference on Multimodal Interaction (ICMI) [C.8]	2022
Ten Year Impact Award , ACM International Conference on Interactive Surfaces and Spaces (ISS) [C.9]	2021
Best Paper Honorable Mention , ACM Conference on Computer-Supported Cooperative Work (CSCW) with student Nikita Soni [top 5%]	2021
Second Best Paper, Research Track , ACM SIGCSE Conference on Computer Science Education (SIGCSE) with student Jeremiah Blanchard [3 awards per track]	2020
Best Paper Honorable Mention , IEEE Symposium on Visual Languages & Human-Centric Computing (VL/HCC) with student Jeremiah Blanchard [1 award]	2019
Best Paper Honorable Mention , Proceedings of the International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI'2018)	2018
Best Student Paper Award , ACM International Conference on Multimodal Interaction (ICMI) with student Alex Shaw [1 award]	2017
Best Student Paper Nominee , ACM International Conference on Multimodal Interaction (ICMI) with student Alex Shaw	2016
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) [1 award]	2012

FELLOWSHIPS, PRIZES, AWARDS, AND HONORS

UF CISE Departmental Nominee , University of Florida Doctoral Mentoring Award	2021
UF Nominee , Blavatnik National Awards for Young Scientists	2020
University Term Professor , University of Florida	2019-2022
Senior Member , Association for Computing Machinery [top 25% of ACM members]	2019
Undergraduate Adviser/Mentor of the Year , University of Florida Herbert Wertheim College of Engineering	2018
UF Excellence Award for Assistant Professors , CISE Department Nominee	2017
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**Invited Presentations**

24. "AI in Human Interaction: Design Process, Challenges, and Solutions" University of Florida AI Initiative Short Course , Gainesville, FL [virtual event]	Mar. 24, 2022
23. "How Children's Touchscreen Interactions Can Reveal and Support the Learning Process" PBS Kids Digital , Washington, DC [virtual event]	Jan. 12, 2021
22. "Understanding, Designing, and Developing Natural User Interactions for Children" Keynote , <i>11th International Workshop on Human Behavior Understanding</i> , held in conjunction with Workshop on Applications in Computer Vision (WACV) conference [virtual event]	Jan. 5, 2021
21. "Understanding, Designing, and Developing Natural User Interfaces for Children" Texas A&M University , College Station, TX	July 24, 2018
20. "Understanding, Designing, and Developing Natural User Interfaces for Children"	May 11, 2018

Digital Youth Lab Lunch, **University of Washington**, Seattle, WA

19. "Understanding, Designing, and Developing Natural User Interfaces for Children" May 9,
Human-Computer Interaction (HCI) Lunch, **Stanford University**, Stanford, CA 2018
18. "Understanding, Designing, and Developing Natural User Interfaces for Children" Mar. 7,
Learning Sciences & Technology Seminar, **Georgia Institute of Technology**, Atlanta, GA 2018
17. "Understanding, Designing, and Developing Natural User Interfaces for Children" Mar. 11,
School of Computing and Information Sciences Seminar, **Florida International University**, Miami, Florida 2016
16. "Understanding, Designing, and Developing Natural User Interfaces for Children" Sep. 2,
Afternoon Lecture Series, **Institute for Human-Machine Cognition (IHMC)**, Ocala, Florida 2015
15. "Understanding, Designing, and Developing Natural User Interactions for Children" Nov. 7-8,
Keynote, "Designing the Digital Future: A Human-centered Approach to Informatics," Obermann Center for Advanced Studies, **University of Iowa**, Iowa City, Iowa 2014
14. "Understanding, Designing, and Developing Natural User Interactions for Children" Dec. 16,
National Information Communications Technology of Australia (NICTA), Sydney, Australia 2013
13. "Understanding, Designing, and Developing Natural User Interactions for Children" Mar. 29,
Department of Computer & Information Science & Engineering, **University of Florida**, Gainesville FL 2013
12. "Understanding, Designing, and Developing Natural User Interactions for Children" Mar. 8,
Department of Computer Science and Engineering, **University of Nevada, Reno**, Reno NV 2013
11. "Understanding, Designing, and Developing Natural User Interactions for Children" Feb. 28,
HCIL Brown Bag Seminar, College of Information Studies, **University of Maryland College Park**, College Park MD 2013
10. "Understanding, Designing, and Developing Natural User Interactions for Children" Jan. 24,
Department of Information Systems, **New Jersey Institute of Technology**, Newark NJ 2013
9. "Understanding, Designing, and Developing Natural User Interactions for Children" Dec. 10,
Computer Science Department, **Princeton University**, Princeton NJ 2012
8. "Understanding, Designing, and Developing Natural User Interactions for Children" Nov. 27,
Department of Library and Information Science, School of Communication and Information, **Rutgers University**, New Brunswick NJ 2012
7. "Interaction and Recognition Challenges in Interpreting Children's Touch and Gesture Input on Mobile Devices" Nov. 14,
User Interface Tea, Computer Science and Artificial Intelligence Laboratory (CSAIL), **Massachusetts Institute of Technology**, Cambridge MA 2012
6. "Understanding, Designing, and Developing Natural User Interactions for Children" Nov. 2,
Human-Centered Computing Division, School of Computing, **Clemson University**, Clemson SC 2012
5. "Understanding, Designing, and Developing Natural User Interactions for Children" Oct. 22,
Donald Bren School of Information and Computer Sciences, **University of California, Irvine**, Irvine CA 2012
4. "Understanding, Designing, and Developing Natural User Interactions for Children" Oct. 15,
Department of Computer Science and Engineering, **Texas A&M University**, College Station TX 2012
3. "Understanding, Designing, and Developing Natural User Interactions for Children" July 5,
Department of Computer Science Seminar, **University of Manitoba**, Winnipeg, Canada 2012
2. "Engaging Users via Alternative Input Modalities for Learning and Gaming" Feb. 2,
Division of Science, Information Arts and Technology, **University of Baltimore**, Baltimore MD 2012
1. "Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Learning" Aug. 22,
User Sciences and Experiences Research Group, **IBM Almaden**, San Jose CA 2007

Conference Paper Presentations

23. "A Framework of Touchscreen Interaction Design Recommendations for Children (TIDRC): Characterizing the Gap between Research Evidence and Design Practice" June 14, 2019
ACM International Conference on Interaction Design and Children (**IDC 2019**), Boise, ID
22. "Is the motion of a child perceivably different from the motion of an adult?" July 22, 2016
ACM Symposium on Applied Perception (**SAP 2016**), Anaheim, CA
21. "Gestures by Children and Adults on Touch Tables and Touch Walls in a Public Science Center" June 22, 2016
Interaction Design & Children Conference (**IDC 2016**), Manchester, UK
20. "Relative Accuracy Measures for Stroke Gestures" Dec. 11, 2013
ACM International Conference on Multimodal Interaction (**ICMI 2013**), Sydney, Australia
19. "Examining the Need for Visual Feedback during Gesture Interaction on Mobile Touchscreen Devices for Kids" Jun. 26, 2013
Interaction Design & Children 2013 Conference (**IDC 2013**), New York NY
18. "Analyzing User-Generated YouTube Videos to Understand Touchscreen Use by People with Motor Impairments" Apr. 30, 2012
ACM SIGCHI Conference (**CHI 2013**), Paris, France
17. "Interaction and Recognition Challenges in Interpreting Children's Touch and Gesture Input on Mobile Devices" Nov. 14, 2012
ACM International Conference on Interactive Tabletops and Surfaces (**ITS 2012**), Cambridge MA
16. "Gestures as Point Clouds: A Φ P Recognizer for User Interface Prototypes" Oct. 24, 2012
ACM International Conference on Multimodal Interaction (**ICMI 2012**), Santa Monica CA
15. "Understanding How Children Use Touchscreens" Oct. 3, 2012
Grace Hopper Celebration of Women in Computing 2012, Baltimore MD
14. " Φ N-Protractor: A Fast and Accurate Multistroke Recognizer" May 29, 2012
Graphics Interface 2012 Conference, Toronto, Canada
13. "Towards Comparing Touchscreen Interaction Patterns of Kids and Adults" May 5, 2012
ACM SIGCHI Workshop on Educational Interfaces, Software, and Technology, Austin TX
12. "Gesture Dynamics: Features Sensitive to Task Difficulty and Correlated with Physiological Sensors" Nov. 17, 2011
ACM ICMI Workshop on Inferring Cognitive and Emotional States from Multimodal Measures, Alicante, Spain
11. "Technical and Privacy Challenges of Multimodal Dynamic Adaptive Systems" May 8, 2011
ACM SIGCHI Workshop on Dynamic Accessibility, Vancouver, Canada
10. "Handwriting Interaction for Math Tutors: Lessons for HCI in Education" May 7, 2011
ACM SIGCHI Workshop on Child-Computer Interaction, Vancouver, Canada
9. "Enabling Pre-Hospital Documentation via Spoken Language Understanding on the Modern Battlefield" Jul. 19, 2010
AHFE 2010 Conference on Applied Human Factors & Ergonomics in Healthcare, Miami FL
8. "A Lightweight Multistroke Recognizer for User Interface Prototypes" Jun. 2, 2010
Graphics Interface 2010 Conference, Ottawa, Canada
7. "Interspersing Annotated Worked Examples in Algebra Problem Solving" Aug. 26, 2009
EARLI 2009 Biennial Conference for Research on Learning and Instruction, Amsterdam, the Netherlands
6. "Adapting Handwriting Recognition for Applications in Algebra Learning" Sep. 28, 2007
ACM Multimedia Workshop on Educational Multimedia and Multimedia Education, Augsburg, Germany
5. "Toward the Application of a Handwriting Interface for Mathematics Learning" Jul. 12, 2006

IEEE International Conference on Multimedia and Expo (**ICME 2006**), Toronto, Canada

4. "Evaluation of Multimodal Input for Entering Mathematical Equations on the Computer" Apr. 6, 2005
ACM SIGCHI 2005 Conference, Portland OR
3. "Student Question-Asking Patterns in an Intelligent Algebra Tutor" Aug. 30, 2004
Intelligent Tutoring Systems Conference (**ITS 2004**), Maceio, Brazil
2. "Building Internet-Based Virtual Environments for Collaborative Design" Sep. 11, 2000
Co-Designing 2000 Conference, Coventry, UK
1. "Conceptual Design of Assemblies" Sep. 10, 1999
ASME Design & Technical Conference (**DETC 1999**), Las Vegas NV

Other Presentations

4. "Adapting Handwriting Recognition for Applications in Algebra Learning" Sep. 28, 2007
Demonstration, ACM Multimedia Workshop on Educational Multimedia and Multimedia Education, Augsburg, Germany
3. "Benefits of Handwritten Input for Students Learning Algebra Equation Solving" Jul. 12, 2007
Poster Presentation, Artificial Intelligence in Education Conference, Los Angeles CA
2. "How Handwriting Helps Learning: Evidence from a User Study in Algebra Equation Solving" Oct. 13, 2006
Poster Presentation, NSF Science of Learning Centers Satellite Symposium at the Society for Neuroscience Annual Meeting, Atlanta GA
1. "Student Questions in Problem Solving: Evidence of Student Orientation" Sep. 2, 2004
Panelist, Intelligent Tutoring Systems Conference, Maceio, Brazil

-- Internal

33. "Understanding, Designing, and Developing Natural User Interactions for Children" Sep. 26, 2018
Invited Talk, Developmental Psychology Brown Bag, Department of Psychology, University of Florida, Gainesville FL
32. "Writing a Successful CHI Paper (part 3)" July 18, 2017
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL
31. "Writing a Successful CHI Paper (part 2)" July 12, 2017
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL
30. "Writing a Successful CHI Paper (part 1)" June 22, 2017
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL
29. "CHI 2017 Recap" May 18, 2017
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL
28. "Managing Rejection and High Expectations" April 8, 2017
Invited Talk, UF Women's Mentoring and Advocacy Program (WeMAP) Conference, Gainesville, FL
27. "HCC User Studies and Hardware Lab Resource Tour" January 12, 2017
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville, FL
26. "CHI 2016 Recap" May 25, 2016
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL
25. "Time Management via the Eisenhower Matrix" Mar. 8,

- Internal Seminar**, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL 2016
24. "Introduction and Research Opportunities" Sep. 18,
Research Presentation, CISE Faculty Showcase, University of Florida, Gainesville FL 2015
23. "Understanding, Designing, and Developing Natural User Interfaces for Children" Sep. 9,
Research Presentation, CISE Graduate Seminar, University of Florida, Gainesville FL 2015
22. "Writing a Successful CHI Paper (part 3)" Mar. 10,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL 2015
21. "Writing a Successful CHI Paper (part 2)" Feb. 10,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL 2015
20. "Writing a Successful CHI Paper (part 1)" Jan. 13,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL 2015
19. "Introduction and Research Opportunities" Aug. 28,
Research Presentation, Digital Arts and Sciences (DAS) Program 2014-2015 Student Welcome Meeting, University of Florida, Gainesville FL 2014
18. "Introduction and Research Opportunities" Aug. 27,
Research Presentation, CISE Faculty Showcase, University of Florida, Gainesville FL 2014
17. "Introduction and Research Opportunities" Nov. 12,
Research Presentation, CISE Graduate Programs Information Session, University of Florida, Gainesville FL 2013
16. "Introduction and Research Interests" Oct. 1,
Research Presentation, CISE Industrial Advisory Board Meeting, University of Florida, Gainesville FL 2013
15. "Introduction and Research Opportunities" Aug. 30,
Research Presentation, Digital Arts and Sciences (DAS) Program 2013-2014 Student Welcome Meeting, University of Florida, Gainesville FL 2013
14. "Introduction and Research Opportunities" Aug. 23,
Research Presentation, CISE Faculty Showcase, University of Florida, Gainesville FL 2013
13. "Cultivating Collaborations for Research Success: Colleagues and Publications" Dec. 5,
Post-Doctoral Peer Seminar, University of Maryland Baltimore County, Baltimore MD 2012
12. "Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Learning" Oct. 9,
Thesis Defense, Carnegie Mellon University, Pittsburgh PA 2008
11. "Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Learning" May 22,
Thesis Proposal, Carnegie Mellon University, Pittsburgh PA 2006
10. "Adding Handwriting Input to Intelligent Tutoring Systems for Algebra" Mar. 6,
Research Presentation, HCII PhD Lunch Seminars, Carnegie Mellon University, Pittsburgh PA 2006
9. "Exploration of the Effects of Handwriting on Learning in Algebra Equation Solving" June 8,
Poster Presentation, Pittsburgh Science of Learning Center NSF Site Visit, Carnegie Mellon University, Pittsburgh PA 2006
8. "Improving Mathematics Learning Online Through the Use of Handwriting Input" Apr. 20,
Poster Presentation, Human-Computer Interaction Institute 12th Anniversary, Carnegie Mellon University, Pittsburgh PA 2006
7. "Evaluation of Multimodal Input for Entering Mathematical Equations on the Computer" Dec. 13,
Poster Presentation, Pittsburgh Science of Learning Center Advisory Board Visit, Carnegie Mellon 2005

University, Pittsburgh PA

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

TEACHING

-- Instructor / Co-Instructor

University of Florida

- | | |
|--|-------------|
| 17. CIS 6935 Graduate Seminar for HCC PhD Students‡ | Fall 2022 |
| 16. IDH 2930 (Un)Common Read: The Diamond Age by Neal Stephenson† | Spring 2021 |
| 15. CIS 4930 / CIS 6930 Special Topics: Human Centered Input Recognition Algorithms†‡ | Spring 2021 |
| 14. CIS 6935 Graduate Seminar for HCC PhD Students‡ | Fall 2021 |
| 13. CEN 5728 User Experience Design‡ | Fall 2019 |
| 12. CIS 4930 / CIS 6930 Special Topics: Human Centered Input Recognition Algorithms†‡ | Spring 2019 |
| 11. CEN 4722 / CEN 5728 User Experience Design†‡ | Fall 2018 |
| 10. CAP 4053 Artificial Intelligence for Computer Games† | Spring 2018 |
| 9. CEN 4722 / CEN 5728 User Experience Design†‡ | Fall 2017 |
| 8. CAP 4053 Artificial Intelligence for Computer Games† | Spring 2017 |
| 7. CEN 4722 / CEN 5728 User Experience Design†‡ | Fall 2016 |
| 6. CAP 4053 / CIS 6930 Artificial Intelligence for Computer Games†‡ | Spring 2016 |
| 5. CIS 4930 UXD/CIS 6930 UXD User Experience Design†‡ | Fall 2015 |
| 4. CAP 4053 Artificial Intelligence for Computer Games† | Spring 2015 |
| 3. CIS 4930 IND/CIS 6930 IND Interaction Design†‡ | Fall 2014 |
| 2. CAP 4053 Artificial Intelligence for Computer Games†
Co-Instructor with Douglas E. Dankel II | Spring 2014 |
| 1. CIS 4930 NUI / CIS 6930 NUI Natural User Interfaces†‡ | Fall 2013 |

Previous Institutions

- | | |
|---|-------------|
| 1. 05-291 / 15-291 Human-Computer Interaction for Computer Scientists†‡
Co-Instructor with Carolyn Penstein Rosé, Amy Hurst, and Karen Tang, Human-Computer Interaction
Institute, Carnegie Mellon University | Spring 2007 |
|---|-------------|

† undergraduate level course

‡ graduate level course

-- Teaching Assistant

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

-- Guest Lecturer**University of Florida**

15. Lecture on Understanding, Designing, and Developing NUIs for Children Fall 2017
EME 5054 Foundations of Educational Technology / Instructor: Kara Dawson, College of Education
14. Lecture on Understanding, Designing, and Developing NUIs for Children Spring 2016
CEN 4721C / CAP 5100 Human-Computer Interaction / Instructor: Shaundra Daily, Department of CISE
13. 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
12. Lecture on Considering Usability during Game Design Spring 2016
DIG 3713C Game Design Practices I / Instructor: Marko Suvajdzic, Digital Worlds Institute
11. Lecture on Understanding, Designing, and Developing NUIs for Children Spring 2015
DIG 6840C Interdisciplinary Research Seminar / Instructor: Angelos Barmpoutis, Digital Worlds Institute
10. Lecture on Gestural Technologies and Gesture Interaction Spring 2015
CEN 4721C / CAP 5100 Human-Computer Interaction / Instructor: Benjamin Lok, Department of CISE
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)
8. Lecture on Considering Usability during Game Design Spring 2015
DIG 3713C Game Design Practices I / Instructor: Marko Suvajdzic, Digital Worlds Institute
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

Previous Institutions

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 (external)
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)****University of Florida**

1. ***Dinank Bista** (PhD program in Human-Centered Computing, pre-candidacy) [Aug 2022]
2. ***Niriksha Regmi** (PhD program in Human-Centered Computing, pre-candidacy) [Aug 2022]
3. ***Yu-Peng Chen** (PhD program in Computer Science, pre-candidacy) [Aug 2019]
4. ***Nikita Soni** (PhD program in Human-Centered Computing) [Jan 2017-Dec 2021]
Designing Interactions for Multi-touch Spherical Displays to Support Collaborative Learning in Museums
1st position: Assistant Professor in Dept of Computer Science at Univ of Illinois Chicago (UIC)
5. ***Aishat Aloba** (PhD program in Human-Centered Computing) [Jan 2016-Aug 2021]
Tailoring Motion Recognition Systems to Children's Motions
1st position: User Experience Research at Facebook/Meta

6. **Jeremiah Blanchard** (PhD Candidate in Computer Engineering) [Jan 2015-Aug 2020], Co-Chair: Christina Gardner-McCune
Building Bridges: Dual-Modality Instruction and Introductory Programming Coursework
1st position: Senior Engineer (Lecturer) at in Dept of Engineering Education at University of Florida
7. ***Alex Shaw** (PhD Candidate in Computer Science) [Jan 2015-May 2020], Co-Chair: Jaime Ruiz
Automatic Recognition of Children's Touchscreen Stroke Gestures
1st position: Software Dev Engineer II at Verizon Media/Yahoo!

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

University of Florida

1. Shlok Sanjay Gilda (PhD Candidate in Computer Science), Chair: Daniela Oliveira
2. Xiaolei Guo (PhD Candidate in Electrical and Computer Engineering), Chair: Alina Zare
3. Nanjie Rao (PhD Candidate in Human-Centered Computing), Chair: Sharon Lynn Chu
4. Simone Smarr (PhD Candidate in Human-Centered Computing), Chair: Juan Gilbert
5. Joseph Isaac (PhD Candidate in Human-Centered Computing), Chair: Christina Gardner-McCune
6. Rui Tammy Huang (PhD in Educational Technology, Dec 2022), Chair: Matthew Schmidt
Designing a Digital Game to Foster International English Language Learners' Language-Related Episodes: A Design-Based Research Approach
7. Julia Woodward (PhD in Human-Centered Computing, Aug 2022), Chair: Jaime Ruiz
Understanding How to Design Visual Information in Augmented Reality Headsets to Aid in Task Performance for Adults and Children
8. Isaac Wang (PhD in Human-Centered Computing, Aug 2022), Chair: Jaime Ruiz
Understanding How Nonverbal Factors Influence Perceptions of Virtual Agents
9. Kimberly Ying (PhD in Human-Centered Computing, Dec 2021), Chair: Kristy Elizabeth Boyer
Developing Dialogue-Aware Adaptive Support for Collaborative Coding through Women-Centered Design
10. Ekaterina Muravevskaia (PhD in Human-Centered Computing, Dec 2021), Chair: Christina Gardner-McCune
Virtual Reality Empathy Game: Promoting Empathy in Young Children
11. DeKita Moon (PhD in Human-Centered Computing, May 2021), Chair: Juan Gilbert
Interestme Math: a Math Word Problem Rewriting System for Students' Interests
12. Yuzhu Dong (PhD in Human-Centered Computing, Dec 2020), Chair: Eakta Jain
Expressive Eyes and Bodies: Tracking, Algorithms, Evaluation
13. Randi Weitzen Faris (MS in Digital Arts & Sciences, Aug 2020), Chair: Angelos Barmpoutis
Adapting the UxD Process for VR: A Case Study for a Music Conducting Tool (project in lieu of thesis)
14. Tiffanie Smith (PhD in Human-Centered Computing, Dec 2019), Chair: Juan Gilbert
Makin' Math Move: A Full Body Interaction Learning Environment For Pre-Algebraic Practice
15. Elizabeth Matthews (PhD in Human-Centered Computing, Aug 2019), Chair: Juan Gilbert
A Study and Verification of Techniques for Measuring Enjoyment in Video Games Containing Procedural Generation
16. Travis Jones (PhD in Psychology, Minor in Computer Science, Dec 2018), Chair: Lisa Scott
Cognitive and Behavioral Neuroscience of Subordinate-Level Processing and Applications to Brain-Computer Interfaces
17. Tempestt Neal (PhD in Computer Engineering, Aug 2018), Chair: Damon Woodard
A Feasibility Study of Mobile Device Usage Data for Identification and Soft Biometric Classification
18. Shivashankar Halan (PhD in Computer Science, Dec 2016), Chair: Benjamin Lok
Virtual Human Constructionism: Engineering Virtual Human Creation into an Opportunity for Interviewing and Interpersonal Skills Training
19. Wenzhuo "Jewel" Duan (MA in Digital Arts & Sciences, May 2016), Chair: Angelos Barmpoutis
Amplified Photographic Data: A Design Consideration
20. Saleh Dindar (PhD in Computer Engineering, May 2016), Chair: Jorg Peters
Interactive Soft-Tissue Authoring for Teaching Surgical Procedures
21. Andrew Robb (PhD in Computer Engineering, Dec 2015), Chair: Benjamin Lok
Mixed-Agency Teams and their Effect on Social Presence and Behavior during High-Fidelity Team Training
22. Liangke Zhao (MS in Computer Science, Aug 2015), Chair: Anand Rangarajan
Inverse Mapping Models: Real-Time 3D Reconstruction of Deformable Objects with Known Skeletal Geometry
23. Ruijin Wu (PhD in Computer Engineering, Aug 2014), Chair: Jorg Peters
Sampling Geometry Entity: Root Finding, Precise Surface Rendering and Configuration Space Analysis

-- Graduate Research Assistants Supervised (*indicates I funded this student)**University of Florida**

1. Monica Bhargavi Kodali (MS in Computer Science) [2022, 3 mos.]^{10,11}
2. *Katarina Jurczyk (PhD program in Human-Centered Computing) [2020-2022, 24 mos.]^{9,10}
3. *Shaghayegh Esmaeili (PhD Candidate in Human-Centered Computing) [2017-2018, 20 mos.]^{6,8}
4. *Ayushi Jain (MS in Computer Engineering, 2017) [2016-2017, 12 mos.]^{6,8}
5. Nikita Soni (MS in Computer Engineering) [2015-2016, 24 mos.]⁶
6. *Phillip J. Hall, Jr. (PhD Candidate in Human-Centered Computing) [2015, 6 mos.]⁶
7. *Nikita Dagar (MS in Computer Science, 2016) [2015, 4 mos.]⁶
8. *Juthika Das (MS in Computer Science, 2016) [2014-2015, 7 mos.]⁶
9. *Qingchuan "Bruce" Zhao (MS in Computer Engineering, 2015) [2014-2015, 12 mos.]⁷
10. *Sagar Parmar (MS in Computer Science, 2015) [2014, 5 mos.]⁶
11. *Akshay Ramesh Holla (MS in Computer Engineering, 2014) [2014-2015, 14 mos.]⁶

Previous Institutions

1. *Germaine Irwin (PhD Candidate in Human-Centered Computing), UMBC, [2012-2013, 12 mos.]⁶
2. Patrick Carrington (PhD candidate in Human-Centered Computing), UMBC [2011-2012, 12 mos.]⁵
3. Samyukta Ganesan (MS in Human-Centered Computing, 2012), UMBC [2012, 6 mos.]⁴
4. Peng Chu (PhD candidate in Information Systems), UMBC [2011, 6 mos.]³
5. Jianwei (Vivian) Lai (PhD candidate in Information Systems), UMBC [2011, 4 mos.]³
6. Thomas Bolster (BA in Psychology, 2005; Master's of Human-Computer Interaction, 2009), CMU [2005, 4 mos.]²
7. Andrea Knight (Master's of Human-Computer Interaction, 2005), CMU [2004, 3 mos.]¹

Project Codes:

1 Math Input Study Data Collection, 2 Lab Learning Study Data Collection, 3 Multimodal Stress Detection Data Collection, 4 Kinect Exercise Games for Older Adults, 5 Posture-Sensing Chair: Classification from Labeled Data, 6 Touch and Gesture Interaction Differences for Children & Adults, 7 Extensions of the S-family of Stroke Gesture Recognizers, 8 Voice/Speech Interfaces for Children, 9 Touchscreen Exhibits for Science Museum Learning/TIDESS, 10 MyTrack Mobile Health Tracking Application Design, 11 SATC Continuous Authentication in Smart Homes for Families

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

1. Annalina Becker (BS in Computer Science, 2022) [2022, 3 mos.]⁺¹⁸
2. Angelica Almeida (BS in Biomedical Engineering, 2022) [Aug 2021-]^{+★^{16,17}}
3. Emily Pilley (BS in Computer Science / BA in Visual Arts, 2022) [2021-2022, 9 mos.]^{+★¹¹}
4. Sahas Thyarala (BS in Computer Engineering,) [2021-2022, 9 mos.]⁺¹⁶
5. *Ishvina Singh (BS in Computer Science) [Aug 2021-]⁺¹⁵
6. Prerna Arora (BS in Computer Science, 2022) [2021-2022, 9 mos.]⁺¹⁵
7. *Chaitra Peddireddy (BS in Computer Science) [May 2021-]^{+5,14}
8. *Ailish Tierney (BS in Computer Science, 2022) [2019-2022, 30 mos.]⁺⁵
9. *Elisabeth Schreiber (BS in Civil Engineering, 2022) [2019-2020, 6 mos.]⁺⁵
10. *Kimberly Suarez (BS in Neuroscience, 2021) [2018-2020, 18 mos.]¹³
11. *Ziyang Chen (BS in Computer Science, 2020) [2018-2020, 18 mos.]⁺¹¹
12. *Aaliyah Richlen (BS in Computer Engineering, 2021) [2018-2020, 26 mos.]⁺¹³
13. Sayli Bapat (BS in Computer Science, 2019), Maharashtra Institute of Technology [Summer 2018]^{§5,11}
14. Ian Mayne (BS in Mathematics and Computer Science, 2020), Elon University [Summer 2018]^{§5}
15. *Schuyler Gleaves (BS in Computer Science, 2020) [2018-2019, 20 mos.]⁺⁵
16. Zari McFadden (BS in Computer Science, 2020), Spellman College [Summer 2017]^{§9,10}
17. Jaida Langham (BS in Computer Science, 2020), Spellman College [Summer 2017]^{§9,12}
18. Jeremy Alexandre (BS in Computer Science, 2018), City University of New York—Brooklyn College [Summer 2017]^{§5,11}
19. Alex Popeil (BS in Computer Science, 2019) [2017, 3 mos.]⁺⁵

20. *Gianne Flores (BS in Computer Science, 2019) [2017-2018, 15 mos.]⁺⁹
21. *Alice Darrow (BS in Computer Science, 2019) [2017, 12 mos.]⁺⁵
22. Shaila Patel (BS in Computer Science, 2020) [2016-2017, 10 mos.]⁺³
23. Kristen Morga (BS in Sociology, 2016) [2016, 3 mos.]³
24. *Amanda Morales (BS in Computer Science, 2017) [2016-2017, 9 mos.]⁺⁵
25. Amir Ben-Hayon (BS in Computer Science, 2017) [2016, 3 mos.]⁺¹⁰
26. Nicole Shiver (BS in Computer Science, 2016) [2016, 3 mos.]⁺¹⁰
27. John Bell (BS in Computer Science, 2017), Louisiana State University at Shreveport [Summer 2015]^{‡5,3,9}
28. Amanda Castonguay (BS in Computer Science, 2017), University of Southern Maine [Summer 2015]^{‡5,7,8}
29. Nathan deKrey (BS in Mechanical Engineering, Computer Science Minor, 2016) [2015, 4 mos.]⁺⁷
30. *Callum Jago (BS in Computer Engineering, 2018) [2015, 8 mos.]⁺³
31. *Annie Luc (BS in Computer Science, 2018) [2014-2017, 30 mos.]^{+5,6}
32. *Brittany Craig (BS in Mathematics and Computer Science, 2016), St. Catherine University [Summer 2014]^{‡3,4}
33. *Danielle Sikich (BS in Computer Science, 2015), Western Oregon University [Summer 2014]^{‡3,4}
34. *Sydney Richardson (BS in Digital Arts and Sciences, 2015) [2014, 7 mos.]^{+3,4}
35. *Julia Woodward (BS in Digital Arts and Sciences, 2017) [2014-2017, 44 mos.]⁺³

† EGN4912 Engineering Undergraduate Research

‡ CRA DREU Program, Full-Time Intern

§ UF CISE REU Site: Intelligent Multimodal Human-Computer Interaction, Full Time Intern

★ Senior Honors Thesis

Previous Institutions

1. *Femi Williams (BS in Information Systems, 2014), UMBC [2013, 4 mos.]³
2. *Felix Bui (BS in Information Systems, 2013), UMBC [2013, 4 mos.]³
3. *Luis Qeral (BS in Interdisciplinary Studies, 2013), UMBC [2012-2013, 4 mos.]³
4. Patrick Carrington (BS in Information Systems, 2011), UMBC [2011, 3 mos.]²
5. Keisha How (BS in Computer Science, 2008), CMU [2006, 3 mos.]¹

Project Codes:

1 Microsoft Tablet PC Recognizer Implementation and Evaluation, 2 Multimodal Stress Detection Data Collection, 3 Touch and Gesture Interaction Differences for Children & Adults, 4 Kinect Exercise Games for Older Adults, 5 Touchscreen Exhibits for Science Museum Learning/TIDESS, 6 Bridging Languages, 7 Whole-Body Interaction Differences for Children & Adults, 8 Pen & Touch Interaction for Children, 9 FunFitTech: Exercise Games for Kids, 10 Co-Design with Children and Intelligent User Interfaces, 11 Understanding and Recognizing Children's Gestures, 12 Voice/Speech Interfaces for Children, 13 Multimodal Gesture Based Authentication, 14 MyTrack Mobile Health Tracking Application Design, 15 SATC Continuous Authentication in Smart Homes for Families, 16 Design Recommendations for Children's Touchscreen Apps, 17 Design Recommendations for Eating Disorder Apps, 18 ENKix AR-Based Virtual Assistant for Expertise Tasks

-- UF CISE Senior Projects (CIS4914) Supervised

- | | |
|---|-------------|
| 1. Kaitlyn Robey (BS in Computer Science, 2022) Mental Health Education Game | Spring 2022 |
| 2. Brandon Clark (BS in Computer Science, 2020) Cash Stash Management App | Fall 2019 |
| 3. Chesalon Taylor (BS in Computer Science, 2018) Matisse Character Design | Fall 2018 |
| 4. Patrick Wert (BS in Computer Engineering, 2018) Cardboard Kingdom: A Digital Unity Card Game | Fall 2018 |
| 5. Josiah Crepeau (BS in Computer Engineering, 2017) & John Randall (BS in Computer Engineering, 2017) IMGame: An Image Based Puzzle Game Designed for Android | Spring 2017 |
| 6. Reid Gill (BS in Computer Engineering, 2017) Melodi: A Music-Adventure Game | Spring 2017 |
| 7. Julia Woodward (BS in Digital Arts and Sciences, 2017) & Alex Smith (BS in Computer Engineering, 2017) Procedurally Generating a Two-Dimensional Roguelike (Rebirth) | Spring 2017 |
| 8. Mitchell Rogers (BS in Computer Engineering, 2015) Citrus Keyboard | Fall 2015 |
| 9. Craig Williams (BS in Computer Science Engineering, 2015) & Joseph McConnell (BS in Computer Science, 2016) Maro Fortuna Continued | Fall 2015 |

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|--|-------------|
| 10. Victor Matos (BS in Computer Science, 2016) & Samantha Blanco (BS in Computer Science, 2015) Tyto Online Quest Log User Interface Prototype | Fall 2015 |
| 11. Ben Clark (BS in Computer Science, 2015) & Jacob Cukjati (BS in Computer Science, 2015) & Sze-Lok Pun (BS in Computer Engineering, 2015) A Mobile Social App for Peer Voting and Feedback (PickIt) | Spring 2015 |
| 12. David Bai (BS in Computer Science, 2015) A Mobile Educational Game for Practicing Fractions (Helping Hand) | Spring 2015 |
| 13. Richard Leon (BS in Computer Science, 2015) A Mobile Social Game (Warheads) | Spring 2015 |
| 14. Melissa Chelsea Pinka (BS in Computer Science, 2014) A Virtual, User-Created Scavenger Hunt on the University of Florida Campus | Spring 2014 |
| 15. Zelisha Siclait (BS in Computer Science, 2014) An Asynchronous Drawing and Messaging Application for Mobile Devices | Spring 2014 |

-- Independent / Individual Studies Supervised

University of Florida

1. Nikita Soni (PhD in Human-Centered Computing, TBD) [Fall 2018]
CIS 6905 Individual Study in CISE: Practical Statistics for HCI
2. Julia Woodward (BS in Digital Arts and Sciences, 2017) [Spring 2017]
CIS 4905 Individual Study in CISE: Practical Statistics for HCI

Previous Institutions

1. Joanna Wong (BS in Information Systems, 2013), UMBC [Spring 2013]
IS 400 Individual Study in Information Systems (Research): Touch and Gesture Interaction Differences for Children & Adults
2. Germaine Irwin (PhD candidate in Human-Centered Computing), UMBC [Spring 2013]
HCC 801 Independent Study for Doctoral Students: Touch and Gesture Interaction Differences for Children & Adults
3. Robin Brewer (PhD candidate in Human-Centered Computing), UMBC [Fall 2012]
HCC 801 Independent Study for Doctoral Students: Touch and Gesture Interaction Differences for Children & Adults
4. Shreya Mohan (BS in Information Systems, 2013), UMBC [Spring 2012]
IS 400 Individual Study in Information Systems (Research): Touch and Gesture Interaction Differences for Children & Adults
5. Patrick Carrington (PhD candidate in Human-Centered Computing), UMBC [Spring 2012]
HCC 801 Independent Study for Doctoral Students: Posture-Sensing Chair: Classification from Labeled Data
6. Samyukta Ganesan (MS in Human-Centered Computing, 2012), UMBC [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 2008-2010
Advanced Technology Laboratories (LM ATL), Cherry Hill NJ

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

Member , Graduate Affairs Committee	2022-present
Member , Departmental Hiring Committee (University of Florida—CISE)	2022-present
Graduate Program Director , Human-Centered Computing PhD Program	2019-2020, 2021-present
Member , Departmental Curriculum Committee	2018-2020
Member , Departmental HCC PhD Advisory Committee	2018-present
Member , Departmental Teaching Assignment Committee	2017-2020
Member , UF CISE CAREER Proposal Red Team	2017
Chair , Human-Centered Computing (HCC) PhD Program Admissions Committee	2016-2020, 2021-present
Member , College of Engineering Library Services Representatives	2016-2020
Member , Departmental Graduate Admissions Committee	2016-2018
Judge , “SwampHacks,” Department of CISE Student Organizations Hackathon (University of Florida—CISE)	2015-2016, 2018
Member , PhD Program Recruiting Committee (University of Florida—CISE)	2014-2016
Member , Departmental Hiring Committee (University of Florida—CISE)	2014-2016, 2017-2018
Coordinator , Human-Centered Computing at UF Research Group (University of Florida—CISE)	2014-2018
Representative , Departmental College of Engineering Library Services	2013-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

Member , Engineering Faculty Council	2021-2022
Faculty Advisor , Gator Women in CS LeanIn Circle (student organization)	2016
Marshal , College of Engineering Commencement	Spring 2015, Spring 2016, Fall 2016
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
Member , College of Engineering CAREER Proposal Mock Panel	2014

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
3. University-Wide	
Member , Faculty Senate (peer-elected)	2021-2022
Mentor , University Multicultural Mentoring Program (UMMP)	2020-2021
Member , United Faculty of Florida-University of Florida (UFF-UF) Membership Committee	2019-2020
-- Professional	
1. Editorial Boards	
IJCCI : International Journal of Child-Computer Interaction	2016-2019
IJHCS : International Journal of Human-Computer Studies	2016-2019
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 2023: Program Committee Member [full member] 2022: Program Committee Member [full member] 2020: Program Committee Member [full member] 2019: Program Committee Member [full member] 2018: Program Committee Member [full member] 2018: Social Media Co-Chair 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, 2018-2020, 2022-2023
ICMI : ACM International Conference on Multimodal Interfaces 2022: Program Co-Chair 2020: Program Committee Member [reviewing only] 2018: Late-Breaking Work Co-Chair [posters] 2017: Doctoral Consortium Co-Chair 2015: Publication Chair [proceedings management] 2013: Publication Co-Chair [proceedings management] 2011: Program Committee Member [reviewing only]	2011, 2013, 2015, 2017-2018,2020, 2022
IDC : ACM SIGCHI Conference on Interaction Design and Children 2023: Works-in-Progress Co-Chair [posters] 2020: Program Committee Member [full member] 2019: Workshops and Courses Co-Chair 2018: Program Committee Member [reviewing only] 2017: Works-in-Progress Co-Chair [posters] 2017: Program Committee Member [reviewing only] 2016: Papers Co-Chair 2015: Program Committee Member [reviewing only] 2014: Program Committee Member [reviewing only] 2013: Program Committee Member [reviewing only]	2013-2020, 2023

IUI: International Conference on Intelligent User Interface	2014-2016
2016: Program Committee Member [reviewing only]	
2015: Program Committee Member [reviewing only]	
2014: Program Committee Member [reviewing only]	
GI: Graphics Interface	2013-2014
2014: Program Committee Member [full member]	
2013: Program Committee Member [full member]	
MM: ACM Multimedia	2010
2010: Program Committee Member [reviewing only]	
SIGCSE: ACM SIGCSE Conference on Computer Science Education	2018
2018: Posters Program Committee Member [reviewing only]	
Social Touch: Recognition of Social Touch Grand Challenge at ICMI 2015	2015
2015: Program Committee Member [reviewing only]	

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	2008-2017
CHIPLAY: ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play	2017-2018
CSCW: ACM Conference on Computer-Supported Collaborative Work	2018
CSUR: ACM Computing Surveys (journal)	2013
DIS: ACM Conference on Designing Interactive Systems	2010, 2014, 2016-2017
EICS: ACM SIGCHI Symposium on Engineering Interactive Computing Systems	2013
GI: Graphics Interface	2011-2012
HCI: Human-Computer Interaction (journal)	2010
Human IT: Human IT (journal)	2016
ICMI: International Conference on Multimodal Interfaces	2008, 2011-2019
IJCCI: International Journal of Child-Computer Interaction	2016, 2022
IJDAR: International Journal of Document Analysis and Recognition	2007, 2009
IJHCI: International Journal of Human-Computer Interaction	2020
IJHCS: International Journal of Human-Computer Studies	2012-2016, 2019-2020
IMWUT: ACM Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies	2017
ITS: International Conference on Intelligent Tutoring Systems	2008
IUI: International Conference on Intelligent User Interfaces	2013, 2016-2017
IWC: Interacting with Computers (journal)	2012-2015, 2018-2019
MobileHCI: ACM SIGCHI International Conference on Human-Computer Interaction with Mobile Devices and Services	2012-2013, 2015, 2018
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
PLOS.ONE: Public Library of Science ONE (journal)	2016
PCSI: IEEE Pervasive Computing (journal)	2017
Tabletop: ACM International Conference on Interactive Tabletops and Surfaces (ITS) / ACM International Conference on Interactive Surfaces and Spaces (ISS)	2010, 2012, 2016, 2019-2020
Tapia: ACM Richard Tapia Celebration of Diversity in Computing	2018
TEI: International Conference on Tangible, Embodied, and Embedded Interaction	2014-2015
TETC: IEEE Transactions on Emerging Topics in Computing	2021
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
TVCG: Transactions on Visualization and Computer Graphics (journal)	2019
UAIS: Universal Access in the Information Society (journal)	2017
UbiComp: ACM SIGCHI International Conference on Ubiquitous Computing	2012
UIST: ACM Symposium on User Interface Software and Technology	2006, 2008, 2011-2012, 2016-2017, 2019
VIRE: Virtual Reality (journal)	2020
 4. Other Professional Service	
T&P: External Tenure & Promotion Letter Writer	2022
NSF: National Science Foundation Panel Reviewer	2015-2016, 2018-2020
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 Aspiration Reviewer	2013-2015, 2017
 5. Student Volunteer	
IJCAI: International Joint Conferences on Artificial Intelligence	2001
 6. Professional Memberships	
ACM: Association for Computing Machinery	2011-present
SIGCHI: ACM Special Interest Group in Computer-Human Interaction	2011-present
EICS: ACM SIGCHI Symposium on Engineering Interactive Computing Systems (ACM SIGCHI)	2013-present
IUI: International Conference on Intelligent User Interfaces (ACM SIGCHI)	2013-present
 -- Community	
Volunteer, Duckpond Neighborhood Association	2019-2022
Volunteer, Philadelphia Animal Welfare Society (PAWS)	2010-2013
Volunteer, Philadelphia Clean Air Council	2009-2010
Organizing Member, Carnegie Mellon Women@SCS Technology Night for Girls	2005-2006