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; human-AI interaction; natural user interaction, multimodal interaction, VR/AR interaction; human-centered design of algorithms; human-centered interactive machine learning; child-computer interaction; pen, touch, and gesture interaction and recognition.

TEACHING INTERESTS

Human-computer interaction history, methods and research; linking human-computer interaction and computer science; interface and interaction design, tools and methods; child-computer interaction; human-centered algorithms design and development; 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.14]   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.13]   Kim, M.K., Druga, S., Esmaeili, S., Woodward, J., Shaw, A., Jain, A., Langham, J., Hollingshead, K., Lovato, S.B., Beneteau, E., Ruiz, J., **Anthony, L.**, and Hiniker, A. 2022. Examining Voice Assistants in the Context of Children's Speech. International Journal of Child-Computer Interaction. Volume 34, December 2022,

Article no.100540, 13 pp, DOI: 10.1016/j.ijcci.2022.100540

[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 Stampeded 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]   Soni, N., Tierney, A., Jurczyk, K., Gleaves, S., Schreiber, E., Stofer, K.A., and **Anthony, L**. 2021.
Best Paper Honorable Mention   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
2nd Best Paper, Research Track   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
Best Paper Honorable Mention   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]
Best Paper Honorable Mention
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.

[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]
Best Student Paper Award
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.

[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]
Best Student Paper Nominee
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.

[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]
Best Paper Award

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%.

[C.9]
Ten Year Impact Award 2021

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
Ten Year Impact Award 2022

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.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., Esmaeili, 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.18]   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 pp.

[W.17]   Soni, N., Stofer, K.A., and **Anthony, L.** 2022. Touchscreen Interactions for Spatial Data Visualizations on Multi-touch Spherical Displays: Interaction Design Guidelines. Paper for the *MAp-based Interfaces and Interactions (MAPII)* workshop, International Conference on Advanced Visual Interfaces (AVI'22), Rome, Italy, June 7, 2022, 5 pp.

[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, 2019, 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, 5 pp.

[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 pp. 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, 4 pp.

[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, 4 pp.

[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, 4 pp.

[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, 4 pp.

[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, 6 pp.

[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, 4 pp.

[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, 4 pp.

[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, 4 pp.

[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, 4 pp.

[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.10]   Aloba, A., Morrison-Smith, S., Richlen, A., Suarez, K., Chen, Y.-P., Esmaeili, S., Ruiz, J., and **Anthony, L.** 2023. Multimodal User Authentication in Smart Environments: Survey of User Attitudes. arXiv preprint, arXiv:2305.03699, 23 pp. https://doi.org/10.48550/arXiv.2305.03699

[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.5]   Tierney, A., Jurczyk, K., Peddireddy, C., Soni, N., Stofer,K.A., and **Anthony, L.** 2022. Designing Virtual Interface to Compare with Physical Counterpart. Poster presentation at *University Scholars Program Research Symposium at University of Florida*, Gainesville, FL, USA, April 2022.

[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.** 2016. Designing Touchscreen Interfaces to Afford Engagement with Scientific Data. Poster presentation at *University Scholars Program Research Symposium at University of Florida*, Gainesville, FL, USA, April 2016.

GRANTS, CONTRACTS, AND GIFTS

		Total Budget [Anthony portion]	
[G.18]	**HCC: Medium: Optimizing Interactive Machine Learning Tools to Support Plant Scientists using Human-Centered Design** PI, National Science Foundation (NSF), CISE award #IIS-2312643	$1,199,051 [$549,221]	2023-2026
[G.17]	**Explainable, Fair, Reproducible and Collaborative Surgical Artificial Intelligence: Integrating data, algorithms and clinical reasoning for**	$2,137,673 [$85,755]	2022-2026

surgical risk assessment (XAI-IDEALIST)
    Co-I, National Institutes of Health (NIH), #R01GM110240

[G.16]	**ENKIx: Enabling Knowledgeable Task Guidance In the extremes** Co-PI, Defense Advanced Research Projects Agency (DARPA), #HR0011-22-2-0004	$4,844,909 [$456,588]	2021-2025
[G.15]	**FamilyFit: Promoting Family-Based Physical Activity and Weight Gain Prevention Through Mobile Technology** Co-I, National Institutes of Health (NIH), #R21HD100743	$419,375 [$36,003]	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
		[$123,845]
			2021-2023

[G.13]	**Evaluation of an Adaptive Intervention for Weight Loss Maintenance** Co-I, National Institutes of Health (NIH), #R01DK119244	$2,996,032 [$208,233]	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** PI, National Science Foundation (NSF), CISE award #IIS-1552598	$8,000*	2017
[G.10]	**CAREER: Natural User Interfaces for Children** PI, National Science Foundation (NSF), CISE award #IIS-1552598	$493,582*	2016-2021
[G.9]	**REU Site: Undergraduate Research in Intelligent Multimodal Human-Computer Interaction** Co-PI, National Science Foundation (NSF), CISE award #CNS-1560243	$368,618 [$0]	2016-2021
[G.8]	**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	$311,785 [$125,141]	2016-2019
[G.7]	**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.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

* full control of budget

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	1999

for Engineering (ENG), Division of Design, Manufacturing and Industrial Innovation (DMI)

Award for Outstanding Industry, Leadership, and Academics in Computer Science, Drexel   1999
University

Harry E. Muchnic Scholarship, Drexel University   1999

INVITED TALKS AND PRESENTATIONS

-- External
Invited Presentations

24. "AI in Human Interaction: Design Process, Challenges, and Solutions"   Mar. 24,
University of Florida AI Initiative Short Course, Gainesville, FL [virtual event]   2022

23. "How Children's Touchscreen Interactions Can Reveal and Support the Learning Process"   Jan. 12,
PBS Kids Digital, Washington, DC [virtual event]   2021

22. "Understanding, Designing, and Developing Natural User Interactions for Children"   Jan. 5,
Keynote, *11th International Workshop on Human Behavior Understanding*, held in conjunction with   2021
Workshop on Applications in Computer Vision (WACV) conference [virtual event]

21. "Understanding, Designing, and Developing Natural User Interfaces for Children"   July 24,
Texas A&M University, College Station, TX   2018

20. "Understanding, Designing, and Developing Natural User Interfaces for Children"   May 11,
Digital Youth Lab Lunch, **University of Washington**, Seattle, WA   2018

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,   2016
Florida

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   2014
Center for Advanced Studies, **University of Iowa**, Iowa City, Iowa

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**,   2013
College Park MD

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**   2012

University, New Brunswick NJ

7. "Interaction and Recognition Challenges in Interpreting Children's Touch and Gesture Input on Mobile Devices" User Interface Tea, Computer Science and Artificial Intelligence Laboratory (CSAIL), **Massachusetts Institute of Technology**, Cambridge MA	Nov. 14, 2012
6. "Understanding, Designing, and Developing Natural User Interactions for Children" Human-Centered Computing Division, School of Computing, **Clemson University**, Clemson SC	Nov. 2, 2012
5. "Understanding, Designing, and Developing Natural User Interactions for Children" Donald Bren School of Information and Computer Sciences, **University of California, Irvine**, Irvine CA	Oct. 22, 2012
4. "Understanding, Designing, and Developing Natural User Interactions for Children" Department of Computer Science and Engineering, **Texas A&M University**, College Station TX	Oct. 15, 2012
3. "Understanding, Designing, and Developing Natural User Interactions for Children" Department of Computer Science Seminar, **University of Manitoba**, Winnipeg, Canada	July 5, 2012
2. "Engaging Users via Alternative Input Modalities for Learning and Gaming" Division of Science, Information Arts and Technology, **University of Baltimore**, Baltimore MD	Feb. 2, 2012
1. "Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Learning" User Sciences and Experiences Research Group, **IBM Almaden**, San Jose CA	Aug. 22, 2007

Conference Paper Presentations

23. "A Framework of Touchscreen Interaction Design Recommendations for Children (TIDRC): Characterizing the Gap between Research Evidence and Design Practice" ACM International Conference on Interaction Design and Children (**IDC 2019**), Boise, ID	June 14, 2019
22. "Is the motion of a child perceivably different from the motion of an adult?" ACM Symposium on Applied Perception (**SAP 2016**), Anaheim, CA	July 22, 2016
21. "Gestures by Children and Adults on Touch Tables and Touch Walls in a Public Science Center" Interaction Design & Children Conference (**IDC 2016**), Manchester, UK	June 22, 2016
20. "Relative Accuracy Measures for Stroke Gestures" ACM International Conference on Multimodal Interaction (**ICMI 2013**), Sydney, Australia	Dec. 11, 2013
19. "Examining the Need for Visual Feedback during Gesture Interaction on Mobile Touchscreen Devices for Kids" Interaction Design & Children 2013 Conference (**IDC 2013**), New York NY	Jun. 26, 2013
18. "Analyzing User-Generated YouTube Videos to Understand Touchscreen Use by People with Motor Impairments" ACM SIGCHI Conference (**CHI 2013**), Paris, France	Apr. 30, 2012
17. "Interaction and Recognition Challenges in Interpreting Children's Touch and Gesture Input on Mobile Devices" ACM International Conference on Interactive Tabletops and Surfaces (**ITS 2012**), Cambridge MA	Nov. 14, 2012
16. "Gestures as Point Clouds: A $P Recognizer for User Interface Prototypes" ACM International Conference on Multimodal Interaction (**ICMI 2012**), Santa Monica CA	Oct. 24, 2012
15. "Understanding How Children Use Touchscreens" **Grace Hopper Celebration of Women in Computing 2012**, Baltimore MD	Oct. 3, 2012
14. "$N-Protractor: A Fast and Accurate Multistroke Recognizer" **Graphics Interface 2012** Conference, Toronto, Canada	May 29, 2012
13. "Towards Comparing Touchscreen Interaction Patterns of Kids and Adults" **ACM SIGCHI Workshop** on Educational Interfaces, Software, and Technology, Austin TX	May 5, 2012
12. "Gesture Dynamics: Features Sensitive to Task Difficulty and Correlated with Physiological Sensors"	Nov. 17,

ACM ICMI Workshop on Inferring Cognitive and Emotional States from Multimodal Measures, Alicante, Spain — 2011

11. "Technical and Privacy Challenges of Multimodal Dynamic Adaptive Systems" **ACM SIGCHI Workshop** on Dynamic Accessibility, Vancouver, Canada — May 8, 2011

10. "Handwriting Interaction for Math Tutors: Lessons for HCI in Education" **ACM SIGCHI Workshop** on Child-Computer Interaction, Vancouver, Canada — May 7, 2011

9. "Enabling Pre-Hospital Documentation via Spoken Language Understanding on the Modern Battlefield" **AHFE 2010 Conference** on Applied Human Factors & Ergonomics in Healthcare, Miami FL — Jul. 19, 2010

8. "A Lightweight Multistroke Recognizer for User Interface Prototypes" **Graphics Interface 2010** Conference, Ottawa, Canada — Jun. 2, 2010

7. "Interspersing Annotated Worked Examples in Algebra Problem Solving" **EARLI 2009** Biennial Conference for Research on Learning and Instruction, Amsterdam, the Netherlands — Aug. 26, 2009

6. "Adapting Handwriting Recognition for Applications in Algebra Learning" **ACM Multimedia Workshop** on Educational Multimedia and Multimedia Education, Augsburg, Germany — Sep. 28, 2007

5. "Toward the Application of a Handwriting Interface for Mathematics Learning" IEEE International Conference on Multimedia and Expo (**ICME 2006**), Toronto, Canada — Jul. 12, 2006

4. "Evaluation of Multimodal Input for Entering Mathematical Equations on the Computer" **ACM SIGCHI 2005** Conference, Portland OR — Apr. 6, 2005

3. "Student Question-Asking Patterns in an Intelligent Algebra Tutor" Intelligent Tutoring Systems Conference (**ITS 2004**), Maceio, Brazil — Aug. 30, 2004

2. "Building Internet-Based Virtual Environments for Collaborative Design" **Co-Designing 2000** Conference, Coventry, UK — Sep. 11, 2000

1. "Conceptual Design of Assemblies" ASME Design & Technical Conference (**DETC 1999**), Las Vegas NV — Sep. 10, 1999

Other Presentations

4. "Adapting Handwriting Recognition for Applications in Algebra Learning" **Demonstration,** ACM Multimedia Workshop on Educational Multimedia and Multimedia Education, Augsburg, Germany — Sep. 28, 2007

3. "Benefits of Handwritten Input for Students Learning Algebra Equation Solving **Poster Presentation**, Artificial Intelligence in Education Conference, Los Angeles CA — Jul. 12, 2007

2. "How Handwriting Helps Learning: Evidence from a User Study in Algebra Equation Solving" **Poster Presentation**, NSF Science of Learning Centers Satellite Symposium at the Society for Neuroscience Annual Meeting, Atlanta GA — Oct. 13, 2006

1. "Student Questions in Problem Solving: Evidence of Student Orientation" **Panelist**, Intelligent Tutoring Systems Conference, Maceio, Brazil — Sep. 2, 2004

-- Internal

33. "Understanding, Designing, and Developing Natural User Interactions for Children" **Invited Talk**, Developmental Psychology Brown Bag, Department of Psychology, University of Florida, Gainesville FL — Sep. 26, 2018

32. "Writing a Successful CHI Paper (part 3)" **Internal Seminar**, Human-Centered Computing at UF Group Meeting (HCC@UF), University of Florida, Gainesville FL — July 18, 2017

31. "Writing a Successful CHI Paper (part 2)"   July 12,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of   2017
Florida, Gainesville FL

30. "Writing a Successful CHI Paper (part 1)"   June 22,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of   2017
Florida, Gainesville FL

29. "CHI 2017 Recap"   May 18,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of   2017
Florida, Gainesville FL

28. "Managing Rejection and High Expectations"   April 8,
Invited Talk, UF Women's Mentoring and Advocacy Program (WeMAP) Conference, Gainesville, FL 2017

27. "HCC User Studies and Hardware Lab Resource Tour"   January
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of   12, 2017
Florida, Gainesville, FL

26. "CHI 2016 Recap"   May 25,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of   2016
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   2016
Florida, Gainesville FL

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   2015
Florida, Gainesville FL

21. "Writing a Successful CHI Paper (part 2)"   Feb. 10,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of   2015
Florida, Gainesville FL

20. "Writing a Successful CHI Paper (part 1)"   Jan. 13,
Internal Seminar, Human-Centered Computing at UF Group Meeting (HCC@UF), University of   2015
Florida, Gainesville FL

19. "Introduction and Research Opportunities"   Aug. 28,
Research Presentation, Digital Arts and Sciences (DAS) Program 2014-2015 Student Welcome   2014
Meeting, University of Florida, Gainesville FL

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,   2013
Gainesville FL

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   2013
Meeting, University of Florida, Gainesville FL

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" **Post-Doctoral Peer Seminar**, University of Maryland Baltimore County, Baltimore MD	Dec. 5, 2012
12. "Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Learning" **Thesis Defense**, Carnegie Mellon University, Pittsburgh PA	Oct. 9, 2008
11. "Developing Handwriting-based Intelligent Tutors to Enhance Mathematics Learning" **Thesis Proposal**, Carnegie Mellon University, Pittsburgh PA	May 22, 2006
10. "Adding Handwriting Input to Intelligent Tutoring Systems for Algebra" **Research Presentation**, HCII PhD Lunch Seminars, Carnegie Mellon University, Pittsburgh PA	Mar. 6, 2006
9. "Exploration of the Effects of Handwriting on Learning in Algebra Equation Solving" **Poster Presentation**, Pittsburgh Science of Learning Center NSF Site Visit, Carnegie Mellon University, Pittsburgh PA	June 8, 2006
8. "Improving Mathematics Learning Online Through the Use of Handwriting Input" **Poster Presentation**, Human-Computer Interaction Institute 12th Anniversary, Carnegie Mellon University, Pittsburgh PA	Apr. 20, 2006
7. "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	Dec. 13, 2005
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

19. CIS 6935 Graduate Seminar for HCC PhD Students‡	Fall 2023
18. CIS 4930 / CIS 6930 Special Topics: Human Centered Input Recognition Algorithms†‡	Spring 2022
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†   Spring 2014
    Co-Instructor with Douglas E. Dankel II
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†‡   Spring 2007
    Co-Instructor with Carolyn Penstein Rosé, Amy Hurst, and Karen Tang, Human-Computer Interaction
    Institute, Carnegie Mellon University

† undergraduate level course
‡ graduate level course

-- 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
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. ***Oluwatomisin Obajemu** (PhD program in Human-Centered Computing, pre-candidacy) [Aug 2023-]
2. ***Dinank Bista** (PhD program in Human-Centered Computing, pre-candidacy) [Aug 2022-]
3. ***Niriksha Regmi** (PhD program in Human-Centered Computing, pre-candidacy) [Aug 2022-]
4. ***Yu-Peng Chen** (PhD program in Computer Science, pre-candidacy) [Aug 2019-]
5. ***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)
6. ***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
7. **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
8. ***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. Rashi Ghosh (PhD Candidate in Human-Centered Computing), Chair: Benjamin Lok
2. Shlok Sanjay Gilda (PhD Candidate in Computer Science), Chair: Daniela Oliveira
3. Xiaolei Guo (PhD Candidate in Electrical and Computer Engineering), Chair: Alina Zare
4. Nanjie Rao (PhD Candidate in Human-Centered Computing), Chair: Sharon Lynn Chu
5. 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
6. 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
7. Isaac Wang (PhD in Human-Centered Computing, Aug 2022), Chair: Jaime Ruiz
   Understanding How Nonverbal Factors Influence Perceptions of Virtual Agents
8. 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
9. Ekaterina Muravevskaia (PhD in Human-Centered Computing, Dec 2021), Chair: Christina Gardner-McCune
   Virtual Reality Empathy Game: Promoting Empathy in Young Children
10. DeKita Moon (PhD in Human-Centered Computing, May 2021), Chair: Juan Gilbert
    Interestme Math: a Math Word Problem Rewriting System for Students' Interests
11. Yuzhu Dong (PhD in Human-Centered Computing, Dec 2020), Chair: Eakta Jain
    Expressive Eyes and Bodies: Tracking, Algorithms, Evaluation

12. 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)
13. 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
14. 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
15. 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
16. 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
17. 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
18. Wenzhuo "Jewel" Duan (MA in Digital Arts & Sciences, May 2016), Chair: Angelos Barmpoutis
    Amplified Photographic Data: A Design Consideration
19. Saleh Dindar (PhD in Computer Engineering, May 2016), Chair: Jorg Peters
    Interactive Soft-Tissue Authoring for Teaching Surgical Procedures
20. 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
21. 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
22. 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 $-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 Queral (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   Fall 2018
   Card Game
5. Josiah Crepeau (BS in Computer Engineering, 2017) &   Spring 2017
   John Randall (BS in Computer Engineering, 2017) IMGame: An Image Based Puzzle Game Designed for Android
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) &   Spring 2017
   Alex Smith (BS in Computer Engineering, 2017) Procedurally Generating a Two-Dimensional Roguelike (Rebirth)
8. Mitchell Rogers (BS in Computer Engineering, 2015) Citrus Keyboard   Fall 2015
9. Craig Williams (BS in Computer Science Engineering, 2015) &   Fall 2015
   Joseph McConnell (BS in Computer Science, 2016) Maro Fortuna Continued
10. Victor Matos (BS in Computer Science, 2016) &   Fall 2015
    Samantha Blanco (BS in Computer Science, 2015) Tyto Online Quest Log User Interface Prototype
11. Ben Clark (BS in Computer Science, 2015) &   Spring 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)
12. David Bai (BS in Computer Science, 2015) A Mobile Educational Game for Practicing   Spring 2015
    Fractions (Helping Hand)
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   Spring 2014
    Hunt on the University of Florida Campus
15. Zelisha Siclait (BS in Computer Science, 2014) An Asynchronous Drawing and Messaging Spring 2014
    Application for Mobile Devices

-- Independent / Individual Studies Supervised
University of Florida

1. Nikita Soni (PhD in Human-Centered Computing, 2021) [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   Summer 2000
Institute of Standards & Technology (NIST), Gaithersburg MD
> 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
Member, CISE Department Inclusion, Diversity, Equity, and Access (IDEA) Committee	2021-2022
Graduate Program Director, Human-Centered Computing PhD Program	2019-2020, 2021-present
Member, Departmental Curriculum Committee	2018-2020
Chair, 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
Member, HWCOE Malachowsky Hall for Data Sciences & Information Technology (DSIT) building focus groups.	2021
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	2017-2020
IJHCS: International Journal of Human-Computer Studies	2017-2020

2. Conference Committees

AAAI: AAAI Conference on Artificial Intelligence	2013
2013: Program Committee Member [reviewing only]	

CHI: ACM SIGCHI Conference on Human Factors in Computing Systems 2014-2016,
  2024: **Subcommittee Co-Chair**: Learning Education and Families Split A 2018-2020,
  2023: Program Committee Member [full member] 2022-2024
  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]

ICMI: ACM International Conference on Multimodal Interfaces 2011, 2013, 2015,
  2022: Program Co-Chair 2017-2018,2020,
  2020: Program Committee Member [reviewing only] 2022
  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]

IDC: ACM SIGCHI Conference on Interaction Design and Children 2013-2020, 2023
  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]

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, 2011-2020
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, 2023
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 [Senior Member]	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, Guardian Ad Litem	2021-2022
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

REFERENCES

Available upon request.