

JAMES A. LANDAY

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Computer Science & Engineering Department
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RESEARCH INTERESTS

Human-Computer Interaction, Ubiquitous Computing, User Interface Design Tools, Human Computation, Automated Usability Evaluation, End-User Programming.

EDUCATION

- 12/1996 **Carnegie Mellon University**, Pittsburgh, PA
Ph.D. in Computer Science
Thesis: *Interactive Sketching for the Early Stages of User Interface Design*
Advisors: Brad Myers and James Morris
- 12/1993 **Carnegie Mellon University**, Pittsburgh, PA
M.S. in Computer Science
- 05/1990 **University of California**, Berkeley, CA
B.S. in Electrical Engineering/Computer Science with High Honors

EMPLOYMENT

- University of Washington**, Computer Science & Engineering, Seattle, WA
- 09/2010-PRESENT *Professor*
- 08/2003-08/2010 *Associate Professor*
Teach courses related to user interface design, development, and evaluation. Perform research in the areas of human-computer interaction, user interface design tools, and ubiquitous computing. Founded and led DUB, cross-campus interdisciplinary HCI+DESIGN collaboration with 35 faculty members and over 100 graduate students.
- Microsoft Research**, Beijing, China
- 08/2009-08/2011 *Visiting Faculty Researcher*
Helped build new human-computer interaction research group. Recruited and hired group manager and team members. Carried out research in activity-based computing. Helped develop broader HCI research community in Beijing and China.
- Tsinghua University**, Computer Science Department, Beijing, China
- 02/2011-06/2011 *Visiting Professor*
Developed and co-taught User Interface Technology course to Masters students.
- Intel Corporation**, Intel Labs Seattle, Seattle, WA
- 09/2006-01/2010 *Strategic Consultant*
- 08/2003-08/2006 *Laboratory Director*
Managed leading ubiquitous computing research laboratory. Responsible for developing research direction as well as management of staff and \$6.5M annual budget. Led technology transfer to Intel. Lab dominated the field in research impact and number of publications at the top-two ubicomp conferences during my tenure.

University of California, EECS Department, Berkeley, CA

07/2002-07/2003 *Associate Professor*

01/1997-06/2002 *Assistant Professor*

Teach courses related to user interface design, development, and evaluation. Perform research in the areas of human-computer interaction, user interface design tools, and ubiquitous computing.

02/1999-08/2003 **NetRaker Corp**, Sunnyvale, CA

CTO, Chief Scientist: Co-founded leading company delivering online usability and market research. Responsible for overseeing design of the key features in products as well as hiring staff and obtaining funding. Acquired by KeyNote Systems in 2004.

Consultant

Advise companies on user interface design and software implementation.

06/2009-PRESENT Microsoft Corporation, Redmond, WA

01/1997-08/2003 Intel Corporation, Seattle, WA

Fuji-Xerox Palo Alto Labs, Palo Alto, CA

Fish & Richardson, Redwood City, CA

Klipp, Colussy, Jenks, DuBois, Denver, CO

Pangea Systems, Oakland, CA

Propel Software, Santa Clara CA

SkyFlow, Berkeley, CA

06/1992-08/1992 **Xerox Corporation**, Palo Alto Research Center, Palo Alto, CA

Research Intern: Investigated user interface problems encountered when running applications on large (5 foot diagonal) pen-based displays. Designed and built new interface components to solve these problems and an application incorporating them.

06/1991-08/1991 **Digital Equipment Corporation**, Paris Research Laboratory, France

Summer Research Intern: Designed and implemented Rockit, a software system that identifies graphical constraints in a scene and allows the user to quickly and easily apply the desired constraints. Led to three conference publications.

06/1990-08/1990 **Go Corporation**, Foster City, CA

Software Engineering Intern: Designed and implemented bug entry database for the company's pen-based computer. Design included user interface to network database, as well as extension of a commercial database to support additional features.

06/1989-08/1989 **Ardent Computer**, Sunnyvale, CA

Member of Technical Staff: Designed and developed ECAD library manager to maintain consistency among different libraries and projects. Programmed CAD utilities for logic designers. Ran test simulations for verification of ASIC designs.

06/1987-08/1987 **Software Publishing Corporation**, Mountain View, CA

01/1988-08/1988

Software Engineering Intern: Designed and implemented PFS: Professional File 2.0 window manager, which facilitated custom application development through dynamic creation/disposal of menus, pulldowns, and dialogs. Created utility for use by designer to finalize details of interfaces. Optimized database routines. Implemented import/export of Lotus 1-2-3 data. Wrote PostScript printer driver.

TEACHING EXPERIENCE

University of Washington

- CSE440 User Interface Design, Prototyping, & Evaluation I**
Undergraduate, project-based introduction to human-computer interaction.
- Autumn 2008 3.9¹, Teaching Assistant: Kate Everitt
Autumn 2007 3.8, Teaching Assistant: Scott Saponas
Autumn 2006 4.2, Teaching Assistant: Kate Everitt
Autumn 2004 4.5, Teaching Assistants: Richard Davis & Kate Everitt
- CSE441 User Interface Design, Prototyping, & Evaluation II**
Advanced human-computer interaction using a mixed lecture/studio method.
- Winter 2009 4.2, Teaching Assistant: Susumu Harada
Winter 2007 3.6, Teaching Assistant: Jon Froehlich
- CSE490L Web Interface Design, Prototyping, & Implementation**
Undergraduate, project-based introduction to web design.
- Spring 2008 2.9, Teaching Assistant: Shi-Yen “Sean” Liu
- CSE599o Context-aware, Mobile Computing**
Winter 2008 3.5, Advanced graduate course.
- CSE599k Activity-based Computing**
Spring 2007 5.6, Advanced graduate course.
- UC Berkeley**
- CS169 Software Engineering**
Undergraduate, project-based introduction to software engineering.
- Spring 2001 5.7/5.5
- BA293 Applied Software Management**
Graduate course giving MBA students experience managing software teams.
- Spring 2001 NA
- CS39 The Past, Present, & Future of Interactive Computing**
Freshmen seminar giving an introduction to HCI and its impact on computing.
- Spring 2001 5.8/5.4, Teaching Assistant: Jason Hong
- CS160 User Interface Design, Prototyping, & Evaluation**
Undergraduate, project-based introduction to human-computer interaction.
- Spring 2002 5.9/5.3, Teaching Assistants: Wai-ling Ho-Ching & Corey Chandler
Fall 2000 5.8/5.3, Teaching Assistant: Francis Li
Fall 1999 5.7/5.5, Teaching Assistants: Scott Klemmer & Hesham Kamel
Fall 1998 5.8/5.3, Teaching Assistants: Victor Chen & Jonathan Huang
Fall 1997 5.5/5.6, Teaching Assistant: Jason Hong
Spring 1997 4.9/5.2, Teaching Assistant: Chris Long

¹ Teaching ratings reported as my teaching effectiveness rating / departmental average for level of course (where available). University of Washington courses are out of 5 points (“line 4 adjusted”) and UC Berkeley courses are out of 7 points.

cs260 **Research Topics in Human-Computer Interaction**
Graduate, project-based introduction to research in human-computer interaction.
Fall 1999 6.0/5.5
Spring 1998 5.2/5.9

cs294-7 **CSCW Using CSCW**
Graduate, project-based introduction to CSCW that offered remote attendance.
Fall 2001 5.5/NA
Fall 1997 5.6/5.7

UCBSEHCI **Inventing the Future: UI Design, Prototyping, & Evaluation**
3-day course for industrial students at the Berkeley Summer Engineering Institute.
Summer 2004 with Jason Hong
Summer 2003 with Scott Klemmer
Summer 2002 with Jason Hong
Summer 2001 with Jason Hong and Scott Klemmer

CONFERENCE TUTORIALS

05/2004 **Design Patterns for Customer-Centered Design**, Norwegian Computer Society, Oslo, Norway
04/2004 **Design Patterns for Customer-Centered Web Design**, CHI 2004, Vienna, Austria
10/2003 **Design Patterns: Principles and Processes for Customer-Centered Design**, User Interface 8, Cambridge, MA

TEACHING DEVELOPMENT

Summer 1998 **National Science Foundation**
Attended NSF Engineering Education Scholars Workshop, Palo Alto, CA

Summer 1997 **Computing Research Association**
Attended CRA Academic Careers and Teaching Workshop, Denver, CO

Fall 1994 **Carnegie Mellon University**
Teaching assistant for Professor Bonnie John's *human-computer interaction* course. Responsibilities included giving some lectures, helping formulate assignments and exams, grading assignments and exams, and holding regular office hours.

Fall 1993 **Carnegie Mellon University**
Teaching assistant for Professor Andy Witkin's undergraduate *computer graphics* course. Responsibilities included helping formulate assignments and exams, grading assignments and exams, leading review sessions, and holding regular office hours.

Spring 1989 **University of California, Berkeley**
Grader and consultant for introductory programming course for non-majors. Held office hours several times each week in the computer cluster to assist students.

ACADEMIC ADVISING

15 doctoral students (4 active, 11 graduated)

- 2010 **T. Scott Saponas**, *Supporting Everyday Activities through Always-Available Mobile Computing*, Researcher, Microsoft Research—2010 TR35 Winner
- 2010 **Susumu Harada**, *Harnessing the Capability of the Human voice for Fluidly Controlling Human Interfaces*, Researcher, IBM Tokyo Research
- 2009 **Katherine Everitt**, *Connecting and Using Information with Tabletop Displays*, Program Manager, Microsoft Corp.
- 2008 **Richard Davis**, *K-Sketch: A Kinetic Sketch Pad for Novice Animators*, Assistant Professor at Singapore Management University
- 2007 **Mark Newman**, *End-User Service Composition in Ubiquitous Computing Environments*, Assistant Professor at University of Michigan
- 2005 **James Lin**, *Using Design Patterns and Layers to Support the Early-Stage Design and Prototyping of Cross-Device User Interfaces*, Technical Staff at Google, Inc.
- 2004 **Jason Hong**, *Infrastructure Support for Privacy-Sensitive Ubiquitous Computing*, Associate Professor at Carnegie Mellon University
- 2004 **Scott Klemmer**, *Tangible User Interface Input: Tools and Techniques*, Assistant Professor at Stanford University
- 2003 **Hesham M. Kamel**, *The Integrated Communication 2 Draw*, Assistant Professor at United Arab Emirates University
- 2003 **Anoop Sinha**, *Informally Prototyping Multimodal, Multidevice User Interfaces*, Expert, McKinsey & Company
- 2001 **Allan Chris Long, Jr.**, *Quill: A Gesture Design Tool for Pen-based User Interfaces*, Sr. Research Scientist at SET Corporation

8 masters students (8 graduated)

- 2004 **Jeff Heer**, *Prefuse: A Software Framework for Interactive Information Visualization*, Assistant Professor at Stanford University
- 2003 **Katherine Everitt**, *Two Worlds Apart: Bridging the Gap Between Physical and Virtual Media for Distributed Design Collaboration*, Program Manager, Microsoft
- 2002 **F. Wai-ling Ho-Ching So**, *From Data to Display: the Design and Evaluation of a Peripheral Sound Display for the Deaf*, McKesson Corp.
- 2002 **Miriam Walker**, *High-fidelity or Low-fidelity, Paper or Computer Medium?*, Manager Business Consulting, Sapient, London
- 2002 **Sarah Waterson**, *WebQuilt: A Visual Analysis Tool for Understanding Web Usability Clickstream Data*, Senior UI Designer at Pixazza
- 2001 **Jonathan Huang**, *A Collaborative Property-Based Note Management System*, Director of Engineering at DemandTec
- 2001 **Francis Li**, *Supporting Collaborative Teams in Engineering Education*, Co-Founder/CTO at AudioPress, Inc.
- 2000 **Jack Chen**, *SUEDE: A Wizard of Oz Prototyping Tool for Speech User Interfaces*, Associate Patent Counsel at Google Inc.

1 postdoctoral researcher

- 2003-2008 **Yang Li**, Prototyping of Activity-based Applications, Researcher at Google, Inc.

CAMPUS & ACADEMIC SERVICE

- 2010-2011 UW HCI+DESIGN Masters planning committee co-chair
- 2007-2008 UW CSE department executive committee
- 2007-2008 UW TC department hiring committee
- 2006-2008 UW CSE department admissions committee
- 2006-2007 UW CSE human subjects board liaison
- 1997-2001 UCB EECS department admissions committee
- 1997-2002 UCB Eta Kappa Nu faculty advisor
- 2001 Chair of site selection subcommittee of the UCB wireless networking task force

SOFTWARE ARTIFACTS

DENIM – sketch-based web site design and test tool. Downloaded over *130,000* times and in use by both researchers and professional designers.

ACTIVITY DESIGNER – Tool for creating & testing activity-based computing applications. Downloaded over 300 times.

MYEXPERIENCE – Mobile phone based tool and backend infrastructure for carrying out large scale experience sampling in the field triggered by a variety of sensors. Downloaded over 3,000 times.

K-SKETCH – Sketch-based animation tool for novices and those wanting to quickly create 2D animations. Downloaded over 5,000 times.

TOPIARY – Tool for creating & testing location-enhanced computing interfaces. Downloaded over 1,100 times.

SUEDE – Wizard of Oz style speech UI design and test tool. Downloaded over 1,200 times and in use by Nuance and a number of other speech UI development firms.

SATIN – Toolkit for building sketch-based applications that include recognition. Downloaded over 1,500 times & used in industry, research, and university courses.

WEBQUILT – Web site evaluation & visualization tool. Downloaded over 800 times and in use by several web firms.

SILK – First sketch-based electronic system for graphical user interface design.

AGATE – Pen-gesture design & training tool. Part of Garnet UIMS, used by over 80 projects.

BOOKS

Douglas K. van Duyne, James A. Landay, and Jason I. Hong, *The Design of Sites: Principles, Processes, and Patterns for Crafting a Customer-Centered Web Experience*, 2nd Ed., Upper Saddle River, NJ: Prentice Hall, 2007.

REFEREED PUBLICATIONS

journal articles

Scott R. Klemmer and James A. Landay. **Toolkit Support for Integrating Physical and Digital Interactions**. In *Human-Computer Interaction*, 2009, 24(2). pp.315-366.

Scott R. Klemmer, Katherine M. Everitt, and James A. Landay. **Integrating Physical and Digital Interactions on Walls for Fluid Design Collaboration**. In *Human-Computer Interaction*, 2008, 23(2). pp.138-213.

Tanzeem Choudhury, Gaetano Borriello, Sunny Consolvo, Dirk Haehnel, Beverly Harrison, Bruce Hemingway, Jeffrey Hightower, Pedja Klasnja, Karl Koscher, Anthony LaMarca, James A. Landay, Jonathan Lester, Louis LeGrand, Ali Rahimi, Adam Rea, and Danny Wyatt. **The Mobile Sensing Platform: An Embedded System for Capturing and Recognizing Activities**. In *IEEE Pervasive Computing*, 7(2), April 2008, pp. 32-41.

Susumu Harada, James A. Landay, Jon Malkin, Xiao Li, and Jeff A. Bilmes. **The Vocal Joystick: Evaluation of Voice-based Cursor Control Techniques for Assistive Technology**. In *Disability and Rehabilitation: Assistive Technology*, 2008, 3(1), pp. 22-34.

Sunny, Consolvo, Beverly Harrison, Ian Smith, Mike Y. Chen, Katherine Everitt, Jon Froehlich, James A. Landay, **Conducting In Situ Evaluations for and with Ubiquitous Computing Technologies**. In *International Journal of Human-Computer Interaction*, 2007, 22(1), p. 107-22.

Yang Li, Jason I. Hong, James A. Landay, **Design Challenges and Principles for Wizard of Oz Testing of Location-Enhanced Applications**. In *IEEE Pervasive Computing*, 6(2), April-June 2007, pp. 70-75.

Scott Lederer, Jason I. Hong, Anind Dey, and James A. Landay, **Personal Privacy through Understanding and Action: Five Pitfalls for Designers**. In *Personal and Ubiquitous Computing*, 8(6): pp. 440-454, November 2004.

Mark W. Newman, James Lin, Jason I. Hong, and James A. Landay, **DENIM: An Informal Web Site Design Tool Inspired by Observations of Practice**. *Human-Computer Interaction*, Volume 18, 2003, pp. 259-324.

Xiaodong Jiang and James A. Landay. **Modeling Privacy Control in Context-aware Systems**. *IEEE Pervasive Computing*, 1(3), July-Sept. 2002, pp. 59-63.

Anoop K. Sinha, Scott R. Klemmer, and James A. Landay. **Embarking on Spoken-Language NL Interface Design**. *The International Journal of Speech Technology*, May 2002, Volume 5, Number 2, pp. 159-169.

Jason I. Hong, Jeffrey Heer, Sarah Waterson, and James A. Landay, **WebQuilt: A Proxy-based Approach to Remote Web Usability Testing**. *ACM Transactions on Information Systems*, 19(3), July 2001, pp. 263-285.

Jason I. Hong and James A. Landay, **An Infrastructure Approach to Context-Aware Computing**. *Human-Computer Interaction*, 16(2-4), 2001.

James A. Landay and Brad A. Myers, **Sketching Interfaces: Toward More Human Interface Design**. *IEEE Computer*, 34(3), March 2001, pp. 56-64.

Jason Hong and James A. Landay. **A Context / Communication Information Agent**. *Personal and Ubiquitous Computing*, Special Issue on Situated Interaction and Context-Aware Computing. 5(1): Springer-Verlag. 2001, pp. 78-81.

Oviatt, S.L., Cohen, P.R., Wu, L., Vergo, J., Duncan, L., Suhm, B., Bers, J., Holzman, T., Winograd, T., Landay, J., Larson, J. & Ferro, D. **Designing the user interface for multimodal speech and gesture applications: State-of-the-art systems and research directions**. *Human Computer Interaction*, 2000, 15(4), 263-322 (reprinted in *Human-Computer Interaction in the New Millennium*, ed. by J. Carroll, Reading, MA: Addison-Wesley, 2002, pp. 419-452).

James A. Landay and Richard C. Davis, **Making Sharing Pervasive: Ubiquitous Computing for Shared Note Taking**. *IBM Systems Journal*, 38(4), October 1999, pp. 531-550.

invited journal
articles

Sunny Consolvo, James A. Landay, and David McDonald, **Designing for Behavior Change in Everyday Life**. In *Computer*, vol. 42 (no. 6), IEEE, May 2009, pp. 86-89.

Yang Li and James A. Landay. **Into the Wild: Low-Cost Ubicomp Prototype Testing**. In *Computer*, vol. 41 (no. 6), IEEE, June 2008, pp. 102-105.

James A. Landay and Gaetano Borriello. **Design Patterns for Ubiquitous Computing**. In *Computer*, vol. 36 (no. 8), IEEE, August 2003, pp. 93-95.

Marti A. Hearst, Mark D. Gross, James A. Landay, and Thomas F. Stahovich. **Sketching Intelligent Systems**. In *IEEE Intelligent Systems*, vol.13, (no. 3), IEEE, May-June 1998. pp.10-19.

James A. Landay. **Tool Review: Serius, A Visual Programming Environment**. *Journal of Visual Languages and Computing*, 2(3), September 1991, pp. 297-303.

top tier
conference papers

Michael Toomim, Travis Kriplean, Claus Pörtlner, and James A. Landay. **Utility of Human-Computer Interactions: Toward a Science of Preference Measurement**. To appear in Proceedings of *CHI '11: Conference on Human Factors in Computing Systems*, Vancouver, Canada, May 2011.

Darren Edge, Elly Searle, Kevin Chiu, Jing Zhao, and James A. Landay. **MicroMandarin: Mobile Language Learning in Context**. To appear in Proceedings of *CHI '11: Conference on Human Factors in Computing Systems*, Vancouver, Canada, May 2011.

Jon E. Froehlich, Leah Findlater, and James A. Landay. **The Design of Eco-Feedback Technology**. In Proceedings of *CHI '10: Conference on Human Factors in Computing Systems*, Atlanta, GA, April 2010. **Best Paper Winner**.

Kayur Patel, Naomi Bancroft, Steven M. Drucker, James Fogarty, Andrew J. Ko, and James A. Landay. **Gestalt: Integrated Support for Implementation and Analysis in Machine Learning Processes**. In *Proceedings of UIST '10: ACM Symposium on User Interface Software and Technology*, New York, NY, November 2010.

Predrag Klasnja, Sunny Consolvo, David W. McDonald, James A. Landay and Wanda Pratt. **Using Mobile & Personal Sensing Technologies to Support Health Behavior Change in Everyday Life: Lessons Learned**. In *Proceedings of the Annual Conference of the American Medical Informatics Association*, November 2009.

T. Scott Saponas, Desney S. Tan, Dan Morris, Ravin Balakrishnan, Jim Turner, and James A. Landay. **Enabling Always-Available Input with Muscle-Computer Interfaces**. In *Proceedings of UIST '09: ACM Symposium on User Interface Software and Technology*, Victoria, British Columbia, Canada, November 2009, pp. 167-176 [19% acceptance rate].

Jon Froehlich, Sunny Consolvo, Tawanna Dillahunt, Beverly Harrison, Pedja Klasnja, Jennifer Mankoff, and James A. Landay, **UbiGreen: Investigating a Mobile Tool for Tracking and Supporting Green Transportation Habits**. In *Proceedings of CHI 2009: ACM Conference on Human Factors in Computing Systems*, Boston, MA, April 2009. [24% acceptance rate].

Michael Toomim, Steven M. Drucker, Mira Dontcheva, Ali Rahimi, Blake Thomson, and James A. Landay, **Attaching UI Enhancements to Websites with End Users**. In *Proceeding of the 27th Annual SIGCHI Conference on Human Factors in Computing Systems*, Boston, Massachusetts, April 4-9, 2009. [24% acceptance rate].

Sunny Consolvo, David W. McDonald, and James A. Landay, **Theory-Driven Design Strategies for Technologies that Support Behavior Change in Everyday Life**, In *Proceeding of CHI 2009: ACM Conference on Human Factors in Computing Systems*, Boston, Massachusetts, April 4-9, 2009. [24% acceptance rate].

Susumu Harada, Jacob O. Wobbrock, Jon Malkin, Jeff Bilmes, and James A. Landay. **Longitudinal study of people learning to use continuous voice-based cursor control**. In *Proceeding of CHI 2009: ACM Conference on Human Factors in Computing Systems*, Boston, Massachusetts, April 4-9, 2009. [24% acceptance rate].

Sunny Consolvo, Predrag Klasnja, David W. McDonald, Daniel Avrahami, Jon E. Froehlich, Louis LeGrand, Ryan Libby, Keith Mosher and James A. Landay. **Flowers or a Robot Army? Encouraging Awareness & Activity with Personal, Mobile Displays**. In the *Proceedings of UbiComp 2008*, September 2008, Seoul, South Korea. [19% acceptance rate].

Richard C. Davis, Brien Colwell, and James A. Landay. **K-Sketch: A ‘Kinetic’ Sketch Pad for Novice Animators**. In *Proceedings of CHI 2008: ACM Conference on Human Factors in Computing Systems*, Florence, Italy, April 2008, pp. 413-422. [22% acceptance rate].

Yang Li and James A. Landay. **Activity-Based Prototyping of UbiComp Applications for Long-Lived, Everyday Human Activities**. In *Proceedings of CHI 2008: ACM Conference on Human Factors in Computing Systems*, Florence, Italy, April 2008, pp. 1303-1312. **best paper nomination** [22% acceptance rate].

Kayur Patel, James Fogarty, James A. Landay, and Beverly Harrison, **Investigating Statistical Machine Learning as a Tool for Software Development**. In *Proceedings of CHI 2008: ACM Conference on Human Factors in Computing Systems*, Florence, Italy, April 2008, pp. 667-676 [22% acceptance rate].

Consolvo, S., McDonald, D.W., Toscos, T., Chen, M.Y., Froehlich, J., Harrison, B., Klasnja, P., LaMarca, A., LeGrand, L., Libby, R., Smith, I., and Landay, J.A., **Activity Sensing in the Wild: A Field Trial of UbiFit Garden**, In *Proceedings of CHI 2008: ACM Conference on Human Factors in Computing Systems*, Florence, Italy, April 2008, pp. 1797-1806 [22% acceptance rate].

James Lin and James A. Landay, **Employing Patterns and Layers for Early-Stage Design and Prototyping of Cross-Device User Interfaces**. In *Proceedings of CHI 2008: ACM Conference on Human Factors in Computing Systems*, Florence, Italy, April 2008, pp. 1313-1322 [22% acceptance rate].

Richard C. Davis, T. Scott Saponas, Michael Shilman, and James A. Landay, **SketchWizard: Wizard of Oz Prototyping of Pen-based User Interfaces**. In *Proceedings of UIST 2007: ACM Symposium on User Interface Software and Technology*, Newport, RI, October 2007, pp. 119-128 [17% acceptance rate].

Susumu Harada, Jacob O. Wobbrock, and James A. Landay, **VoiceDraw: A Hands-Free Voice-Driven Drawing Application for People with Motor Impairments**. In *Proceedings of ASSETS 2007: 9th International ACM SIGACCESS Conference on Computers and Accessibility*, Tempe, AZ, pp. 27-34, October 2007 [31% acceptance rate].

Jon Froehlich, Mike Y. Chen, Sunny Consolvo, Beverly Harrison, and James A. Landay, **My Experience: A System for In Situ Tracing and Capturing of User Feedback on Mobile Phones**, In the *Proceedings of the 5th International Conference on Mobile Systems, Applications, and Services (MobiSys 2007)*. 2007: San Juan, Puerto Rico [21% acceptance rate].

Susumu Harada, James A. Landay, Jonathan Malkin, Xiao Li, and Jeff A. Bilmes. **The Vocal Joystick: Evaluation of Voice-based Cursor Control Techniques.** In Proceedings of ASSETS 2006: 8th International ACM SIGACCESS Conference on Computers and Accessibility, Portland, OR, pp. 197-204, October 2006 [36% acceptance rate].

X. Li, J. Malkin, S. Harada, J. Bilmes, R. Wright and J. Landay. **An Online Adaptive Filtering Algorithm for the Vocal Joystick.** In Proceedings of Interspeech '06. Pittsburgh, PA, September 2006.

T. Scott Saponas, Madhu Prabaker, Gregory D. Abowd, and James A. Landay. **The Impact of Pre-Patterns on the Design of Digital Home Applications.** In Proceedings of DIS 2006: ACM Conference on Designing Interactive Systems, University Park, PA, pp. 189-198 [25% acceptance rate].

Steven Dow, Scott Saponas, Yang Li and James A. Landay, **External Representations in Ubiquitous Computing Design and the Implications for Authoring Tools,** In Proceedings of DIS 2006: ACM Conference on Designing Interactive Systems, University Park, PA, pp. 241-250 [25% acceptance rate].

J. Bilmes, J. Malkin, X. Li, S. Harada, K. Kilanski, K. Kirchhoff, R. Wright, A. Subramanya, J. Landay, P. Dowden, and H. Chizeck. **The Vocal Joystick,** IEEE Intl. Conf. on Audio, Speech and Signal Processing. Toulouse, France, May 2006.

Sunny Consolvo, Katherine Everitt, Ian Smith, James A. Landay, **Design Requirements for Technologies to Encourage Physical Activity.** In Proceedings of CHI 2006: ACM Conference on Human Factors in Computing Systems, Montreal, Canada, 2006, pp. 457-466 [23% acceptance rate].

Jeff A. Bilmes, Xiao Li, Jonathan Malkin, Kelley Kilanski, Richard Wright, Katrin Kirchhoff, Amarnag Subramanya, Susumu Harada, James A. Landay, Patricia Dowden and Howard Chizeck, **The Vocal Joystick: A Voice-Based Human-Computer Interface for Individuals with Motor Impairments,** In Proceedings of Human Language Technology Conf. and Conf. on Empirical Methods in Natural Language Processing, Vancouver, Canada, Oct, 2005.

Yang Li and James A. Landay, **Informal Prototyping of Continuous Graphical Interactions.** In Proceedings of UIST 2005: ACM Symposium on User Interface Software and Technology, Seattle WA, 2005, pp. 221-230 [19% acceptance rate].

Yang Li, Ken Hinckley, Zhiwei Guan, and James A. Landay, **Experimental Analysis of Mode Switching Techniques in Pen-based User Interfaces.** In Proceedings of CHI 2005: ACM Conference on Human Factors in Computing Systems, Portland OR, 2005, pp. 461-470 [25% acceptance rate].

Jeffrey Heer, Stuart K. Card, and James A. Landay, **prefuse: a toolkit for interactive information visualization.** In Proceedings of CHI 2005: ACM Conference on Human Factors in Computing Systems, Portland OR, 2005 [25% acceptance rate].

Yang Li, Jason I. Hong, and James A. Landay, **Topiary: A Tool for Prototyping Location-Enhanced Applications**. In Proceedings of UIST 2004: ACM Symposium on User Interface Software and Technology, *CHI Letters*, 6(2), pp. 217-226 [21% acceptance rate].

Chung, E.S., J.I. Hong, J. Lin, M.K. Prabaker, J.A. Landay, and A. Liu. **Development and Evaluation of Emerging Design Patterns for Ubiquitous Computing**. In Proceedings of the ACM Conference on Designing Interactive Systems (DIS2004), pp. 233-242, 2004 [19% acceptance rate]

Hong, J.I., J. Ng, S. Lederer, and J.A. Landay. **Privacy Risk Models for Designing Privacy-Sensitive Ubiquitous Computing Systems**. In Proceedings of the ACM Conference on Designing Interactive Systems (DIS2004), pp. 91-100, 2004. [19% acceptance rate]

Jason I. Hong and James A. Landay, **An Architecture for Privacy-Sensitive Ubiquitous Computing**. In Proceedings of the Second International Conference on Mobile Systems, Applications, and Services (Mobisys 2004). Boston, MA, pp. 177-189, 2004 [14% acceptance rate].

Scott R. Klemmer, Jack Li, James Lin, and James A. Landay, **Papier-Mâché: Toolkit Support for Tangible Input**. In the Proceedings of CHI 2004, ACM Conference on Human Factors in Computing Systems, *CHI Letters*, 6(1): pp. 399-406 [16% acceptance rate].

Xiaodong Jiang, Jason I. Hong, Leila A. Takayama, and James A. Landay, **Ubiquitous Computing for Firefighters: Field Studies and Prototypes of Large Displays for Incident Command**. In the Proceedings of CHI 2004, ACM Conference on Human Factors in Computing Systems, *CHI Letters*, 6(1): p. 679-686 [16% acceptance rate].

Xiaodong Jiang, Nicholas Y. Chen, Jason I. Hong, Kevin Wang, Leila A. Takayama, and James A. Landay. **Siren: Context-aware Computing for Firefighting**. In the Proceedings of Second International Conference on Pervasive Computing (Pervasive 2004), Vienna, Austria, pp. 87-105 [13% acceptance rate].

Scott R. Klemmer, Jamey Graham, Gregory J. Wolff, James A. Landay, **Books with Voices: Paper Transcripts as a Tangible Interface to Oral Histories**. In the Proceedings of CHI 2003, ACM Conference on Human Factors in Computing Systems, *CHI Letters*, 5(1), pp. 89-96 [16% acceptance rate].

F. Wai-ling Ho-Ching, Jennifer Mankoff, and James A. Landay, **From Data to Display: the Design and Evaluation of a Peripheral Sound Display for the Deaf**. In the Proceedings of CHI 2003, ACM Conference on Human Factors in Computing Systems, *CHI Letters*, 5(1), pp. 161-168 [16% acceptance rate].

Katherine M. Everitt, Scott R. Klemmer, Robert Lee, James A. Landay. **Two Worlds Apart: Bridging the Gap Between Physical and Virtual Media for Distributed Design Collaboration.** In the Proceedings of CHI 2003, ACM Conference on Human Factors in Computing Systems, *CHI Letters*, 5(1), pp. 553-560 [16% acceptance rate].

Miriam Walker, Leila Takayama, James A. Landay, **High-fidelity or low-fidelity, paper or computer medium?.** In the Proceedings of the Human Factors and Ergonomics Society 46th Annual Meeting, Baltimore, October 2002, pp. 661-665.

Xiaodong Jiang, Jason Hong, James A. Landay, **Approximate Information Flows: Socially-based Modeling of Privacy in Ubiquitous Computing.** In Proceedings of UBICOMP 2002: The 4th International Conference on Ubiquitous Computing, Göteborg, Sweden, September 2002, pp. 176-193 [15% acceptance rate].

Hesham M. Kamel and James A. Landay, **Sketching Images Eyes-free: A Grid-based Dynamic Drawing Tool for The Blind.** In ASSETS 2002: *Proceedings of the Fifth International ACM SIGCAPH Conference on Assistive Technologies*, Edinburgh, Scotland, July 2002 [40% acceptance rate].

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Keynote, ACM ICMI-MLMI 2010 Conference, Beijing, China
- November 2010 **Environmental Sustainability through Activity-based Computing**
Interactive Design International Symposium, Central Academy of Fine Arts, Beijing, China
- October 2010 **Natural UIs for Activity-Based UbiComp**
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- June 2010 **Embedded Computing to Support Activities in our Everyday Lives**
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- May 2008 **Digital Simplicity through Activity-based Computing**
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CHI '95, Denver, CO
- October 1993 **User Interface Issues in Mobile Computing**
IEEE Computer Society 4th Workshop on Workstation Operating Systems, Napa, CA
- April 1993 **Extending an Existing User Interface Toolkit to Support Gesture Recognition**
ACM INTERCHI, Amsterdam, The Netherlands
- September 1992 **Inferring Graphical Constraints with Rokit**
British Computer Society HCI '92, York, UK

INVITED TALKS

- December 2010 **Activity-Based Ubiquitous Computing: A New Research Basis for the Future of Human-Computer Interaction**
A*STAR I²R, Singapore
- December 2010 **Activity-Based Ubiquitous Computing: A New Research Basis for the Future of Human-Computer Interaction**
Computer Science Department, National University Singapore, Singapore
- October 2010 **Activity-Based Ubiquitous Computing: A New Research Basis for the Future of Human-Computer Interaction**
Computer Science Department, Seoul National University, Seoul, South Korea
- October 2010 **Activity-Based Ubiquitous Computing: A New Research Basis for the Future of Human-Computer Interaction**
Computer Science Department, Yongsei University, Seoul, South Korea
- June 2010 **Design Tools for Activity-based Ubiquitous Computing**
Design Department, Tsinghua University, Beijing, China
- May 2010 **Tools for Activity-based UbiComp**
Computer Science Department, National Taiwan University, Taipei, Taiwan
- April 2010 **Design Tools for Activity-based Ubiquitous Computing**
Computer Science Department, University of Tokyo, Tokyo, Japan
- January 2010 **Design Tools for Activity-based Ubiquitous Computing**
Nokia UX Design Tooling Workshop, Long Xi Spa, Beijing, China
- October 2009 **Activity-Based UbiComp: A New Research Basis for the Future of Human-Computer Interaction**
Nokia Research China Research Center, Beijing, China
- October 2009 **Activity-Based UbiComp: A New Research Basis for the Future of Human-Computer Interaction**
Chinese University of Hong Kong, Hong Kong, China
- September 2009 **A Human-Centric Path to Innovation**
Microsoft Research Asia 2010 Kick-Off, Changde, China
- July 2009 **Activity-Based UbiComp: A New Research Basis for the Future of Human-Computer Interaction**
Google Research, Mountain View, CA
- June 2009 **Activity-Based Computing: A New Research Basis for the Future of Human-Computer Interaction**
T-Mobile Creation Center, Seattle, WA

- May 2009 **Activity-Based Computing: A New Research Basis for the Future of Human-Computer Interaction**
Tsinghua University, Beijing, China
- May 2009 **Activity-Based Computing: A New Research Basis for the Future of Human-Computer Interaction**
Microsoft Research Asia, Beijing, China
- April 2009 **Activity-Based Computing: A New Research Basis for the Future of Human-Computer Interaction**
WTIA Technology in Focus Series, Seattle, WA
- February 2008 **Digital Simplicity through Activity-based Computing**
Georgia Institute of Technology, Atlanta, GA
- July 2007 **Digital Simplicity through Activity-based Computing**
Yahoo Research, Santa Clara, CA
- February 2007 **Digital Simplicity through Activity-based Computing**
Microsoft Research, Redmond, WA
- January 2007 **Digital Simplicity through Activity-based Computing**
Distinguished Lecture, School of Informatics, Indiana University, Bloomington, IN
- April 2006 **Digital Simplicity through Activity-based Computing**
HCII 15th Anniversary, HCI Institute, Carnegie Mellon University, Pittsburgh, PA
- January 2006 **Digital Simplicity through Activity-based Computing**
Puget Sound SIGCHI, Seattle, WA
- October 2005 **Digital Simplicity through Activity-based Computing**
Things That Think Consortium Meeting, MIT Media Lab, Cambridge, MA
- November 2004 **Digital Simplicity and Proactive Computing Research at Intel Research Seattle: The Who, Where, What, & How**
Computer Science Department, Stanford University, Stanford, CA
- February 2004 **Ubiquitous Computing Research at Intel Research Seattle: The Where, What, & How**
GVU Center, College of Computing, Georgia Institute of Technology, Atlanta, GA
- January 2004 **Using Design Patterns to Create Cross-Platform Web Sites**
Distinguished Lecture, Institute for Software Research, UC Irvine, Irvine, CA
- May 2003 **Rapid Iterative Design**
Dept. of Computer Science & Engineering, University of Washington, Seattle, WA
- April 2003 **Rapid Iterative Design**
Human-Computer Interaction Institute, Carnegie Mellon University, Pittsburgh, PA

- February 2003 **Using Design Patterns to Create Customer-Centered Web Sites**
Silicon Valley WebGuild, San Jose, CA
- February 2003 **Methods and Tools for Rapid Iterative Design**
Microsoft Research, Redmond, WA
- February 2003 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Distinguished Lecture, Computer Science Department, University of Toronto,
Toronto, Canada
- January 2003 **Using Design Patterns to Create Cross-Device Web Sites**
Intel Research Seattle, Seattle, WA
- December 2002 **Using Design Patterns to Create Cross-Device Web Sites**
Graphics, Vision, Usability Center, Georgia Institute of Technology, Atlanta, GA
- November 2002 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Computer Science Department, Sonoma State University, Santa Rosa, CA
- October 2002 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
CS Distinguished Invited Speakers, Computer Science Department, University of
British Columbia, Vancouver, Canada
- October 2002 **Using Design Patterns to Create Customer-Centered Web Sites**
Association of Computing Machinery BayCHI SIG, Palo Alto, CA
- September 2002 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
IBM TJ Watson Research Center, White Plains, NY
- August 2002 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
DoCoMo USA Laboratories, San Jose, CA
- April 2002 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Wireless Seminar, American Center for Design, Berkeley, CA
- March 2002 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
IBM Almaden Research Center, San Jose, CA
- February 2002 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Dept. of Computer Science & Engineering, University of Washington, Seattle, WA
- January 2002 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Computer Science Department, University of Colorado, Boulder, CO
- August 2001 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
GVU Center, Georgia Institute of Technology, Atlanta, GA
- August 2001 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Human-Computer Interaction Institute, Carnegie Mellon University, Pittsburgh, PA

- August 2001 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Human-Computer Interaction Lab, University of Maryland, College Park, MD
- July 2001 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Xerox Palo Alto Research Center, Palo Alto, CA
- July 2001 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Google Corporation, Mountain View, CA
- June 2001 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Association of Computing Machinery BayCHI East SIG, Berkeley, CA
- May 2001 **Informal Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Computer Science Department, Stanford University, Stanford, CA
- May 2001 **Pervasive Interaction: Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Microsoft Research China, Beijing, China
- May 2001 **Pervasive Interaction: Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Chinese Academy of Sciences, Beijing China
- May 2001 **Pervasive Interaction: Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Computer Science Department, Tsinghua University, Beijing China
- May 2001 **Pervasive Interaction: Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Computer Science Department, Beijing University, Beijing China
- March 2001 **Undergraduate HCI projects at UC Berkeley**
Association of Computing Machinery BayCHI SIG, Palo Alto, CA
- August 2000 **DENIM: Finding a Tighter Fit Between Tools and Practice for Web Site Design
& The NetRaker Suite of Web Site Usability and Market Research Tools**
Busse Design Digital Roundtable Dinner Lecture Series, Emeryville, CA
- July 2000 **Pervasive Interaction: Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
Intel Research, Portland, OR
- July 2000 **Pervasive Interaction: Tools for Designing Anywhere, Anytime, Anydevice User Interfaces**
8th Annual New Paradigms for Using Computers Workshop, IBM Almaden Research
Center, San Jose, CA
- July 2000 **Electronic Problem-based Learning: The Berkeley Nomadic Computing Experiment**
Microsoft Research Faculty Summit 2000, Redmond, WA
- June 2000 **DENIM: Finding a Tighter Fit Between Tools and Practice for Web Site Design
& The NetRaker Suite of Web Site Usability and Market Research Tools**
The Silicon Valley WebGuild, San Jose, CA

- May 2000 **DENIM: Finding a Tighter Fit Between Tools and Practice for Web Site Design & The NetRaker Suite of Web Site Usability and Market Research Tools**
Razorfish, San Francisco, CA
- May 2000 **Informal User Interfaces for Design & Communication**
FX Palo Alto Labs, Palo Alto, CA
- April 2000 **Informal User Interfaces for Design & Communication**
Computer Science Department, UCSD, San Diego, CA
- February 2000 **Undergraduate HCI projects at UC Berkeley**
Association of Computing Machinery BayCHI SIG, Palo Alto, CA
- October 1999 **Informal User Interfaces for Design and Communication**
School of Computer Science, Carnegie Mellon University, Pittsburgh, PA
- September 1999 **Informal User Interfaces for Design and Communication**
Association of Computing Machinery BayCHI SIG, Palo Alto, CA
- July 1999 **Invisible Computing Activities**
University of Washington/Microsoft Research Summer Institute on Technologies of Invisible Computing, Seattle, WA
- March 1999 **The Post-PC Era**
Online Journalism: From the Medium to the Message: 2nd Annual New Media Conference, Graduate School of Journalism, UC Berkeley, Berkeley, CA
- February 1999 **Informal User Interfaces for Shared Note Taking**
Computer Science Department, Stanford University, Stanford, CA
- November 1998 **Using Informal Interfaces to Support Human-Human Communication**
Microsoft Research, Redmond, WA
- October 1998 **Using Informal Interfaces to Support Human-Human Communication**
Computer Science Department, UC Davis, Davis, CA
- July 1998 **Using Informal Interfaces to Support Human-Human Communication**
Computer Science Department, University of Maryland, College Park, MD
- May 1998 **Using Informal Interfaces to Support Human-Human Communication**
Phillips Multimedia Center, Palo Alto, CA
- March 1998 **Using Informal Interfaces to Support Human-Human Communication**
DEC Western Research Lab, Palo Alto, CA
- September 1997 **NotePals: Notes for the Group, by the Group**
Carnegie Mellon University, Pittsburgh, PA

- May 1996 **Interactive Sketching for the Early Stages of User Interface Design**
IBM TJ Watson Research Center, Yorktown Heights, NY
- May 1996 **Interactive Sketching for the Early Stages of User Interface Design**
Sun Labs East, Chelmsford, MA
- May 1996 **Interactive Sketching for the Early Stages of User Interface Design**
FX Palo Alto Laboratory, Palo Alto, CA
- May 1996 **Interactive Sketching for the Early Stages of User Interface Design**
Sun Labs West, Mountain View, CA
- May 1996 **Interactive Sketching for the Early Stages of User Interface Design**
Xerox Palo Alto Research Center, Palo Alto, CA
- April 1996 **Interactive Sketching for the Early Stages of User Interface Design**
Lotus Development Corp., Cambridge, MA
- April 1996 **Interactive Sketching for the Early Stages of User Interface Design**
University of California, Berkeley, CA
- April 1996 **Interactive Sketching for the Early Stages of User Interface Design**
DEC Systems Research Center, Palo Alto, CA
- April 1996 **Interactive Sketching for the Early Stages of User Interface Design**
IBM Almaden Research Center, Palo Alto, CA
- April 1996 **Interactive Sketching for the Early Stages of User Interface Design**
NEC C&C Research Laboratories, San Jose, CA
- April 1996 **Interactive Sketching for the Early Stages of User Interface Design**
National Semiconductor Research Lab, Santa Clara, CA
- March 1996 **Interactive Sketching for the Early Stages of User Interface Design**
IBM TJ Watson Research Center, Hawthorne, NY
- February 1996 **Interactive Sketching for the Early Stages of User Interface Design**
Northwestern University, Chicago, IL
- July 1995 **Interactive Sketching for the Early Stages of User Interface Design**
Xerox Palo Alto Research Center, Palo Alto, CA
- July 1995 **Interactive Sketching for the Early Stages of User Interface Design**
DEC Systems Research Center, Palo Alto, CA
- July 1995 **Interactive Sketching for the Early Stages of User Interface Design**
Apple Computer Advanced Technology Group, Cupertino, CA
- May 1995 **Interactive Sketching for the Early Stages of User Interface Design**
US West Advanced Research Laboratory, Boulder, CO

May 1995 **Interactive Sketching for the Early Stages of User Interface Design**
University of Colorado, Boulder, CO

October 1993 **User Interface Issues in Mobile Computing**
DEC Systems Research Center, Palo Alto, CA

GOVERNMENT & UNIVERSITY RESEARCH GRANTS

- 2009 **National Science Foundation**, \$160,879, 08/15/09-07/31/12
Collaborative Research: Mobilizing Information Technology Systems to Motivate Reduced Energy Consumption and Greenhouse Gas Emissions, collaboration with Professors Jennifer Mankoff and H. Scott Matthews at Carnegie Mellon University.
- 2009 **National Science Foundation**, \$497,438, 08/01/09-07/30/12
TC:SMALL: Informing Users of their Privacy in Practice, co-PI with Professor David Wetherall
- 2008 **University of Washington Royalty Research Fund (RRF)**, \$38,000
Beyond speech recognition: Harnessing Power of Voice for Effective Control of Computer Interfaces, co-PI with Prof. Jacob O. Wobbrock
- 2008 **University of Washington Technology Gap Innovation Fund (TGIF)**, \$49,922
A Semi-Private Internet via Shared Knowledge Tests, co-PI with Prof. James Fogarty
- 2008 **NISH**, \$5,000
Award for VoiceDraw project with Susumu Harada and Jacob Wobbrock
- 2007 **National Science Foundation IIS-0742877**, \$142,281
SGER: End-user Sketching of Games and Simulations
- 2003 **National Science Foundation**, \$1,240,000, 10/01/03-09/30/08
ITR: The Vocal Joystick: Voice-based Assistive Technology for Individuals with Motor Impairments, co-PI with Professor Jeff Bilmes
- 2002 **National Science Foundation**, \$2,300,000, 09/15/02-08/31/08
ITR: Human-Centered Design of Context Aware Computing: Scalability, Usability, Privacy,
- 2002 **UC MICRO Program**, \$45,000
Design and Simulation Tools for Context-Aware Computing
- 2000 **National Science Foundation**, \$499,269
Action Agenda: Electronic Problem Based Long Life Learning for the Campus of the Future, co-PI with Professor Anthony Joseph
- 2000 **National Science Foundation**, \$270,000
The Designers' Outpost: A Task-centered Tangible Interface for Web Site Info. Design
- 2000 **UC MICRO Program**, \$29,531
Multimodal Tools for Creating Informal Presentations and Specifying Animations
- 1999 **National Science Foundation CAREER Award**, \$300,000
Informal Tools for Multimodal User Interface Design
- 1999 **UC Berkeley Hellman Family Faculty Fund Award**, \$25,000
Computer-aided Drawing for the Visually Impaired
- 1999 **Center for Innovative Learning Technologies (CILT) Seed Grant**, \$14,950
Palms Together: Collaborative use of Multiple Baby-faced Displays
- 1998 **UC MICRO Program**, \$16,603
Informal Web page Design
- 1998 **UC Berkeley Junior Faculty Research Grant**, \$7,500
Informal User Interfaces for Classroom Teaching

INDUSTRIAL GIFTS

- 2009 **Google**, Measuring Utility of Human-Computer Interactions. \$50,000
- 2009 **Nokia Research**, Context-Aware Mobile Phones. \$5,000
- 2009 **Google**, Context-Aware Mobile Phones: Design, Prototyping, & Evaluation. \$50,000
- 2008 **Nokia Research**, Context Aware Mobile Phones. \$35,000
- 2008 **Microsoft Research**, Unrestricted. \$15,000
- 2008 **Microsoft Research**, Student travel to CHI 2008. \$6,000
- 2007 **Yahoo**, Context-Aware Mobile Phones: Design, Prototyping, & Evaluation. \$25,000
- 2007 **Microsoft Research**, Unrestricted. \$15,000
- 2002 **Xerox PARC**, Unrestricted. \$15,000
- 2001 **Hewlett-Packard**, Unrestricted. \$50,000
- 2001 **Xerox PARC**, Unrestricted. \$15,000
- 2000 **Fuji Xerox Palo Alto Laboratories**, Unrestricted. \$25,000
- 2000 **Qualcomm**, Adding History & Collaboration Support to DENIM. \$50,000
- 2000 **CubicScience**, Unrestricted. \$50,000
- 2000 **Xerox PARC**. Unrestricted, \$15,000
- 2000 **IBM**. Unrestricted, \$40,000
- 2000 **MyTurn.com**. Unrestricted, \$20,000
- 2000 **SRI**, Informal Tools for Multimodal User Interface Design. \$35,000
- 1999 **Intel**, Infrastructure Grant for innovative use of laptops in the classroom. \$200,000
- 1999 **Fuji Xerox Palo Alto Laboratories**, Unrestricted. \$15,000
- 1998 **NEC**, Informal Web Page Design. \$30,000
- 1998 **Fuji Xerox Palo Alto Laboratories**, Unrestricted. \$15,000
- 1997 **Fuji Xerox Palo Alto Laboratories**, Unrestricted. \$15,000

PROFESSIONAL AFFILIATIONS & ACTIVITIES

EDITORIAL BOARDS

- 2007-PRESENT *Communications of the ACM*, Member of Editorial Board & Web Board Co-Chair
- 2007-2009 *IEEE Pervasive Computing*, Associate Editor in Chief
- 2004-2010 *IEEE Pervasive Computing*, Editorial Board Member

CONFERENCE

COMMITTEES

- Fall 2004 AAAI Fall Symposium Series, PC Co-Chair for Making Pen-based Interaction Intelligent & Natural
- Spring 2002 AAAI Spring Symposium Series, PC Co-Chair for Sketch Understanding
- 2006 Intel Research Symposium General Co-Chair
- 2011 Ubicomp 2011 General Co-Chair
- 2004 UIST, Papers Program Chair
- 2000 UIST, Surveys Chair
- 1995 UIST, Student Volunteers Chair

PROGRAM

COMMITTEES

- 2008-09,2004 CHI, Papers
- 2001-2002
 - 1999 CHI, Late Breaking Results
 - 2000 CSCW, Papers
- 2009, 2011 Engineering Interactive Computing Systems (EICS), Papers
- 1998 Handheld CSCW Workshop, Papers
- 2008,2003 ICMI: International Conference on Multimodal Interfaces, Papers
- 2007-08 IUI: International Conference on Intelligent User Interfaces, Papers
- 2007-08,2003, UIST, Papers
- 1998-1999
 - 1997 UIST, Demos

REFEREE

- 1998-PRESENT *ACM Transactions on Computer-Human Interaction*
- 2002 *ACM SIGMOBILE Mobile Computing and Communications Review*
- 2007,2003, CHI: Human Factors in Computing Systems
- 1995-2000
 - 2000 *Computers & Graphics*
 - 2008 CSCW
- 2008,2006 Eurographics Workshop on Sketch-Based Interfaces and Modeling
- 2006,2000 *IEEE Computer Graphics and Applications*
- 2007,2004 IEEE International Symposium on Wearable Computers
- 2003 Graphics Interface
- 2000 *Human-Computer Interaction*
- 2004,2003,2001 SIGGRAPH
 - 2003 SIGGRAPH Symposium on Interactive 3D Graphics
- 2009, 2006 UIST: ACM Symposium on User Interface Software and Technology
- 2000-2002,1997

OTHER ACTIVITIES

- 2010-2012 NSF CISE Advisory Committee
- 2007, 1999 NSF HCI/HCC Program Panel Reviewer
- 2009 CRA/CCC Computing Innovation Fellows Selection Committee
- Organizer of CMU CHI Klatch seminar series
- Member of Association for Computing Machinery (ACM)
- Member of Special Interest Group on Computer-Human Interaction (SIGCHI)
- Member of Special Interest Group on Graphics (SIGGRAPH)
- Member of IEEE
- 1993-1994 CMU Student Senator
- Pittsburgh Cares (a public service organization)
- WRCT 88.3 FM Sportsline Host
- Active Member Award - Society of Women Engineers, Berkeley chapter

ACADEMIC HONORS AND AWARDS

- 2011 ACM SIGCHI Academy
- 2010 CHI 2010 Best Paper Winner (30 papers of over 720 submissions)
- 2009 Kavli Fellow, National Academy of Sciences USA
- 2008 CHI 2008 Best Paper Nominee (30 papers of over 720 submissions)
- 2003 Computer Science Division Information Technology Faculty Award
- 1999 National Science Foundation CAREER Award
- 1995 CHI Doctoral Consortium participant
- 1995 Member of Sigma Xi (The Scientific Research Society)
- 1990 Honorable Mention for National Science Foundation Graduate Fellowship
- Spring 1990 President of Eta Kappa Nu (Electrical Engineering Honor Society)
- 1990 Blue and Gold Phonathon Chair of Tau Beta Pi (Engineering Honor Society)
- Fall 1986- Honor Roll, UC Berkeley
- Spring 1990

CITIZENSHIP

United States citizen