

## **JAMES A. LANDAY**

Anand Rajaraman and Venky Harinarayan Professor in the School of Engineering  
Computer Science Department  
Stanford University, Stanford, CA  
landay@cs.stanford.edu  
@landay

### **RESEARCH INTERESTS**

Human-Computer Interaction (HCI), Ubiquitous Computing, User Interface Design Tools, 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**

- 10/2016-PRESENT  
08/2014-PRESENT **Stanford University**, Computer Science Department, Stanford, CA  
*Anand Rajaraman and Venky Harinarayan Professor in the School of Engineering Professor*  
Teach courses related to user interface design. Perform and advise research in the areas of human-computer interaction and ubiquitous computing.
- 08/2013-07/2014 **Cornell NYC Tech**, Information Science Department, New York, NY  
*Professor*  
Helped to start new university campus. Taught courses related to user interface design. Performed and advised research in the areas of human-computer interaction and ubiquitous computing. Created cross-NYC organization for HCI and Design researchers and practitioners.
- 09/2010-07/2013  
08/2003-08/2010 **University of Washington**, Computer Science & Engineering, Seattle, WA  
*Short-Dooley Professor*  
*Associate Professor*  
Taught courses related to user interface design, development, and evaluation. Performed research in 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 students.
- 08/2009-12/2011 **Microsoft Research**, Beijing, China  
*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.
- 02/2011-06/2011 **Tsinghua University**, Computer Science Department, Beijing, China  
*Visiting Professor*  
Developed and co-taught User Interface Technology course to Masters students.

- 09/2006-01/2010  
08/2003-08/2006
- Intel Corporation**, Intel Labs Seattle, Seattle, WA  
*Strategic Consultant*  
*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.
- 07/2002-07/2003  
01/1997-06/2002
- University of California**, EECS Department, Berkeley, CA  
*Associate Professor*  
*Assistant Professor*  
Taught courses related to user interface design, development, and evaluation. Performed 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**  
01/1997-PRESENT Advise companies on user interface design and software implementation.
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| Baidu USA, Sunnyvale, CA                 | Klipp, Colussy, Jenks, DuBois, Denver, CO |
| Dawnlight, Palo Alto, CA                 | Microsoft Corporation, Redmond, WA        |
| Intel Corporation, Seattle, WA           | Pangea Systems, Oakland, CA               |
| Fuji-Xerox Palo Alto Labs, Palo Alto, CA | Propel Software, Santa Clara, CA          |
| Fish & Richardson, Redwood City, CA      | SkyFlow, Berkeley, CA                     |
| Google, Mountain View, CA                | WilmerHale LLP, Washington, DC            |
| Hewlett Packard Inc., Palo Alto, 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  
01/1988-08/1988
- Software Publishing Corporation**, Mountain View, CA  
*Software Engineering Intern*: Designed and implemented PFS: Professional File 2.0 window manager, facilitating custom application development. Created utility for designer to finalize details of UIs. Implemented Lotus 1-2-3 data import/export.

**TEACHING EXPERIENCE**

**Stanford University**

CS 147 **Introduction to Human-Computer Interaction Design**  
 Undergraduate, project-based introduction to human-computer interaction.  
 Winter 2021 3.8<sup>1</sup>, Head Teaching Assistant: Abdallah AbuHashem  
 Autumn 2019 3.7, Head Teaching Assistant: Parastoo Abtahi  
 Autumn 2018 3.8, Head Teaching Assistant: Yanyan Tong  
 Autumn 2017 3.4, Head Teaching Assistant: Emily Tang  
 Autumn 2016 3.6, Head Teaching Assistant: Sherman Liu  
 Autumn 2015 3.5, Head Teaching Assistant: Jane E  
 Autumn 2014 3.4, Head Teaching Assistant: Nicole Zhu

CS194H **User Interface Software Project**

Advanced human-computer interaction using a mixed lecture/studio method.  
 Winter 2020 4.5, Teaching Assistant: Chloe Thai  
 Winter 2019 4.1, Teaching Assistant: Yanyan Tong  
 Winter 2018 4.4, Teaching Assistant: Yanyan Tong  
 Winter 2017 4.1, Teaching Assistants: John Yang-Sammataro and Emily Tang  
 Winter 2016 4.1, Teaching Assistants: Sherman Leung and Chris Min  
 Winter 2015 4.6, Teaching Assistant: Makiko Fujimoto

CS377E **Designing Solutions to Global Grand Challenges**

Stanford d.school course on using design thinking and information technology for attacking important social challenges.  
 Autumn 2020 4.2, Teaching Assistant: Chloe Thai  
 Spring 2019 3.8, Teaching Assistant: Yanyan Tong  
 Spring 2018 4.3, Teaching Assistant: Trijeet Mukhopadhyay  
 Spring 2017 4.1, Teaching Assistant: Emily Tang  
 Spring 2016 4.0, Teaching Assistant: Sarah Nader  
 Spring 2015 4.4, Teaching Assistant: Makiko Fujimoto

CS335 **Fair, Accountable, and Transparent Deep Learning**

Advanced graduate course on algorithms to create deep learning systems that are more fair, accountable, and open to inspection.  
 Spring 2020 N/A, Co-taught with Dr. Wei Wei, Google Cloud AI, Teaching Assistant: Josh Payne

**University of Washington**

CSE 440 **User Interface Design, Prototyping, & Evaluation I**

Undergraduate, project-based introduction to human-computer interaction.  
 Winter 2013 3.7, Teaching Assistants: Nikki Lee and Kim Brown  
 Fall 2012 4.2, Teaching Assistants: Nikki Lee and Kim Brown  
 Winter 2012 4.4, Teaching Assistants: Mike Toomim, Nikki Lee, and Gary Kuo  
 Autumn 2008 3.9, 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.  
 Spring 2013 4.3, Teaching Assistant: Nikki Lee  
 Spring 2012 4.4, Teaching Assistant: Nikki Lee  
 Winter 2009 4.2, Teaching Assistant: Susumu Harada  
 Winter 2007 3.6, Teaching Assistant: Jon Froehlich

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<sup>1</sup> Teaching ratings reported as my teaching effectiveness rating / departmental average for level of course (where available). Stanford and University of Washington courses are out of 5 points and UC Berkeley courses are out of 7 points.

- CSE490l **Web Interface Design, Prototyping, & Implementation**  
 Undergraduate, project-based introduction to web design.  
 Spring 2008 2.9, Teaching Assistant: Shi-Yen “Sean” Liu
- CSE 599o **Context-aware, Mobile Computing**  
 Winter 2008 3.5, Advanced graduate course.
- CSE 599k **Activity-based Computing**  
 Spring 2007 5.6, Advanced graduate course.
- UC Berkeley**
- CS 169 **Software Engineering**  
 Undergraduate, project-based introduction to software engineering.  
 Spring 2001 5.7/5.5
- BA 293 **Applied Software Management**  
 Graduate course giving MBA students experience managing software teams.  
 Spring 2001 NA
- CS 39l **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
- CS 160 **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
- CS 260 **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
- CS 294-7 **CSCW Using CSCW**  
 Graduate, project-based introduction to CSCW that offered remote attendance.  
 Fall 2001 5.5/NA  
 Fall 1997 5.6/5.7
- UCB SEI HCI **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

**23 doctoral students** (6 active, 17 graduated)

- 2020 **Jane L. E** (co-advised by Prof. Pat Hanrahan), *Artistic Vision: Providing Contextual Guidance for Capture-Time Decisions*, Postdoctoral Researcher, Computer Science & Engineering, University of California, San Diego, La Jolla, CA
- 2020 **Sherry (Shanshan) Ruan**, *Smart Tutoring Through Conversational Interfaces*, Consultant, Pasadena, CA
- 2019 **Kesler Tanner**, *Visual Design Tools in Support of Novice Creativity*, Consultant, Elmira, NY
- 2016 **Lydia Chilton** (co-advised by Prof. Daniel Weld), *Dynamic Crowd Algorithms for Complex Problems*, Assistant Professor, Columbia University, New York, NY
- 2012 **Kayur Patel** (co-advised by Prof. James Fogarty), *Lowering the Barrier to Applying Machine Learning*, Usable ML Hipster at Apple, Seattle, WA
- 2011 **Jon Froehlich** (co-advised by Prof. Shwetak Patel), *Sensing and Feedback of Everyday Activities to Promote Environmental Behaviors*, Associate Professor, University of Washington, Seattle, WA (previously University of Maryland)
- 2010 **T. Scott Saponas**, *Supporting Everyday Activities through Always-Available Mobile Computing*, Researcher, Senior Director, Microsoft—2010 TR35 Winner, Redmond, WA
- 2010 **Susumu Harada**, *Harnessing the Capability of the Human voice for Fluidly Controlling Human Interfaces*, Software Engineer, Apple, Seattle WA
- 2009 **Katherine Everitt**, *Connecting and Using Information with Tabletop Displays*, Program Manager, Microsoft Corp., Redmond, WA
- 2008 **Richard Davis**, *K-Sketch: A Kinetic Sketch Pad for Novice Animators*, Founder and Director of Act8 Design Pte. Ltd. and Development Lead, BigPay, Singapore
- 2007 **Mark Newman**, *End-User Service Composition in Ubiquitous Computing Environments*, Professor at University of Michigan, Ann Arbor, MI
- 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, Mountain View, CA
- 2004 **Jason Hong**, *Infrastructure Support for Privacy-Sensitive Ubiquitous Computing*, Professor at Carnegie Mellon University, Pittsburgh, PA
- 2004 **Scott Klemmer**, *Tangible User Interface Input: Tools and Techniques*, Professor at UCSD, La Jolla, CA (previously Stanford University)
- 2003 **Hesham M. Kamel**, *The Integrated Communication 2 Draw*, Usability Consultant, Berkeley, CA
- 2003 **Anoop Sinha**, *Informally Prototyping Multimodal, Multidevice User Interfaces*, Engineering Manager, Facebook, Menlo Park, CA
- 2001 **Allan Chris Long, Jr.**, *Quill: A Gesture Design Tool for Pen-based User Interfaces*, Principal Scientist at Next Century Corporation, Washington D.C.

**11 master's students** (11 graduated)

- 2018 **Xin Jiang**, *Using Ambient Multiple Chapter Narratives to Motivate Fitness Behavior Change Over Time*, User Researcher at YouTube, San Bruno, CA
- 2014 **Felicia Cordeiro** (co-advised by Prof. James Fogarty), Software Engineer at Google
- 2008 **Michael Toomim**, Independent Software Engineer
- 2004 **Jeff Heer**, *Prefuse: A Software Framework for Interactive Information Visualization*, Professor at the University of Washington, Seattle, WA (previously Stanford)

- 2003 **Katherine Everitt**, *Two Worlds Apart: Bridging the Gap Between Physical and Virtual Media for Distributed Design Collaboration*, Program Manager, Microsoft, Redmond, WA
- 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?*, Contract User Experience Consultant, Auckland, New Zealand
- 2002 **Sarah Waterson**, *WebQuilt: A Visual Analysis Tool for Understanding Web Usability Clickstream Data*, Senior Interaction Designer, Google, Ft. Collins, CO
- 2001 **Jonathan Huang**, *A Collaborative Property-Based Note Management System*, Vice President of Engineering at Veeva Systems, Union City, CA
- 2001 **Francis Li**, *Supporting Collaborative Teams in Engineering Education*, Co-Founder/CTO at AudioPress, Inc., San Francisco, CA
- 2000 **Jack Chen**, *SUEDE: A Wizard of Oz Prototyping Tool for Speech User Interfaces*, Product Counsel at Google, Brooklyn, NY
- 5 postdoctoral researchers**
- 2019-2020 **Jean Costa**, interfaces for health and wellbeing, researcher, Senior Research Scientist at DawnLight, Palo Alto, CA
- 2017-2020 **Elizabeth Murnane**, educational interfaces, interfaces for mental health, Assistant Professor, Dartmouth College, Hanover, NH
- 2016-2018 **Pablo Paredes**, calm commute and interfaces for mental health, Clinical Assistant Professor at Stanford University School of Medicine, Stanford, CA
- 2014-2016 **Jessica Cauchard**, drone.io and ActiVibe, Assistant Professor at Ben Gurion University of the Negev, Israel
- 2003-2008 **Yang Li**, Prototyping of Activity-based Applications, Researcher at Google, Mountain View, CA

**CAMPUS & ACADEMIC SERVICE**

- 2016-2021 Stanford CS department PhD admissions committee chair
- 2020-2021 Stanford Race in STEM Cluster hiring committee co-chair
- 2020-2021 Stanford Brown Institute for New Media faculty council
- 2017-18, 2020-21 Stanford CS department executive committee
- 2018-2021 Stanford d.school director's council
- 2017-2020 Stanford Haas Center for Public Service faculty steering committee
- 2017-2020 Stanford CS department diversity committee
- 2017-2020 Stanford Center on Longevity mobility division faculty leader
- 2015-2016 Stanford CS department diversity committee chair
- 2014-2016 Stanford CS department hiring committee
- 2010-2013 UW HCI+DESIGN Masters planning committee co-chair (see <http://mhcid.uw.edu>)
- 2007-08, 2012-13 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 infrastructure for carrying out large scale experience sampling 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 several 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, over 80 projects use.



**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*, 2<sup>nd</sup> Ed., Upper Saddle River, NJ: Prentice Hall, 2007.

**REFEREED PUBLICATIONS**

journal articles Mark Roman Miller, Fernanda Herrera, Hanseul Jun, James A. Landay, Jeremy N. Bailenson, **Personal identifiability of user tracking data during observation of 360-degree VR video**. *Scientific Reports* **10**, 17404 (2020). DOI: <https://doi.org/10.1038/s41598-020-74486-y>.

Zhuxiaona Wei and James A. Landay, **Evaluating Speech-Based Smart Devices Using New Usability Heuristics**, in *IEEE Pervasive Computing*, vol. 17, no. 2, pp. 84-96, Apr.-Jun. 2018. DOI: <https://doi.org/10.1109/MPRV.2018.022511249>.

Paredes, Pablo Enrique, Nur Al-Huda Hamdan, Dav Clark, Carrie Cai, Wendy Ju, and James A. Landay. 2017. **Evaluating in-Car Movements in the Design of Mindful Commute Interventions: Exploratory Study**. *Journal of Medical Internet Research* 19 (12). DOI: <https://doi.org/10.2196/jmir.6983>.

Sunny Consolvo, Predrag Klasnja, David W. McDonald and James A. Landay. **Designing for Healthy Lifestyles: Design Considerations for Mobile Technologies to Encourage Consumer Health and Wellness**, In *Foundations and Trends® in Human-Computer Interaction*, 6(3-4), 2014, pp. 167-315. DOI: <https://doi.org/10.1561/11000000040>.

Katherine M. Everitt, Peter F. Oven, Shwetak N. Patel, and James A. Landay. **GroupEnergyTable: An Interactive Tabletop for Energy Conservation**. In *IEEE Pervasive Computing*, 11(3), July-September 2012, pp. 46-53.

Jonathan Malkin, Xiao Li, Susumu Harada, James Landay, Jeff Bilmes. **The Vocal Joystick Engine v1.0**. *Computer Speech & Language*, 25(3), July 2011, pp. 535-555.

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. 2008. **The Vocal Joystick: Evaluation of Voice-based Cursor Control Techniques for Assistive Technology**. In *Disability and Rehabilitation: Assistive Technology*, 3(1-2), pp. 22-34. DOI: [10.1080/17483100701352963](https://doi.org/10.1080/17483100701352963).

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: Serious, A Visual Programming Environment**. *Journal of Visual Languages and Computing*, 2(3), September 1991, pp. 297–303.

top tier  
conference papers

Danaë Metaxa, Michelle A. Gan, Su Goh, Jeff Hancock, and James A. Landay. 2021. **An Image of Society: Gender and Racial Representation and Impact in Image Search Results for Occupations**. In *Proceedings of the ACM on Human-Computer Interaction*, 5, (CSCW '21), Article 26 (April 2021), 23 pages. DOI: <https://doi.org/10.1145/3449100>.

Sherry Ruan, Liwei Jiang, Qianyao Xu, Zhiyuan Liu, Glenn M Davis, Emma Brunskill, and James A. Landay. 2021. **EnglishBot: An AI-Powered Conversational System for Second Language Learning**. In the *Proceedings of the 26th International Conference on Intelligent User Interfaces* (IUI '21). Association for Computing Machinery, New York, NY, USA, 434–444. DOI: <https://doi.org/10.1145/3397481.3450648>.

Sherry Ruan, Wei Wei, James Landay. 2021. **Variational Deep Knowledge Tracing for Language Learning**. To appear in the *Proceedings of the 11<sup>th</sup> International Learning Analytics and Knowledge Conference* (LAK '21). Association for Computing Machinery, New York, NY, USA, 323–332. DOI: <https://doi.org/10.1145/3448139.3448170>.

Griffin Dietz, Jimmy K Le, Nadin Tamer, Jenny Han, Hyowon Gweon, Elizabeth L Murnane, James A Landay. 2021. **StoryCoder: Teaching Computational Thinking Concepts Through Storytelling in a Voice-Guided App for Children**. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems* (CHI 2021). Association for Computing Machinery, New York, NY, USA, 14 pages. DOI: <https://doi.org/10.1145/3411764.3445039>. **Best Paper Honorable Mention**.

Jackie (Junrui) Yang, Monica S. Lam, and James A. Landay. 2020. **DoThisHere: Multimodal Interaction to Improve Cross-Application Tasks on Mobile Devices**. In *Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology* (UIST '20). Association for Computing Machinery, New York, NY, USA, 35–44. DOI: <https://doi.org/10.1145/3379337.341584>.

Parastoo Abtahi, Victoria Ding, Anna C. Yang, Tommy Bruzzese, Alyssa B. Romanos, Elizabeth L. Murnane, Sean Follmer, and James A. Landay. 2020. **Understanding Physical Practices and the Role of Technology in Manual Self-Tracking**. In *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies* (UbiComp 2021), 4(4), Article 115 (December 2020), 24 pages. DOI: <https://doi.org/10.1145/3432236>.

Sherry Ruan, Jiayu He, Rui Ying, Jonathan Burkle, Dunia Hakim, Anna Wang, Yufeng Yin, Lily Zhou, Qianyao Xu, Abdallah AbuHashem, Griffin Dietz, Elizabeth Murnane, Emma Brunskill, James A. Landay. 2020. **Supporting Children's Math Learning with Feedback-Augmented Narrative Technology**. In *Proceedings of the ACM Interaction Design and Children Conference* (IDC 2020), June 2020.

Elizabeth L. Murnane, Xin Jiang, Anna Kong, Michelle Park, Weili Shi, Connor Soohoo, Luke Vink, Iris Xia, Xin Yu, John Yang-Sammataro, Grace Young, Jenny Zhi, Paula Moya, and James A. Landay. 2020. **Designing Ambient Narrative-Based Interfaces to Reflect and Motivate Physical Activity**. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI 2020)*. Association for Computing Machinery, New York, NY, USA, 14 pages. DOI: <https://doi.org/10.1145/3313831.3376478>. **Best Paper**.

Jackie (Junrui) Yang, Gaurab Banerjee, Vishesh Gupta, Monica S. Lam, and James A. Landay. 2020. **Soundr: Head Position and Orientation Prediction Using a Microphone Array**. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI 2020)*. Association for Computing Machinery, New York, NY, USA, 12 pages. DOI: <https://doi.org/10.1145/3313831.3376427>.

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**CONFERENCE & WORKSHOP PRESENTATIONS**

- June 2020 **Ambient Narrative-based Interfaces to Reflect & Motivate Physical Activity**  
Google Wellbeing Summit, Mountain View, CA
- June 2019 **Smart Interfaces for Human-Centered AI**  
ai.x 2019 conference, SK telecom, Seoul, South Korea
- April 2019 **Smart Interfaces for Human-Centered AI**  
Computer Forum SAIL Workshop, Stanford University, Stanford, CA
- March 2018 **From On Body to Out of Body User Experience**  
ACM International Conference on Intelligent User Interfaces & Information Processing Society of Japan Interaction Conference, Joint Keynote, Tokyo, Japan
- May 2016 **Balancing Design and Technology in Feedback for Behavior Change in Smart Cities**  
SEACHI 2016 Symposium on Smart Cities for Better Living with HCI and UX, San Jose, CA
- April 2015 **Designing for Healthy Lifestyles: Design Considerations for Mobile Technologies to Encourage Consumer Health & Wellness**  
ACM CHI 2015, Seoul, Korea
- July 2014 **HCI+Design: Introduction & Course Overview**  
ACM / CCF HCI Education Workshop, Beijing, China
- July 2014 **A Guide to Systems & Applications HCI Research**  
ACM / CCF HCI Education Workshop, Beijing, China
- July 2014 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Keynote, MobiSys 2014, Bretton Woods, NH
- April 2014 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Keynote, Chinese CHI 2014, Toronto, Canada
- May 2013 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Keynote, HCI: An Asian Perspective SIG, CHI 2013, Paris, France
- October 2012 **Balancing Design and Technology to Invent the Future Today**  
Keynote, International Workshop on M2M Technology, Intel-NTU Center, National Taiwan University, Taipei, Taiwan
- May 2011 **HCI: The Future is Now**  
Keynote, HCIL Symposium, University of Maryland, College Park, MD
- May 2011 **US China Collaboration**  
Keynote, NSF Workshop on Effective Engagement and Collaboration of US CISE – China Researchers, Washington, D.C.
- November 2010 **Activity-Based Ubiquitous Computing: A New Research Basis for the Future of Human-Computer Interaction**  
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**  
2010 Microsoft Research Faculty Summit, Shanghai, China
- September 2010 **Environmental Sustainability through Activity-based Computing**  
Future Perspective Forum, Central Academy of Fine Arts & AIGA, Beijing, China

- June 2010 **Embedded Computing to Support Activities in our Everyday Lives**  
2010 CCF Conference on Future Computing, Changsha, China
- June 2010 **Environmental Sustainability through Activity-based Computing**  
3<sup>rd</sup> US-China CS Leadership Summit, Peking University, Beijing, China
- June 2010 **Activity-based UbiComp for Health**  
3<sup>rd</sup> US-China CS Leadership Summit, Peking University, Beijing, China
- March 2010 **Design Tools for Activity-based Ubiquitous Computing**  
2010 China Symposium on HCI, Tsinghua University, Beijing, China
- February 2010 **Activity-Based Ubiquitous Computing: A New Research Basis for Human-Computer Interaction**  
2010 ICC Workshop on IT Convergence, KAIST, Daejeon, Korea
- November 2009 **Activity-Based UbiComp: A New Research Basis for the Future of Human-Computer Interaction**  
2009 HHME Conference, Xi'an, China
- November 2009 **Activity-Based UbiComp: A New Research Basis for the Future of Human-Computer Interaction**  
China Distinguished HCI Speaker Series, Peking University, Beijing, China
- November 2009 **Innovative Thinking & Learning: Sketching, Animating, Sensing**  
TEDxEDUcn, Beijing, China
- June 2009 **Environmental Sustainability through Activity-based Computing**  
2009 Computational Sustainability Conference, Ithaca, NY
- March 2009 **Activity-Based UbiComp: A New Research Basis for the Future of Human-Computer Interaction**  
ISAT Multimedia Interactive Computing Workshop, Seattle, WA
- February 2009 **Activity-Based Design: A New Research Basis for the Future of Human-Computer Interaction**  
2009 Human-Computer Interaction Consortium Workshop, Fraser, CO
- May 2008 **Digital Simplicity through Activity-based Computing**  
Sybase Engineering Summit, Dublin, CA
- August 2007 **Activity-Based Pen Computing**  
Keynote, Eurographics Workshop on Sketch-based Interfaces & Modeling, Riverside, CA
- March 2007 **Activity-Based Pen Computing**  
2007 Invited Workshop on Pen Computing, Brown University, Providence, RI
- November 2006 **Digital Simplicity through Activity-based Computing**  
Nokia Useless Computing Workshop, Carmel, CA
- April 2005 **Digital Simplicity: Usable Personal UbiComp**  
International Forum on Less is More – Simple Computing in an Age of Complexity, Cambridge, UK
- November 1999 **Using Note-Taking Appliances for Student to Student Collaboration**  
Frontiers in Education '99, San Juan, Puerto Rico
- May 1999 **NotePals: Lightweight Note Sharing by the Group, for the Group**  
CHI '99, Pittsburgh, PA
- November 1998 **NotePals: Sharing and Synchronizing Handwritten Notes with Multimedia Documents**

Handheld CSCW Workshop, CSCW '98, Seattle, WA

April 1996 **Sketching Storyboards to Illustrate Interface Behaviors**  
CHI '96, Vancouver, Canada

May 1995 **Interactive Sketching for the Early Stages of User Interface Design**  
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 Rockit**  
British Computer Society HCI '92, York, UK

**INVITED TALKS**

- April 2021 **Smart Interfaces for Human-Centered AI**  
Stanford HAI Seminar, Stanford University, Stanford, CA
- November 2020 **Smart Interfaces for Human-Centered AI**  
Stanford HAI-SSIR Webinar, Stanford University, Stanford, CA
- May 2020 **Smart Primer: Active Learning in Context**  
EPIC China Education Forum, Stanford GSE, Stanford, CA
- January 2020 **Smart Interfaces for Human-Centered AI**  
UST Global & Singapore Government Visit, Stanford University, Stanford, CA
- November 2019 **Smart Interfaces for Human-Centered AI**  
Stanford HAI Advisory Council Annual Meeting, Stanford University, Stanford, CA
- October 2019 **Hybrid Physical + Digital Spaces for Enhanced Sustainability & Wellbeing**  
SOE Reunion Homecoming Weekend Alumni Event, Stanford SOE, Stanford, CA
- August 2019 **Smart Interfaces for Human-Centered AI**  
Stanford Center at Peking University Enlightenment Program, Stanford University, Stanford, CA
- August 2019 **Smart Interfaces for Human-Centered AI**  
MediaX/Hong Kong University of Science & Technology, Stanford University, Stanford, CA
- July 2019 **Smart Interfaces for Human-Centered AI**  
Human-Computer Interaction Institute, Carnegie Mellon University, Pittsburgh, PA
- July 2019 **Smart Interfaces for Human-Centered AI**  
GirlCode, Stanford University, Stanford, CA
- April 2019 **Hybrid Physical + Digital Spaces for Enhanced Sustainability & Wellbeing**  
SOE Connect, Stanford SOE, Stanford, CA
- January 2019 **The Smart Primer: A Narrative-based Personalized Tutor**  
Google LLC, Mountain View, CA
- December 2018 **Teachers vs. AI: Replaced or Refined (panel)**  
Global Education Summit, Beijing, China
- November 2018 **Smart Interfaces to Tackle Global Grand Challenges**  
Stanford Center for Professional Development/Hasso Plattner Institute, Stanford, CA
- November 2018 **Smart Interfaces for Human-Centered AI**  
Artful Design MANIFestival, Music Department, Stanford University, Stanford, CA
- August 2018 **Smart Interfaces to Tackle Global Grand Challenges**  
CS Pathfinders, Stanford University, Stanford, CA
- July 2018 **Smart Interfaces to Tackle Global Grand Challenges**  
Stanford Center at Peking University, Beijing, China
- July 2018 **Smart Interfaces to Tackle Global Grand Challenges**  
Google Cloud AI Research, Beijing, China
- July 2018 **Smart Interfaces to Tackle Global Grand Challenges**  
AI4All, Stanford, CA
- July 2018 **Smart Interfaces to Tackle Global Grand Challenges**  
GirlCode, Stanford, CA

- May 2018 **Hybrid Physical + Digital Spaces for Enhanced Sustainability & Wellbeing**  
Catalyst Symposium, Stanford SOE, Stanford, CA
- April 2018 **From On Body to Out of Body User Experience**  
University of British Columbia Computer Science Department, Vancouver, Canada
- March 2018 **Smart Primer: Active Learning in Context**  
Stanford Engineering Venture Fund Meeting, Palo Alto, CA
- February 2018 **Future Human-Robot Interaction: from Wizard of Oz to Existing “Robots”**  
Gender and Robotics Workshop, Stanford, CA
- February 2018 **Smart Interfaces to Tackle Global Grand Challenges**  
Stanford DCI AI Colloquium, Stanford, CA
- February 2018 **The Smart Primer: Active Learning in Context**  
Schwartz-Wieman Lab, Stanford GSE, Stanford, CA
- February 2018 **Balancing Design and Technology in Feedback for Behavior Change**  
Stanford eWear Annual Affiliates Meeting, Stanford, CA
- January 2018 **The Smart Primer: Active Learning in Context**  
China education product & technology summit, hosted by TAL, Beijing, China
- January 2018 **From On Body to Out of Body User Experience**  
Google Cloud AI Research, Palo Alto, CA
- December 2017 **From On Body to Out of Body User Experience**  
Princeton Computer Science Department, Distinguished Lecture Series, Princeton, NJ
- December 2017 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Stanford SCPD-HPI, Stanford, CA
- October 2017 **Hybrid Physical+Digital Spaces: Sensing & Inference to Shape Human Behavior & Wellness**  
Midea AI Summit, Foshan, China
- August 2017 **Out of Body User Experience or, The Internet of Flying Things**  
UW-Microsoft Summer Institute on IoT, Snoqualmie, WA
- July 2017 **From On Body to Out of Body User Experience**  
JD.com visit to Stanford, Stanford, CA
- July 2017 **From On Body to Out of Body User Experience**  
Girl Code, Stanford, CA
- June 2017 **From On Body to Out of Body User Experience**  
IDC Conference Tour & Demos, Stanford, CA
- June 2017 **From On Body to Out of Body User Experience**  
DJI, Palo Alto, CA
- May 2017 **From On Body to Out of Body User Experience**  
Tableau Research, Palo Alto, CA
- April 2017 **Hybrid Physical+Digital Spaces: Sensing & Inference to Shape Human Behavior & Wellness**  
Stanford Computer Forum 2017 Annual Affiliates Meeting, Stanford, CA
- March 2017 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Samsung visit to Stanford Center on Longevity, Stanford, CA

- March 2017 **Balancing Design and Technology to Tackle Global Grand Challenges**  
HP Labs, Palo Alto, CA
- December 2016 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Stanford SCPD-China Guodian, Stanford, CA
- November 2016 **Smart Primer: A Tutor for the Rest of Us**  
Adobe CTL Retreat, Stanford, CA
- November 2016 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Baidu, Beijing, China
- November 2016 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Stanford SCPD-HPI, Stanford, CA
- October 2016 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Stanford Reunion Homecoming, Stanford, CA
- August 2016 **Balancing Design and Technology in Feedback for Behavior Change**  
Stanford Biodesign Innovation Fellowship Bootcamp, Stanford, CA
- August 2016 **Balancing Design and Technology in Feedback for Behavior Change**  
Fitbit design team visit to Stanford, Stanford, CA
- August 2016 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Stanford Center at Peking University, Beijing, China
- August 2016 **From On Body To Out Of Body User Experience**  
Huawei, Beijing, China
- August 2016 **From On Body To Out Of Body User Experience**  
Institute of Software, Chinese Academy of Sciences, Beijing, China
- August 2016 **From On Body To Out Of Body User Experience**  
Goertek, Beijing, China
- August 2016 **From On Body To Out Of Body User Experience**  
Microsoft Research Asia, Beijing, China
- June 2016 **Balancing Design and Technology in Feedback for Behavior Change**  
Mobilize Center Seminar, Stanford, CA
- June 2016 **From On Body To Out Of Body User Experience**  
Apple Inc., Cupertino, CA
- April 2016 **Balancing Design and Technology in Feedback for Behavior Change**  
Pebble Inc., Redwood City, CA
- April 2016 **Balancing Design and Technology in Feedback for Behavior Change**  
Stanford Computer Forum 2016 Annual Affiliates Meeting, Stanford, CA
- April 2016 **From On Body To Out Of Body User Experience**  
HCI+Design Workshop, Stanford Computer Forum 2016 Annual Affiliates Meeting,  
Stanford, CA
- February 2016 **Designing for Healthy Lifestyles: Design Considerations for Mobile Technologies  
to Encourage Consumer Health & Wellness**  
Guest Lecture Psychology 105: Longevity, Stanford University, Stanford, CA
- November 2015 **From On Body To Out Of Body User Experience**  
Algorithms for Human-Robot Interaction Workshop, UC Berkeley, Berkeley, CA



- September 2015 **From On Body To Out Of Body User Experience**  
Adobe CTL, San Francisco, CA
- April 2015 **From On Body To Out Of Body User Experience**  
#mediaX 2015 Conference, Stanford University, Stanford, CA
- April 2015 **From On Body To Out Of Body User Experience**  
Symbolic Systems Forum, Stanford University, Stanford, CA
- April 2015 **Balancing Design and Technology in Feedback for Behavior Change**  
Keynote, Center on Longevity Design Challenge, Stanford University, Stanford, CA
- March 2015 **From On Body To Out Of Body User Experience**  
Hasso Plattner Design Thinking Research Community Spring Workshop, Stanford University, Stanford, CA
- March 2015 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Alibaba UCAN Conference 2015, Hangzhou, China
- March 2015 **Enhancing Humanity With Technology: Or, Doug Engelbart's Unfinished Legacy**  
Stanford Live LiveContext, Stanford University, Stanford, CA
- November 2014 **Balancing Design and Technology in Feedback for Behavior Change**  
The Science & Technology of Feedback, MediaX, Stanford University, Stanford, CA
- May 2014 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Design Management Graduate Program, Pratt Institute, New York, NY
- April 2014 **Balancing Design and Technology to Tackle Global Grand Challenges**  
GVU Center, Georgia Tech, Atlanta, GA
- February 2014 **Balancing Design and Technology to Tackle Global Grand Challenges**  
Cornell Tech, New York, NY
- January 2014 **Balancing Design and Technology to Tackle Global Grand Challenges**  
WebMD, New York, NY
- May 2013 **Balancing Design and Technology to Tackle Global Grand Challenges**  
HCI Institute, Carnegie Mellon University, Pittsburgh, PA
- May 2013 **Balancing Design and Technology to Tackle Global Grand Challenges**  
EECS Department, UC Berkeley, Berkeley, CA
- November 2012 **Balancing Design and Technology to Tackle Global Grand Challenges**  
HCI Seminar, Computer Science Department, Stanford University, Stanford, CA
- November 2012 **Balancing Design and Technology to Tackle Global Grand Challenges**  
CSE Colloquium, Computer Science & Engineering Department, University of Washington, Seattle, WA
- November 2012 **WorldLab: Balancing Design and Technology to Tackle Global Grand Challenges**  
Graduate School of Culture Technology, KAIST, Daejeon, Korea
- October 2012 **Balancing Design & Technology to Tackle Global Grand Challenges**  
School of Information, University of Michigan, Ann Arbor, MI
- September 2012 **Activity-based Ubiquitous Computing: A New Research Basis for the Future of Human-Computer Interaction**  
Tsinghua University, Beijing, China

- September 2012 **World Lab: Inventing the Future Today**  
Tsinghua University, Beijing, China  
YuanFen~Flow, 798 Art District, Beijing, China
- June 2012 **James & Friends' Systems How To: A Guide to Systems & Applications Research**  
2012 NSF SoCS PI Meeting, University of Michigan, Ann Arbor, MI
- May 2012 **World Lab: Inventing the Future Today**  
Information Sciences Department, Cornell University, Ithaca, NY
- April 2012 **World Lab: Inventing the Future Today**  
Microsoft Research, Redmond, WA
- February 2012 **World Lab: Inventing the Future Today**  
FXPAL, Pal Alto, CA
- November 2011 **World Lab: Inventing the Future Today**  
Vrije Universiteit Amsterdam, The Netherlands
- October 2011 **World Lab: Inventing the Future Today**  
Yonsei University, Seoul, Korea  
KAIST, Daejeon, Korea
- June 2011 **World Lab: Inventing the Future Today**  
Institute of Psychology, Chinese Academy of Sciences
- May 2011 **Activity-Based Ubiquitous Computing: A New Research Basis for the Future of Human-Computer Interaction**  
Computer Science & Engineering / Cognitive Science, University of California, San Diego
- 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 15<sup>th</sup> 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**, 8<sup>th</sup> 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: 2<sup>nd</sup> 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**

- 2020 **Alfred P. Sloan Foundation**, \$1,000,000, 07/01/20-06/30/21  
Genie: An Open Privacy-First Virtual Assistant, with PI Prof. Monica Lam and others
- 2020 **Stanford Center for Integrated Facility Engineering**, \$80,000, 10/01/20-09/30/21  
Hybrid Physical-Digital Spaces: Transforming the Design, Operation, and Experience of Built Environments to Promote Health and Wellbeing, with co-lead-PI Sarah Billington, Civil & Environmental Engineering Department, Stanford
- 2020 **Hasso Plattner Forderungstiftung, fGmbH**, \$100,000, 10/01/20-09/30/21  
Designing Intelligent Systems with Situated Feedback Based on Dynamic Mental Models
- 2020 **Stanford RISE**, \$50,000, 08/15/20-08/14/21  
Hybrid Physical-Digital Spaces: Transforming the Design, Operation, and Experience of Built Environments to Promote Health and Wellbeing, with co-lead-PI Sarah Billington, Civil & Environmental Engineering Department, Stanford
- 2019 **Hasso Plattner Forderungstiftung, fGmbH**, \$109,000, 10/01/19-09/30/20  
Artistic Vision: Providing Contextual Photography Guidance for Rapid In-Camera Iteration
- 2019 **National Science Foundation**, \$3,000,000, 04/01/19-03/31/23 (Landay: ~\$400,000)  
CNS Core: Large: Autonomy and Privacy with Open Federated Virtual Assistants, with PI Prof. Monica Lam and others
- 2018 **National Science Foundation**, \$452,435, 10/01/18-09/30/23  
Collaborative Research: Scaling the Early Research Scholars Program, with Dr. Cynthia Lee
- 2018 **Toyota Research Institute**, \$900,000, 09/01/18-08/31/20  
An Engagement Learning Approach to Generating Massive Labeled Datasets for Training AI Systems, with co-lead-PIs Fei-Fei Li and Michael Bernstein
- 2018 **Stanford Catalyst for Collaborative Solutions**, \$925,926, 07/01/18-06/30/20 (Landay: ~\$250,000)  
Hybrid Physical+Digital Spaces for Enhanced Sustainability and Wellbeing, with co-lead-PI Sarah Billington, Civil & Environmental Engineering Department, Stanford
- 2018 **Stanford Catalyst for Collaborative Solutions**, \$1,481,482, 07/01/18-06/30/20 (Landay: \$92,300)  
Motivating Mobility and Health on a Global Scale, with PI Scott Delp, Bioengineering
- 2018 **Stanford Artificial Intelligence Lab**, \$46,296, 07/01/18-06/30/20 (Landay: \$0)  
Learning Behavior Change Interventions at Scale, with PI Michael Bernstein
- 2018 **Hasso Plattner Forderungstiftung, fGmbH**, \$125,000, 10/01/18-09/30/19  
From Design Thinking to Computational Thinking: An Early Stage Design Tool for Supporting Child Programmers' Problem Definition and Ideation
- 2017 **Stanford Woods Institute for the Environment**, \$49,976, 09/01/17-06/30/19  
Motivating Pro-Environmental Behavior Change Through Ambient Narratives
- 2017 **Stanford Center for Digital Health**, ~\$25,000, 05/01/17-04/31/18  
Harnessing Mindset in Health Technology Narratives (110 Apple watches), with Prof. Alia Crum, Psychology Department, Stanford University
- 2017 **Hasso Plattner Forderungstiftung, fGmbH**, \$137,000, 09/01/17-08/31/18  
ParaPower: Evaluating Parallel Prototyping Tools and Practices for Novice Designers



- 2016 **Hasso Plattner Forderungstiftung, fGmbH**, \$130,000, 09/01/16-08/31/17  
Understanding, Capturing and Reusing Successful Design Practices
- 2016 **Toyota Research Institute**, \$1,800,000, 02/01/16-02/28/18 (Landay: \$627,904)  
Human behaviors and interaction for in-car experiences, with Profs. Agrawala & Bernstein, Stanford University
- 2011 **National Science Foundation**, \$544,180, 09/01/11-08/31/14  
Interaction Economics: Instruments that Measure Social-Computational Systems, with Professor Claus Pörtner, Seattle University
- 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**

- 2021 **Toyota**, Unrestricted, \$10,000
- 2020 **Digital Foundry**, Support for CS147 project fair, \$3,000
- 2020 **Microsoft**, Support for CS147 project fair, \$9,500
- 2020 **Toyota**, Unrestricted, \$10,000
- 2019 **Adobe Systems**, Unrestricted, \$5,000
- 2019 **SK Telecom**, Multimodal voice project support, \$69,000 (via SAIL)
- 2019 **Toyota**, Unrestricted, \$10,000
- 2017 **TAL Education Group**, Smart Primer project support, \$1,305,000 (over 3 years)
- 2017 **Renault**, Unrestricted, \$150,000
- 2017 **Baidu**, Unrestricted, \$100,000
- 2015 **Adobe CTL**, Unrestricted. \$4,500
- 2015 **Microsoft Research**, Unrestricted. \$15,000
- 2012 **Microsoft Research**, World Lab Summer Institute 2012. \$40,000
- 2012 **Google**, World Lab Summer Institute 2012. \$25,000
- 2012 **Intel**, World Lab Summer Institute 2012. \$10,000
- 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*, Web Board Chair
- 2007-2018 *Communications of the ACM*, Member of Editorial Board
- 2007-2009 *IEEE Pervasive Computing*, Associate Editor in Chief
- 2004-PRESENT *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
- 2017-18 UIST, Sponsorships Chair
- 2004 UIST, Papers Program Chair
- 2000 UIST, Surveys Chair
- 1995 UIST, Student Volunteers Chair
- 2013 WWW, User Interfaces & Smart (Mobile) Devices Papers Co-Chair

**PROGRAM**

**COMMITTEES**

- 2015 CHI, Papers
- 2008-09, 2004
- 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
- 2015 UIST, Papers
- 2013, 2007-08
- 2003, 1998-1999
- 1997 UIST, Demos

**REFEREE**

- 1998-PRESENT *ACM Transactions on Computer-Human Interaction*
- 2002 *ACM SIGMOBILE Mobile Computing and Communications Review*
- 1995-PRESENT CHI: Human Factors in Computing Systems
- 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**

- 2010-2016 NSF CISE Advisory Committee
- 2011-2016 Pervasive and Ubiquitous Computing Conference Series Joint Steering Committee
- 2012 University of Michigan EECS Department External Review Committee
- 2012 Georgia Institute of Technology HCI/HCC External Review 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**

- 2016 ACM Fellow
- 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