

JAMES A. LANDAY

Anand Rajaraman and Venky Harinarayan Professor in the School of Engineering
Computer Science Department
Stanford University, Stanford, CA
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RESEARCH INTERESTS

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

- 04/2026-PRESENT **Stanford University**, Computer Science Department, Stanford, CA
Dening Director, Stanford Institute for Human-Centered Artificial Intelligence
- 01/2024-04/2026 *Dening Co-Director, Stanford Institute for Human-Centered Artificial Intelligence*
- 10/2016-PRESENT **Stanford University**, Computer Science Department, Stanford, CA
Anand Rajaraman and Venky Harinarayan Professor in the School of Engineering
- 08/2014-PRESENT *Professor*
Teach courses related to user interface design. Perform and advise research in the areas of human-computer interaction and ubiquitous computing. Co-lead AI institute.
- 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 **University of Washington**, Computer Science & Engineering, Seattle, WA
Short-Dooley Professor
- 08/2003-08/2010 *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 **Intel Corporation**, Intel Labs Seattle, Seattle, WA
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.
- 07/2002-07/2003 **University of California**, EECS Department, Berkeley, CA
Associate Professor
 01/1997-06/2002 *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.
- 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 Rokit, 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
 Software Engineering Intern
01/1988-08/1988 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
- 01/1997-PRESENT **Consultant**
Advise companies on user interface design and software implementation.
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| Apple, Cupertino, CA | Hewlett Packard Inc., Palo Alto, CA |
| 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 |

TEACHING EXPERIENCE**Stanford University**

CS 147	Introduction to Human-Computer Interaction Design Undergraduate, project-based introduction to human-computer interaction.
Autumn 2025	4.0 ¹ , Head Teaching Assistant: Alan Cheng
Autumn 2024	4.0, Head Teaching Assistant: Shardul Sapkota
Autumn 2023	3.8, Head Teaching Assistant: Matthew Jörke
Autumn 2022	3.9, Head Teaching Assistant: Nava Haghighi
Winter 2022	3.9, Head Teaching Assistant: Kristina Inouye
Winter 2021	3.8, 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

CS 147L	Cross-Platform Mobile App Development Undergraduate, introduction to mobile app development using React Native.
Autumn 2025	4.4, Co-instructor, Alan Cheng
Autumn 2024	4.5, Co-instructor, Alan Cheng
Autumn 2023	4.4, Co-instructor, Alan Cheng

CS194H	User Interface Software Project Advanced human-computer interaction using a mixed lecture/studio method.
Winter 2024	3.4, Teaching Assistant: Grace Zhou
Winter 2023	4.5, Teaching Assistant: Jianna So
Spring 2022	4.3, Teaching Assistant: Kristina Inouye
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 Undergraduate, using design thinking and IT for attacking key social challenges.
Spring 2023	3.8, Co-instructor: Dr. Andrea Cuadra, Teaching Assistant: Jianna So
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

¹ 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.

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
- CSE 441 **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
- CSE 490 **Web Interface Design, Prototyping, & Implementation**
Undergraduate, project-based introduction to web design.
Spring 2008 2.9, Teaching Assistant: Shi-Yen “Sean” Liu
- CSE 599b **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 391 **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 <i>human-computer interaction</i> 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 <i>computer graphics</i> 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

36 doctoral students (10 active, 26 graduated)

- 2026 **Nava Haghighi**, *Toward Ontological Multiplicity in AI and Computing*, Postdoctoral Fellow, Cornell Tech, New York City, NY
- 2026 **Michelle Sau-Ming Lam** (co-advised by Prof. Michael Bernstein), *Just-in-time Objectives for Specialized AI Interactions*, Assistant Professor, University of Texas, Austin, TX
- 2026 **Matthew Jörke** (co-advised by Prof. Emma Brunskill), *Promoting Agency in Human-AI Interaction: Insights from AI Health Coaching*, fellow, Anthropic, Berkeley, CA
- 2024 **Jackie (Junrui) Yang** (co-advised by Prof. Monica Lam), *MAUI: Multimodal AI-augmented User Interface Development Architecture*, startup founder, Palo Alto, CA
- 2023 **Mitchell Gordon** (co-advised by Prof. Michael Bernstein), *Human-AI Interaction Under Societal Disagreement*, Assistant Professor, Electrical Engineering & Computer Science Department, Massachusetts Institute of Technology, Cambridge, MA
- 2023 **Mark Roman Miller** (co-advised by Prof. Jeremy Bailenson), *Virtual Reality Tracking Data: Insights, Risks, Opportunities*, Assistant Professor, Computer Science Department, Illinois Institute of Technology, Chicago, IL
- 2022 **Griffin Dietz** (co-advised by Prof. Sean Follmer), *Cognitively Appropriate and Readily Accessible Computing Education for Young Learners*, Research Scientist, Apple Inc., Seattle, WA
- 2022 **Parastoo Abtahi** (co-advised by Prof. Sean Follmer), *From Haptic Illusions to Beyond-Real Interactions in Virtual Reality*, Assistant Professor, Computer Science Department, Princeton University, Princeton, NJ
- 2021 **Danaé Metaxa-Kakavouli** (co-advised by Prof. Jeff Hancock), *Auditing Bias and Representation in Sociotechnical Systems*, Assistant Professor, Computer & Information Science, University of Pennsylvania, Philadelphia, PA
- 2020 **Jane L. E** (co-advised by Prof. Pat Hanrahan), *Artistic Vision: Providing Contextual Guidance for Capture-Time Decisions*, Postdoctoral Researcher, Computer Science Department, Stanford University, Stanford, CA
- 2020 **Sherry (Shanshan) Ruan**, *Smart Tutoring Through Conversational Interfaces*, Consultant, Los Altos, 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 Meta, Seattle, WA
- 2011 **Jon Froehlich** (co-advised by Prof. Shwetak Patel), *Sensing and Feedback of Everyday Activities to Promote Environmental Behaviors*, 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, Google, Mountain View, 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

8 postdoctoral researchers

- 2025-NOW **Jennifer Chien**, human agency in AI systems
- 2024-2025 **Jane L. E.**, interfaces for health and wellbeing, creativity interfaces, soon to be Assistant Professor, Computer Science Department, National University of Singapore
- 2022-2024 **Andrea Cuadra**, interfaces for health and wellbeing, Assistant Professor, Computer Science, Olin College of Engineering, Needham, MA

- 2019-2020 **Jean Costa**, interfaces for health and wellbeing, researcher, Senior Research Scientist at Toyota Research Institute, Palo Alto, CA
- 2017-2020 **Elizabeth Murnane**, educational interfaces, interfaces for mental health, Assistant Professor, Thayer School of Engineering, Dartmouth College, Hanover, NH
- 2016-2018 **Pablo Paredes**, calm commute and interfaces for mental health, Senior Research Scientist, Toyota Research Institute, Palo Alto, CA
- 2014-2016 **Jessica Cauchard**, drone.io and ActiVibe, Professor, Informatics, TU Wien, Vienna, Austria
- 2003-2008 **Yang Li**, Prototyping of Activity-based Applications, Researcher at Google, Mountain View, CA

CAMPUS & ACADEMIC SERVICE

- 2026-PRESENT Stanford Institute for Human-Centered AI Director
- 2024-2026 Stanford Institute for Human-Centered AI Co-Director
- 2023-2024 Stanford Institute for Human-Centered AI Vice-Director
- 2022-2026 Stanford University Faculty Senate
- 2018-2025 Stanford d.school director's council member
- 2019-2023 Stanford Institute for Human-Centered AI Associate Director
- 2021-2023 Stanford Data Science and Computation Complex art committee member
- 2016-2021 Stanford CS department PhD admissions committee chair
- 2020-2022 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
- 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: Patterns for Creating Winning Web Sites*, 2nd Ed., Upper Saddle River, NJ: Prentice Hall, 2007.

REFEREED PUBLICATIONS

journal articles

Parker S. Ruth, Tommy DeBenedetti, Lily O'Brien, James A. Landay, Todd P. Coleman, and Emily B. Fox. **Vascular Waveform Analysis Using Bayesian Pulse Deconvolution.** *npj Digital Medicine* (September 2026). DOI: <https://doi.org/10.1038/s41746-026-03213-0>.

Favour Nerrise, Narayan Schütz, Qingyu Zhao, Christine Gould, Arnold Milstein, Kevin Schulman, Victor W. Henderson, James Landay, Li Fei-Fei, Feng Vankee Lin, and Ehsan Adeli. **A Framework of Digital Biomarkers for Neurodegenerative Diseases.** *Nature Reviews Bioengineering* 4, no. 7 (July 2026): 675–694. DOI: <https://doi.org/10.1038/s44222-026-00433-7>.

Alberto Tono, Jiajun Wu, Gordon Wetzstein, Iro Armeni, Hariharan Subramonyam, James Landay, and Martin Fischer. **Deep Sketch-Based 3D Modeling: A Survey.** *Computer Graphics Forum* (February 2026). DOI: <https://doi.org/10.1111/cgf.70302>.

Cyan DeVeaux, Eugy Han, Zora Hudson, Jordan Egelman, James A. Landay, and Jeremy N. Bailenson. **Black Immersive Virtuality: Racialized Experiences of Avatar Embodiment and Customization among Black Users in Social VR.** *Computers in Human Behavior* 168 (July 2025). DOI: <https://doi.org/10.1016/j.chb.2025.108639>.

Basma Altaf, Arash Tavakoli, Parker Ruth, Andrea Green, Jiaxuan Xu, Sneha Jain, Ethan Chiu, Lucy Zhang Bencharit, Elizabeth L. Murnane, James A. Landay, and Sarah L. Billington. **Impact of Windows, Natural Materials, and Diverse Representations in Built Environments on Psychological and Physiological Well-Being: A Between-Subjects Experiment in Immersive Virtual Environments.** *Building and Environment* 280 (July 2025). DOI: <https://doi.org/10.1016/j.buildenv.2025.113147>.

Andrea Green, Gabrielle Polite, Isabelle Hung, Kristen L. Fessele, Sarah L. Billington, James A. Landay, and Andrea Cuadra. **Black Older Adults' Perception of Using Voice Assistants to Enact a Medical Recovery Curriculum**. *Proceedings of the ACM on Human-Computer Interaction* 9, no. 2 (CSCW, May 2025): 1–35. DOI: <https://doi.org/10.1145/3710937>.

Jianna So, Samantha Estrada, Matthew Jörke, Eva Bianchi, Maria Wang, Nava Haghighi, Kristen L. Fessele, James A. Landay, and Andrea Cuadra, **“They Make Us Old before We’re Old”: Designing Ethical Health Technology with and for Older Adults**, *Proceedings of the ACM on Human-Computer Interaction* 8, no. CSCW2 (November 7, 2024): 1–30. DOI: <https://doi.org/10.1145/3687017>.

Sherry Ruan, Allen Nie, William Steenbergen, Jiayu He, J. Q. Zhang, Meng Guo, Yao Liu, Kyle Dang Nguyen, Catherine Y. Wang, Rui Ying, James A. Landay, and Emma Brunskill, **Reinforcement Learning Tutor Better Supported Lower Performers in a Math Task**, In *Machine Learning* 113, no. 5 (May 2024): 3023–48. DOI: <https://doi.org/10.1007/s10994-023-06423-9>.

Bianchi, Eva, Lucy Zhang Bencharit, Elizabeth L. Murnane, Basma Altaf, Isabella P. Douglas, James A. Landay, and Sarah L. Billington. **Effects of Architectural Interventions on Psychological, Cognitive, Social, and pro-Environmental Aspects of Occupant Well-Being: Results from an Immersive Online Study**. In *Building and Environment* Volume 253, no. 111293 (April 2024). DOI: <https://doi.org/10.1016/j.buildenv.2024.111293>.

Cyan DeVeaux, Eugy Han, James A. Landay, and Jeremy N. Bailenson. **Exploring the Relationship between Attribute Discrepancy and Avatar Embodiment in Immersive Social Virtual Reality**. In *Cyberpsychology, Behavior and Social Networking*, vol. 26, no. 11 (October 18, 2023): 835–42. DOI: <https://doi.org/10.1089/cyber.2023.0210>.

Eva Bianchi, Laura S.P. Bloomfield, Lucy Z. Bencharit, Basma Altaf, Nik A. Sawe, Elizabeth L. Murnane, James A. Landay, Sarah L. Billington, **A study of the role of indoor nature on solidarity and group identity during remote work**, In *Building and Environment*, Volume 245, 2023, 110909, ISSN 0360-1323. DOI: <https://doi.org/10.1016/j.buildenv.2023.110909>.

Basma Altaf, Laura S.P. Bloomfield, Dunia N. Karzai, Nik A. Sawe, Elizabeth L. Murnane, Lucy Zhang Bencharit, James A. Landay, Sarah L. Billington, **Time perception during the pandemic: A longitudinal study examining the role of indoor and outdoor nature exposure for remote workers**, In *Building and Environment*, Volume 243, No. 110644, 2023, ISSN 0360-1323. DOI: <https://doi.org/10.1016/j.buildenv.2023.110644>.

Jennifer L. Hicks, Melissa A. Boswell, Tim Althoff, Alia J. Crum, Joy P. Ku, James A. Landay, Paula M.L. Moya, Elizabeth L. Murnane, Michael P. Snyder, Abby C. King, and Scott L. Delp, **Leveraging Mobile Technology for Public Health Promotion: A Multidisciplinary Perspective**, In *Annual Review of Public Health*, Vol. 44, No. 1 (2023).

DOI: <https://doi.org/10.1146/annurev-publhealth-060220-041643>.

Octavia H. Zahrt, Kristopher Evans, Elizabeth Murnane, Erik Santoro, Michael Baiocchi, James Landay, Scott Delp, and Alia Crum, **Effects of Wearable Fitness Trackers and Activity Adequacy Mindsets on Affect, Behavior, and Health: Longitudinal Randomized Controlled Trial**, In *Journal of Medical Internet Research*, Volume 25 (2023):e40529. DOI: <https://doi.org/10.2196/40529>.

Isabella P. Douglas, Elizabeth L. Murnane, Lucy Zhang Bencharit, Basma Altaf, Jean Marcel dos Reis Costa, Jackie Yang, Meg Ackerson, Charu Srivastava, Michael Cooper, Kyle Douglas, Jennifer King, Pablo E. Paredes, Nicholas P. Camp, Matthew Louis Mauriello, Nicole M. Ardoin, Hazel Rose Markus, James A. Landay, and Sarah L. Billington. **Physical workplaces and human well-being: A mixed-methods study to quantify the effects of materials, windows, and representation on biobehavioral outcomes**, In *Building and Environment*, Volume 224, (2022), October, 109516, ISSN 0360-1323.

DOI: <https://doi.org/10.1016/j.buildenv.2022.109516>.

Basma Altaf, Eva Bianchi, Isabella P. Douglas, Kyle Douglas, Brandon Byers, Pablo E. Paredes, Nicole M. Ardoin, Hazel R. Markus, Elizabeth L. Murnane, Lucy Z. Bencharit, James A. Landay, and Sarah L. Billington. **Use of crowdsourced online surveys to study the impact of architectural and design choices on wellbeing**. In *Frontiers in Sustainable Cities* 4 (2022): 780376.

DOI: <https://doi.org/10.3389/frsc.2022.780376>.

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

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- May 2024 **ACM SIGCHI Lifetime Research Award Talk**
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- July 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
ICML 2023 Workshop on Artificial Intelligence & Human-Computer Interaction, Honolulu, HI
- October 2022 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Keynote, ACM MobiCom 2022, Sydney, Australia
- 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**
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- July 2014 **HCI+Design: Introduction & Course Overview**
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Keynote, International Workshop on M2M Technology, Intel-NTU Center, National Taiwan University, Taipei, Taiwan
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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

- October 2026 **Human-Centered Open-Source AI (plenary remarks)**
Science and Technology in Society (STS) Forum 2026, Kyoto, Japan
- September 2026 **From Replacement to Augmentation: A Human-Centered Approach to Multimodal AI Design**
Bloomberg
- September 2026 **Multimodal Agent Interfaces for Human-Centered AI**
Stanford Alumni, Sydney, Australia
- September 2026 **Human-Centered Open-Source AI**
AI World Congress Bali Prelude Roundtable, Bali, Indonesia
- August 2026 **Human-Centered AI for Health and Learning**
TAL, Beijing, China
- August 2026 **From Replacement to Augmentation: A Human-Centered Approach to Multimodal AI Design**
Tsinghua University, Beijing, China
- August 2026 **A Human-Centered Approach to AI**
Stanford Center at Peking University, Beijing, China
- August 2026 **Multimodal Agent Interfaces for Human-Centered AI**
Stanford HAI Congressional Boot Camp on AI, Stanford University, Stanford, CA
- June 2026 **From Replacement to Augmentation: A Human-Centered Approach to Multimodal AI Design**
Cornell Tech, New York, NY
- June 2026 **Multimodal Agent Interfaces for Human-Centered AI**
SAP
- May 2026 **From Replacement to Augmentation: A Human-Centered Approach to Multimodal AI Design**
Stanford Club of London, London, UK
- May 2026 **Human-Centered AI for Achieving Goals with Multimodal Agent Interfaces**
Stanford Founders Demo Day, Stanford University, Stanford, CA
- March 2026 **Multimodal Agent Interfaces for Human-Centered AI**
Google
- March 2026 **Multimodal Agent Interfaces for Human-Centered AI**
NVIDIA GTC 2026, San Jose, CA
- January 2026 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
TPC House, Davos, Switzerland
- October 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Keynote, SUTD International Foresight Conference, Singapore
- October 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
HAI Graduate & Postdoctoral Fellows Seminar, Stanford University, Stanford, CA
- October 2025 **Human-Centered AI (plenary remarks)**
Science and Technology in Society (STS) Forum 2025, Kyoto, Japan
- September 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Keynote, 5th Annual Pepperdine-HAI Conference, Malibu, CA

- September 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
SNU Data Science Seminar, Seoul National University, Seoul, South Korea
- August 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
ETH Zurich, Zurich, Switzerland
- August 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Congressional Staff Boot Camp on AI, Washington, D.C.
- August 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
AI4ALL Alumni Day Event, Stanford, CA
- July 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
NUS FinTech Lab, National University of Singapore, Singapore
- July 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Stanford GSB Alumni, Sydney, Australia
- July 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Alliance for Good & Stanford Club Singapore, Singapore
- July 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Stanford AI & Medicine Summer Program, Stanford, CA
- June 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
TNW Conference (The Next Web), Amsterdam, The Netherlands
- May 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
MBZUAI IFM Launch Event, Silicon Valley
- May 2025 **A Call for Human-Centered AI: Moving Academic AI Forward**
Stanford UAE Alumni Event, Dubai, UAE
- May 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Conference on Charitable Giving, Stanford, CA
- May 2025 **A Call for Human-Centered AI: Moving Academic AI Forward**
Advanced Technology Research Council (ATRC), Abu Dhabi, UAE
- May 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Mohamed bin Zayed University of Artificial Intelligence (MBZUAI),
Abu Dhabi, UAE
- April 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Members of the National Assembly, Seoul, South Korea
- April 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Keynote, FIND 2025 Conference, Seoul, South Korea
- March 2025 **A Call for Human-Centered AI: Moving Academic AI Forward**
HAI Industry Affiliates Meeting, Stanford, CA
- March 2025 **HAI Ambient Intelligence for Health, Wellness & Aging in Place**
A*STAR, ISDMA & Temasek, Singapore
- February 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
TransPacific Dialog, Chey Institute for Advanced Studies, Washington, D.C.
- January 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Youth Leaders at Davos, Davos, Switzerland
- January 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**

Think Health: AI for Healthy Communities, Alice L. Walton School of Medicine & Stanford Medicine, Bentonville, AR

- January 2025 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Stanford Club Nashville / Vanderbilt University, Nashville, TN
- December 2024 **Smart Interfaces for Health**
Hanwha Life AI Lab Opening, San Francisco, CA
- November 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Keynote, Business and Philanthropy Forum, Singapore
- November 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Keynote, Insights Forum, Singapore
- October 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Human-Computer Interaction Institute, Carnegie Mellon University, Pittsburgh, PA
- September 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
UN General Assembly Week Event, New York, NY
- September 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
REAIM Summit 2024, Seoul, South Korea
- August 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Aalto University, Espoo, Finland
- July 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
N-CRiPT Workshop, National University of Singapore, Singapore
- July 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Keynote, Future Work 2.0, NUS Lifelong Learning Festival, National University of Singapore, Singapore
- July 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Ewha Womans University, Seoul, South Korea
- June 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
“Most Humane Future” Forum, NC Cultural Foundation, Seoul, South Korea
- June 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Blitzscaling Investor Summit 2024
- June 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Stanford HAI at Five, Stanford University, Stanford, CA
- May 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Hasso Plattner Institute
- May 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Stanford Center at Peking University, Beijing, China
- May 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Salesforce Webinar
- April 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Stanford Alumni, Pasadena, CA
- April 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
University of California San Diego, La Jolla, CA
- March 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**

Stanford Alumni Club of Hong Kong, Hong Kong

- February 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Family Weekend, Stanford University, Stanford, CA
- February 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Sweden Royal Delegation, Stanford University, Stanford, CA
- February 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Federal Reserve Board, Washington, D.C.
- February 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
BayCHI
- January 2024 **Augmented People: The Future of People Augmented by Technology (panel)**
SAP Intelligent Enterprise Institute, World Economic Forum Annual Meeting,
Davos, Switzerland
- January 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Credit Suisse, World Economic Forum Annual Meeting, Davos, Switzerland
- January 2024 **Human-Centered AI**
AI House Davos, Davos, Switzerland
- January 2024 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Healthcare CxO Summit
- December 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Design for Bangladesh
- November 2023 **Smart Interfaces for Human-Centered AI**
COGS 120 Guest Lecture, University of California San Diego, La Jolla, CA
- November 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
BASIC Board of Directors Meeting
- October 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Tsinghua University, Beijing, China
- October 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Classes Without Quizzes (CWOQ), Reunion Homecoming, Stanford University,
Stanford, CA
- October 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Stanford HAI Graduate Fellows, Stanford University, Stanford, CA
- October 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Keynote, China National Computer Congress (CNCC 2023), China
- October 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Keynote, Seoul Future Conference, Seoul, South Korea
- September 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
WEF Young Global Leaders Stanford Visit, Stanford, CA
- September 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Advanced Industries CxO Summit
- August 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Fisher Family Summer Fellows on Democracy and Development Program,
Stanford University, Stanford, CA
- June 2023 **Why AI for Good Isn’t Good Enough: A Case for Human-Centered AI**

Keynote, 2nd Hankyoreh Human & Digital Forum, Seoul, South Korea

May 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
UC Santa Cruz Silicon Valley

April 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
University College London, London, UK

January 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
DLD Conference, Munich, Germany

January 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Symbolic Systems Program, Stanford University, Stanford, CA

January 2023 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Digital Humanism Initiative

November 2022 **Hybrid Physical + Digital Spaces for Enhanced Sustainability & Wellbeing**
Samsung

November 2022 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Stanford HAI Fall Conference, Stanford University, Stanford, CA

October 2022 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Northwestern University, Evanston, IL

October 2022 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Australian National University, Canberra, Australia

October 2022 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
HCI Seminar, Stanford University, Stanford, CA

October 2022 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Brown University, Providence, RI

September 2022 **“AI for Good” Isn’t Good Enough: A Call for Human-Centered AI**
Hasso Plattner Institute

May 2022 **Ubicomp: Smart Places & Spaces**
CTO Forum

June 2021 **Smart Interfaces for Human-Centered AI**
World AI Conference 2021, North American Venue, Palo Alto, CA

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

June 2020 **Ambient Narrative-based Interfaces to Reflect & Motivate Physical Activity**
Google Wellbeing Summit, Mountain View, CA

May 2020 **Smart Primer: Active Learning in Context**
EPIC China Education Forum, Stanford GSE, 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
- 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
- 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
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, Yonsei 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

- 2026 **National Institutes of Health**, \$24,405,341, 07/01/26-06/30/31
Stanford University Artificial Intelligence and Technology Collaboratory (SU-AITC) Center for Precision Health & Interventions in Aging and AD/ADRD, Multiple PI with Ehsan Adeli and Feng Vankee Lin
- 2026 **Independent Schools Foundation Academy**, \$150,000, 07/01/26-06/30/27
High School Summer Program on AI and Medicine
- 2025 **Stanford Accelerator for Learning & Stanford Institute for Human-Centered AI**, \$47,237, 02/01/25-03/31/26
Language Learning through the Creation of Immersive Roleplay Simulations
- 2025 **Independent Schools Foundation Academy**, \$150,000, 07/01/25-06/30/26
High School Summer Program on AI and Medicine
- 2025 **Wu Tsai Human Performance Alliance**, \$200,000, 01/01/25-12/31/26
Wearable Ultrasound for Cardiovascular Digital Twins, with PhD student Parker Ruth
- 2024 **National Science Foundation**, \$900,000, 09/01/24-08/31/27
CRAFTS: Culturally Relevant Augmented-Reality for Teaching of Science, with PI Bryan Brown, Graduate School of Education, Stanford
- 2024 **Hasso Plattner Institute**, \$17,000,000 (program total), 07/01/24-12/31/29
Stanford HAI-HPI Program on Artificial Intelligence and Human-Computer Interaction, co-led with Ralf Herbrich, Hasso Plattner Institute
- 2024 **Stanford Institute for Human-Centered AI**, \$69,445, 02/01/24-09/30/26
AI-powered Developer Support for Situated Interaction
- 2023 **Stanford Institute for Human-Centered AI**, \$69,444, 10/01/23-11/30/24
Supporting Health Behavior Change with LLM-Based Conversational Agents
- 2022 **American Diabetes Association**, \$600,000, 11/01/22-10/31/26
An experiment to show culturally specific visual narrative-based behavioral smartphone interventions lead to increased physical activity in older Latinx populations
- 2022 **Wu Tsai Neurosciences Institute**, \$100,000, 01/01/22-12/31/22
Autism digital therapy with embedded endpoints and artificial intelligence for progress tracking and adaptive care, with PI Dennis Wall, Department of Pediatrics, Stanford University
- 2022 **Alfred P. Sloan Foundation**, \$250,000, 01/01/22-12/31/22
Launching a World Wide Voice Web, with PI Monica Lam
- 2021 **Stanford McCoy Center**, \$25,000, 11/01/21-10/30/22
A Design Approach to the Anticipation and Communication of Ethical Implications of Ubiquitous Computing
- 2021 **Stanford Institute for Human-Centered AI**, \$70,000, 11/01/21-10/30/22
Using Wearable Electrodermal Activity (AD) Sensors to Augment ADHD Diagnosis, with PI Leanne Williams, Department of Psychiatry, Stanford University
- 2021 **Stanford Institute for Human-Centered AI**, \$59,259, 11/01/21-10/30/22
In(advert)ent: Investigating and countering disparities in race and gender representation in online advertising, with co-PI Jeff Hancock
- 2021 **Hasso Plattner Forderungstiftung, fGmbH**, \$110,000, 10/01/21-09/30/22

- Designing for Privacy-Preserving Smart Spaces, with co-PI Sarah Billington, Civil & Environmental Engineering Department, Stanford
- 2021 **Stanford Institute for Human-Centered AI**, \$2,500,000, 11/01/21-10/30/24
AI Tutors to Prepare Students for the 21st Century Workforce, with PI Chris Piech and others
- 2021 **Brown Institute for Media Innovation**, \$65,000, 10/01/21-09/30/22
The World Is Your Textbook: Enabling Context-Aware Augmented Reality Learning Experiences
- 2021 **Stanford Institute for Human-Centered AI**, \$69,444, 02/01/21-12/31/23
Intelligent Hybrid Physical-Digital Spaces: Advancing the Science, Design, and Operation of Built Environments through AI-Driven Sensing and Adaptation, with PI Sarah Billington, Civil & Environmental Engineering Department, Stanford
- 2020 **Alfred P. Sloan Foundation**, \$1,000,000 11/01/20-10/30/22
Genie: An Open Privacy-First Virtual Assistant, with PI Monica Lam
- 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
Studying and Supporting Workers' Health and Safety at Home and in the Office, 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, 10/01/18-09/30/24
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 Forderstiftung, 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 Forderstiftung, fGmbH**, \$137,000, 09/01/17-08/31/18
ParaPower: Evaluating Parallel Prototyping Tools and Practices for Novice Designers
- 2016 **Hasso Plattner Forderstiftung, 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

- 2026 **AXA**, Research support, \$125,000
- 2026 **McKinsey & Company**, Research support, \$96,000
- 2026 **Denso International America**, Research support, \$96,000
- 2025 **Anonymous donor**, Smart Primer research support, \$1,300,000
- 2025 **Gympass**, Research support, \$50,000
- 2024 **LVMH**, Research support, \$125,000
- 2023 **Starsight Institute**, Research support, \$12,000
- 2021 **Meta**, Multimodal User Interface Development, \$125,000
- 2021 **Adobe**, Research support, \$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**

2007-2022 *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
 2004-2021 *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

- 2024 ACM SIGCHI Lifetime Research Award
- 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