Justin D. Weisz

address removed for web posting
email: jweisz@cs.cmu.edu   web: http://www.cs.cmu.edu/~jweisz

RESEARCH INTERESTS

My research interests broadly lie in the fields of HCI, CMC, Human Computation, and Social and Interactive Television. I am particularly interested in how people use the Internet to build social relationships through participation in shared activities online. My dissertation focuses on *collaborative online video watching*, the activity of chatting with others while watching online videos. It examines the distraction present in multitasking between watching videos and chatting, and it presents design recommendations for events that attract audiences of millions of simultaneous viewers. Selected findings include: chatting while watching is fun despite being distracting, it improves momentary feelings of sociability, and chat data can be used to learn information about video content, such as tags and ratings, which rival the quality of hand-labeled data.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Ph.D. in Computer Science, Computer Science Department   December 2009
    Advised by Sara Kiesler and Hui Zhang
    Thesis: Collaborative Online Video Watching

M.S. in Computer Science, Computer Science Department   December 2007
B.S. in Computer Science, School of Computer Science   May 2003
    Graduated with University and SCS College Honors (QPA 3.71)
    Senior Honors Thesis: Detecting Cheaters in a Distributed Multiplayer Game

PROFESSIONAL EXPERIENCE

Carnegie Mellon University, Pittsburgh, PA   **2003 – 2009**
Graduate Research Assistant

- Member of the End System Multicast group (http://esm.cs.cmu.edu). Designed applications for viewing and broadcasting video using peer-to-peer technology. Broadcasted numerous live events on ESM including RoboCup 2005, John Kerry's Campaign Rally (2004) and INFOCOM 2005.
- Member of the CommunityLab group (http://communitylab.org). Participated in seminars and retreats focused on mining social science literature for theories that can be used to improve participation in online communities.
- Studied the experience of chatting while watching online videos in laboratory and field settings. Found that chatting while watching videos is an enjoyable activity for both groups of friends and groups of strangers, despite it being distracting (CHI '07). Also found that audio chat was no more distracting than text chat and was preferred to text chat when used (uxTV '08).
- Created the Social Video application on Facebook as a platform for research in online video systems. Implementation built with a combination of PHP, MySQL, Flex, JavaScript and the Facebook and YouTube APIs. Research studies indicated a strong preference for watching with friends and the use of time between videos to chat without being distracted.

IBM T.J. Watson Research, Hawthorne, NY   **Summers 2004 & 2005**
Enhanced Web Experience Group (2004) and Social Computing Group (2005)

- Used qualitative and quantitative methods to study use of IBM Community Tools (ICT), a system for broadcasting instant messages to large groups of users.
- Designed and implemented a visualization for navigating the space of available groups and exploring relationships between groups based on message similarity.

REFEREED PAPERS

Weisz, J. D. and Kiesler, S. (2008). How text and audio chat change the online video experience. In Proceedings of uxTV'08. ACM, New York, NY, 9-18.

Weisz, J. D., Kiesler, S., Zhang, H., Ren, Y., Kraut, R. E., and Konstan, J. A. (2007). Watching together: integrating text chat with video. In Proceedings of SIGCHI 2007. ACM, New York, NY, 877-886.
[25% acceptance rate]

Weisz, J. D., Erickson, T., and Kellogg, W. A. (2006). Synchronous broadcast messaging: the use of ICT. In Proceedings of SIGCHI 2006. ACM, New York, NY, 1293-1302.
[23% acceptance rate, Nominated for Best Paper Award]

BOOK CHAPTERS

Weisz, J. D. (2009). Online video as a social activity. In P. Cesar, D. Geerts, and K. Chorianopoulos (Eds.), Social Interactive Television: Immersive Shared Experiences and Perspectives. Hershey, PA: IGI Global.

PATENT APPLICATIONS

Bellamy, R. K., Malkin, P. K., Richards, J. T., **Weisz, J. D.**, and Wolf, T. L. System and method for targeted message delivery and subscription. Submitted August, 2005.

INVITED TALKS

Collaborative Online Video Watching. *YouTube,* San Bruno, CA (February, 2010). *IBM Almaden,* San Jose, CA (February, 2010). *Disney Research,* Glendale, CA (March, 2010).

Social Online Video Experiences. *IBM T.J. Watson Research,* Hawthorne, NY (November, 2008).

What Can YouTube Learn From MST3k? *YouTube (at Google Pittsburgh),* Pittsburgh, PA (May, 2008).

Watching Together: Integrating Text Chat with Video. *Yahoo! Research Berkeley,* Berkeley, CA (April, 2007).

TEACHING AND MENTORSHIP

Independent Study in Human-Computer Interaction (15-529)   **Fall 2009**
Project Mentor

- Mentored an undergraduate computer science major in the design and implementation of a temporal visualization of messages on Twitter.

NSF Research Experience for Undergraduates (REU)   **Summer & Fall 2009**
Research Supervisor

- Managed a team of four students in usability testing the user interface of the Social Video application.
- Worked with students to redesign and implement the UI to correct discovered usability problems.
- Designed and implemented a novel social proxy representation of a live, virtual audience.

Entrepreneurship for Computer Scientists (15-390)   **Fall 2007 & Fall 2008**
Teaching Assistant for Art Boni and William Courtright

- Elective course introduces entrepreneurship principles to technologists. Attended by undergraduate students in computer science, masters students in information networking, and masters students in human-computer interaction. Class size of about 25-30 students.
- Focus on how to commercialize technologies by starting a company, building a team, conducting market research, pitching ideas, and obtaining angel and VC investment.
- Responsibilities included assisting students with their projects, participating in class discussions, and grading assignments and projects.

Graduate Human-Computer Interaction Methods (05-610)   **Fall 2007**
Project Mentor
- Mentored two HCI masters students as they designed and evaluated user interfaces for watching videos online and chatting with friends.

Undergraduate Human-Computer Interaction Methods (05-410)   **Fall 2005**
Project Mentor
- Mentored a group of four HCI undergraduate students as they designed a user interface for broadcasting video using End System Multicast.

Computer Networks (15-441)   **Fall 2002**
Teaching Assistant for Mor Harchol-Balter & Srini Seshan
- Upper-level undergraduate course in network protocols and algorithms. Attended by approximately 80 advanced juniors and seniors in computer science.
- Independently developed and graded written homework and programming assignments and created and delivered a class lecture on network security.

Data Structures (15-200)   **Fall 2001**
Teaching Assistant for Greg Kesden
- Course covers common data structures and algorithms in computer science for non-majors. Attended by approximately 80 students.
- Responsibilities included planning and holding weekly recitations and review sessions before exams, assisting students one-on-one in computer labs, and grading homework assignments and exams.

PROFESSIONAL SERVICE
Reviewing
- SIGCHI Technical Papers and Notes (2007 - 2010)
- CSCW Technical Papers and Notes (2006, 2008, 2010)
- TOCHI Technical Articles (2009)
- HICSS Technical Papers (2008)

Seminar Coordination
- CommunityLab Seminar (Fall 2006)
- NetTalk Seminar (Spring 2004)

Graduate Admissions Committee
- Student Member (2007 & 2008)

CSD Speakers Club
- Student Member (2008 & 2009)

HONORS AND AWARDS
College and University Honors (Undergraduate)
College honors awarded upon completion of a Senior Honors Thesis. University honors awarded for achieving a final Quality Point Average (QPA) > 3.5 (of 4.0).

School of Computer Science Dean's List (Undergraduate)
Awarded for achieving a QPA > 3.75 (of 4.0) in a single semester. Award received 5 times in 8 semesters.

Member, National Society of Collegiate Scholars
Awarded for achieving a QPA > 3.5 (of 4.0) during one semester of the first two undergraduate years.

SOFTWARE
iPhone Developer
Applications include the CHI iPhone Program Guide (2009 & 2010) and Rock Band Scores.