STEVEN P DOW

spdow@stanford.edu · www.stanford.edu/~spdow
353 Serra Blvd, Gates 390, Stanford, CA 94305
650-723-1362 OFFICE · 650-723-0033 FAX

DEGREES

2008   **Ph.D. Human-Centered Computing**
College of Computing, Georgia Institute of Technology

2004   **M.S. Human-Computer Interaction**
College of Computing, Georgia Institute of Technology

1999   **B.S. Industrial Engineering, with a Computer Science focus**
College of Engineering, University of Iowa

EMPLOYMENT

2008-10   **Stanford University**, Stanford, CA
Postdoctoral Scholar, Computer Science (with Scott Klemmer)

2003-08   **Georgia Institute of Technology**, Atlanta, GA
Graduate Research Assistant, College of Computing (with Blair MacIntyre)

SUMMER 2007   **University of South Australia**, Adelaide, Australia
NSF East Asia and Pacific Summer Institutes, Research Scholar (with Bruce Thomas)

SUMMER 2005   **Intel Research**, Seattle, WA
Research Intern (with James Landay)

SUMMER 2003   **Microsoft Corporation**, Redmond, WA
Program Manager Intern

2002   **Interactive Media Technology Center**, Atlanta, GA
Graduate Research Assistant

2000-01   **Accenture Tech Labs**, Chicago, IL
Research Analyst

1997-1999   **University of Iowa**, Iowa City, IA
Undergraduate Research Assistant, GROK Lab

TEACHING

WINTER 2011   **Crowdsourcing Research Seminar**, Computer Science Dept, Stanford University
Instructor

SPRING & FALL 2010; WINTER & SPRING 2011   **Seminar on People, Computers, and Design**, Computer Science Dept, Stanford University
Instructor

SPRING 2010   **Computing and Design Thinking**, Computer Science Dept, Stanford University
Co-instructor, with Terry Winograd

SPRING 2008   **Information Visualization**, College of Computing, Georgia Tech
Teaching Assistant for James Foley

Issues in Human-Centered Computing, College of Computing, Georgia Tech
Teaching Assistant for Elizabeth Mynatt

SPRING 2004-05   **Augmented Reality Design**, College of Computing, Georgia Tech
Teaching Assistant for Blair MacIntyre and Jay Bolter

FALL 2004   **Human-Computer Interaction**, College of Computing, Georgia Tech
Teaching Assistant for Bruce Walker

PUBLICATIONS

CONFERENCE PAPERS   **Prototyping Dynamics: Sharing Multiple Designs Improves Exploration, Group Rapport, and Results**, Steven P. Dow, Julie Fortuna, Dan Schwartz, Beth Altringer, Daniel L. Schwartz, and Scott R. Klemmer. *Conference on Human Factors in Computing Systems (CHI'11)*, Vancouver, BC, CAN, 2011.

Families and Services: Understanding Opportunities for Co-Production of Value in Service Design, Jodi Forlizzi, Steven P. Dow, and John Zimmerman. *In submission*, 2011.

Eliza meets the Wizard–of–Oz: Blending Machine and Human Control of Embodied Characters, Steven P. Dow, Manish Mehta, Blair MacIntyre, and Michael Mateas. *Conference on Human Factors in Computing Systems (CHI'10)*, Atlanta, GA, USA, 2010.

Playing with Words: from Intuition to Evaluation of Game Dialogue Interfaces, Serdar Sali, Noah Wardip-Fruin, Steven P. Dow, Michael Mateas, Sri Kurniawan, Aaron A. Reed, and Ronald Liu. *ACM International Conference On The Foundations Of Digital Games*, Monterey, CA, USA, 2010.

The Efficacy of Prototyping Under Time Constraints, Steven P. Dow, Kate Heddleston, and Scott R. Klemmer. *ACM SIGCHI Conf on Creativity and Cognition*, Berkeley, CA, USA, 2009.

Agency Reconsidered, Noah Wardrip-Fruin, Michael Mateas, Steven P. Dow, and Serdar Sali. In *Conference on Digital Games Research (DiGRA'09)*, London, UK, 2009.

Styles of Play in Immersive and Interactive Story: Case Studies from a Gallery Installation of AR Façade, Steven P. Dow, Blair MacIntyre, and Michael Mateas. In *ACM SIGCHI Conference on Advances in Computer Entertainment (ACE'08)*, Yokohama, Japan, 2008.

Presence and Engagement in an Interactive Drama, Steven P. Dow, Manish Mehta, Ellie Harmon, Blair MacIntyre, and Michael Mateas. In *ACM Conference on Human Factors in Computing Systems (CHI'07)*, San Jose, CA, USA, 2007.

Evaluating a Conversation-centered Interactive Drama, Manish Mehta, Steven P. Dow, Michael Mateas, and Blair MacIntyre. In *Conference on Autonomous Agents and Multi-Agent Systems (AAMAS'07)*, 2007.

Initial Lessons from ARFaçade, An Interactive Augmented Reality Drama, Steven P. Dow, Manish Mehta, Annie Lausier, Blair MacIntyre, and Michael Mateas. In *ACM SIGCHI Conference on Advances in Computer Entertainment (ACE'06)*, Los Angeles, CA, USA, 2006. *(Outstanding Paper Award)*

External Representations in Ubiquitous Computing Design and the Implications for Authoring Tools, Steven P. Dow, T. Scott Saponas, Yang Li, and James A. Landay. In *Conference on Designing Interactive Systems (DIS'06)*, State College, PA, USA, June 26-28, 2006.

Exploring Spatial Narratives and Mixed Reality Experiences in Oakland Cemetery, Steven P. Dow, Jaemin Lee, Christopher Oezbek, Blair MacIntyre, Jay D. Bolter, and Maribeth Gandy. In *ACM SIGCHI Conference on Advances in Computer Entertainment (ACE'05)*, Valencia, Spain, June, 2005.

DART: A Toolkit for Rapid Design Exploration of Augmented Reality Experiences, Blair MacIntyre, Maribeth Gandy, Steven P. Dow, and Jay D. Bolter. In *Proceedings of User Interface Software and Technology (UIST'04)*, Sante Fe, NM, USA., October 24-27, 2004. *(Selected for "Reprise of UIST" at SIGGRAPH 2005, only three papers earn this distinction)*

Signal Detection Performance with a Haptic Device, Steven P. Dow, Geb Thomas, and Lynn Johnson. In *Proceedings of Human Factors and Ergonomics Conference (HFES'99)*, Houston, TX, USA, Sept 27-Oct 1, 1999.

Improving the Visual Experience for Mobile Robotics, Geb Thomas, William Robinson, and Steven P. Dow. In *Proceedings of the Iowa Space Grant Conference*, 1997.

DISSERTATION **Understanding User Engagement in Immersive and Interactive Stories**, Steven P. Dow, PhD Thesis, Georgia Institute of Technology, 2008. ADVISOR: Blair MacIntyre. COMMITTEE: Jay Bolter, Mark Guzdial, Michael Mateas, Elizabeth Mynatt.

BOOK CHAPTERS **Supporting Early Design Activities for AR Experiences**, Maribeth Gandy, Blair MacIntyre, Steven P. Dow, and Jay D. Bolter. In *Emerging Technologies of Augmented Reality: Interfaces and Design*, Haller, M., Billinghurst, M. and Thomas, B., eds., Idea Group Publishing, 2007.

JOURNAL ARTICLES **Parallel Prototyping Leads to Better Design Results, More Divergence, and Increased Self-Efficacy**, Steven P. Dow, Alana Glassco, Jonathan Kass, Melissa Schwarz, Daniel L. Schwartz, Scott R. Klemmer. In *ACM Transactions on Computer-Human Interaction*, 17(4), 2010.

Enhancing and evaluating users' social experience with a mobile phone guide applied to cultural heritage, Youngjung Suh, Choonsung Shin, Woontack Woo, Steven P. Dow, and Blair MacIntyre. In *Personal and Ubiquitous Computing*, Nov, 2010.

Wizard of Oz Support throughout an Iterative Design Process, Steven P. Dow, Blair MacIntyre, Jaemin Lee, Christopher Oezbek, Jay D. Bolter, and Maribeth Gandy. In *IEEE Pervasive Computing (Special Issue on Rapid Prototyping)*, November, 2005.

The Design and Testing of a Force Feedback Dental Simulator, Geb Thomas, Lynn Johnson, Steven P. Dow, and Clark Stanford. In the *Journal of Computer Methods and Programs in Biomedicine*, 2001, pp 53-64.

An Initial Evaluation of the Iowa Dental Surgical Simulator, Lynn Johnson, Geb Thomas, Steven P. Dow, and Clark Stanford. In the Journal of Dental Education, December 2000, Vol. 64, pp 847 - 853.

SHORT PAPERS **Experiences Employing Novice Wizards in a Gallery Setting**, Steven P. Dow and Blair MacIntyre. In *International Conference on Entertainment Computing (ICEC08)*, Pittsburgh, PA, 2008.

AR Karaoke: Acting in Your Favorite Scenes Maribeth Gandy, Blair MacIntyre, Peter Presti, Steven P. Dow, Jay D. Bolter, Brandon Yarbrough, Nigel O'Rear. In *International Symposium on Mixed and Augmented Reality (ISMAR05)*, Vienna, Austria, Oct. 6-8, 2005.

A Sketch Interface to Support Storyboarding of Augmented Reality Experiences Peter Presti, Maribeth Gandy, Blair MacIntyre, and Steven P. Dow In *Extended Abstracts of SIGGRAPH,* Los Angeles, CA, USA, Aug., 2005.

Wizard of Oz Interfaces for Mixed Reality Applications, Steven P. Dow, Jaemin Lee, Christopher Oezbek, Blair MacIntyre, Jay D. Bolter, and Maribeth Gandy In *Extended Abstracts of Conference on Computer-Human Interaction (CHI'05)*, Portland, OR, USA, Apr. 2-7, 2005, pp 1339-43.

MAGAZINE ARTICLES **How Prototyping Practices Affect Design Results**, Steven P. Dow. In review for *Interactions*, May 2011.

Damn It Jim, I'm a Gamer Not a Therapist, Steven P. Dow. In *Ambidextrous*, June 2009.

DOCTORAL COLLOQUIA **User Engagement in Physically Embodied Narrative Experiences**, Steven P. Dow. In *ACM SIGCHI Conference on Creativity and Cognition (CC'2007)*, Washington, DC, USA, 2007.

TECH REPORTS **The Effect of Parallel Prototyping on Design Performance, Learning, and Self-Efficacy**, Steven P. Dow, Alana Glassco, Jonathan Kass, Melissa Schwarz, and Scott R. Klemmer. CSTR-2009-02, 2009.

POSTERS, DEMOS, AND WORK-IN-PROGRESS PAPERS **Shepherding the Crowd: Managing and Providing Feedback to Crowd Workers**, Steven P. Dow, Brie Bunge, Truc Nguyen, Anand Kulkarni, Scott R. Klemmer, and Bjoern Hartmann. In extended abstracts of *Conference on Human Factors in Computing Systems (CHI'11)*, Vancouver, BC, CAN, 2011.

Using Crowds to Study Creativity, Steven P. Dow. In *New Paradigms for Using Computer (NPUC'10) and CrowdConf'10*, 2010.

AR Façade: An Augmented Reality Interactive Drama, Steven P. Dow, Manish Mehta, Blair MacIntyre, and Michael Mateas. In *Extended Abstracts of the ACM Symposium on Virtual Reality Software and Technology (VRST'07)*, Newport Beach, CA, U.S.A., Nov. 5-7, 2007.

Making Tracking Technology Accessible in a Rapid Prototyping Environment, Maribeth Gandy, Blair MacIntyre, and Steven P. Dow. In *Extended Abstracts of the International Symposium on Mixed and Augmented Reality (ISMAR'04)*, Arlington, VA, U.S.A, Nov. 2-5, 2004, pp 282-3.

Prototyping Applications for the Physical World Using Integrated Capture/Playback Facilities, Steven P. Dow, Blair MacIntyre, Maribeth Gandy, and Jay D. Bolter. In *Extended Abstracts of the Conference on Ubiquitous Computing (UBICOMP'04)*, Nottingham, U.K., Sept. 7-10, 2004.

DART: The Designer's Augmented Reality Toolkit, Blair MacIntyre, Maribeth Gandy, Jay D. Bolter, Steven P. Dow, Brendan Hannigan. In *Extended Abstracts of the Conference on User Interface Software and Technology (UIST'03) and the International Symposium on Mixed and Augmented Reality (ISMAR'03)*, 2003.

Continuous Sensing of Gesture for Control of Audio/Visual Media, Sha Xin Wei, Giovanni Iachello, Steven P. Dow, Yoichiro Serita, Tazama St.Julien, Juilen Fistre. In *Extended Abstracts of the International Symposium on Wearable Computing (ISWC'03)*, White Plains, NY, U.S.A., October 21-23, 2003.

Demonstrations of Expressive Softwear and Ambient Media, Sha Xin Wei, Yoichiro Serita, Jill Fantauzza, Steven P. Dow, Giovanni Iachello, Joey Berzowska, Yvonne Caravia, Delphine Nain, Wolfgang Reitberger. In *Extended Abstracts of Conference on Ubiquitous Computing*

(UBICOMP'03), Seattle, WA, U.S.A, October 12-15, 2003.

Mobile ADVICE: An Accessible Device for Visually Impaired Capability Enhancement, Robert Amar, Steven P. Dow, Rick Gordon, Rafay Hamid, and Chad Sellers. In *Extended Abstracts of the Conference on Computer-Human-Interaction (CHI'03)*, Ft. Lauderdale, FL, U.S.A., April 5-10, 2003.

WORKSHOP PAPERS **How Does Reality-Based Interaction Affect Users?** Steven P. Dow. In *Workshop on Challenges in Evaluating Usability and User Experience of Reality-Based Interaction. In Conference on Computer-Human Interaction (CHI'09)*, Boston, MA, 2009.

Understanding Engagement: A Mixed-Method Approach to Observing Game Play, Steven P. Dow, Blair MacIntyre, and Michael Mateas. In *Workshop on Evaluating User Experience in Games. In Conference on Computer-Human Interaction (CHI'08)*, Florence, Italy, 2008.

New Media Collaborations through Wizard-of-Oz Simulations, Steven P. Dow and Blair MacIntyre. In *Workshop on HCI and New Media Arts: Methodology and Evaluation. In Conference on Computer-Human Interaction (CHI'07)*, San Jose, CA, 2007.

Reflecting on Production Tools and Methods for Mixed Reality Design Steven P. Dow and Blair MacIntyre. In Workshop on *What is the Next Generation of Human-Computer Interaction? In Conference on Computer-Human Interaction (CHI'06)*, Montreal, QC, CAN, April 24-27, 2006.

Tools for Designing Computational Spaces, Steven P. Dow, Maribeth Gandy, and Blair MacIntyre. In *The Future of User Interface Design Tools Workshop. Conference on Computer-Human Interaction (CHI'05)*, Portland, OR, Apr. 2-7, 2005.

Designing for Place in Urban Cemeteries, Steven P. Dow and Susan Wyche. In *Engaging The City: Public Interfaces As Civic Intermediary Workshop. Conference on Computer-Human Interaction (CHI'05)*, Portland, OR, Apr. 2-7, 2005.

Prototyping Applications with Tangible User Interfaces in DART Maribeth Gandy, Steven P. Dow, and Blair MacIntyre. In *Toolkit Support for Interaction in the Physical World Workshop at IEEE Pervasive Computing*, Vienna, Austria, April 2004.

INVITED TALKS

How Prototyping Practices Affect Design Results

30 MAR 2011	UPCOMING Iowa State University, HCI program (Ames, IA)
24 MAR 2011	UPCOMING Indiana-Purdue University, School of Informatics (Indianapolis, IN)
15 MAR 2011	Accenture Technology Labs (San Jose, CA)
22 FEB 2011	U Michigan, School of Information (Ann Arbor, MI)
17 FEB 2011	Georgia Tech, GVU Center (Atlanta, GA)
14 FEB 2011	McGill University, School of Information Studies (McGill, QC)
2 FEB 2011	Carnegie Mellon, HCI Institute (Pittsburgh, PA)
23 JAN 2011	UC Merced, Cognitive Science (Merced, CA)
18 JAN 2011	IBM Almaden Research Center (San Jose, CA)
15 DEC 2010	U Washington, DUB Group (Seattle, WA)
11 NOV 2010	Abode Advanced Technology Labs (San Francisco, CA)
8 NOV 2010	U Michigan, School of Information (Ann Arbor, MI)
9 JULY 2010	HP Labs, Multimedia Interaction and Understanding Lab (Palo Alto, CA)
3 JUNE 2010	Mines-Paris Tech, Centre de Gestion Scientifique (Paris, France)
1 JUNE 2010	Université de Paris-Sud and INRIA (Paris, France)
27 MAY 2010	Hasso Plattner Institute, Human Computer Interaction Lab (Potsdam, Germany)

12 MAY 2010	Stanford DesignX Meeting, Center for Design Research (Palo Alto, CA)
6 MAY 2010	Stanford Symbolic Systems Lecture Series (Palo Alto, CA)
20 APR 2010	Nokia Research (Santa Monica, CA)
6 APR 2010	DePaul University, College of Digital Media (Chicago, IL)
24 MAR 2010	Carnegie Mellon University, HCI Institute (Pittsburgh, PA)
22 MAR 2010	U of Pittsburgh, Dept of CS and Learning Research & Development Center (Pittsburgh, PA)
15 MAR 2010	RIT Dept of Interactive Games and Media (Rochester, NY)
9 MAR 2010	UC Berkeley, Berkeley Institute of Design (Berkeley, CA)
4 MAR 2010	Penn State, College of Information Sciences and Technology (University Park, PA)
15 JAN 2010	Stanford Seminar on People, Computers, & Design (Palo Alto, CA)
19 NOV 2009	Google Tech Talk (Mountain View, CA)
10 NOV 2009	Carnegie Mellon University, Silicon Valley (Mountain View, CA)

Workshop on Wizard-of-Oz Prototyping Practices

19 OCT 2010	UC Berkeley, Berkeley Institute of Design (Berkeley, CA)
6 APR 2010	DePaul University, College of Digital Media (Chicago, IL)
8 MAR 2010	UC Berkeley, Berkeley Institute of Design (Berkeley, CA)

Human-Avatar Interactions in an Immersive Soap Opera

20 JUL 2010	Stanford University, Media-X Workshop, Teaching My Avatar New Tricks (Palo Alto, CA)

Eliza meets the Wizard-of-Oz: Blending Machine and Human Control of Embodied Characters

8 APR 2010	Willow Garage (Menlo Park, CA)
5 APR 2010	UC Santa Cruz, Dept of Computer Science (Santa Cruz, CA)

What is the Value of Prototyping?

25 AUG 2009	Intl Conference Engineering Design, Design Thinking Workshop (Stanford, CA)
2 JUN 2009	Hasso Plattner Design Thinking Research Program, summer meeting (Palo Alto, CA)
18 MAR 2009	Center for Design Research, DesignX Meeting (Palo Alto, CA)
3 FEB 2009	Hasso Plattner Design Thinking Research Program, winter meeting (Palo Alto, CA)
6 NOV 2008	Hasso Plattner Design Thinking Research Program, intro event (Potsdam, Germany)

Understanding User Engagement in Immersive and Interactive Stories

15 JUL 2009	Microsoft Research, (Cambridge, UK, July 15th, 2009)
30 JAN 2009	UC Santa Cruz, Intro Game Design (Santa Cruz, CA, Jan 30th, 2009)
22 JAN 2009	Nokia Research (Palo Alto, CA, January 22nd, 2009)
18 NOV 2008	Carnegie Mellon University's Entertainment Technology Center (Redwood City, CA)
6 NOV 2008	Hasso Plattner Institute, Introductory HCI Course (Potsdam, Germany)

Presence and Engagement in an Interactive Drama

9 NOV 2007	Department of Informatics at UC Irvine (Irvine, CA)
8 JUN 2007	Department of CS at Columbia University (New York City, NY)
27 JUN 2007	School of Computer and Information Science at U of South Australia (Adelaide, Aus)
9 AUG 2007	HIT Lab NZ at Univ of Canterbury (Christchurch, New Zealand)
17 AUG 2007	Creativity and Cognition Studios (Sydney, Australia)

Prototyping Tools and Methods for Mixed Reality Applications

10 AUG 2007	HIT Lab NZ at University of Canterbury (Christchurch, New Zealand)
13 JUL 2007	School of Computer and Information Science at U of South Australia (Adelaide, Aus)
8 DEC 2006	Literature, Culture & Digital Media at BTH (Karlskrona, Sweden)
6 DEC 2006	New Media Studies at Charles University (Prague, Czech Republic)
1 MAY 2006	Fine Arts Cultural Studies at York University (Toronto, Ontario, Canada)

Exploring Spatial Narratives for Historic Oakland Cemetery

2 JUN 2005	Intel's *People and Practices* Seminar Series (Hillsboro, OR)

SERVICE AND PROFESSIONAL ACTIVITIES

PROGRAM COMMITTEES | Papers Associate Chair, Design Sub-Committee, *CHI* (2011)
Work-in-Progress Papers Associate Chair, *CHI* (2009)

PAPER REVIEWER | ACM Conference on Human Factors in Computing Systems, *CHI* (2006-11)
Mobile HCI (2011)
Transactions on Computer-Human Interaction, TOCHI (2010)
ACM SIGCHI Conference on Computer Support Collaborative Work (2008-10)
ACM SIGCHI Conference on User Interface Software and Technology (2007, 2010)
International Journal of Design (2010)
ACM Conference on Pervaisve Computing (2010-11)
ACM Interactive Tabletops and Surfaces (2010)
IEEE International Symposium on Mixed and Augmented Reality (2010)
Virtual Reality Journal (2010)
Journal of Multimedia Systems (2009)
Journal of Computers and Graphics (2009)
IEEE Conference on 3D User Interfaces (2009)
ACM Conference on Tangible and Embedded Interaction (2009)
Evaluating User Experience in Games, chapter review (2009)
ACM Conference on Ubiquitous Computing (2008)
ACM SIGCHI Conference on Advances in Computer Entertainment (2007-09)
ACM SIGCHI Conference on Creativity and Cognition (2007, 2009)
IEEE Pervasive Computing Magazine (2007)
Emerging Technologies of Augmented Reality: Interfaces and Design (2007)
Communications of the ACM (2006)

MENTORSHIP | Brie Bunge, CURIS Undergraduate Research (2010)
Julie Fortuna, CURIS Undergraduate Research (2010)
Truc Nguyen, CURIS Undergraduate Research (2010)
Dan Schwartz, SymSys Undergraduate Research (2010)
Rachel Lopatin, SymSys Undergraduate Research (2010)
Renata Aryanti, Masters Research (2010)
Alana Glassco, SymSys Undergraduate Research (2009)
Jonathan Kass, CURIS Undergraduate Research (2009)
Melissa Schwarz, SymSys Undergraduate Research (2009)
Kate Heddleston, Undergraduate Research (2009)
Sauvik Das, Intel Opportunities Scholar's Program (2006-08)
Uzo Okafor, Intel Opportunities Scholar's Program (2006-07)
Andrew Durso, Intel Opportunities Scholar's Program (2005-06)
Anthony Thomas, Intel Opportunities Scholar's Program (2005-06)

LOCAL COMMITTEES | Graduate Student Council, College of Computing, Georgia Tech (2005-08)
  Faculty Recruiting Committee (2007-08)
  Representative for the School of Interactive Computing (2005-07)
  Representative for the Human-Centered Computing PhD Program (2005-06)
  GVU Coffee and Cookie break organizer, Georgia Tech (2006-07)

MAGAZINE VOLUNTEER | *Ambidextrous*: Stanford's Journal of Design (Assistant Editor, 2009-10)
Hawkeye Engineer: University of Iowa, College of Engineering, Student Magazine (Managing Editor, 1998-99)

STUDENT VOLUNTEER | ACM Conference on Human Factors in Computing Systems (CHI, 2005)
ACM SIGCHI Conference on Designing for User eXperience (DUX, 2005)
International Symposium on Mixed and Augmented Reality (ISMAR, 2004)

International Conference on Ubiquitous Computing (UbiComp, 2004)
IEEE Virtual Reality (VRST, 1999-2000)
Human Factors and Ergonomics Society (HFES, 1998-99)

<small>MEMBERSHIPS</small> Association for Computing Machinery (2007-11)
CHI*Atlanta (2003-04)
Human Factors and Ergonomics Society, U. Iowa Chapter President (2000)
Institute of Industrial Engineers (1998-2000)

HONORS

2010 Recipient of Stanford Postdoctoral Association's best research award **(only 8 selected from 1800 postdocs)**

2009-11 Co-recipient, Hasso Plattner Design Thinking Research Grant

2007 Program Fellow, National Science Foundation, East Asia and Pacific Science Institutes

2006 Outstanding Paper Award, Conference on Advances in Computer Entertainment

2005-06 Co-recipient of Graphics, Visualization, and Usability Center (GVU) Seed Grant Award

1999 University of Iowa Honors Thesis: *Virtual Dentistry: the Forces Behind the Pain*

1999 Recipient, Institute of Industrial Engineering Award for Technical Writing

1999 Award for Excellence, University of Iowa, Department of Mechanical and Industrial Engineering

1998-99 Recipient, Lloyd A. Knowler Quality Engineering Scholarship

1998-99 Dean's List, University of Iowa

PRESS

18 OCT 2007 **UC Irvine's Beall Center Showcases InterSense Technology**, InterSense Press Release

15 OCT 2007 **Avant-garde video-game blog earns art exhibition at UC Irvine's Beall Center**, Hugh Powell and Tim Stephens

8 OCT 2007 **Big Joy Stick, Big Fun at the Beall Center**, Elizabeth Watkins, New University Newspaper

21 JUN 2007 **Augmented reality relationship game plays with your emotions**, EnGadget

11 JUN 2007 **New games mixing virtual, physical worlds**, Greg Bluestein, Associated Press

11 JUN 2007 **Step into a Soap Opera**, Jason Bronis, Associated Press (Video)

25 APR 2007 **Reinventing the virtual world**, Alyssa Abkowitz, The Creative Loafing

EXHIBITIONS

Augmented Reality Façade: Visitors encounter two virtual autonomous characters in a physical room and interact using natural speech and gestures.
2007 *Grand Text Auto Exhibit* (Beall Center for Art & Technology, Irvine, CA)
2007 *GVU Center 15th Anniversary Celebration* (Georgia Tech, Atlanta, GA)
2006-07 *The New Face of Computing Symposium* (Georgia Tech, Atlanta, GA)
2006-07 *Living Game Worlds Symposium* (Atlanta, GA)

Four Angry Men: Participants see virtual jurors through a head-mounted display and can switch between different points of view by physically moving between chairs.

2004   *TTI / Vanguard meeting and NextGens Technologies Conf* (Georgia Tech, Atlanta, GA)
2004   *GVU Center Convocation Day* (Georgia Tech, Atlanta GA)

The Voices of Oakland: Visitors move through an historic cemetery grounds wearing location-sensitive headphones and listen to actors portray compelling individuals who are buried below.

2004-07   *Sunday in the Park* (Oakland Cemetery, Atlanta, GA)

Who is Watching? HDE Security. A fabricated bathroom video surveillance system distributes images in the public space challenging people to explore issues of privacy and security (with Engin Erdogan and Julie Hoffman).

2004   *LCC Digital Media demo day* (Wesley New Media Center, Georgia Tech, Atlanta, GA)

La Regina / Expressive Softwear: Dancers wear garments with tiny computers that continuously sense movements and alter the audio-visual space (with Topological Media Lab).

2003   *LCC Digital Media demo day* (Wesley New Media Center, Georgia Tech, Atlanta, GA)