



WELCOME TO THE BROADENING PARTICIPATION WORKSHOP!

DETAILS

WHERE: Motif Seattle Hotel, 1415 Fifth Avenue, Seattle, WA 98101

Further venue information: <http://ubicomp.org/ubicomp2014/attending/index.php#venue>

WHEN: Saturday Sept 13, 2014. Registration opens at 7:30am on the 4th floor.

WORKSHOP AGENDA

(8:30AM – 8:45AM) Workshop Opening

Speaker: Gillian Hayes, Donald Bren School of Information and Computer Sciences, UC Irvine

(8:45AM – 10:00AM) Keynote: The History and Future of Ubiquitous Computing

Speaker: Judy Kay, Professor, Computer Science at the University of Sydney

Weiser's vision provided the foundations of pervasive and ubiquitous computing research, its achievements reflected in the vibrant community that will participate in this conference. This talk reflects on the nature of our community's past research, from the pure computer science work in hardware, networks and infrastructures, machine learning and data mining to the deeply multi-disciplinary work on design, applications, social dimensions and evaluation. It will summarize highlights of the current state of Ubicomp, with its fast growing collection of sensors and devices, those we wear or carry, and those embedded in our environment, be they calm, obtrusive or in between. Then the talk moves to the ways that future Ubicomp research can tackle people's most pressing problems, with a focus on the particular contributions to be made by an increasingly diverse community of researchers.

(10:00AM – 10:30AM) Break

Poster setup for students

(10:30AM – 11:45PM) Poster Session A

Session Chair: Rodrigo de Oliveira, Google

This session gives students the opportunity to receive feedback on their research from the invited mentors as well as their peers. This session will allow for open and informal discussion and allow for additional networking and mentoring.

(12:00PM – 1:30PM) “Speed Dating” Lunch

Session Chair: Julie Kientz, Human Centered Design & Engineering, University of Washington

This lunch is an opportunity to sit among participants and mentors with similar interests. To help facilitate the discussion, specific questions will be posted on a card at each table. After 30 minutes, attendants will switch tables to discuss a new topic and to get the opportunity to meet and converse with other attendants of the workshop.

(1:30 – 2:45PM) Poster session B

Session Chair: Rodrigo de Oliveira, Google.

(2:45PM – 4:15PM) Career Panel

Session Chair: Gillian Hayes, Donald Bren School of Information and Computer Sciences, UC Irvine

Panelists:

- Julie A. Kientz, Associate Professor, Human Centered Design & Engineering, University of Washington
- Brian M. Landry, R&D Manager at Accenture's Technology Labs' Digital Experiences Group
- Rodrigo de Oliveira, User Experience Researcher at YouTube, Google
- A.J. Bernheim Brush, Senior Researcher at Microsoft Research

In this session, mentors, invited speakers, and workshop organizers will serve as a panel to discuss a variety of topics with student participants. Student participants are encouraged to ask questions regarding career paths and job matters, finishing their PhDs, work/life balance, and acquiring funding. Questions can also include topics pertaining specifically to the challenges and opportunities for females and minorities in computer science.

(4:15PM – 4:30PM) Break

(4:30PM – 5:45PM) Closing Keynote: Approaches to Ubiquitous Computing Research

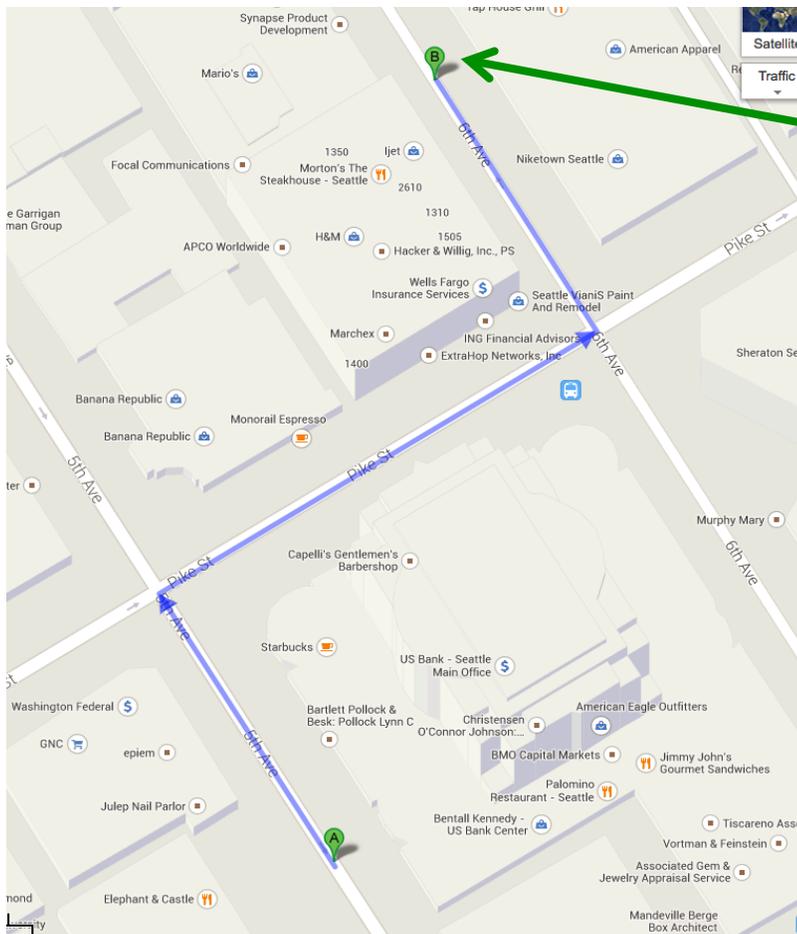
Session Chair: Brian M. Landry, Accenture Technology Labs

Speaker: Gregory Abowd, School of Interactive Computing, Georgia Tech

Ubiquitous computing research represents a very broad intellectual swath. In this talk, I will attempt to describe the variety of ways one can conduct research that would be interesting to the Ubicomp community. One dimension of interest is the extent to which the research is connected to some application domain. Another dimension relates to how the research involves deployment and study of the user experience in the field. As ubiquitous computing has become more mature, it is more challenging for new researchers to determine how they would best make an impact as a researcher. I will try to give some advice that will ease the natural apprehension one might feel at the beginning of a research career. The good news is that there are MANY paths to success.

(6:00PM – 8:00PM) Workshop Dinner

Join us for a casual dinner! All participants, mentors and invited speakers are invited to attend. This dinner will allow for further conversation on topics introduced throughout the day as well as general networking and relationship building.



Tap House Seattle
(<http://www.taphousegrill.com/>),
1506 Sixth Avenue Seattle
Washington 98101

POSTER PRESENTERS

1	Gina Sprint	Wearable Sensors in Ecological Rehabilitation Environments
2	Jessamyn Dahmen	Multicomponent Analysis of a Novel Digital Trail Making Task
3	Elena Oat	Profession bits
4	Cindy Hsin-Liu Kao	Cosmetics inspired half-implant wearable technology
5	Delaram Yazdansepas	Accelerometer Mapping Method for Mobile-based Fall Detection System
6	Christa Simon	Digital Memory Notebook: Experimental Evaluation of Motivational Reward Strategies
7	Drew Williams	Developing a Smartphone-Based Tool to Assess Building Accessibility
8	Robin Brewer	Designing V-Mail: A Voice-Based E-mail System for Seniors
9	Christina Chung	TempFeel: Sensing and sharing temperature to support remote relationships
10	Michele Williams	Describing Personal & Situational Blind Navigation Behaviors
11	Marvin Andujar	Enhancement of Engagement through a Wearable Brain-Computer Interface
12	Erin Griffiths	Fixture Discovery Through Occupant Localization
13	Laleh Jalali	Objective Self
14	Anh Nguyen	Fusing mobile phone sensors for paper keyboard
15	Raymond Collier	Deploying the UCSD Model to Assess IS Products to Launch Entrepreneurship Ventures
16	Crystal Compton	Wearable Sensors
17	Jasmine Jones	Supporting multi-generational memory sharing

SPEAKER BIOGRAPHIES



Gregory D. Abowd (pronounced AY-bowd) is the Distinguished Professor in the School of Interactive Computing at Georgia Tech. His research interests concern how the advanced information technologies of ubiquitous computing (or ubicomp) impact our everyday lives when they are seamlessly integrated into our living spaces. Dr. Abowd's work has involved schools and homes, with a recent focus on healthcare delivery. He is a member of the GVU Center. Dr. Abowd received the degree of B.S. in Mathematics in 1986 from the University of Notre Dame. He then attended the University of Oxford in the United Kingdom on a Rhodes Scholarship, earning the degrees of M.Sc. (1987) and D.Phil. (1991) in Computation from the Programming Research Group in the Computing Laboratory. From 1989-1992 he was a Research Associate/Postdoc with the Human-Computer Interaction Group in the Department of Computer Science at the University of York in England. From 1992-1994, he was a Postdoctoral Research Associate with the Software Engineering Institute and the Computer Science Department at Carnegie Mellon University.



A.J. Bernheim Brush is a Senior Researcher at Microsoft Research. A.J.'s research area is Human-Computer Interaction with a focus on Ubiquitous Computing and Computer Supported Collaboration (CSCW). A.J. is most well known for her research on technologies for families and her expertise conducting field studies of technology. Her current focus is home automation as co-leader of the Lab of Things project. She is a Senior Member of the ACM and was honored to receive a Borg Early Career Award in 2010. Her research has received 2 best paper awards and several best paper nominations. A.J. is co-general chair of UbiComp 2014, and serves on the UbiComp Steering Committee and the CRA-W board. A.J. also serves regularly on Program Committees for many conferences including UbiComp, Pervasive, CHI, and CSCW.



Gillian Hayes is an Associate Professor and the Robert A. and Barbara L. Kleist Chair in Informatics in the School of Information and Computer Sciences. Her research in autism and technology has led her to serve as Director of Technology Research at the Center for Autism and Neurodevelopmental Disorders of Southern California. She is co-director for the Intel Science and Technology Center for Social Computing at UC Irvine and Faculty Director for Civic and Community Engagement at UC Irvine. She directs the social and technological action research (STAR) group. Her research interests are in human-computer interaction, ubiquitous computing, assistive and educational technologies, and health informatics. She designs, develops, deploys, and evaluates technologies to empower people to use collected data to address real human needs in sensitive and ethically responsible ways. In particular, she focuses on vulnerable populations in their efforts to understand their own data and in the use of these data to provide them with necessary resources and services.



Judy Kay chairs the Steering Committee for Pervasive and Ubiquitous Computing. She is Professor of Computer Science at the University of Sydney, Australia. Her research and teaching are in human computer interaction (HCI), ranging from creating new technology to broad studies to inform its design and learn about its use. She leads the CHAI: Computer Human Adapted Interaction Research Group and the nascent Human Centred Technology Cluster, a multi-disciplinary group centred in the Faculty of Engineering and IT.

Her personalisation research has created the interfaces and infrastructure for capturing and managing people's long term personal data from diverse sources; the work is distinctive in its focus on user control and on making this personal data available in useful forms for long term learning and self-monitoring. Her interface research has created a software framework for interactive tabletops and walls, now commercialised in the spin-off Cruiser Interactive. By mining the digital footprints of such interaction, this research is creating new ways for people to learn to collaborate, and collaborate to learn.

She has extensive publication in venues such as the conferences, Pervasive, Computer Human Interaction (CHI), User Modeling (UM, AH, UMAP) and journals, such as IEEE Transactions on Knowledge and Data Engineering, International Journal of Artificial Intelligence in Education, User Modeling and User-Adapted Interaction, Personal and Ubiquitous Computing, Communications of the ACM, Computer Science Education. She has been invited keynote speaker at conferences on personalisation and advanced learning technology.



Julie A. Kientz is an Associate Professor in the department of Human Centered Design & Engineering at the University of Washington. She directs the Computing for Healthy Living and Learning Lab, is active in the Design, Use, Build (dub) alliance, and has adjunct appointments in The Information School and Computer Science & Engineering. Dr. Kientz's primary research areas are in the fields of Human-Computer Interaction, Ubiquitous Computing, and Health Informatics. Her research focuses on understanding and reducing the user burdens of interactive technologies for health and education through the design of future applications. She has designed, developed, and evaluated mobile, sensor, and social applications for helping individuals with sleep problems, parents of young children tracking developmental progress, individuals with visual impairments, people who want to quit smoking, and special education teachers working with children with autism. Her primary research methods involve human-centered design, technology development, and a mix of qualitative and quantitative methods. Dr. Kientz received her Ph.D. in Computer Science from the Georgia Institute of Technology in 2008. She was awarded a National Science Foundation CAREER Award in 2009, named an MIT Technology Review Innovator Under 35 in 2013, and was given the UW College of Engineering Faculty Research Innovator award in 2014.



Brian M. Landry is an R&D Manager in Accenture's Technology Labs' Digital Experiences group. He is a thought leader in the digital space particularly in the area of customer experience. Brian helps to shape the R&D agenda for the Digital Experiences group and leads development efforts to produce innovative technology solutions to business problems. Brian received a Ph.D. in Computer Science (emphasis in Human Computer Interaction) from the Georgia Institute of Technology where his thesis work focused on storytelling in digital media. Before joining Accenture he was a postdoctoral fellow at the University of Washington.



Rodrigo de Oliveira is a user experience researcher at Google in the YouTube team, USA. Previously, he was a research scientist at Telefonica Research in Spain. He received his Ph.D. in Computer Science from State University of Campinas (Unicamp) in Brazil, supported by the Microsoft Research fellowship. His primary research interests include human-computer interaction and persuasive computing. Rodrigo combines these areas to design and evaluate computing solutions that overcome information overload, improve the users' experience of their daily activities, and support people in achieving their goals. His research has received a best paper award and several best paper nominations. His work is usually applied to ubiquitous and mobile computing, user modeling, e-health, e-learning, online privacy and multimedia systems.