

# Student



# Spotlight

"Eugene captures the spirit of CIS research in working across computer science, human-computer interaction, and science & technology studies. It is remarkable for a junior to have such a wonderful record of independent study."

- Charlie Van Loan  
Chair, Computer Science Department

## Yevgeniy Medynskiy

"Computing is situated in society, history, culture, and individual experience. Technical practice should be shaped by work in both computer science and the social sciences." - Eugene Medynskiy

Currently a Junior, majoring in Computer Science with a minor in Information Science

### Works with Cornell's Human-Computer Interaction Group

*Including internships during the summer, working on technical systems to increase sociability and reflection at the Johnson Museum of Art.*

### Member of Cornell's Culturally Embedded Computing Group

*A cross-disciplinary group of researchers headed by Professor Phoebe Sengers who examine the interactions between technology, design, and culture.*

"Eugene has contributed a great deal to the HCI and the Culturally Embedded Computing groups since his first year at Cornell. His blend of technical and qualitative research skills, combined with enthusiasm, curiosity, and energy, have made him a highly valued member of our research teams."

- Phoebe Sengers, Assistant Professor

Eugene will be presenting his paper at the CHI 2005 (Computer-Human Interaction) conference workshop titled 'Beyond Threaded Computing'.

To encourage reflection on alternate value systems in the home, Eugene designed and built a novel information appliance for the home, iFortune, which reads coffee grounds in the bottom of a coffee cup and gives the user a fortune based on them.

Eugene has been working with Phoebe Sengers and Dan Huttenlocher on a Computer Science & Social Science project finding implicit social networks in LiveJournal, a large blogging community.

