

CURRICULUM VITAE
François Guimbretière

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1. PERSONAL INFORMATION

a. Name and rank

François Victor Jacques Jérôme Guimbretière, Associate Professor

b. Educational background

Stanford University, Stanford, California, 9/94 – 4/02.

Ph. D. in Computer Science, 4/02, Research advisor: Terry Winograd.

M.S. in Computer Science, 6/97.

Ecole Supérieure d'Electricité, Gif-sur-Yvette, France, 9/87 – 6/90.

Diploma in Electrical Engineering, major in Artificial Intelligence, 6/90.

University of Nantes, Nantes, France, 9/85 – 6/87.

Diploma of Associate of Science, 6/87.

c. Employment background

Associate Professor with Tenure, Computing and Information Science, Cornell University, Ithaca, NY 07/12 – present.

Associate Professor, Computing and Information Science, Cornell University, Ithaca, NY 01/09 – 06/12.

Associate Professor with Tenure, Computer Science Department with joint appointment in UMIACS, University of Maryland, College Park, 07/08 – 12/08.

Assistant Professor, Computer Science Department with joint appointment in UMIACS, University of Maryland, College Park, 08/02 – 07/08.

Visiting Scholar, Microsoft Research, 06/03 – 07/03 (Host: Mary Czerwinski).

Research Assistant, Human Computer Interaction Group, Stanford University, 09/97 – 04/02 (Research advisor: Terry Winograd).

Research assistant, Program Analysis and Verification Group, Stanford University, 01/95 – 08/97 (Research advisors: John Mitchell and David Luckham).

Intern at Rail Transportation Systems, New York, New York, 06/92 – 09/93.

Researcher at the SNCF (French railways) Research Center, Paris, 09/91 – 05/92.

Developer at Betel Ingenierie (now part of CSC Europe), Toulouse, 09/90 – 08/91.

Intern at the CNES (French National Space Agency), Toulouse, 05/90 – 06/90.

Intern at Dassault Electronique, Saint Quentin en Yvelines, 07/89 – 08/89.

2. RESEARCH, SCHOLARLY AND CREATIVE ACTIVITY

a. Articles in Refereed Journals

13. Rundong Wu, Huaishu Peng[†], François Guimbretière, and Steve Marschner. Printing arbitrary meshes with a 5DOF wireframe printer. *ACM Trans. Graph.*, 2016. **35**(4): p. 101:1 – 101:9.
12. François Guimbretière, Shenwei Liu[†], Han Wang[†], and Rajit Manohar. An Asymmetric Dual-Processor Architecture for Low Power Information Appliances. *ACM Transactions on Embedded Computing Systems*, **13**(4) Article No 98, November 2014.
11. Nicholas Chen[†], François Guimbretière, and Abigail Sellen. Designing a Multi-Slate Reading Environment to Support Active Reading Activities. *ACM Transactions on Computer-Human Interaction*, **19**(3), pp. 18:1 – 18 :35, October 2012. **Best of 2012 from Computing Reviews.**
10. Chunyuan Liao[†] and François Guimbretière. Evaluating and Understanding the Usability of A Pen-based Command System for Interactive Paper. *ACM Transactions on Computer-Human Interaction*, **19**(1), pp 3:1 – 9:24, March 2012,.
9. Georg Apitz[†], François Guimbretière, and Shumin Zhai. Foundations for designing and evaluating user interfaces based on the crossing paradigm. *ACM Transactions on Computer-Human Interaction*, **17**(2), pp 9:1 – 9:42, May 2010.
8. Youngmin Kim, Amitabh Varshney, David Jacobs, and François Guimbretière. Mesh Saliency and Human Eye Fixations. *ACM Transactions on Applied Perception*, **7**(2), 12:1 – 12 :13, February 2010.
7. Hyunyoung Song[†], François Guimbretière, Chang Hu, and Hod Lipson. ModelCraft Framework: Capturing Freehand An-notations and Edits to facilitate the Design Process using Digital Pen. *ACM Transactions on Computer-Human Interaction*, **16**(3), pp. 14:1 – 14 :33, September 2009.
6. Nicholas Chen[†], François Guimbretière, Liyang Sun, Mary Czerwinski, Gian Pangaro, and Steven Bathiche. Hardware Support for Navigating Large Digital Documents. *International Journal of Human Computer Interaction*, **25**(3), March 2009, pp 199 – 219.
5. Nicholas Chen[†], François Guimbretière, and Corinna Loeckenhoff. Relative Role of Merging and Two Handed Operation on Command Selection Speed. *International Journal of Human-Computer Studies*, **66**(10), pp 729 – 740, October 2008.
4. Chunyuan Liao[†], François Guimbretière, Ken Hinckley, and Jim Hollan. PapierCraft: A Gesture-Based Command System for Interactive Paper. *ACM Transactions on Computer-Human Interaction*, **14**(4), pp 18.1 – 18.27, January 2008.
3. François Guimbretière, Andrew Martin, and Terry Winograd. Benefits of Merging Command Selection and Direct Manipulation. *ACM Transactions on Computer-Human Interaction*, **12**(3), pp 460 – 476, September 2005.
2. Juan Pablo Hourcade, Benjamin B. Bederson, Allison Druin, and François Guimbretière. Differences in pointing task performance between preschool children and adults using mice. *ACM Transactions on Computer-Human Interaction* **11**(4), pp 357 – 386, December 2004.
1. Tamara Munzner, François Guimbretière, Serdar Tasiran, Li Zhang, and Yunhong Zhou. TreeJuxtaposer: Scalable Tree Comparison using Focus+Context with Guaranteed Visibility, *ACM Transaction on Graphics* **22**(3), pp. 453 – 462, July 2003.

b. Refereed Conference Proceedings

47. Ian Arawjo[†], Cheng-Yao Wang[†], Andrew Myers, Erik Andersen and François Guimbretière. Teaching Programming with Gamified Semantics. *Accepted at CHI'17.*
46. Ian Arawjo[†], Dongwook Yoon[†], and François Guimbretière. TypeTalker: A Speech

- Synthesis-Based Multi-Modal Commenting System. *Proceedings of CSCW'17*, in press.
45. Huaishu Peng[†], François Guimbretière, Jim McCann, and Scott Hudson. A 3D Printer for Interactive Electromagnetic Devices. *Proceedings of UIST'16*, pp. 553-562 (24% acceptance rate).
 44. Pedro Lopes, Doña Yüksel, François. Guimbretière, and Patrick Baudisch. Muscle-plotter: An Interactive System based on Electrical Muscle Stimulation that Produces Spatial Output. *Proceedings of UIST'16*, pp. 207 – 217 (21% acceptance rate).
 43. Jean Costa, Alex Adams, Malte Jung, François. Guimbretière, and Tanzeem. Choudhury. EmotionCheck: leveraging bodily signals and false feedback to regulate our emotions. *Proceedings of UbiComp'16*, pp. 758 – 769, **Best Paper Award** (24% acceptance rate).
 42. Huaishu Peng[†], Rundong Wu, Steve Marschner, and François Guimbretiere. On-The-Fly Print: Incremental Printing While Modeling. *Proceedings of CHI'16*, pp. 887 – 896 (23% acceptance rate).
 41. Dongwook Yoon[†], Nicholas. Chen, Bernie. Randles, Amy Cheatle, Corinna Löckenhoff, Steve Jackson, Abigail. Sellen, and François. Guimbretière. RichReview++: Deployment of a Collaborative Multi-modal Annotation System for Instructor Feedback and Peer Discussion. *Proceedings of CSCW'16*, pp. 195-205 (25% acceptance rate).
 40. Alexander Teibrich, Stefanie Mueller, François Guimbretière, Robert. Kovacs, Stefan. Neubert, and Patrick Baudisch. Patching Physical Objects. *Proceedings of UIST'15*, pp. 83-91 (24% acceptance rate).
 39. Dongwook Yoon[†], Ken Hinckley, Hrvoje Benko, François Guimbretière, Pourang Irani, Michel Pahud, and Marcel Gavrilu. Sensing Tablet Grasp + Micro-mobility for Active Reading. *Proceedings of UIST'15*, pp. 447 – 487 (24% acceptance rate).
 38. Huaishu Peng[†], Amit Zoran, and Francois Guimbretiere. D-Coil: A Hands-on Approach to Digital 3D Models Design. *Proceedings of CHI 2015*, pp. 1807 – 1815 (25% acceptance rate).
 37. Ken Hinckley, Michel Pahud, Hrvoje Benko, Pourang Irani, Francois Guimbretiere, Marcel Gavrilu, Xiang 'Anthony' Chen, Fabrice Matulic, William Buxton, Andrew Wilson. Sensing techniques for tablet+stylus interaction. *Proceedings of UIST 2014*, pp. 605 – 614 (**Best Paper Award**, 22% acceptance rate).
 36. Stefanie Mueller, Sangha Im[†], Serafima Gurevich, Alexander Teibrich, Lisa Pfisterer, Francois Guimbretiere, and Patrick Baudisch. WirePrint: 3D printed previews for fast prototyping. *Proceedings of UIST 2014*, pp. 273 – 280 (22% acceptance rate).
 35. Dongwook Yoon[†], Nicholas Chen, Francois. Guimbretiere, and Abigail Sellen. RichReview: blending ink, speech, and gesture to support collaborative document review. *Proceedings of UIST 2014*, pp. 481 – 490 (22% acceptance rate).
 34. Jaeyeon Kihm[†], François Guimbretière, Julia Karl and Rajit Manohar. Using Asymmetric Cores to Reduce Power Consumption for Interactive Devices with Bi-stable Displays. *Proceeding of CHI 2014*, pp. 1059 – 1062 (23% acceptance rate).
 33. Dongwook Yoon[†], Nicholas Chen and François Guimbretière. TextTearing: opening white space for digital ink annotation. *Proceedings of UIST 2013*, pp. 107 – 112 (20% acceptance rate).
 32. Bernhard Haslhofer, Werner Robitza, Carl Lagoze and Francois Guimbretiere. Semantic Tagging on Historical Maps. *Proceedings of Web Science 2013*, pp 147 – 157.
 31. Nicholas Chen[†], François Guimbretière, and Abigail Sellen. Graduate Student Use of a Multi-Slate Reading System. *Proceedings of CHI 2013*, pp. 1799 – 1808 (20% acceptance rate).
 30. Xiaolu Zeng, Alan Hedge, and François Guimbretière. Fitts' Law in 3D Space with Coordinated Hand Movements, In *Proceedings of the Human Factors and Ergonomics*

29. Shenwei Liu[†] and François Guimbretière. FlexAura: a flexible near-surface range sensor. *Proceedings of UIST 2012*, pp 327 – 330 (22% acceptance rate).
28. François Guimbretière and Chau Nguyen[†]. Bimanual Marking Menu for Near Surface Interactions, *Proceedings of CHI'2012* , pp 825 – 828 (23% acceptance rate).
27. Minghui Sun, Xiang Cao, Hyunyoung Song[†], Shahram Izadi, Hrvoje Benko, François Guimbretière, Xiangshi Ren and Ken Hinckley. Enhancing Naturalness of Pen-and-Tablet Drawing through Context Sensing. *Proceedings of ITS'11*, pp 83 – 86. (33% acceptance rate).
26. Hyunyoung Song[†], Hrvoje Benko, François Guimbretière, Shahram Izadi, Xiang Cao, and Ken Hinkley. Grips and Gestures on a Multi-Touch Pen. *Proceedings of CHI 2011*, pp 1323 – 1332. (26% acceptance rate).
25. Yujin Tsukada and François Guimbretière, TouchFace: the Interaction between Cursors and Live Video Images for Casual Videoconferencing. *Proceedings of DIS 2010*, pp 39 – 42 .
24. Hyunyoung Song[†], François Guimbretière, Tovi Grossman, and George Fitzmaurice. MouseLight: Bimanual Interactions on Digital Paper Using a Pen and a Spatially-aware Mobile Projector. *Proceedings of CHI 2010*, pp 2451 – 2460, (**Nominated for best paper award**, 22% acceptance rate).
23. Ken Hinckley, Morgan Dixon, Raman Sarin, François Guimbretière, and Ravin Balakrishna, Codex: A Dual Screen Tablet Computer. *Proceedings of CHI 2009*, pp 1933 – 1942 (25% acceptance rate).
22. Hyunyoung Song[†], Tovi Grossman, George Fitzmaurice, François Guimbretière, Azam Kahn, Ramtin Attar, and Gordon Kurtenbach, PenLight: Combining a Mobile Projector and a Digital Pen for Dynamic Visual Overlay. *Proceedings of CHI 2009*, pp 143 – 152 (25% acceptance rate).
21. Nick Chen[†], François Guimbretière, Morgan Dixon[†], Cassandra Lewis,[†] and Maneesh Agrawala. Navigation Techniques for Dual-Display E-Book Readers. *Proceedings of CHI 2008*, pp 1779 – 1788. (22% acceptance rate)
20. Morgan Dixon[†], François Guimbretière, and Nick Chen[†]. Optimal Parameters for Efficient Crossing-Based Dialog Boxes. *Proceedings of CHI 2008*, pp 1623 – 1632. (22% acceptance rate)
19. Chunyuan Liao[†], François Guimbretière, Richard Anderson, Natalie Linnell, Craig Prince, and Valentin Razmov. PaperCP: Exploring the Integration of Physical and Digital Affordances for Active Learning. *Proceedings of INTERACT 2007*, pp 15 – 28. (33% acceptance rate)
18. Hyunyoung Song[†], François Guimbretière, Michael A. Ambrose, and Carl Lostritto. CubeExplorer: An Evaluation of Interaction Techniques in Architectural Education. *Proceedings of INTERACT 2007*, pp 43 – 56. (33% acceptance rate)
17. François Guimbretière, Morgan Dixon[†], and Ken Hinckley. ExperiScope: An Analysis Tool for Interaction Data. *Proceedings of CHI 2007*, pp 1333 – 1342. (22% acceptance rate)
16. Chunyuan Liao[†], François Guimbretière, and Corinna Loeckenhoff. Pen-top feedback for paper-based interfaces. *Proceedings of UIST 2006*, pp. 201 – 220. (23% acceptance rate)
15. Hyunyoung Song[†], François Guimbretière, Hod Lipson, and Chang Hu[†]. ModelCraft: Capturing Freehand Annotations and Edits on Physical 3D Models. *Proceedings of UIST 2006*, pp. 13 – 22. (23% acceptance rate)
14. Ken Hinckley, François Guimbretière, Maneesh Agrawala, Georg Apitz[†], and Nicholas Chen[†]. Phrasing Techniques for Multi-Stroke Selection Gestures. *Proceedings of GI 2006*, pp. 147 – 154. (33% acceptance rate)

13. Dmitry Nekrasovski, Adam Bodnar, Joanna McGrenere, François Guimbretière, and Tamara Munzner. An Evaluation of Pan & Zoom and Rubber Sheet Navigation with and without an Overview. *Proceedings of CHI 2006*, pp. 11 – 20. (23% acceptance rate)
12. Ron B. Yeh, Chunyuan Liao[†], Scott Klemmer, François Guimbretière, Brian Lee, Boyko Kakaradov, Jeannie Stamberger, and Andreas Paepcke. ButterflyNet: A Mobile Capture and Access System for Field Biology Research. *Proceedings of CHI 2006*, pp. 571 – 580. (23% acceptance rate)
11. Ken Hinckley, François Guimbretière, Patrick Baudisch, Raman Sarin, and Maneesh Agrawala. The Springboard: Multiple Modes in One Spring-loaded Control. *Proceedings of CHI 2006*, pp. 181 – 190. (23% acceptance rate)
10. Chunyuan Liao[†], François Guimbretière, and Ken Hinckley. PapierCraft: A Command System for Interactive Paper. *Proceedings of UIST 2005*, pp. 241 – 244. (19% acceptance rate)
9. Ken Hinckley, Patrick Baudisch, Gonzalo Ramos, and François Guimbretière. Design and Analysis of Delimiters for Selection-Action Pen Gesture Phrases in Scriboli. *Proceedings of CHI 2005*, pp. 453 – 460. (25% acceptance rate)
8. Liyang Sun[†] and François Guimbretière. Flipper: a New Method for Digital Document Navigation. *Proceedings of CHI 2005 (Extended Abstract)*, pp. 2001 – 2004.
7. Georg Apitz[†] and François Guimbretière. CrossY: A Crossing-Based Drawing Application. *Proceedings of UIST 2004*, pp. 3 – 12. (**Best Paper Award**, 21% acceptance rate)
6. Ken Hinckley, Gonzalo Ramos, François Guimbretière, Patrick Baudisch, and Marc Smith. Stitching: Pen Gestures that Span Multiple Displays. *Proceedings of AVI 2004*, pp. 23 – 31. (26% acceptance rate)
5. François Guimbretière. Paper Augmented Digital Documents. *Proceedings of UIST 2003*, pp. 51 – 60. (22% acceptance rate)
4. François Guimbretière, Maureen Stone, and Terry Winograd. Fluid Interaction with High-resolution Wall-size Displays. *Proceedings of UIST 2001*, pp. 21 – 30. (19% acceptance rate)
3. François Guimbretière and Terry Winograd. FlowMenu: Combining Command, Text and Parameter Entry. *Proceedings of UIST 2000*, pp. 213 – 216. (16% acceptance rate)
2. Tamara Munzner, François Guimbretière, and George Robertson. Constellation: A Visualization Tool For Linguistic Queries from MindNet. *Proceedings of the 1999 IEEE Symposium on Information Visualization*, pp. 132 – 135, 154. (40% acceptance rate)
1. Terry Winograd and François Guimbretière. Visual Instruments for an Interactive Mural. *Proceedings of CHI 1999, Extended Abstracts*, pp. 234 – 235.

c. Refereed Abstract and Poster

1. Jaeyeon Kihm[†], and François Guimbretière. Asymmetric Cores for Low Power User Interface Systems. UIST 2013.

d. Refereed Workshop

1. Penelope Brooks, Khoo Yit Phang, Rachael Bradley, Douglas Oard, Ryen White, and François Guimbretière. Measuring the Utility of Gaze Detection for Task Modeling: A Preliminary Study. *Proceedings of the Workshop on Intelligent Interfaces for Intelligence Analysis 2006*.

e. Workshop

1. Nicholas Chen[†], François Guimbretière, and Abigail Sellen. Distributed User Interface for a Multi-Tablet Active Reading System. Presented at *CHI'11 workshop on Distributed User Interfaces*.

f. Invited Abstract

1. Georg Apitz[†] and François Guimbretière. CrossY: A Crossing-Based Drawing Application. *Proceedings of SigGraph 2005*, pp. 930 – 930.

g. Videos

3. François Guimbretière and Tamara Munzner. TreeJuxtaposer: Scalable Tree Comparison using Focus+Context with Guaranteed Visibility, 2003
2. François Guimbretière, Brad Johanson, and Maureen Stone. Fluid Interaction with High-resolution Wall-size Displays, 2001.
1. François Guimbretière and Tamara Munzner. FlowMenu: Combining Command, Text, and Parameter Entry, 2000.

h. Demonstrations

2. Nicholas Chen[†], François Guimbretière, Cassandra Lewis, Maneesh Agrawala. Enhancing Document Navigation Tasks With a Dual-Display Electronic Reader. *UIST 2007 demonstration*.
1. Kevin Convoy[†], Dave Levin[†], François Guimbretière. ProofRite : A Paper-Augmented Word Processor. *UIST 2004 Demonstration*.

i. Original Designs and Patents

10. 3D printing of Rolled Materials. Francois Guimbretiere. US patent application under review (PCT/US2016/028111).
9. Stefanie Mueller, Sangha Im, Serafima Gurevich, Alexander Teibrich, Lisa Pfisterer, Francois Guimbretiere, and Patrick Baudisch. System and Methods for Three-Dimensional Printing (WirePrint). US patent application under review (PCT/US2015/049224).
8. Ken Hinckley, Hrvoje Benko, Michel Pahud, Andrew D. Wilson, Pourang Polad Irani, François Guimbretiere. Sensor correlation for pen and touch-sensitive computing device interaction. US Patent WO2015191409 A1.
7. Hyunyoung Song, Tovi Grossman, George Fitzmaurice, George François Guimbretière, Azam Khan, Ramtin Attar, Gordon Kurtenbach. Spatially-aware projection pen. US Patent US20100103178 A1.
6. Hyunyoung Song, Tovi Grossman, George Fitzmaurice, George François Guimbretière, Azam Khan, Ramtin Attar, Gordon Kurtenbach. Spatially-aware projection pen display. US Patent US20100103167 A1.
5. Hyunyoung Song, Tovi Grossman, George Fitzmaurice, George François Guimbretière, Gordon Kurtenbach. Spatially-aware projection pen interface. US Patent US20100103101 A1.
4. Ken Hinckley, François Guimbretière, Georg Apitz, Nicholas Chen, Maneesh Agrawala and Raman Sarin. Phrasing Extensions and Multiple Modes in One Spring-loaded controls. US Patent # US20060267967 A1.
3. Ken P. Hinckley, Patrick M. Baudisch, Gonzalo A. Ramos, and François Guimbretière. Delimiters for Selection-Action Pen Gesture Phrases. US Patent # 7,454,717.
2. Steven Bathiche, François Guimbretière, and Gian Pangaro. Tactile Device for Scrolling. US Patent # 7,355,595.
1. François Guimbretière and Maureen Stone. Stanford Interactive Mural, 1999 – 2002.

3. CONTRACTS, GRANTS AND GIFTS

23. Toward a More Reflective Approach to 3D Model Building, 2016. (NSF REU grant ; PI;

\$8000)

22. CHS: Medium: Improving Distributed Teamwork Through Mobile Robotic Telepresence Systems, 2016. (NSF grant; PI: Susan Fussell, Co-PI: Malte Jung, Ross Knepper, Drew Margolin, Francois Guimbretiere; \$1,200,000)
21. Toward a More Reflective Approach to 3D Model Building, 2015. (NSF Supplemental Hardware grant; PI; \$47,999);
20. Microsoft Research gift, 2014; (\$8,300);
19. Toward a More Reflective Approach to 3D Model Building, 2014. (NSF grant; PI; \$499,945)
18. Microsoft Research gift, 2014; (\$15,000);
17. AutoDesk gift, 2012 (\$5000 to develop the rapid prototyping class)
16. Hardware and Software Architectures for Next-Generation Mobile Platforms , 2011. (NSF grant; PI: Rajit Manohar, Co-PI: Francois Guimbretiere and David Albonesi; \$700,000)
15. Informal Experimental Learning Via Reflective Programming, 2009. (NSF collaborative grant with Vibha Sazawal at UMD; PI at Cornell; \$10,000 share)
14. FXPal gift, 2010 (\$12,000)
13. Energy Signature of Interaction Techniques for Low Power Bi-Stable Displays Information Appliances, 2010 (NSF REU grant; PI; \$6,000)
12. Design and Evaluation of the Next Generation of E-book Readers, 2010. (NSF REU grant; PI; \$6,000)
11. Energy Signature of Interaction Techniques for Low Power Bi-Stable Displays Information Appliances, 2009 - 2012. (NSF grant; PI: François Guimbretière, Co-PI: Rajit Manohar, \$500,000)
10. AutoDesk, gift, 2008 (\$20,000)
9. Next Generation of E-book readers, 2008. (Microsoft Research Gift \$100,000)
8. Design and Evaluation of the Next Generation of E-book Readers, 2008 - 2011. (NSF collaborative grant with Maneesh Agrawala at UC Berkeley, PI at UMD then Cornell; \$374,000 share)
7. Capturing Freehand Annotations and Edits on Physical 3D Models, 2008. (NSF REU grant; PI; \$7,000)
6. Capturing Freehand Annotations and Edits on Physical 3D Models, 2007 - 2008. (NSF SGER grant; PI; \$100,000)
5. People, Paper, and Computers, 2007. (NSF REU grant; PI; \$7,000)
4. Towards Better Command Selection Mechanisms for GUIs, 2007. (NSF REU grant; PI; \$7,000)
3. Towards Better Command Selection Mechanisms for GUIs, 2006. (NSF REU grant; PI; \$6,000)
2. People, Paper, and Computers, 2005 - 2010. (NSF CAREER grant; PI; \$400,000)
1. Towards Better Command Selection Mechanisms for GUIs, 2004 - 2008. (NSF grant; PI; \$422,000)

4. FELLOWSHIPS, PRIZES, AND AWARDS

3. UIST 2014 : Best Paper Award : Ken Hinckley, Michel Pahud, Hrvoje Benko, Pourang Irani, Francois Guimbretiere, Marcel Gavrilu, Xiang 'Anthony' Chen, Fabrice Matulic, William Buxton, Andrew Wilson. Sensing techniques for tablet+stylus interaction.
2. UIST 2004: Best Paper Award: Georg Apitz. and François Guimbretière. CrossY: A Crossing-Based Drawing Application.

1. InfoVis 2003 contest: First place overall: TreeJuxtaposer: James Slack, Tamara Munzner, University of British Columbia, and François Guimbretière, University of Maryland.

5. INVITED TALKS

Stanford Interactive Mural

AT&T labs, Florham Park, J, 10/99

Stick it on the Wall: A Metaphor for Interaction with Large Displays

CHI 2001 workshop on Tools, Conceptual Frameworks, and Empirical Studies for Early Stages of Design, Seattle, WA, 04/01

Fluid Interaction with High-resolution Wall-size Displays

Sun Microsystems Laboratories, Burlington, MA, 01/03

Microsoft Research, Seattle, WA, 04/02

University of Washington, Seattle, WA, 03/02

Imperial College London, London, 02/02

IBM Almaden Research center, Almaden, CA, 01/02

Mitsubishi Electric Research Laboratories, Cambridge, MA, 12/01

University of Maryland, College Park, MD, 12/01

FX Palo Alto Laboratory, Palo Alto, CA, 06/01

People Computer and Design seminar, Stanford University, Stanford University, CA, 06/01

People, Paper, and Computers

Graphics group, Princeton University, Princeton, PA, 12/04

Distributed Cognition and HCI Laboratory, University of California at San Diego, San Diego CA, 02/04

People, Computers, and Design Seminar, Stanford University, Stanford, CA, 12/03

Pixar Interactions Group, Emeryville, CA, 12/03

Cognitive Psychology Seminar, University of Maryland, College Park, MD, 09/03

First Anoto developer conference, University of Pennsylvania, Philadelphia, PA, 01/03

CrossY: A Crossing-Based Drawing Application.

Tablet PC workshop, University of Washington, Seattle, WA, 07/05

People, Pens, and Computers

FXPal, Palo Alto, CA, 06/10

Microsoft Research, Redmond, WA, 06/10

HCII at Cornell University, Ithaca NY, 04/08

HCII at Carnegie Mellon University, Pittsburgh PA, 04/07

GVU Center at the Georgia Institute of Technology, Atlanta, GA, 04/07

Panel member at the Microsoft Faculty summit 07/06

Microsoft Research, Redmond, WA, 06/06

Microsoft Research, Redmond, WA, 07/05

Microsoft Faculty summit co-presented with Ken Hinckley (MSR), Redmond, WA, 07/05

6. TEACHING AND ADVISING

a. Courses taught

General

Introduction to Rapid Prototyping and Physical Computing (INFO 4320, Cornell)

Fall 2016, Associate Professor, 42 students

Introduction to Rapid Prototyping and Physical Computing (INFO 4320, Cornell)

Spring 2016, Associate Professor, 41 students
Human Computer Interaction Design (INFO/COMM 3450, Cornell)
Fall 2014, Associate Professor, 80 students
Introduction to Rapid Prototyping and Physical Computing (INFO 4320, Cornell)
Spring 2014, Associate Professor, 33 students
Human Computer Interaction Design (INFO/COMM 3450, Cornell)
Fall 2013, Associate Professor, 69 students
Introduction to Rapid Prototyping and Physical Computing (INFO 4320, Cornell)
Spring 2012, Associate Professor, 29 students
HCI Studio (INFO 4420, Cornell)
Fall 2012, Associate Professor, 11 students
Freshman Intro to Engineering (ENGRG 1050, Cornell)
Fall 2012, Associate Professor, 20 students
Introduction to Rapid Prototyping and Physical Computing (INFO 4320, Cornell)
Spring 2012, Associate Professor, 30 students
Human Computer Interaction Design (INFO/COMM 3450, Cornell)
Fall 2011, Associate Professor, 51 students
Introduction to Rapid Prototyping and Physical Computing (INFO 4320, Cornell)
Spring 2011, Associate Professor, 27 students
Introduction to Rapid Prototyping and Physical Computing (INFO 4320, Cornell)
Spring 2010, Associate Professor, 28 students
Human Computer Interaction Design (INFO/COMM 3450, Cornell)
Fall 2009, Associate Professor, 42 students
Information Science Reading Seminar (INFO 7050, Cornell)
Spring 2009, Associate Professor, 10 students
Introduction to HCI (CMSC 434, UMD)
Fall 2007, Assistant Professor, 33 students
Introduction to HCI (CMSC 434, UMD)
Spring 2006, Assistant Professor, 30 students
Introduction to HCI for graduate students (CMSC 838G, now CMSC634, UMD)
Fall 2005, Assistant Professor, 7 students
Introduction to HCI (CMSC 434, UMD)
Spring 2005, Assistant Professor, 37 students
Introduction to HCI for graduate students (CMSC 828F, UMD)
Fall 2004, Assistant Professor, 9 students
Introduction to HCI (CMSC 434, UMD)
Fall 2003, Assistant Professor, 50 students
Introduction to HCI (CMSC 434, UMD)
Fall 2002, Assistant Professor, 50 students

Specialized

Introduction to HCI for non-major (CMSC 198G, UMD)
Spring 2008, Assistant Professor, 12 students
Introduction to Rapid Prototyping Techniques (CMSC 498D, UMD)
Spring 2007, Assistant Professor, 15 students
Advanced Usability (CMSC 838G, UMD): Introduction to Rapid Prototyping Techniques
Fall 2006, Assistant Professor, 10 students

Advanced Usability (CMSC 838G, UMD): New Devices for New Interactions
Spring 2004, Assistant Professor, 3 students

Advanced Usability (CMSC 838G, UMD): People, Paper, and Computers
Spring 2003, Assistant Professor, 9 students

Guest lectures

Human Computer Interaction Design (INFO 3450, Cornell): Devices, Spring 2012.

Human Computer Interaction Design (INFO 6400, Cornell): GOMS, Spring 2010.

Advanced Interactive Graphics (CS 5620, Cornell): Input/Output devices, Spring 2009.

Human Computer Interaction Design (INFO 3450, Cornell): Input/Output devices, Spring 2009.

Programming Language Technologies and Paradigms (CMSC 433, UMD): Principles of Design,
Spring 2008.

Introduction to HCI (CMSC 434, UMD): The Human Information Processor, Spring 2008.

Introduction to HCI (CMSC 434, UMD): Empirical evaluation, Fall 2006.

Human Computer Interaction (CogSci120, UCSD), Winter 2004.

Introduction to Research (Fall Seminar, 2004 - 2007, UMD).

Advanced Usability (CMSC 838S, UMD): Creativity Support Tools, Fall 2002.

b. Advising

Undergraduate

26. Kevin Ma (independent study), Fall 2016

25. Xinyi Wang (independent study), Spring 2015 – Summer 2016

24. Susie Forbath, (Honors Thesis), Fall 2013-Spring 2014.

23. Weili Shi, (independent study), Winter-Spring 2013.

22. Sathish Nagappan, (independent study), Fall 2011 – Spring 2012.

21. LaiYee Ho, (independent study), Fall 2011.

20. Julien Wormser, (independent study), Summer 2011.

19. Kerwell Liao, (independent study), Spring 2011 – Spring 2012.

18. Peter Tsend, (independent study), Spring 2010 – Summer 2010.

17. Jonathan Tai, (independent study), Spring 2010.

16. Jackson Dowell, (independent study), Spring 2010.

15. Jeff Shaffer, (independent study), Fall 2009 – Fall 2010.

14. Jason Wright, (independent study), Fall 2009.

13. Nicolas Savva, (independent study), Fall 2009.

12. Thomas Levine, (independent study), Spring 2009.

11. Matthew Thomas, (independent study and REU Summer 2008), Spring 2008 – Summer 2008.

10. Bobby Owolabi, (independent study, and REU), Fall 2007 – Spring 2008.

9. Cassandra Lewis, (independent study), Spring 2007 – Summer 2007.

8. Chip Hulseberg, (independent study), Fall 2006 – Spring 2007.

7. Morgan Dixon, (independent study, REU Summer 2006 and 2007), Spring 2006 – Spring 2008.

6. Wayne Wang, (independent study), Summer – Fall 2005.

5. Bong Kim, (independent study), Summer 2005.

4. Jooyong Lee, (independent study), 2004 – 2005.
3. Pramit Mohapatra, (independent study), Spring 2004.
2. Liyang Sun, (independent study), Spring – Summer 2004.
1. Kevin Conroy, (senior honors student), 2003 – 2004, graduated with honors.

Graduate

25. Ph. D. Advisor, Cheng Yao Wang, Fall 2016 – present.
24. Thesis committee member, Molly Feidman, Fall 2016 – present.
23. Thesis committee member, Wen-Sheng Tseng, Fall 2016 – present.
22. Thesis committee member, Lei Shi, Fall 2016 – present.
21. Thesis committee member, Rundong Wu, Spring 2016 – present.
20. Thesis committee member, Jean Marcel Dos Reis Costa, Fall 2015 – present.
19. Ph. D. Advisor, Ian Arawjo, Fall 2015 – present.
18. Thesis committee member, Jaeyong Sung, Spring 2014 – present.
17. Ph. D. Advisor, Chau Nguyen, 2011 – present.
16. Ph. D. Advisor, Shenwei Liu, 2009 – present.
15. Sangha Im, (Independent study), Spring 2014.
14. Master Graduate Committee member, Ryan Boles, Spring 2014 – present.
13. Ph. D. Advisor, Huaishu Peng, 2012 – present .
12. Ph. D. Advisor, Dongwook Yoon, 2012 – present .
11. Ph. D. Advisor, Jaeyeon Kihm, 2011 – present .
10. Ph. D. Advisor, Hyun Young Song, 2006 – present .
9. Master Graduate Committee member, Xiaolu Zeng, Extension Of Fitts' Law In Three-Dimensional Space With Coordinated Hand Movements, Spring 2012.
8. Ph. D. Advisor, Nicholas Chen, 2004 – 2012 (now at MSR Cambridge).
7. Master Graduate Committee member, Peter Kung, A Multi-modal User Interface For Object Manipulation In a 3D Environment, Summer 2011.
6. Ph. D. Advisor, Chunyuan Liao, 2004 – 2009 (now at FXPal).
5. Ph. D. Graduate Committee member, Robert Sherwood, Discovering and Securing Shared Resources on the Internet, Spring 2008.
4. Ph. D. Graduate Committee member, Alejandro Rodrigue, Guided Self-Organizing Particle Systems for Basic Problem Solving, Fall 2006.
3. Ph. D. Graduate Committee member, Seungjoon Lee, WISE Abstraction Framework for Wireless Networks, Summer 2006.
2. Ph. D. Graduate Committee member, Haixa Zhao, Interactive Sonification of Abstract Data Design Space, Evaluation, and User Tool, Spring 2006.
1. Ph. D. Graduate Committee member, Juan Pablo Hourcade, User interface Technologies and Guidelines to Support Children's Creativity, Collaboration, and Learning, 2003 .

7. SERVICE

a. Professional

Member of ToCHI Editorial Board

Program Chair for UIST 2009.

Program committee member

CHI 2006, 2012.

EuroGraphics 2005.

IEEE Symposium on Information Visualization (InfoVis), 2003, 2004.

SigGraph 2006 Sketches Jury.

UIST 2006, 2008, 2011, 2014.

Reviewer for CHI, Graphic Interfaces, International Journal of Human-Computer Studies, SigGraph, ACM Transactions of Computer Human Interaction (ToCHI), UIST.

Reviewer for the Intel Science Talent Search, Fall 2003.

Reviewer, panelist and workshop participant for NSF.

b. Department

Director of Undergraduate Study, Cornell, Spring 2017 – present

Chair of the IS Admission Committee, Cornell, Spring 2016

Member of the IS Hiring Committee, Cornell, 2013, 2014

Member of the IS Undergraduate Curriculum Committee, Cornell, Fall 2012 – present.

Member of the IS Chair Committee, Cornell, Spring 2011.

Director of Graduate Study, Field of Information Science, Cornell, Fall 2009 – Spring 2012.

Member of the CIS Dean Search Committee, Cornell, Spring 2009.

Member of the Admissions Committee, CS Department, UMD, Spring 2007.

Member of APT Committee, UMIACS at UMD, Fall 2005 – Fall 2006

Member of the Laboratory Committee, CS Department, UMD, Fall 2003 – Spring 2005.

Friday Faculty Lunch Coordinator (organizing a weekly informal lunch for faculty), CS Department, UMD, Fall 2003 – Spring 2007.

Member of the Women and Minority Recruitment and Retention Committee, CS Department, UMD, Fall 2003.

Member of the Evaluating University Service Courses Committee, CS Department, UMD, Fall 2003.