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EMPLOYMENT

- 2018–present: **Associate Professor, Cognitive Science**, *UC San Diego*, La Jolla, CA.
2016–2018: **Assistant Professor, Cognitive Science**, *UC San Diego*, La Jolla, CA.
2011–2016: **Assistant Professor, HCI Institute**, *Carnegie Mellon University*, Pittsburgh, PA.

EDUCATION

- 2008–2011: **Postdoctoral Scholar, Computer Science**, *Stanford University*, Palo Alto, CA.
2004–2008: **Ph.D., Human-Centered Computing**, *Georgia Institute of Technology*, Atlanta, GA.
2002–2004: **M.S., Human-Computer Interaction**, *Georgia Institute of Technology*, Atlanta, GA.
1995–1999: **B.S., Industrial Engineering**, *University of Iowa*, Iowa City, IA).

TEACHING

- COGS 123 **Social Computing**, *UC San Diego, Department of Cognitive Science*, WI 2023, SP 2022, WI 2021, FA 2019, SP 2018, WI 2017, and SP 2016, socialcomputing.ucsd.edu.
- COGS 122 **Startup Studio**, *UC San Diego, Department of Cognitive Science*, SP 2023, SP 2022, FA 2020, WI 2018, SP 2017, SP 2016, startupstudio.ucsd.edu.
- DSGN 100 **Prototyping**, *UC San Diego, Design Lab*, FA 2022, SP 2021, SP 2020, SP 2019, WI 2018, SP 2017, design100.ucsd.edu.
- COGS 260 **Collective Intelligence**, *UC San Diego, Department of Cognitive Science*, SP 2021, FA 2016, crowdsourcing.ucsd.edu.
- COGS 160 **Civic Design**, *UC San Diego, Department of Cognitive Science*, WI 2020, FA 2017. civicdesign.ucsd.edu
- DSGN 119 **Design@Large seminar (cross-listed as CSE 219/COGS 229)**, *UC San Diego, Design Lab*, WI 2023, FA 2019, FA 2016, designlab.ucsd.edu/events-all/design-at-large.
- 05-470 **Mobile Service Innovation**, *Carnegie Mellon University, HCI Institute*, SP 2015, SP 2014.
- 05-392 **Interaction Design Overview**, *Carnegie Mellon University, HCI Institute*, FA 2015, FA 2014.
- 05-650 **Interaction Design**, *Carnegie Mellon University, HCI Institute*, FA 2013, SP 2013, FA 2011.
- 05-899 **Understanding the Creative Process**, *Carnegie Mellon University, HCI Institute*, SP 2012.
- CS 549 **Crowdsourcing Research Seminar**, *Stanford University, Dept. of Computer Science*, WI 2011.
- CS 547 **Seminar on People, Computers, and Design**, *Stanford University, Dept. of Computer Science*, SP 2011, SP 2010.

PUBLICATIONS

My research empirically examines design practices and develops technology to support creative individuals, groups, and crowds. We seek to deepen our understanding of how the creative process works, to innovate tools for creative teams, and to facilitate creative problem solving in communities. scholar.google.com/citations?user=ywTbDsQAAAAJ

Peer-Reviewed Journal Articles

- 2021 Xiaotong (Tone) Xu, Rosaleen Xiong, Boyang Wang, David Min, and **Steven P. Dow**. IdeateRelate: An Examples Gallery That Helps Creators Explore Ideas in Relation to Their Own. *Proceedings of the ACM on Human-Computer Interaction*, volume 5, pages 352:1–352:18, October 2021.
- 2021 Gustavo Umbelino, Matin Yarmand, Samuel Blake, Vivian Ta, Amy Luo, and **Steven P. Dow**. ProtoTeams: Supporting Team Dating in Co-Located Settings. *Proceedings of the ACM on Human-Computer Interaction*, volume 4, pages 273:1–273:27, January 2021.
- 2021 Brandon Reynante, **Steven P. Dow**, and Narges Mahyar. A Framework for Open Civic Design: Integrating Public Participation, Crowdsourcing, and Design Thinking. *Digital Government: Research and Practice*, volume 2, pages 31:1–31:22, December 2021.
- 2021 Brian McInnis, Leah Ajmani, Lu Sun, Yiwen Hou, Ziwen Zeng, and **Steven P. Dow**. Reporting the Community Beat: Practices for Moderating Online Discussion at a News Website. *Proceedings of the ACM on Human-Computer Interaction*, volume 5, pages 333:1–333:25, October 2021.
- 2021 Stephen MacNeil, Zijian Ding, Ashley Boone, Anthony Bryce Grubbs, and **Steven P. Dow**. Finding Place in a Design Space: Challenges for Supporting Community Design Efforts at Scale. *Proceedings of the ACM on Human-Computer Interaction*, volume 5, pages 172:1–172:30, April 2021.
- 2020 Brian J. McInnis, Lu Sun, Jungwon Shin, and **Steven P. Dow**. Rare, but Valuable: Understanding Data-centered Talk in News Website Comment Sections. *Proceedings of the ACM on Human-Computer Interaction*, volume 4, pages 174:1–174:27, October 2020.
- 2020 Ruijia Cheng, Ziwen Zeng, Maysnow Liu, and **Steven P. Dow**. Critique Me: Exploring How Creators Publicly Request Feedback in an Online Critique Community. *Proceedings of the ACM on Human-Computer Interaction*, volume 4, pages 161:1–161:24, October 2020.
- 2018 Brian McInnis, Xiaotong (Tone) Xu, and **Steven P. Dow**. How Features of a Civic Design Competition Influences the Collective Understanding of a Problem. *Proceedings of the ACM on Human-Computer Interaction*, volume 2, pages 120:1–120:25, November 2018.
- 2018 Mahender Mandala, Christian D. Schunn, **Steven P. Dow**, Mary Goldberg, Jon Pearlman, William Clark, and Irene Mena. Impact of collaborative team peer review on the quality of feedback in engineering design projects. *The International journal of engineering education*, volume 34, pages 1299–1313, 2018.
- 2018 Mahender Mandala, Christian D. Schunn, **Steven P. Dow**, Mary Goldberg, and Jon Pearlman. Uncovering the practices, challenges, and incentives for engineering design faculty. *The International journal of engineering education*, volume 34, pages 1314–1324, 2018.
- 2018 Weichen Liu, Sijia Xiao, Jacob T. Browne, Ming Yang, and **Steven P. Dow**. ConsensUs: Supporting Multi-Criteria Group Decisions by Visualizing Points of Disagreement. *ACM Transactions on Social Computing*, volume 1, pages 4:1–4:26, January 2018.
- 2017 Miaomiao Wen, Keith Maki, **Steven P. Dow**, James D. Herbsleb, and Carolyn Rose. Supporting Virtual Team Formation through Community-Wide Deliberation. *Proceedings of the ACM on Human-Computer Interaction*, volume 1, pages 109:1–109:19, December 2017.
- 2015 Joel Chan, **Steven P. Dow**, and Christian D. Schunn. Do the best design ideas (really) come from conceptually distant sources of inspiration? *Design Studies*, volume 36, pages 31–58, January 2015.
- 2011 Youngjung Suh, Choonsung Shin, Woontack Woo, **Steven P. Dow**, and Blair Macintyre. Enhancing and evaluating users' social experience with a mobile phone guide applied to cultural heritage. *Personal and Ubiquitous Computing*, volume 15, pages 649–665, August 2011.
- 2010 **Steven P. Dow**, Alana Glassco, Jonathan Kass, Melissa Schwarz, Daniel L. Schwartz, and Scott R. Klemmer. Parallel Prototyping Leads to Better Design Results, More Divergence, and Increased Self-Efficacy. *Transactions on Computer-Human Interaction*, volume 4, 2010.

- 2005 **Steven P. Dow**, Blair MacIntyre, Jaemin Lee, Christopher Oezbek, Jay David Bolter, and Maribeth Gandy. Wizard of Oz Support throughout an Iterative Design Process. *IEEE Pervasive Computing*, volume 4, pages 18–26, 2005.
- 2001 Geb Thomas, Lynn Johnson, **Steven P. Dow**, and Clark Stanford. The design and testing of a force feedback dental simulator. *Computer Methods and Programs in Biomedicine*, volume 64, pages 53–64, January 2001.
- 2000 Lynn Johnson, Geb Thomas, **Steven P. Dow**, and Clark Stanford. An initial evaluation of the Iowa Dental Surgical Simulator. *Journal of Dental Education*, volume 64, pages 847–853, December 2000.
- 1999 **Steven P. Dow**, Geb Thomas, and Lynn Johnson. Signal Detection Performance with a Haptic Device. *Proceedings of the Human Factors and Ergonomics Society Annual Meeting*, volume 43, pages 1233–1237, September 1999. Publisher: SAGE Publications Inc.

Peer-Reviewed Conference Papers

- 2022 Yu-Chun Grace Yen and **Steven P. Dow**. Seeking Exemplars in the Wild: Exploring How Students Find Design Examples to Support Personalized Learning. In *Proceedings of the Ninth ACM Conference on Learning @ Scale*, L@S '22, pages 418–421, June 2022.
- 2021 Srishti Palani, Zijian Ding, Austin Nguyen, Andrew Chuang, Stephen MacNeil, and **Steven P. Dow**. CoNotate: Suggesting Queries Based on Notes Promotes Knowledge Discovery. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*, CHI '21, pages 1–14, May 2021.
- 2021 Srishti Palani, Zijian Ding, Stephen MacNeil, and **Steven P. Dow**. The "Active Search" Hypothesis: How Search Strategies Relate to Creative Learning. In *Proceedings of the 2021 Conference on Human Information Interaction and Retrieval*, CHIIR '21, pages 325–329, March 2021.
- 2021 Stephen MacNeil, Zijian Ding, Kexin Quan, Thomas j Parashos, Yajie Sun, and **Steven P. Dow**. Framing Creative Work: Helping Novices Frame Better Problems through Interactive Scaffolding. In *ACM SIGCHI Creativity and Cognition*, C&C '21, pages 1–10, June 2021.
- 2020 Xiaotong Xu, Judith Fan, and **Steven P. Dow**. Schema and Metadata Guide the Collective Generation of Relevant and Diverse Work. In *Proceedings of the AAAI Conference on Human Computation and Crowdsourcing*, volume 8, pages 178–182, October 2020.
- 2020 Amy Cook, **Steven P. Dow**, and Jessica Hammer. Designing Interactive Scaffolds to Encourage Reflection on Peer Feedback. In *Proceedings of the 2020 ACM Designing Interactive Systems Conference*, pages 1143–1153, July 2020.
- 2019 Narges Mahyar, Diana V. Nguyen, Maggie Chan, Jiayi Zheng, and **Steven P. Dow**. The Civic Data Deluge: Understanding the Challenges of Analyzing Large-Scale Community Input. In *Proceedings of the 2019 on Designing Interactive Systems Conference*, DIS '19, pages 1171–1181, June 2019.
- 2019 Amy Cook, Jessica Hammer, Salma Elsayed-Ali, and **Steven P. Dow**. How Guiding Questions Facilitate Feedback Exchange in Project-Based Learning. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*, CHI '19, pages 1–12, May 2019.
- 2019 Faez Ahmed, Nischal Reddy Chandra, Mark Fuge, and **Steven P. Dow**. Structuring Online Dyads: Explanations Improve Creativity, Chats Lead to Convergence. In *Proceeding of ACM SIGCHI Creativity and Cognition*, C&C '19, pages 306–318, June 2019.
- 2018 Narges Mahyar, Michael R. James, Michelle M. Ng, Reginald A. Wu, and **Steven P. Dow**. CommunityCrit: Inviting the Public to Improve and Evaluate Urban Design Ideas through Micro-Activities. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems*, CHI '18, pages 1–14, April 2018.

- 2018 Hyeonsu B. Kang, Gabriel Amoako, Neil Sengupta, and **Steven P. Dow**. Paragon: An Online Gallery for Enhancing Design Feedback with Visual Examples. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems*, CHI '18, pages 1–13, April 2018.
- 2018 Nanna Inie, **Steven P. Dow**, and Peter Dalsgaard. Supporting reflective use of design idea archives using email. In *Proceedings of the 10th Nordic Conference on Human-Computer Interaction*, NordiCHI '18, pages 726–730, September 2018.
- 2018 Nanna Inie, Allison Endo, **Steven P. Dow**, and Peter Dalsgaard. The problem solver and the artisan designer: strategies for utilizing design idea archives. In *Proceedings of the 10th Nordic Conference on Human-Computer Interaction*, NordiCHI '18, pages 397–406, September 2018.
- 2018 Nanna Inie, Peter Dalsgaard, and **Steven P. Dow**. Designing Idea Management Tools: three challenges. In *Design Research Society Conference*, June 2018.
- 2018 Ruijia Cheng, **Steven P. Dow**, Jan De Castro, and Joel Chan. An Exploratory Study of Problem Framing in Distributed Collaborative Design. In *ACM International Conference on Supporting Group Work*, 2018.
- 2017 Yu-Chun Grace Yen, **Steven P. Dow**, Elizabeth Gerber, and Brian P. Bailey. Listen to Others, Listen to Yourself: Combining Feedback Review and Reflection to Improve Iterative Design. In *Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition*, C&C '17, pages 158–170, June 2017.
- 2017 Helen Wauck, Yu-Chun Grace Yen, Wai-Tat Fu, Elizabeth Gerber, **Steven P. Dow**, and Brian P. Bailey. From in the Class or in the Wild? Peers Provide Better Design Feedback Than External Crowds. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*, CHI '17, pages 5580–5591, May 2017.
- 2017 Amy Shannon, Alex Sciuto, Danielle Hu, **Steven P. Dow**, and Jessica Hammer. Better Organization or a Source of Distraction? Introducing Digital Peer Feedback to a Paper-Based Classroom. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*, CHI '17, pages 5545–5555, May 2017.
- 2017 Thi Thao Duyen T. Nguyen, Thomas Garnarcz, Felicia Ng, Laura A. Dabbish, and **Steven P. Dow**. Fruitful Feedback: Positive Affective Language and Source Anonymity Improve Critique Reception and Work Outcomes. In *Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing*, CSCW '17, pages 1024–1034, February 2017.
- 2017 Ioanna Lykourantzou, Robert E. Kraut, and **Steven P. Dow**. Team Dating Leads to Better Online Ad Hoc Collaborations. In *Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing*, CSCW '17, pages 2330–2343, February 2017.
- 2017 Markus Krause, Tom Garnarcz, JiaoJiao Song, Elizabeth M. Gerber, Brian P. Bailey, and **Steven P. Dow**. Critique Style Guide: Improving Crowdsourced Design Feedback with a Natural Language Model. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*, CHI '17, pages 4627–4639, May 2017.
- 2017 Eureka Foong, **Steven P. Dow**, Brian P. Bailey, and Elizabeth M. Gerber. Online Feedback Exchange: A Framework for Understanding the Socio-Psychological Factors. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*, CHI '17, pages 4454–4467, May 2017.
- 2017 Amy Shannon Cook, **Steven P. Dow**, and Jessica Hammer. Towards Designing Technology for Classroom Role-Play. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play*, CHI PLAY '17, pages 241–251, October 2017.

- 2017 Joel Chan, Pao Siangliulue, Denisa Qori McDonald, Ruixue Liu, Reza Moradinezhad, Safa Aman, Erin T. Solovey, Krzysztof Z. Gajos, and **Steven P. Dow**. Semantically Far Inspirations Considered Harmful? Accounting for Cognitive States in Collaborative Ideation. In *Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition*, C&C '17, pages 93–105, June 2017.
- 2017 Salvatore Andolina, Hendrik Schneider, Joel Chan, Khalil Klouche, Giulio Jacucci, and **Steven P. Dow**. Crowdboard: Augmenting In-Person Idea Generation with Real-Time Crowds. In *Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition*, C&C '17, pages 106–118, June 2017.
- 2016 Alvin Yuan, Kurt Luther, Markus Krause, Sophie Isabel Vennix, **Steven P. Dow**, and Bjorn Hartmann. Almost an Expert: The Effects of Rubrics and Expertise on Perceived Value of Crowdsourced Design Critiques. In *Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing*, CSCW '16, pages 1005–1017, February 2016.
- 2016 Yu-Chun Grace Yen, **Steven P. Dow**, Elizabeth Gerber, and Brian P. Bailey. Social Network, Web Forum, or Task Market? Comparing Different Crowd Genres for Design Feedback Exchange. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems*, DIS '16, pages 773–784, June 2016.
- 2016 Miaomiao Wen, Keith Maki, Xu Wang, **Steven P. Dow**, James Herbsleb, and Carolyn Rose. Transactivity as a Predictor of Future Collaborative Knowledge Integration in Team-Based Learning in Online Courses. International Educational Data Mining Society, 2016.
- 2016 Pao Siangliulue, Joel Chan, **Steven P. Dow**, and Krzysztof Z. Gajos. IdeaHound: Improving Large-scale Collaborative Ideation with Crowd-Powered Real-time Semantic Modeling. In *Proceedings of the 29th Annual Symposium on User Interface Software and Technology*, UIST '16, pages 609–624, October 2016.
- 2016 Amy Shannon, Jessica Hammer, Hassler Thurston, Natalie Diehl, and **Steven P. Dow**. Peer-Presents: A Web-Based System for In-Class Peer Feedback during Student Presentations. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems*, DIS '16, pages 447–458, June 2016.
- 2016 Michael Nebeling, Alexandra To, Anhong Guo, Adrian A. de Freitas, Jaime Teevan, **Steven P. Dow**, and Jeffrey P. Bigham. WearWrite: Crowd-Assisted Writing from Smartwatches. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, CHI '16, pages 3834–3846, May 2016.
- 2016 Ioanna Lykourantzou, Angeliki Antoniou, Yannick Naudet, and **Steven P. Dow**. Personality Matters: Balancing for Personality Types Leads to Better Outcomes for Crowd Teams. In *Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing*, CSCW '16, pages 260–273, February 2016.
- 2016 Joel Chan, Steven Dang, and **Steven P. Dow**. Improving Crowd Innovation with Expert Facilitation. In *Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing*, CSCW '16, pages 1223–1235, February 2016.
- 2016 Joel Chan, Steven Dang, and **Steven P. Dow**. Comparing Different Sensemaking Approaches for Large-Scale Ideation. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, CHI '16, pages 2717–2728, May 2016.
- 2015 Anbang Xu, Huaming Rao, **Steven P. Dow**, and Brian P. Bailey. A Classroom Study of Using Crowd Feedback in the Iterative Design Process. In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing*, CSCW '15, pages 1637–1648, February 2015.

- 2015 Pao Siangliulue, Joel Chan, Krzysztof Z. Gajos, and **Steven P. Dow**. Providing Timely Examples Improves the Quantity and Quality of Generated Ideas. In *Proceedings of the 2015 ACM SIGCHI Conference on Creativity and Cognition, C&C '15*, pages 83–92, June 2015.
- 2015 Pao Siangliulue, Kenneth C. Arnold, Krzysztof Z. Gajos, and **Steven P. Dow**. Toward Collaborative Ideation at Scale: Leveraging Ideas from Others to Generate More Creative and Diverse Ideas. In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing, CSCW '15*, pages 937–945, February 2015.
- 2015 Xiaojuan Ma, Li Yu, Jodi L. Forlizzi, and **Steven P. Dow**. Exiting the Design Studio: Leveraging Online Participants for Early-Stage Design Feedback. In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing, CSCW '15*, pages 676–685, February 2015.
- 2015 Kurt Luther, Jari-Lee Tolentino, Wei Wu, Amy Pavel, Brian P. Bailey, Maneesh Agrawala, Björn Hartmann, and **Steven P. Dow**. Structuring, Aggregating, and Evaluating Crowdsourced Design Critique. In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing, CSCW '15*, pages 473–485, February 2015.
- 2015 Kurt Luther, Nathan Hahn, **Steven P. Dow**, and Aniket Kittur. Crowdlines: Supporting Synthesis of Diverse Information Sources through Crowdsourced Outlines. In *Proceedings of the AAAI Conference on Human Computation and Crowdsourcing*, volume 3, pages 110–119, September 2015.
- 2015 Walter S. Lasecki, Mitchell Gordon, Winnie Leung, Ellen Lim, Jeffrey P. Bigham, and **Steven P. Dow**. Exploring Privacy and Accuracy Trade-Offs in Crowdsourced Behavioral Video Coding. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems, CHI '15*, pages 1945–1954, April 2015.
- 2014 Haiyi Zhu, **Steven P. Dow**, Robert E. Kraut, and Aniket Kittur. Reviewing versus doing: learning and performance in crowd assessment. In *Proceedings of the 17th ACM Conference on Computer Supported Cooperative Work & Social Computing, CSCW '14*, pages 1445–1455, February 2014.
- 2014 Corina Sas, Steve Whittaker, **Steven P. Dow**, Jodi Forlizzi, and John Zimmerman. Generating implications for design through design research. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, CHI '14*, pages 1971–1980, April 2014.
- 2014 Walter S. Lasecki, Mitchell Gordon, Danai Koutra, Malte F. Jung, **Steven P. Dow**, and Jeffrey P. Bigham. Glance: rapidly coding behavioral video with the crowd. In *Proceedings of the 27th Annual ACM Symposium on User Interface Software and Technology, UIST '14*, pages 551–562, October 2014.
- 2014 Julie S. Hui, Elizabeth M. Gerber, and **Steven P. Dow**. Crowd-based design activities: helping students connect with users online. In *Proceedings of the 2014 Conference on Designing Interactive Systems, DIS '14*, pages 875–884, June 2014.
- 2014 Raja Gumienny, **Steven P. Dow**, and Christoph Meinel. Supporting the synthesis of information in design teams. In *Proceedings of the 2014 Conference on Designing Interactive Systems, DIS '14*, pages 463–472, June 2014.
- 2014 Lydia B. Chilton, Juho Kim, Paul André, Felicia Cordeiro, James A. Landay, Daniel S. Weld, **Steven P. Dow**, Robert C. Miller, and Haoqi Zhang. Frenzy: collaborative data organization for creating conference sessions. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, CHI '14*, pages 1255–1264, April 2014.
- 2014 Anant P. Bhardwaj, Juho Kim, **Steven P. Dow**, David Karger, Sam Madden, Rob Miller, and Haoqi Zhang. Attendee-Sourcing: Exploring The Design Space of Community-Informed Conference Scheduling. In *Proceedings of the AAAI Conference on Human Computation and Crowdsourcing*, 2014.

- 2014 Paul André, Aniket Kittur, and **Steven P. Dow**. Crowd synthesis: extracting categories and clusters from complex data. In *Proceedings of the 17th ACM Conference on Computer Supported Cooperative Work & Social Computing, CSCW '14*, pages 989–998, February 2014.
- 2013 **Steven P. Dow**, Elizabeth Gerber, and Audris Wong. A pilot study of using crowds in the classroom. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, CHI '13*, pages 227–236, April 2013.
- 2013 Burr Settles and **Steven P. Dow**. Let's get together: the formation and success of online creative collaborations. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, CHI '13*, pages 2009–2018, April 2013.
- 2013 Juho Kim, Haoqi Zhang, Paul André, Lydia B. Chilton, Wendy Mackay, Michel Beaudouin-Lafon, Robert C. Miller, and **Steven P. Dow**. Cobi: a community-informed conference scheduling tool. In *Proceedings of the 26th Annual ACM Symposium on User Interface Software and Technology, UIST '13*, pages 173–182, October 2013.
- 2013 Erik Harpstead, Christopher Maclellan, Kenneth Koedinger, Vincent Alevan, **Steven P. Dow**, and Brad Myers. Investigating the Solution Space of an Open-Ended Educational Game Using Conceptual Feature Extraction. In *International Conference on Educational Data Mining*, July 2013.
- 2013 Michael G. Christel, Scott Stevens, Matt Champer, John Balash, Sean Brice, Bryan Maher, Danny Hausmann, Nora Bastida, Chandana Bhargava, Weiwei Huo, Xun Zhang, Samantha Collier, Vincent Alevan, Ken Koedinger, **Steven P. Dow**, Carolyn Rosé, Jonathan Sewall, Mitra Fathollahpour, Chris Reid, Julia Brynn Flynn, Amos Glenn, and Erik Harpstead. Beanstalk: A unity game addressing balance principles, socio-emotional learning and scientific inquiry. In *2013 IEEE International Games Innovation Conference (IGIC)*, pages 36–39, September 2013.
- 2013 Paul André, Haoqi Zhang, Juho Kim, Lydia Chilton, **Steven P. Dow**, and Robert Miller. Community Clustering: Leveraging an Academic Crowd to Form Coherent Conference Sessions. In *Proceedings of the AAAI Conference on Human Computation and Crowdsourcing*, volume 1, pages 9–16, November 2013.
- 2012 **Steven P. Dow**, Anand Kulkarni, Scott Klemmer, and Björn Hartmann. Shepherding the crowd yields better work. In *Proceedings of the ACM 2012 Conference on Computer Supported Cooperative Work, CSCW '12*, pages 1013–1022, February 2012.
- 2012 Xiaojuan Ma, J. Forlizzi, and **Steven P. Dow**. Guidelines for Depicting Emotions in Storyboard Scenarios. In *Proceedings of International Conf. on Design and Emotion (D&E'12)*, 2012.
- 2012 Chinmay Kulkarni, **Steven P. Dow**, and Scott Klemmer. Early and Repeated Exposure to Examples Improves Creative Work. In *Proceedings of the Annual Meeting of the Cognitive Science Society*, volume 34, 2012.
- 2011 **Steven P. Dow**, Julie Fortuna, Dan Schwartz, Beth Altringer, Daniel Schwartz, and Scott Klemmer. Prototyping dynamics: sharing multiple designs improves exploration, group rapport, and results. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, CHI '11*, pages 2807–2816, May 2011.
- 2011 Jodi Forlizzi, John Zimmerman, and **Steven P. Dow**. Families and services: understanding opportunities for co-production of value in service design. In *Proceedings of the 2011 Conference on Designing Pleasurable Products and Interfaces, DPPI '11*, pages 1–8, June 2011.
- 2010 **Steven P. Dow**, Manish Mehta, Blair MacIntyre, and Michael Mateas. Eliza meets the wizard-of-oz: blending machine and human control of embodied characters. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, CHI '10*, pages 547–556, April 2010.
- 2010 Serdar Sali, Noah Wardrip-Fruin, **Steven P. Dow**, Michael Mateas, Sri Kurniawan, Aaron Reed, and Ronald Liu. Playing with words: from intuition to evaluation of game dialogue interfaces. In *Proceedings of the Fifth International Conference on the Foundations of Digital Games*, pages 179–186, June 2010.

- 2009 Noah Wardrip-Fruin, Michael Mateas, **Steven P. Dow**, and Serdar Sali. Agency Reconsidered. In *DiGRA Conference*, 2009.
- 2009 **Steven P. Dow** and Blair MacIntyre. Experiences Employing Novice Wizard Operators in a Gallery Setting. In *Proceedings of the International Conference on Entertainment Computing - ICEC 2008*, pages 190–196, 2009.
- 2009 **Steven P. Dow**, Kate Heddleston, and Scott R. Klemmer. The Efficacy of Prototyping Under Time Constraints. In *Proceeding of ACM Conference on Creativity and Cognition, C&C '09*, pages 165–174, 2009.
- 2008 **Steven P. Dow**, Blair MacIntyre, and Michael Mateas. Styles of play in immersive and interactive story: case studies from a gallery installation of AR Façade. In *Proceedings of the 2008 International Conference on Advances in Computer Entertainment Technology, ACE '08*, pages 373–380, December 2008.
- 2007 **Steven P. Dow**, Manish Mehta, Ellie Harmon, Blair MacIntyre, and Michael Mateas. Presence and engagement in an interactive drama. In *Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems*, pages 1475–1484, 2007.
- 2007 Manish Mehta, **Steven P. Dow**, Michael Mateas, and Blair MacIntyre. Evaluating a conversation-centered interactive drama. In *Proceedings of the 6th International Joint Conference on Autonomous Agents and Multiagent Systems, AAMAS '07*, pages 1–8, May 2007.
- 2006 **Steven P. Dow**, T. Scott Saponas, Yang Li, and James A. Landay. External representations in ubiquitous computing design and the implications for design tools. In *Proceedings of the 6th Conference on Designing Interactive Systems, DIS '06*, pages 241–250, June 2006.
- 2006 **Steven P. Dow**, Manish Mehta, Annie Lausier, Blair MacIntyre, and Micheal Mateas. Initial lessons from AR Façade, an interactive augmented reality drama. In *Proceedings of the 2006 ACM SIGCHI International Conference on Advances in Computer Entertainment Technology, ACE '06*, pages 28–es, June 2006.
- 2005 **Steven P. Dow**, Jaemin Lee, Christopher Oezbek, Blair MacIntyre, Jay David Bolter, and Maribeth Gandy. Exploring spatial narratives and mixed reality experiences in Oakland Cemetery. In *Proceedings of the 2005 ACM SIGCHI International Conference on Advances in Computer Entertainment Technology, ACE '05*, pages 51–60, June 2005.
- 2005 **Steven P. Dow**, Jaemin Lee, Christopher Oezbek, Blair MacIntyre, Jay David Bolter, and Maribeth Gandy. Wizard of Oz interfaces for mixed reality applications. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, CHI '05*, pages 1339–1342, April 2005.
- 2005 Maribeth Gandy, Blair MacIntyre, Peter Presti, **Steven P. Dow**, Jay David Bolter, Brandon Yarbrough, and N. O'Rear. AR Karaoke: acting in your favorite scenes. In *Fourth IEEE and ACM International Symposium on Mixed and Augmented Reality (ISMAR'05)*, pages 114–117, October 2005.
- 2004 Blair MacIntyre, Maribeth Gandy, **Steven P. Dow**, and Jay David Bolter. DART: a toolkit for rapid design exploration of augmented reality experiences. In *Proceedings of the 17th annual ACM Symposium on User Interface Software and Technology*, 2004.
- 1997 Geb Thomas, William Robinson, and **Steven P. Dow**. Improving the visual experience for mobile robotics. In *Proceedings of the Iowa Space Grant Conference*, January 1997.
- [Peer-Reviewed Posters, Demos, and Panels](#)
- 2022 Giulia Di Fede, Davide Rocchesso, **Steven P. Dow**, and Salvatore Andolina. The Idea Machine: LLM-based Expansion, Rewriting, Combination, and Suggestion of Ideas. In *Extended Abstracts of Creativity and Cognition (C&C)*, pages 623–627, June 2022.

- 2021 Stephen MacNeil, Zijian Ding, Kexin Quan, Ziheng Huang, Kenneth Chen, and **Steven P. Dow**. ProbMap: Automatically constructing design galleries through feature extraction and semantic clustering. In *The Adjunct Publication of the 34th Annual ACM Symposium on User Interface Software and Technology*, pages 134–136, October 2021.
- 2019 Gustavo Umbelino, Vivian Ta, Samuel Blake, Eric Truong, Amy Luo, and **Steven P. Dow**. ProtoTeams: Supporting Small Group Interactions in Co-Located Crowds. In *Conference Companion Publication of the 2019 on Computer Supported Cooperative Work and Social Computing*, pages 392–397, November 2019.
- 2018 Ruijia Cheng, **Steven P. Dow**, Jan De Castro, and Joel Chan. An Exploratory Study of Problem Framing in Distributed Collaborative Design. In *Working paper in ACM International Conference on Supporting Group Work (GROUP)*, 2018.
- 2017 Monika Streuer, Markus Krause, **Steven P. Dow**, and Margeret Hall. On-the-Job Learning for Micro-Task Workers. In *Extended Abstracts of Proceedings of the AAAI Conference on Human Computation and Crowdsourcing*, 2017.
- 2017 Narges Mahyar, Weichen Liu, Sijia Xiao, Jacob Browne, Ming Yang, and **Steven P. Dow**. ConsensUs: Visualizing Points of Disagreement for Multi-Criteria Collaborative Decision Making. In *Companion of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing*, pages 17–20, February 2017.
- 2017 Andrew Dennis, **Steven P. Dow**, Markus Dueker, and Markus Krause. Self-forming quality teams identify high performing workers. In *Extended Abstracts of Proceedings of the AAAI Conference on Human Computation and Crowdsourcing*, 2017.
- 2016 Jinyeong Yim, Jeel Jasani, Aubrey Henderson, Danai Koutra, **Steven P. Dow**, Winnie Leung, Ellen Lim, Mitchell Gordon, Jeffrey P. Bigham, and Walter S. Lasecki. Coding Varied Behavior Types Using the Crowd. In *Proceedings of the 19th ACM Conference on Computer Supported Cooperative Work and Social Computing Companion*, pages 114–117, February 2016.
- 2016 Pao Siangliulue, Joel Chan, Bernd Huber, **Steven P. Dow**, and Krzysztof Z. Gajos. IdeaHound: Self-sustainable Idea Generation in Creative Online Communities. In *Proceedings of the 19th ACM Conference on Computer Supported Cooperative Work and Social Computing Companion*, pages 98–101, February 2016.
- 2016 Ioanna Lykourantzou, Shannon Wang, Robert E. Kraut, and **Steven P. Dow**. Team Dating: A Self-Organized Team Formation Strategy for Collaborative Crowdsourcing. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*, pages 1243–1249, May 2016.
- 2016 Joel Chan, Steven Dang, and **Steven P. Dow**. IdeaGens: Enabling Expert Facilitation of Crowd Brainstorming. In *Proceedings of the 19th ACM Conference on Computer Supported Cooperative Work and Social Computing Companion, CSCW '16 Companion*, pages 13–16, February 2016.
- 2015 Michael Nebeling, Anhong Guo, Alexandra To, **Steven P. Dow**, Jaime Teevan, and Jeffrey Bigham. WearWrite: Orchestrating the Crowd to Complete Complex Tasks from Wearables. In *Adjunct Proceedings of the 28th Annual ACM Symposium on User Interface Software & Technology*, pages 39–40, November 2015.
- 2014 Kurt Luther, Amy Pavel, Wei Wu, Jari-lee Tolentino, Maneesh Agrawala, Björn Hartmann, and **Steven P. Dow**. CrowdCrit: crowdsourcing and aggregating visual design critique. In *Proceedings of the Companion Publication of the 17th ACM Conference on Computer Supported Cooperative Work & Social Computing*, pages 21–24, February 2014.
- 2014 Walter S. Lasecki, Mitchell Gordon, **Steven P. Dow**, and Jeffrey P. Bigham. Glance: enabling rapid interactions with data using the crowd. In *CHI '14 Extended Abstracts on Human Factors in Computing Systems*, pages 511–514, April 2014.

- 2014 Mitchell L. Gordon, Walter S. Lasecki, Winnie Leung, Ellen Lim, **Steven P. Dow**, and Jeffrey P. Bigham. Glance Privacy: Obfuscating Personal Identity While Coding Behavioral Video. In *Extended Abstracts of Conference on Human Computation and Crowdsourcing (HCOMP'14)*, 2014.
- 2014 Joel Chan, **Steven P. Dow**, and Christian Schunn. Conceptual distance matters when building on others' ideas in crowd-collaborative innovation platforms. In *Proceedings of the Companion Publication of the 17th ACM Conference on Computer Supported Cooperative Work & Social Computing*, pages 141–144, February 2014.
- 2014 Joel Chan, Steven Dang, Peter Kremer, Lucy Guo, and **Steven P. Dow**. IdeaGens: A Social Ideation System for Guided Crowd Brainstorming. In *Proceedings of the AAAI Conference on Human Computation and Crowdsourcing*, volume 2, pages 67–68, September 2014.
- 2013 Haoqi Zhang, Paul André, Lydia Chilton, Juho Kim, **Steven P. Dow**, Robert Miller, Wendy Mackay, and Michel Beaudouin-Lafon. Cobi: Communitysourcing Large-Scale Conference Scheduling. In *CHI '13 Extended Abstracts on Human Factors in Computing Systems*, pages 3011–3014, 2013.
- 2013 Michael Bernstein, Mike Bright, Ed Cutrell, **Steven P. Dow**, Elizabeth Gerber, Anupam Jain, and Anand Kulkarni. Micro-volunteering: helping the helpers in development. In *Proceedings of the 2013 Conference on Computer Supported Cooperative Work Companion (Panel)*, pages 85–88, February 2013.
- 2013 Salvatore Andolina, Daniel Lee, and **Steven P. Dow**. Crowdboard: an augmented whiteboard to support large-scale co-design. In *Proceedings of the Adjunct Publication of the 26th annual ACM Symposium on User Interface Software and Technology*, pages 89–90, October 2013.
- 2011 **Steven P. Dow**, Anand Kulkarni, Brie Bunge, Truc Nguyen, Scott Klemmer, and Björn Hartmann. Shepherding the crowd: managing and providing feedback to crowd workers. In *CHI '11 Extended Abstracts on Human Factors in Computing Systems*, pages 1669–1674, May 2011.
- 2010 **Steven P. Dow**. Using Crowds to Study Creativity. In *New Paradigms for Using Computers (NPUC'10) and CrowdConf'10*, 2010.
- 2007 **Steven P. Dow**, Manish Mehta, Blair MacIntyre, and Michael Mateas. AR Façade: An Augmented Reality Interactive Drama. In *Proceedings of the 2007 ACM Symposium on Virtual Reality Software and Technology, VRST*, pages 215–216, November 2007.
- 2005 Peter Presti, Maribeth Gandy, Blair MacIntyre, and **Steven P. Dow**. A sketch interface to support storyboarding of augmented reality experiences. In *ACM SIGGRAPH 2005 Posters*, July 2005.
- 2004 **Steven P. Dow**, Blair MacIntyre, Maribeth Gandy, and Jay David Bolter. Prototyping Applications for the Physical World Using Integrated Capture/Playback Facilities. In *Extended Abstracts on Ubiquitous Computing (UBICOMP'04)*, 2004.
- 2004 Maribeth Gandy, Blair MacIntyre, and **Steven P. Dow**. Making tracking technology accessible in a rapid prototyping environment. In *Third IEEE and ACM International Symposium on Mixed and Augmented Reality*, pages 282–283, November 2004.
- 2003 Xin Wei Sha, Yoichiro Serita, Jill Fantauzza, **Steven P. Dow**, and Giovanni Iachello. Demonstrations of Expressive Software and Ambient Media. In *Extended Abstracts of Conference on Ubiquitous Computing (UbiComp'03)*, 2003.
- 2003 Xin Wei Sha, Giovanni Iachello, **Steven P. Dow**, Y. Serita, T. St. Julien, and J. Fistre. Continuous sensing of gesture for control of audio-visual media. In *Seventh IEEE International Symposium on Wearable Computers*, pages 236–237, October 2003.
- 2003 Blair MacIntyre, Maribeth Gandy, Jay David Bolter, **Steven P. Dow**, and Brendan Hannigan. DART: the Designer's Augmented Reality Toolkit. In *The Second IEEE and ACM International Symposium on Mixed and Augmented Reality*, pages 329–330, October 2003.

- 2003 Robert Amar, **Steven P. Dow**, Richard Gordon, Muhammad Raafay Hamid, and Chad Sellers. Mobile ADVICE: an accessible device for visually impaired capability enhancement. In *CHI '03 Extended Abstracts on Human Factors in Computing Systems*, pages 918–919, April 2003.
- [Workshops and Workshop Papers](#)
- 2019 Eric B. Hekler, Jennifer C. Taylor, **Steven P. Dow**, Michèle Morris, Faren J. Grant, Sayali S. Phatak, Don Norman, m.c. schraefel, and Dana M. Lewis. Exploring, Defining, & Advancing Community-Driven Design for Social Impact. In *Companion Publication of the 2019 on Designing Interactive Systems Conference*, pages 373–376, June 2019.
- 2018 Matti Nelimarkka, Giulio Jacucci, Antti Salovaara, **Steven P. Dow**, Kenton O'Hara, Louise Barkhuus, and Joel Fischer. Hybrid Events: Mediating Collocated Participation. In *Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing*, pages 455–462, October 2018.
- 2017 Narges Mahyar, Weichen Liu, Dangyi Liu, and **Steven P. Dow**. Enabling Crowdsourced Visualizations to Support Large-Scale Civic Engagement. In *Workshop on Crowdsourcing Law and Policy: A Design-Thinking Approach to Crowd-Civic Systems in Companion of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing*, 2017.
- 2016 Michael Nebeling, Alexandra To, Anhong Guo, Adrian A. de Freitas, Jaime Teevan, **Steven P. Dow**, and Jeffrey P. Bigham. WearWrite: Crowd-Assisted Writing from Smartwatches. In *Workshop on Productivity Decomposed: Getting Big Things Done with Little Microtasks at Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, May 2016.
- 2014 **Steven P. Dow**. Engaging Citizens in Collective Innovation. In *Workshop on Volunteer-Based Crowdsourcing in Science, Public Health and Government (Citizen + X) at the Conference on Human Computation (HCOMP'14)*, 2014.
- 2012 **Steven P. Dow**. Crowds in the Classroom. In *In CrowdCamp Workshop on Rapidly Iterating Ideas Related to Collective Intelligence and Crowdsourcing at the Conference on Computer-Human Interaction (CHI'12)*, 2012.
- 2012 Sarah M. Reeder, **Steven P. Dow**, and Jodi Forlizzi. Building a Family Health Heirloom. In *Workshop on Heritage Matters at the Conference on Computer-Human Interaction (CHI'12)*, 2012.
- 2011 **Steven P. Dow** and Scott R. Klemmer. Shepherding the Crowd: An Approach to More Creative Crowd Work. In *Workshop on Crowdsourcing and Human Computation at the Conference on Computer-Human Interaction (CHI'11)*, 2011.
- 2011 Malte F. Jung and **Steven P. Dow**. The Ethics of Online Video Analysis for Systematic Observation of Behavior. In *Workshop on Ethics, Logs and Videotape at the Conference on Computer-Human Interaction (CHI'11)*, 2011.
- 2009 **Steven P. Dow**. How Does Reality-Based Interaction Affect Users? In *Workshop on Challenges in Evaluating Usability and User Experience of Reality-Based Interaction in Conference on Computer-Human Interaction (CHI'09)*, 2009.
- 2008 **Steven P. Dow**, Blair MacIntyre, and Michael Mateas. Understanding Engagement: A Mixed-Method Approach to Observing Game Play. In *In Workshop on Evaluating User Experience in Games in Conference on Computer-Human Interaction (CHI'08)*. Florence, Italy, 2008.
- 2007 **Steven P. Dow** and Blair MacIntyre. New Media Collaborations through Wizard-of-Oz Simulations. In *Workshop on HCI and New Media Arts: Methodology and Evaluation in Conference on Computer-Human Interaction (CHI'07)*, 2007.
- 2007 **Steven P. Dow**. User engagement in physically embodied narrative experiences. In *Doctoral Consortium in Proceedings of the 6th ACM SIGCHI Conference on Creativity & Cognition*, page 280, June 2007.

- 2006 **Steven P. Dow** and Blair MacIntyre. Reflecting on Production Tools and Methods for Mixed Reality Design. In *Workshop on What is the Next Generation of Human-Computer Interaction? In Conference on Computer-Human Interaction (CHI'06)*, 2006.
- 2005 **Steven P. Dow** and Susan Wyche. Designing for Place in Urban Cemeteries. In *Engaging The City: Public Interfaces As Civic Intermediary Workshop in Conference on Computer-Human Interaction (CHI'05)*, 2005.
- 2005 **Steven P. Dow**, Maribeth Gandy, and Blair MacIntyre. Tools for Designing Computational Spaces. In *The Future of User Interface Design Tools Workshop in Conference on Computer-Human Interaction (CHI'05)*, 2005.
- 2004 Maribeth Gandy, **Steven P. Dow**, and Blair MacIntyre. Prototyping Applications with Tangible User Interfaces in DART. In *Toolkit Support for Interaction in the Physical World Workshop at IEEE Pervasive Computing*, 2004.

Book Chapters

- 2018 Do the Best Design Ideas (Really) Come from Conceptually Distant Sources, Joel Chan, **Steven P. Dow**, Christian D. Schunn. In *Engineering a Better Future: Interplay between Engineering, Social Sciences, and Innovation*, Eswaran Subrahmanian, Toluwalogo Odumosu, Jeffrey Y. Tsao, eds., Springer, pp 111-139, 2018.
- 2013 Projection, Place and Point-of-View in Research through Design, **Steven P. Dow**, Wendy Ju, and Wendy Mackay. In *The SAGE Handbook of Technology Research*, Price, S., Jewitt, C., and Brown, B., eds., Sage Publishing, 2013.
- 2012 Crowdsourcing in HCI Research, Serge Egelman, Ed H. Chi, and **Steven P. Dow**. In *Ways of Knowing HCI*, Olsen, J. and Kellogg, W., eds., Springer, 2012.
- 2011 The Efficacy of Prototyping Under Time Constraints, **Steven P. Dow** and Scott R. Klemmer. In *Design Thinking: Understand – Improve – Apply, Understanding Innovation*, Plattner, H. et al, eds., Springer-Verlag, Berlin, Heidelberg, 2011.
- 2007 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., Billinghamurst, M. and Thomas, B., eds., Idea Group Publishing, 2007.

PhD Thesis

- 2008 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.

Invited Articles

- 2016 Probe to Learn, Probe to Design, **Steven P. Dow**. In *Interactions*, Jul-Aug 2016.
- 2013 Modeling Online Creative Collaborations, **Steven P. Dow** and Burr Settles. In *ACM Xrds magazine*, Summer 2013.
- 2013 Family Health Heritage, Sarah Reeder, Jodi Forlizzi, **Steven P. Dow**. In *Interactions*, Jan-Feb 2013.
- 2012 Research notebook: How design practices affect results, **Steven P. Dow**. In *The Link magazine*, Carnegie Mellon, Dec 2012.
- 2011 How Prototyping Practices Affect Design Results, **Steven P. Dow**. In *Interactions*, May 2011.
- 2009 Damn It Jim, I'm a Gamer Not a Therapist, **Steven P. Dow**. In *Ambidextrous*, June 2009.

Technical Reports

- 2018 Teammatic: A Mixed Initiative Interface for Team Composition with Multiple Constraints, Carolyn Thio, Wentao Guan, Yikun Huang, and **Steven P. Dow**. UCSD-TR-01-2018 , 2018

- 2015 **WearWrite: Orchestrating the Crowd to Complete Complex Tasks from Wearables (We Wrote This Paper on a Watch)**, Michael Nebeling, Anhong Guo, Kyle Murray, Annika Tostengard, Angelos Giannopoulos, Martin Mihajlov, **Steven P. Dow**, Jaime Teevan, and Jeffrey P. Bigham. CMU-TR-01-2015 , 2015.
- 2013 **Supporting Social-Emotional Development in Collaborative Inquiry Games for K-3 Science Learning**, Vincent Aleven, **Steven P. Dow**, Michael Christel, Scott Stevens, Carolyn Rose, Kenneth Koedinger, Brad Myers, Julia Brynn Flynn, Zane Hintzman, Erik Harpstead, Soyeon Hwang, Derek Lomas, Nesra Yannier, Mitra Fathollahpour, Amos Glenn, Jonathan Sewall, John Balash, Nora Bastida, Ana Bhargava, Sean Brice, Matt Champer, Samantha Collier, Mingyi Feng, and Danny Hausmann. CMU-TR-01-2013, 2013.
- 2009 **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.

HONORS & AWARDS

- 2022 **UCSD Course Development and Instructional Improvement Program (CDIIP)**, *"Promoting Hands-On Maker Skills for Undergraduates in the Design Minor"*, PI.
- 2020 **National Science Foundation Grant**, *"Scaffolding Data-Centered Interactions in Online Civic Discussions"*, PI.
- 2019 **Yankelovich Center for Social Science Research Seed Grant**, *"Creating a Civic Innovation Ecosystem to Improve Transportation Infrastructure in San Diego"*, PI.
- 2018 **National Science Foundation Grant**, *"Scaling Design Critique Through Novel Interactive Systems for In-Class Peer Feedback"*, co-PI.
- 2016 **Honorable Mention Award**, *ACM Conference on Computer Supported Cooperative Work*.
- 2015 **Best Paper Award**, *Journal of Design Studies (JDS'15)*.
- 2015 **National Science Foundation Grant**, *"CRAFT: An Online Learning Platform for Scaffolding the Crowd Feedback Loop for Design Innovation Education"*, co-PI.
- 2015 **National Science Foundation CAREER Grant**, *"Advancing Collective Innovation"*, PI.
- 2015 **Nomination for Best Contribution to Creative Communication**, *ACM SIGCHI Conf on Creativity and Cognition (C&C'15)*.
- 2014 **Google Faculty Grant**, *"Crowd-Augmented Search and Sensemaking"*, co-PI.
- 2014 **Honorable Mention Award**, *ACM Conference on Human Factors in Computing Systems*.
- 2014 **Notable Paper Award**, *AAAI Conference on Human Computation and Crowdsourcing*.
- 2012 **National Science Foundation Grant**, *"Strategies for Crowdsourcing Complex Design Work"*, co-PI.
- 2012 **National Science Foundation Grant**, *"Engaging Interdisciplinary Students in Innovation Education through Crowd-Based Technologies"*, co-PI.
- 2012 **Berkman Faculty Grant**, PI.
- 2010 **Best Research Award**, *Stanford University Postdoctoral Association*, (8 selected from 1800).
- 2009-11 **Hasso Plattner Design Thinking Research Grant**, *Stanford University*, co-PI.
- 2007 **Program Fellow**, **National Science Foundation**, *East Asia and Pacific Science Institutes*.
- 2006 **Outstanding Paper Award**, *ACM Conference on Advances in Computer Entertainment*.
- 2005 **Seed Grant Award**, *Georgia Tech's Graphics, Visualization, and Usability Center*, co-PI.
- 1999 **University of Iowa Honors Thesis**, *"Virtual Dentistry: the Forces Behind the Pain"*.
- 1999 **Award for Technical Writing**, *Institute of Industrial Engineering*, University of Iowa.
- 1999 **Award for Excellence**, *University of Iowa, Department of Mechanical and Industrial Engineering*.

INVITED TALKS

- 23 Sep 2021 Advisory Board, GenZ Project, University of Oulu (Oulu, Finland)
- 2 Jun 2020 Scale San Diego's Urban Innovation Challenge (San Diego, CA)
- 15 May 2020 Kick-off Speaker, Design for San Diego, summit event (San Diego, CA)
- 5 Dec 2019 Design Forward Alliance planning meeting (San Diego, CA)
- 17 July 2019 Session Speaker, Microsoft Research Faculty Summit 2019 (Redmond, WA)
- 14 Jun 2019 Plenary Speaker, Conference on Collective Intelligence 2019 (Pittsburgh, PA)
- 31 May 2019 American Academy of Arts and Sciences (San Diego, CA)
- 15 Jan 2019 Faculty Emeriti Social, Social Science Division, UCSD (San Diego, CA)
- 30 Apr 2018 UC San Diego, Dept of Computer Science, AI Seminar (San Diego, CA)
- 8 Nov 2017 U Washington, DUB Group (Seattle, WA)
- 19 Jun 2017 Helsinki Institute for Information Technology, University of Helsinki (Helsinki, Finland)
- 15 Jun 2017 Keynote Speaker, International Symposium on End-User Development (Eindhoven, NL)
- 5 May 2017 Stanford University, Seminar on People, Computers, & Design (Palo Alto, CA)
- 17 Mar 2017 U of California San Diego, Dept of Cognitive Science (San Diego, CA)
- 14 Mar 2017 UC Berkeley, Berkeley Institute of Design (Berkeley, CA)
- 25 Jan 2017 Collaboratory for Downtown Innovation, Downtown Works (San Diego, CA)
- 27 Jul 2016 Keynote Speaker, NASA Jet Propulsion Laboratory, Symp. on Systems & People (Pasadena, CA)
- 25 May 2016 U of California San Diego, Dept of Cognitive Science (San Diego, CA)
- 26 Feb 2016 U of California Irvine, Dept of Informatics (Irvine, CA)
- 11 Mar 2015 U of California San Diego, Dept of Cognitive Science (San Diego, CA)
- 9 Feb 2015 U of Colorado Boulder, Dept of CS (Boulder, CO)
- 23 Jan 2015 Northwestern University, Dept of Communication (Evanston, IL)
- 21 Jan 2015 U of Pittsburgh, Dept of CS (Pittsburgh, PA)
- 16 Nov 2014 CMU HCII 20-Year Anniversary (Pittsburgh, PA)
- 7 May 2014 University of Madeira (Funchal, Portugal)
- 7 Sep 2013 Thrival Festival (Pittsburgh, PA)
- 12 Jul 2013 Tsinghua University (Beijing, China)
- 15 Nov 2012 Quirky.com corporation (New York, NY)
- 2 Nov 2012 Massachusetts Institute of Technology, CSAIL Group (Boston, MA)
- 3 Mar 2012 University of Iowa, Computing Conference (Iowa City, IA)
- 9 Jan 2012 Northwestern University, Segal Design Institute (Evanston, IL)
- 7 Nov 2011 Carnegie Mellon, Robotics Institute (Pittsburgh, PA)
- 26 Oct 2011 University of Illinois, Urbana-Champaign (Champaign, IL)
- 26 Apr 2011 Google Research (Mountain View, CA)
- 14 Apr 2011 University of Southern California, Interactive Media Division (Los Angeles, CA)
- 13 Apr 2011 Nokia Research (Palo Alto, CA)
- 30 Mar 2011 Indiana-Purdue University, School of Informatics (Indianapolis, IN)
- 24 Mar 2011 Iowa State University, HCI program (Ames, IA)
- 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)
 8 Feb 2011 Oregon State, EECS (Corvallis, OR)
 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)
 9 Nov 2010 Stanford, Postdoctoral Scholar Symposium (Palo Alto, CA)
 8 Nov 2010 U Michigan, School of Information (Ann Arbor, MI)
 19 Oct 2010 UC Berkeley, Berkeley Institute of Design (Berkeley, CA)
 20 Jul 2010 Stanford University, Media-X Workshop, Teaching My Avatar New Tricks (Palo Alto, CA)
 9 July 2010 HP Labs, Multimedia Interaction and Understanding Lab (Palo Alto, CA)
 3 Jun 2010 Mines-Paris Tech, Centre de Gestion Scientifique (Paris, France)
 1 Jun 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)
 8 Apr 2010 Willow Garage (Menlo Park, CA)
 6 Apr 2010 DePaul University, College of Digital Media (Chicago, IL)
 5 Apr 2010 UC Santa Cruz, Dept of Computer Science (Santa Cruz, CA)
 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)
 8 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)
 25 Aug 2009 Intl Conference Engineering Design, Design Thinking Workshop (Stanford, CA)
 15 Jul 2009 Microsoft Research, (Cambridge, UK)
 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)
 30 Jan 2009 UC Santa Cruz, Intro Game Design (Santa Cruz, CA)
 22 Jan 2009 Nokia Research (Palo Alto, CA)
 18 Nov 2008 Carnegie Mellon University's Entertainment Technology Center (Redwood City, CA)
 6 Nov 2008 Hasso Plattner Institute, Introductory HCI Course (Potsdam, Germany)
 9 Nov 2007 Department of Informatics at UC Irvine (Irvine, CA)
 17 Aug 2007 Creativity and Cognition Studios (Sydney, Australia)
 10 Aug 2007 HIT Lab NZ at University of Canterbury (Christchurch, New Zealand)
 9 Aug 2007 HIT Lab NZ at Univ of Canterbury (Christchurch, New Zealand)
 13 Jul 2007 School of Computer and Information Science at U of South Australia (Adelaide, Aus)
 27 Jun 2007 School of Computer and Information Science at U of South Australia (Adelaide, Aus)

- 8 Jun 2007 Department of CS at Columbia University (New York City, NY)
- 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)
- 2 Jun 2005 Intel's People and Practices Seminar Series (Hillsboro, OR)

SERVICE ACTIVITIES

Leadership, Diversity, and Culture

- 2011-current **Director of the ProtoLab research group**, *UC San Diego, Department of Cognitive Science*, Conducts research at the intersection of social computing and design with the goal of developing tools, processes, and instructional techniques that change the way people solve complex problems creatively and collaboratively. We develop technology related to social media, crowdsourcing, mixed-initiative systems, and physical-digital interactions to enable large-scale online creativity and to study the cognitive, social, and cultural aspects of design, protolab.ucsd.edu.
- 2017-current **Co-Founder and Director of the Design for San Diego (D4SD) initiative**, *UC San Diego, Design Lab*, City-wide civic design challenges focused on collectively creating solutions to improve mobility, health, housing, and the climate for our region. This social initiative aims to uncover key factors that foster collective innovation, including how to motivate, scaffold, and organize volunteers, mentors, experts and facilitators, d4sd.org.
- 2012-current **Mentor for NSF REU undergraduate research**, *UC San Diego, Department of Cognitive Science*, Hosted dozens of students for research internships—including primarily women and under-represented minorities— as part of the NSF-funded research experiences for undergraduates (REU) program, protolab.ucsd.edu.
 - 2019 **Co-Organizer for "Ecologies of Transformation"**, *Art Exhibition for the ACM Conferences on Designing Interactive Systems and Creativity & Cognition*, Seventeen performances, interactive art-works, and conceptual experiments that push the boundaries of people, systems and environments and transcend scales of time, space, materiality, and logics, ecologiesoftransformation.ucsd.edu.
 - 2019 **Co-Creator of Diversity and Inclusion Statements and Lunch**, *ACM Conferences on Designing Interactive Systems and Creativity & Cognition*, dis2019.com/diversity.
- 2017-2019 **Head of Committee on Lab Culture**, *UC San Diego, Design Lab*, Organized annual retreats and other culture-building activities, designlab.ucsd.edu.
- 2005-2008 **Mentor for Intel Opportunities Scholars Program**, *Georgia Institute of Technology, GVU Center*, www.intel.com/content/www/us/en/diversity/scholars-program.html.

University Service

- 2019-current Member of Campus and Community Environment, Academic Senate, UCSD
- 2020-2021 Member, LPSOE Standard Committee, Cognitive Science Department, UCSD
- 2019-2020 Member, PhD Admissions Committee, Cognitive Science Department, UCSD
- 2019-2021 Member, Norman Fund Selection Committee, Design Lab, UCSD
- 2017-2018 Head of Website Redesign for Design Lab, UCSD
- 2016-2017 Member, Teaching-Track Faculty Hiring Cmte, JPF01195, Cognitive Science Dept, UCSD
- 2016-2017 Advisor, Website Redesign Committee, Cognitive Science Department, UCSD
- 2015-2016 Member, Teaching-Track Faculty Hiring Cmte, JPF00990, Cognitive Science Dept, UCSD
- 2015-2016 Member, Tenure-Track Faculty Hiring Cmte, JPF00984, Cognitive Science Dept, UCSD
- 2015-2016 Member, PhD Admissions Committee, Cognitive Science Department, UCSD
- 2013-2015 Committee Member, Hiring and Promotion Committee, HCII, Carnegie Mellon
- 2014-2015 Committee Member, MHCI Admissions, HCII, Carnegie Mellon

2014 Committee Member, Google Fellowship, HCII, Carnegie Mellon
2011-2014 Liaison, HCI Consortium (HCIC), HCII, Carnegie Mellon
2013 Head, ETC-HCII Hiring Committee, HCII, Carnegie Mellon
2013 Head, PhD Admissions Committee, HCII, Carnegie Mellon
2011-2013 Organizer, Z-Axis Speaker Series, HCII, Carnegie Mellon
2012 Committee Member, PhD Admissions, HCII, Carnegie Mellon
2012 Committee Member, BHCI Admissions, HCII, Carnegie Mellon
2010-2011 Organizer, Seminar on People, Computers and Design, Stanford
2005-2008 Graduate Student Council, College of Computing, Georgia Tech

Grant Reviewing

National Science Foundation, Reviewer (2012-2015, 2019, 2021)

Conference and Journal Leadership

Steering Committee, Creativity & Cognition (2019-present)
Editorial Board, ACM Journal of Transactions on Social Computing (2016-present)
Advisory Board, Journal of Human Computation (2016-present)
Conference Steering Committee, HCOMP (2019-2021)
Papers Associate Chair, HCOMP (2021)
Papers Associate Chair, Design Sub-Committee, CHI (2011-14, 2016-17, 2020-21)
Associate Conference Co-Chair, Designing Interactive Systems (2019)
Conference Co-Chair, Creativity & Cognition (2019)
Conference Co-Chair, HCOMP (2017)
Papers Co-Chair, Creativity & Cognition (2013, 2017)
Papers Committee, Creativity & Cognition (2015)
Papers Committee, CSCW (2014-15)
Demos Co-Chair, DIS (2014)
Papers Committee, DIS (2012)
Work-in-Progress Papers Committee, CHI (2009)

Conference and Journal Reviewing

ACM SIGCHI Conf on Computer Support Cooperative Work, CSCW (2008-10, 2013-15; 2016-22)
ACM SIGCHI Conf on Creativity & Cognition (2007, 2009, 2011, 2013, 2015, 2019-22)
ACM SIGCHI Conf on User Interface Software and Tech (2007, 2010, 2012-15, 2019, 2021-22)
ACM Conference on Human Factors in Computing Systems, CHI (2006-2015; 2016-17; 2019-21)
ACM SIGCHI Conf on Designing Interactive Systems, DIS (2012, 2014, 2021)
International Journal of Design, IDJ (2010, 2013)
Journal of Design Studies (2014)
HCI Journal (2013)
Workshop on Human Computation in Digital Entertainment, HCIDE (2012)
Transactions on Computer-Human Interaction, TOCHI (2010, 2012)
ACM Conference on Ubiquitous Computing (2008, 2011)
Mobile HCI (2011)
ACM Conference on Pervasive Computing (2010-11)
Virtual Reality Journal (2010)
IEEE International Symposium on Mixed and Augmented Reality (2010)

ACM Interactive Tabletops and Surfaces (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 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)

Student Volunteering

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)

Postdoc mentoring

2021-current Jane E, UC San Diego, Computer Science and Engineering Dept, co-advisor
2021-current Yu-Chun (Grace) Yen, UC San Diego, Cognitive Science Dept, advisor
2019-2021 Stephen MacNeil, UC San Diego, Cognitive Science Dept, advisor
2019-2021 Brian McInnis, UC San Diego, Cognitive Science Dept, advisor
2016-2018 Narges Mahyar, UC San Diego, Cognitive Science Dept, advisor
2016 Markus Krause, visiting researcher from UC Berkeley, mentor
2014-2017 Joel Chan, Carnegie Mellon University, HCI Institute, advisor
2015-2016 Ioanna Lykourantzou, visiting researcher from Luxembourg Ins of Science and Tech, mentor
2012-2014 Kurt Luther, Carnegie Mellon University, HCI Institute, co-advisor
2011-2012 Cathy Chase, Carnegie Mellon University, HCI Institute, mentor

Graduate student mentoring

2017-current Tone Xu, UC San Diego, Cognitive Science Dept, advisor
2019-current Srishti Palani, UC San Diego, Cognitive Science Dept, advisor
2019-current Lu Sun, UC San Diego, Cognitive Science Dept, advisor
2019-2020 Matin Yarmand, UC San Diego, Computer Science and Engineering, lab rotation
2019-2020 Udayan Tandon, UC San Diego, Computer Science and Engineering, lab rotation
2019 Regina Cheng, visiting researcher from University of Washington, mentor
2014-2019 Amy Shannon Cook, Carnegie Mellon University, HCI Institute, co-advisor
2017-2019 Amanda Song, UC San Diego, Cognitive Science Dept, co-advisor and PhD thesis committee
2017-2018 Adam Mekrut, UC San Diego, Cognitive Science Dept, co-advisor and PhD thesis committee
2017 Brian McInnis, visiting researcher from Cornell University, mentor
2017 Nanna Inie, visiting researcher from Aarhus University, mentor
2017 Ariel Weingarten, UC San Diego, Computer Science and Engineering Dept, mentor
2016-2017 Pao Siangliulue, Harvard University, Computer Science Dept, co-advisor and PhD thesis committee

2016 Miaomiao Wen, Carnegie Mellon University, Language Technology Institute, PhD thesis committee
2016 Adrian A. de Freitas, Carnegie Mellon University, HCI Institute, PhD thesis committee
2015-2016 Adam Stankiewicz, Carnegie Mellon University, HCI Institute, co-advisor
2012-2015 Chris MacLellan, Carnegie Mellon University, HCI Institute, co-advisor
2014-2015 Eunke Chung, Carnegie Mellon University, HCI Institute, co-advisor
2013-2014 Amos Glenn, research associate for Carnegie Mellon University, HCI Institute, mentor
2012-2014 Salvatore Andolina, visiting researcher from Palermo University, mentor
2012-2013 Mitra Fathollahpour, research associate for Carnegie Mellon University, HCI Institute, mentor
2012 Kenneth Goh, Carnegie Mellon University, Tepper School of Business, PhD thesis committee
2012 Tat Koon Koh, Carnegie Mellon University, Tepper School of Business, PhD thesis committee
2011-2012 Sarah Reeder, Carnegie Mellon University, HCI Institute, co-advisor

[Masters student mentoring](#)

2022 Andrew Lona, UC San Diego, Computational Social Science, mentor
2021-2022 Leila Scola, UC San Diego, Computer Science and Engineering, mentor
2020-2021 Leah Ajmani, visiting researcher from Cornell University, mentor
2018-2020 Jason Ding, UC San Diego, Electrical and Computer Engineering, advisor
2017-2019 Gustavo Umbelino, UC San Diego, Computer Science and Engineering, mentor
2017 Hyeonsu Kang, UC San Diego, Computer Science and Engineering, mentor
2017 Andrew Dennis, UC San Diego, Rady School of Business, mentor
2017 Akanksha Grover, UC San Diego, Computer Science and Engineering, mentor
2017 Monika Steuer, visiting researcher from Karlsruhe Institute of Technology, mentor
2017 Markus Ducker, visiting researcher from Hasso Plattner Institute, mentor
2016-2017 Carolyn Thio, UC San Diego, Computer Science and Engineering, Master's thesis advisor
2016-2017 Weichen Liu, UC San Diego, Computer Science and Engineering, Master's thesis advisor
2013-2015 Steven Dang, Carnegie Mellon University, HCI Institute, METALS program advisor
2015 Kaitlyn Sparks, Carnegie Mellon University, HCI Institute, MHCI program advisor
2015 Ryan Brill, Carnegie Mellon University, HCI Institute, MHCI program advisor
2015 Owen Tong, Carnegie Mellon University, HCI Institute, MHCI program advisor
2013-2014 Brynn Flynn, Carnegie Mellon University, School of Design, Master's thesis co-advisor
2014 Peeyush Goyal, Carnegie Mellon University, School of Design, advisor
2013 Senthil Kumar, Carnegie Mellon University, Master of Info Systems, mentor
2013 Yu Li, visiting researcher from Cornell University, mentor
2013 Chidambaram (Chiddu) Bhat, Carnegie Mellon University, Masters student, mentor
2013 Abhijit Lele, Carnegie Mellon University, Masters student, mentor
2013 Ruo Cheng Li, Carnegie Mellon University, Masters student, mentor
2013 Daniel Lee, Carnegie Mellon University, School of Design, mentor
2012-2013 Nancy Chen, Carnegie Mellon University, HCI Institute, MHCI program advisor
2012 Namrata Kannan, Carnegie Mellon University, HCI Institute, MHCI program advisor
2012 Jordy Zagdanski, Carnegie Mellon University, HCI Institute, MHCI program advisor
2012 Linda Le, Carnegie Mellon University, HCI Institute, MHCI program advisor

Undergraduate student mentoring

- 2022 Stone Tao, UCSD (2020-2022); Kenneth Chen, UCSD (2020-2022); Isabelle Pan, UCSD, REU intern (2022); Grace Lin, UCSD, REU intern (2022); Mingyi Li, UCSD (2022); Rachel Hartanto, UCSD (2022); Shoba Santosh, UCSD (2022); Cole Biehle, UCSD (2022); Annabelle Teoh, UCSD (2022); Bella Chen, UCSD (2022); Claire Wu, UCSD (2022); Hyoungwook Jin, KAIST (2022); Kevin De Silva Jayasignhe, UCSD, REU intern (2021-2022); Yi-Hung Chou, Chinese University of Hong Kong (2021-2022); Tiffany Lee, UCSD (2022); Azzaya Munkhbat, UCSD (2022)
- 2021 Ziheng (Fred) Huang, UCSD, REU intern (2021); Avery Hom, UCSD, REU intern (2021); Ifrah Mohamed, UW, REU intern (2021); Gray Wong, Stanford, REU intern (2021); Sheldon Zhu, UCSD, REU intern (2021); Christopher Cha, UCSD, REU intern (2021); Cora Xing, UCSD, REU intern (2021); Sam Fleet, UCSD, REU intern (2021); Khuyen Le, Stanford (2021); Katie Wang, UW (2021); Gennifer Hom, UC Davis (2021); Emily Yingyi Zhou, UCSD (2021); Daniel Walder, UCSD (2021); Kendall Nakai, UCSD (2021); Kexin Quan, UCSD (2021)
- 2020 Krystal Zeng, UCSD (2019-2020); Kylee Peng, UCSD (2019-2020); Brendan Jew, UCSD (2019-2020); Sam Blake, UCSD, REU intern (2019-2020); Natalie Duprey, UCSD (2019-2020); Stanley Lee, UCSD (2019-2020); Yvonne Hou, UCSD (2019-2020); Austin Nguyen, UCSD, REU intern (2020); Rosaleen Xiong, U Texas at Austin, REU intern (2020); Angela Huang, UC Berkeley, REU intern (2020); Seongwook Jang, UC Berkeley, REU intern (2020); Michael Wroblewski-Blanco, UC Berkeley (2020); Salma El Ghayate, UW (2020); Andrew Chuang, CMU, REU intern (2020); Boyang Wang, UCSD, REU intern (2020); Sarah Nicita, Brown, REU intern (2020); Thomas Parashos, CSUN (2020); Enrique Arcilla, UCSD (2020); Alison Chen, UCSD (2020); Amaya Mali, UCSD (2020); Justin Chen, UCSD (2020); Paridhi Khaitan, UCSD (2020); Yajie Sun, UCSD (2020)
- 2019 Ashley Boone, UW, REU intern (2019); Tiffany Manuel, Stanford, REU intern (2019); Jungwon Shin, Cornell, REU intern (2019); Aneesh Kashalikar, UCSD, REU intern (2019); Anthony Bryce Grubbs, UCSD, REU intern (2019); Maysnow Liu, UC Davis (2019); Martin Magsombol, UCSD (2019); Lee Liang, UCSD (2019); Hedy Wang, UCSD (2019); Jonathan Funes, UCSD (2019); Amy Liu, CMU (2019); Yuhan Wang, UCSD (2019); Vincent Chu, UCSD (2019); Boya Ren, UCSD (2019)
- 2018 Brandon Reyante, UCSD (2018); Brandon Nguyen, UCSD (2018); Echo Ma, UCSD (2018); Yutong Zhang, UCSD (2018); Grace Oh, UCSD (2018); Diana Nguyen, UCSD (2018); Maggie Chan, UCSD (2018); Jiayi Nancy Zheng, UCSD (2018); Kelsey Minghan Guo, UCSD (2018)
- 2017 Michael James, CMU, REU intern (2017); Michelle Ng, Harvard, REU intern (2017); Yujin Cho, UW, REU intern (2017); Brandon Hong, UW, REU intern (2017); Allison Endo, Tufts University (2017); Gabriel Amoako, U Toronto (2017); Jun Liu, Beijing University of Posts and Telecommunications (2017); Sanika Moharna, UCSD (2017); Alejandro Panduro, UCSD (2017); Joseph Le, UCSD (2017); Lauren Liu, UCSD (2017); Quincy Huang, UCSD (2017); Justin Tran, UCSD (2017); Reggie Wu, UCSD (2017); Jacob Tao, UCSD (2017); Jason Wang, UCSD (2017); Wentao Guan, UCSD (2017); Karen Ma, UCSD (2017); Joanne Cho, UCSD (2017); Eric Richards, UCSD (2017); David Canas, UCSD (2017); Judy Chun, UCSD (2017); Tara Nejad, UCSD (2017); Jan De Castro, UCSD (2017); Regina Cheng, UCSD (2017)
- 2016 Jacob Browne, UCSD, REU intern (2016); Jace Lu, UCSD (2016); Alex Tran, UCSD (2016); Ta Wei (David) Mao, Taiwan (2016); Jiaojiao Song, Huazhong University (2016); Sijia Xiao, Peking University (2016); Ming Yang, Beijing University of Posts and Telecommunications (2015-2016)
- 2015 Rachel Jue, CMU, REU intern (2014-2015); Tom Garncarz, CMU, REU intern (2015); Shannon Wang, CMU, REU intern (2015); Blake Villas, U of Hawaii, REU intern (2015); Hassler Thurston, U Rochester, REU intern (2015); Natalie Diehl, U Michigan, REU intern (2015); Swathi Anand, CMU (2015)

- 2014 Avanti Dabholkar, CMU (2013-2014); Angela Liu, CMU (2014); Winnie Leung, CMU (2014); Lucy Guo, CMU (2014); Peter Kremer, U Rochester, REU intern (2014); Sophie Vennix, CMU, REU intern (2014); Aohan Lin, Beijing University of Posts and Telecommunications, intern (2014); Bhawna Argawal, S.N. Bose Scholar intern (2014); Audasia Ho, CMU (2014); Jacki Yeung, CMU (2014)
- 2012-2013 Jay Tolentino, UC Irvine, REU intern (2013); Julie Shim, CMU (2012); Alan Herman, CMU (2012); Chris Reid, CMU (2012); Soyeon Hwang, CMU (2012); Audris Wang, CMU (2012)
- 2009-2011 Kevin Ho, Stanford, CURIS intern (2011); Matthew Chan, Stanford (2011); Brie Bunge, Stanford, CURIS intern (2010); Julie Fortuna, Stanford, CURIS intern (2010); Truc Nguyen, Stanford, CURIS intern (2010); Dan Schwartz, Stanford (2010); Rachel Lopatin, Stanford (2010); Renata Aryanti, Stanford (2010); Alana Glassco, Stanford (2009); Jonathan Kass, Stanford, CURIS intern (2009); Melissa Schwarz, Stanford (2009); Kate Heddleston, Stanford (2009)
- 2006-2008 Sauvik Das, Georgia Tech, Intel Opportunities Scholar (2006-2008); Uzo Okafor, Georgia Tech, Intel Opportunities Scholar (2006-2007); Andrew Durso, Georgia Tech, Intel Opportunities Scholar (2005-2006); Anthony Thomas, Georgia Tech, Intel Opportunities Scholar (2005-2006)