

## CURRICULUM VITAE

### Juan Pablo Hourcade

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## Education and Professional History

### Higher Education

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| 1998-2003 | University of Maryland, College Park, Maryland<br><b>PhD</b> , Computer Science, May 2003<br><b>Thesis:</b> User Interface Technologies and Guidelines to Support Children's Creativity, Collaboration, and Learning<br><b>MS</b> , Computer Science, GPA 4.0, May 2000 |
| 1992-1996 | American University, Washington, DC<br><b>BS</b> , Computer Science, University Honors, Summa cum laude, May 1996   |

### Professional and Academic Positions

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| 2022 -      | <b>Professor</b> , Department of Computer Science, The University of Iowa                          |
| 2012 - 2022 | <b>Associate Professor</b> , Department of Computer Science, The University of Iowa                |
| 2006 - 2012 | <b>Assistant Professor</b> , Department of Computer Science, The University of Iowa                |
| 2003 - 2005 | <b>Computer Scientist</b> , Statistical Research Division, US Census Bureau                        |
| 1999 - 2003 | <b>Graduate Research Assistant</b> , Human-Computer Interaction Laboratory, University of Maryland |
| 1995 - 1998 | <b>Associate</b> , ICF Information Technology (now ICF Consulting), Fairfax, Virginia              |
| 1992 - 1994 | <b>Inroads Intern</b> , Prudential Home Mortgage, Frederick, Maryland                              |

### Honors and Awards

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|------|---|
| 2022 | <b>ACM Distinguished Speaker</b> , Association for Computing Machinery, New York, NY            |
| 2021 | <b>Collegiate Teaching Award</b> , College of Liberal Arts and Sciences, The University of Iowa |
| 2020 | <b>Fellow-in-Residence</b> , Obermann Center, The University of Iowa                            |
| 2014 | <b>Fellow-in-Residence</b> , Obermann Center, The University of Iowa                            |
| 2010 | <b>HCI Hero Award</b> , University of Maryland  |

## Memberships

1995 - Present	Phi Beta Kappa Honor Society
1995 - Present	Upsilon Pi Epsilon Computer Science Honor Society
1999 - Present	Association for Computing Machinery

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## Leadership Highlights

### University

#### **Director of Informatics Education and Director of Graduate Studies for Interdisciplinary Graduate Program in Informatics, 2015-present**

Grew PhD program from 13 (Fall 2015) to 19 students (Fall 2024)

Graduated record number of PhDs going from 6 PhDs in 10 years (2005-2015, 2 female, 4 male) to 15 PhDs in 8 years (2015-2023, 6 female, 9 male)

Lowered median time-to-degree for PhD students from 6 to 5 years

Offered professional training workshops for students

Began formal annual student reviews for all PhD students

Underwent two self-studies and program reviews and developed strategic plan for program

Developed program's policies and procedures with input from program's executive committee

Redesigned degree structure to simplify program, provide clarity to students, and add flexibility

#### **Multiple Roles in Department of Computer Science**

Redesigned Informatics undergraduate curriculum (2020-21)

Facilitated faculty sessions to develop department's strategic plan; developed draft of strategic plan to be further developed with faculty

Co-chair of faculty recruitment committee (2023-24) resulting in record number of hires

### Professional

Obtained generous industry funding to start and lead ethics consortium for children's technologies across multiple US sites

Multiple leadership roles for most prestigious conference in Child-Computer Interaction (IDC): Papers Chair (2003), Papers Co-Chair (2004), Workshops Co-Chair (2008, 2011), Co-Chair (2013), Steering Committee Chair (2014-15), Doctoral Consortium Co-Chair (2016-17, 2022, 2024)

Twice papers co-chair for most prestigious conference in Human-Computer Interaction (CHI 2016-17)

Program Co-Chair of Latin American Conference on Human-Computer Interaction (2021)

### Federal

Member of US Census Bureau's Scientific Advisory Committee (2015-21); recommendations cited in US Supreme Court majority opinion (Department of Commerce et al. v. New York et al., decided June 27, 2019)

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## Diversity, Equity, Inclusion, and Belonging Highlights

### Program Administration

Increased gender diversity in Informatics PhD program from 2-1 male-to-female ratio for PhD graduates (2005-2015), to slightly more females among current students (11 female, 8 male) without giving preference to female applicants

Co-wrote departmental Broadening Participation in Computing (BPC) plan (one of the first few to be verified by BPCnet)

Leading implementation of departmental BPC plan

### Research

Focus on populations that historically have not been a high priority for technology companies, including children, older adults, and people with disabilities

Half of graduated PhD students are of Latin American descent

Almost all multi-author publications include a female co-author

Research collaborations in Latin America

### Profession

Recruited diverse program committees when in conference leadership positions

Edited a forum focused on technologies for diverse populations for *interactions* magazine (2011-20)

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## Teaching

### Innovations in Teaching

#### Design & Implementation of New Courses

Fall 2018, **Child-Computer Interaction**, CS:4980

Spring 2007, **Research Methods in Human-Computer Interaction**, currently CS:4500

Spring 2006, **Human-Computer Interaction**, currently CS:2520

#### Revisions in Existing Courses

Spring 2024, CS:2520, **Human-Computer Interaction – Informatics**, modified to use different front-end development framework

Spring 2022, CS:2520, **Human-Computer Interaction – Informatics**, modified to include much more front-end development

Spring 2021, CS:1020-**Principles of Computing**, completely redeveloped course

Spring 2019, CS:2110-**Programming for Informatics**, developed all lectures and assignments anew

Fall 2017, CS:3910-**Informatics Project**, significant change to technologies used by students in project

#### Curriculum Development

2020, led redesign of informatics undergraduate learning objectives and curriculum

2020-21, led redesign of informatics graduate curriculum

## Student Mentoring Summary

Spring 2006 – Fall 2023

Advisor to four graduating Ph.D. students. Committee member for 31 additional graduating Ph.D. students.

## Student Mentoring

### PhD — Advisor

Fall 2019 – Present

Flannery Currin (Computer Science); NSF GRFP recipient

Fall 2019 – Present

Michalis Kantartjis (Informatics)

### PhD — Committee Chair

Summer 2020, Kyle Diederich, *Face-to-face collaboration technology for children*, Assistant Professor at St. Norbert College, De Pere, Wisconsin

Summer 2019, Luiza Superti Pantoja, *Play-based design: participatory design method for developing technologies with 3 and 4 year-old children*, Prodigy Education, Toronto, Canada

Fall 2014, Benjamin A. Berman, *Development and user testing of new user interfaces for mathematics and programming tools*, Interactive Brokers Group, Greenwich, CT

Summer 2012, Guarionex Salivia, *Assistive strategies for people with fine motor skills impairments based on an analysis of sub-movements*, Associate Professor at Gustavus Adolphus College, Saint Peter, Minnesota

### PhD — Committee Member

Bob Arens, Cuong Bui, Timofey Grechkin, Syed Shabih Hasan, Umar Iqbal, Yuanyuan Jiang, Huyen Le, Jeehan Malik, Yelena Mejova, Dat Nguyen, Dong-Jun Park, Peter Likarish, Greg Nichols, Eric Krohn, Pooya Rahimian, Ezra Sidran, Hung Tran, and Dhruv Vyas (Computer Science); Vanessa Muller and Aicha Rochdi (Speech Pathology); Reyes Ortiz-Albino and John Graber (Mathematics); Joseph Engler (Engineering); Tana Luger, Timothy Wifall (Psychology); Jerry Mount (Geography); Todd Papke, Xiaoxing Liu (Informatics), Jennifer Andersen (Education); Tiarnach McDermott (University of Oxford, UK)

## Professional Mentoring

### Assistant Professor

Fall 2016 – Spring 2022

Kyle Rector; Department of Computer Science, University of Iowa; NSF CAREER award recipient

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## Scholarship

\* = major contribution

\*\*\* = equal contribution

\*\* = secondary contribution

\*\*\*\* = minor contribution

### Publications

#### Refereed Articles

- [1] \*\*Currin, F.H., Kilcoin, C., Peterman, K., Rector, K., Hourcade, J.P. (2024). Opportunities and Challenges in Using Tangible, Teleoperated Voice Agents in Kid-Driven Moments in Play Among Families with Neurodivergent Children. *Proc. ACM Hum.-Comput. Interact.* 8, CSCW1, Article 103 (April 2024), 25 pages. <https://doi.org/10.1145/3637380>
- [2] \*\*\*\*O'Rorke, M., Chrischilles, E., the NET-PRO Study Investigators (2024). Making progress against rare cancers: A case study on neuroendocrine tumors. *Cancer*. 2024; 1-7. doi:10.1002/cncr.35184
- [3] \*Diederich, K., Currin, F.H., Blasi, K., Schmidt, A.D., David, H., Peterman, K., Hourcade, J.P. (2023). Changing the dynamics of preschool children's social play with technology: evaluation of technology-based supports for tools of the mind style play. *Behaviour & Information Technology*, <https://doi.org/10.1080/0144929X.2023.2221747>
- [4] \*\*Bakala, E., Gerosa, A., Hourcade, J.P., Tejera, G., Peterman, K., Trinidad, G. (2022). A Systematic Review of Technologies to Teach Control Structures in Preschool Education. *Frontiers in Psychology*. <https://doi.org/10.3389/fpsyg.2022.911057>
- [5] \*\*\*\*Giannakos, M., Markopoulos, P., Antle, A.N. & Hourcade, J.P. (2022). 'Lots done, more to do': The current state of interaction design and children research and future directions. *International Journal of Child-Computer Interaction*, 100469. <https://doi.org/10.1016/j.ijcci.2022.100469>
- [6] \*\*Antle, A. N., & Hourcade, J. P. (2021). Research in Child-Computer Interaction: Provocations and envisioning future directions. *International Journal of Child-Computer Interaction*, 100374. <https://doi.org/10.1016/j.ijcci.2021.100374>
- [7] \*\*Bakala, E., Gerosa, A., Hourcade, J.P., Tejera, G. (2021). Preschool children, robots, and computational thinking: A systematic review. *International Journal of Child-Computer Interaction*. <https://doi.org/10.1016/j.ijcci.2021.100337>
- [8] \*\*\*\*Giannakos, M., Papamitsiou, Z., Markopoulos, P., Read, J., Hourcade, J.P. (2020). Mapping child-computer interaction research through co-word analysis. *International Journal of Child-Computer Interaction*. <https://doi.org/10.1016/j.ijcci.2020.100165>
- [9] \*Hourcade, J. P., Pantoja, L. S., Diederich, K., & Crawford, L. (2018). Samba schools as an inspiration for technologies for children under the age of five. *International Journal of Child-Computer Interaction*, 16, 100-103. <https://doi.org/10.1016/j.ijcci.2018.01.002>
- [10] \*\*\*\*Lazar, J., Abascal, A., Barbosa, S., Barksdale, J., Friedman, B., Grossklags, J., Gulliksen, J., Johnson, J., McEwan, T., Martinez-Normand, L., Michalk, W., Tsai, J., VanDerVeer, G., vonAxelson, H., Walldius, A., Whitney, G., Winckler, M., Wulf, V., Churchill, E., Cranor, L., Davis, J., Hedge, A., Hochheiser, H., Hourcade, J-P., Lewis, C., Nathan, L., Paterno, F., Reid, B., Quesenbery, W., Selker, T., and Wentz, B. (2016). Human-Computer Interaction and International Public Policymaking: A Framework for Understanding and Taking Future Actions. *Foundations and Trends in Human-Computer Interaction* 9 (2), 69-149.
- [11] \*\*Berman, B. and Hourcade, J.P. (2014). Keyboard-Card Menus: A New Presentation of Non-Standard Shortcuts. *Journal of Universal Computer Science*, 20(7), 986-1005.

- [12] \*\*Chirschilles, E.A., Hourcade, J.P., Doucette, W., Eichmann, D., Gryzlak, B., Lorentzen, R., Wright, K., Letuchy, E., Mueller, M., Farris, K. and Levy, B. (2013). Personal health records: a randomized trial of effects on elder medication safety. *Journal of the American Medical Informatics Association*. doi:10.1136/amiajnl-2013-002284
- [13] \*Hourcade, J.P., Bullock-Rest, N.E. and Hansen, T.E. (2012). Multitouch Tablet Applications and Activities to Enhance the Social Skills of Children with Autism Spectrum Disorders. *Personal and Ubiquitous Computing*, 16(2), 157-168.
- [14] \*\*Ball, R. and Hourcade, J.P. (2011). Rethinking Reading for Age from Paper and Computers. *International Journal of Human-Computer Interaction*, 27(11), 1066-82.
- [15] \*Hourcade, J.P. (2008). Interaction Design and Children. *Foundations and Trends in Human-Computer Interaction*, 1(4), 277-392. <http://dx.doi.org/10.1561/1100000006>
- [16] \*Hourcade, J.P. and Berkel, T.R. (2008). Simple pen interaction performance of young and older adults using handheld computers. *Interacting with Computers*, 20(1), 166-183.
- [17] \*Hourcade, J.P., Bederson, B.B., Druin, A., and Guimbretiere, F. (2004). Differences in Pointing Task Performance Between Preschool Children and Adults Using Mice. *ACM Transactions on Computer-Human Interaction*, 11(4), 357-386.
- [18] \*Hourcade, J.P., Bederson, B.B., Druin, A. (2004). Building KidPad: An Application for Children's Collaborative Storytelling. *Software Practice and Experience*, 34, 895-914.
- [19] \*Hourcade, J.P., Bederson, B.B., Druin, A., Rose, A., Farber, A., and Takayama, Y. (2003). The International Children's Digital Library: Viewing Digital Books Online. *Interacting with Computers*, 15, 151-167.
- [20] \*\*Druin, A., Bederson, B., Weeks, A., Farber, A., Grosjean, J., Guha, M. L., Hourcade, J. P., Lee, J., Liao, S., Reuter, K., Rose, A., Takayama, Y., and Zhang, L. (2003). The International Children's Digital Library: Description and Analysis of First Use. *First Monday*, 8(5).
- [21] \*\*Druin, A., Revelle, G., Bederson, B. B., Hourcade, J. P., Farber, A., Lee, J., and Campbell, D. (2003). A Collaborative Digital Library for Children: A Descriptive Study of Children's Collaborative Behaviors and Dialogue. *Journal of Computer-Assisted Learning*, 19(2), 239-248.
- [22] \*\*Revelle, G., Druin, A., Platner, M., Bederson, B., Hourcade, J. P., and Sherman, L. (2002). A Visual Search Tool for Early Elementary Science Students. *Journal of Science Education and Technology*, 11(1), 49-57.

### Conference Proceedings

- [1] \*Hourcade, J.P., Schmuecker, S., Norris, D., Currin, F.H. (accepted). Understanding Adult Stakeholder Perspectives on the Ethics of Extended Reality Technologies with a Focus on Young Children and Children in Rural Areas. To appear in *Interaction Design and Children 2024 (IDC 24)*
- [2] \*\*Currin, F.H., Hourcade, J.P. (accepted). Creating Personas of Parents of Young Children Based on Balancing Priorities. To appear in *Interaction Design and Children 2024 (IDC 24)*
- [3] \*Hourcade, J.P., Bonsignore, E., Clegg, T., Currin, F., Fails, J.A., Jin, G.Q., Schmuecker, S., Yarosh, S. (2023). Ethics of Emerging Communication and Collaboration Technologies for Children. CSCW '23 Companion: Companion Publication of the 2023 Conference on Computer Supported Cooperative Work and Social Computing, October 2023, Pages 560-562, <https://doi.org/10.1145/3584931.3606957>
- [4] \*\*Bakala, E., Pires, A.C., Tejera, G., Hourcade, J.P. (2023). "It will surely fall": Exploring Teachers' Perspectives on Commercial Robots for Preschoolers. *Proceedings of the 2023 ACM Conference on Information Technology for Social Good (GoodIT '23)*. Association for Computing Machinery, New York, NY, USA, 477-486. <https://doi.org/10.1145/3582515.3609570>

- [5] \*\*Bakala, E., Pires, A.C., da Luz, M., Pascale, M., Tejera, G., Hourcade, J.P. (2023). [Programmable Floor Robot Robotito and its Tangible and Virtual Interface](#). IFIP Conference on Human-Computer Interaction, INTERACT 2023. Lecture Notes in Computer Science, vol 14145. Springer, Cham. [https://doi.org/10.1007/978-3-031-42293-5\\_50](https://doi.org/10.1007/978-3-031-42293-5_50)
- [6] \*Hourcade, J.P., Currin, F.H. (2023). The 4Cs for Young Children’s Technology: Create, Connect, Communicate, and Control. XXIII Congreso Internacional de Interacción Persona-Ordenador (Interaccion 2023). Association for Computing Machinery, New York, NY, USA, Article 28, 1–7. <https://doi.org/10.1145/3612783.3612812>
- [7] \*\*Currin, F.H., Diederich, K., Superti Pantoja, L., Cargo, H., Franzone, N., Geiger-Lee, J., Hourcade, J.P. (2023). [Designing Stories to Inspire Preschoolers’ Creative, Collaborative Roleplay](#). In Proceedings of the 2023 ACM Conference on Information Technology for Social Good (GoodIT '23). Association for Computing Machinery, New York, NY, USA, 40–47. <https://doi.org/10.1145/3582515.3609516>
- [8] \*Hourcade, J.P., Bakala, E., Gerosa, A., Currin, F.H. (2023). [Stories and Voice Agents to Inspire Preschool Children’s Social Play: An Experience with StoryCarnival: Inspiring Preschool Children’s Social Play](#). IDC '23: Proceedings of the 22nd Annual ACM Interaction Design and Children Conference, June 2023, Pages 543–547, <https://doi.org/10.1145/3585088.3593893>
- [9] \*\*Bakala, E., Tejera, G., Visca, J., Hitta, S., Hourcade, J.P. (2023). [Programmable Floor Robot Robotito and its Tangible and Virtual Interface](#). IDC '23: Proceedings of the 22nd Annual ACM Interaction Design and Children Conference, June 2023, Pages 745–747, <https://doi.org/10.1145/3585088.3594486>
- [10] \*Hourcade, J.P., Alper, M., Bonsignore, E., Clegg, T., Fails, J.A., Walsh, G., Yarosh, S., Yip, J. (2023). [Participatory Approaches to the Ethics of Emerging Technologies for Children](#). IDC '23: Proceedings of the 22nd Annual ACM Interaction Design and Children Conference, June 2023, Pages 795–797, <https://doi.org/10.1145/3585088.3589926>
- [11] \*Hourcade, J.P., Alper, M., Antle, A.N., Baykal, G.E., Bonsignore, E., Clegg, T., Currin, F.H., Dindler, C., Eriksson, E., Fails, J.A., Garzotto, F., Giannakos, M., Gonzalez, C.S., Iversen, O.S., Landoni, M., Medina Medina, N., Quintana, C., Read, J., Roussou, M., Rubegni, E., Schmuecker, S., Shahid, S., Sylla, C.M., Walsh, G., Yarosh, S., Yip, J. (2023). [Developing Participatory Methods to Consider the Ethics of Emerging Technologies for Children](#). CHI EA '23: Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems, April 2023, Article No.: 511, <https://doi.org/10.1145/3544549.3583172>
- [12] \*Hourcade, J.P., Peterman, K., Chrischilles, E., Gryzlak, B., O’Rourke, M., Riley, D., Rudzianski, N., Mailman, J. (2022). Identifying Requirements for Personal Health Record Software for Patients with a Rare Medical Condition. XXII Congreso Internacional de Interacción Persona-Ordenador (Interaccion 2022).
- [13] \*Bakala, E., Gerosa, A., Hourcade, J.P., Pascale, M. & Hergatacorzian, C. (2022). Design Factors Affecting the Social Use of Programmable Robots to Learn Computational Thinking in Kindergarten. Interaction Design and Children (IDC '22). Association for Computing Machinery, New York, NY, USA, 422–429. <https://doi.org/10.1145/3501712.3529745>
- [14] \*\*\*\*Pires, A.C., Neto, I., Brule, E., Malinverni, L., Metatla, O. & Hourcade, J.P. (2022). Co-Designing with Mixed-Ability Groups of Children to Promote Inclusive Education. Interaction Design and Children (IDC '22). Association for Computing Machinery, New York, NY, USA, 715–718. <https://doi.org/10.1145/3501712.3536389>
- [15] \*\*Currin, F.H., Diederich, K., Blasi, K., Schmidt, A.D., David, H., Peterman, K., Hourcade, J.P. (2021). [Supporting Shy Preschool Children in Joining Social Play](#). IDC '21: Interaction Design and Children, June 2021, Pages 396–407, <https://doi.org/10.1145/3459990.3460729>

- [16] \*\*Currin, F.H., Diederich, K., Blasi, K., Peterman, K., Hourcade, J.P. (2020). Supporting Sociodramatic Play at the Individual Level. CHI PLAY '20: Extended Abstracts of the 2020 Annual Symposium on Computer-Human Interaction in Play, November 2020, Pages 213-218, <https://doi.org/10.1145/3383668.3419902>
- [17] \*\*\*Van Mechelen, M., Gilutz, S., Hourcade, J. P., Baykal, G. E., Gielen, M., Eriksson, E., Walsh, G., Read, J., & Iversen, O. S. (2020). Teaching the next Generation of Child-Computer Interaction Researchers and Designers. *Proceedings of the 2020 ACM Interaction Design and Children Conference: Extended Abstracts*, 69–76. <https://doi.org/10.1145/3397617.3398068>
- [18] \*\*Bakala, E., Hourcade, J.P. and Tejera, G. (2020). Exploring child-robot interaction ecology in the development of computational thinking. In *Proceedings of the 2020 ACM Interaction Design and Children Conference: Extended Abstracts (IDC '20)*. Association for Computing Machinery, New York, NY, USA, 30–33. DOI:<https://doi.org/10.1145/3397617.3399721>
- [19] \*Superti Pantoja, L., Diederich, K., Crawford, L., Corbett, M., Klemm, S., Peterman, K., Currin, F., Hourcade, J.P.. (2020). Play-Based Design: Giving 3- to 4-Year-Old Children a Voice in the Design Process. CHI '20: Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems, April 2020, Pages 1–14, <https://doi.org/10.1145/3313831.3376407>
- [20] \*Antle, A., Hourcade, J.P., Blikstein, P., Fails, J.A., Garzotto, F., Iversen, O.S., Markopoulos, P., Reville, G.. (2020). Child-Computer Interaction SIG: Looking Forward After 18 Years. CHI EA '20: Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems, April 2020, Pages 1–4. <https://doi.org/10.1145/3334480.3381060>
- [21] \*\*\* Superti Pantoja, L., Diederich, K., Crawford, L., Hourcade, J.P. (2019). Voice Agents Supporting High-Quality Social Play. *Proceedings of the 18th ACM International Conference on Interaction Design and Children (IDC '19)*. ACM, New York, NY, USA, 314-325. DOI: <https://doi.org/10.1145/3311927.3323151>.
- [22] \*\*Bartlett, R., Khoo, Y.X., Hourcade, J.P. and Rector, K. (2019). Exploring the Opportunities for Technologies to Enhance Quality of Life with People who have Experienced Vision Loss. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 19)* Paper No. 191.
- [23] \*\*Superti-Pantoja, L., Diederich, K., Crawford, L. and Hourcade, J.P. (2019). Explorations of Voice User Interfaces for 3- to 4-year-old children. In *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI 19)* Paper No. LBW0177.
- [24] \*Hourcade, J.P., Antle, A.A., Giannakos, M., Fails, J.A., Read, J.C., Markopoulos, P., Garzotto, F. and Palumbos, A. (2019). Child-Computer Interaction SIG: Designing for Refugee Children. In *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI 19)* Paper No. SIG10.
- [25] \*\*Constantin, A., & Hourcade, J. P. (2018, October). Toward a Technology-based Tool to Support Idea Generation during Participatory Design with Children with Autism Spectrum Disorders. In *Proceedings of the 20th International ACM SIGACCESS Conference on Computers and Accessibility* (pp. 385-387). ACM.
- [26] \*Hourcade, J. P., Zeising, A., Iversen, O. S., Skov, M. B., Antle, A. N., Anthony, L., ... & Walsh, G. (2018, April). Child-Computer Interaction SIG: Ubiquity and Big Data--A Changing Technology Landscape for Children. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems* (p. SIG07). ACM.
- [27] \*\*Superti-Pantoja, L., Hourcade, J. P., Diederich, K., Crawford, L., & Utter, V. (2017, October). Developing StoryCarnival: exploring computer-mediated activities for 3 to 4 year-old children. In *Proceedings of the XVI Brazilian Symposium on Human Factors in Computing Systems* (p. 57). ACM.
- [28] \*Hourcade, J. P., Zeising, A., Iversen, O. S., Pares, N., Eisenberg, M., Quintana, C., & Skov, M. (2017). Child-computer interaction sig: Ethics and values. In *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems*. Association for Computing Machinery.



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- [29] \*Hourcade, J.P., Revelle, G., Zeising, A., Iversen, O.S., Pares, N., Bekker, T. and Read, J.C. (2016). Child-Computer Interaction SIG: New Challenges and Opportunities. In *Extended Abstracts of the Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '16)*. ACM, New York, NY, USA, 1123-1126.
- [30] \*Hourcade, J.P., Nathan, L., Zaphiris, P., Chisik, Y., Rivera-Loaiza, C. and Yip, J.C. (2016). Conflict & HCI: Preventing, De-Escalating and Recovering. In *Extended Abstracts of the Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '16)*. ACM, New York, NY, USA, 1127-1130.
- [31] \*Hourcade, J.P., Mascher, S.L., Wu, D. and Pantoja, L. (2015). Look, My Baby Is Using an iPad! An Analysis of YouTube Videos of Infants and Toddlers Using Tablets. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15)*. ACM, New York, NY, USA, 1915-1924.
- [32] \*Hourcade, J.P. and Gehrt, L. (2014). Crowdsourcing for delivering research results to patients. *Proceedings of HCI Korea 2015*.
- [33] \*Hourcade, J.P., Garzotto, F., Rozga, A., Tentori, M.E., Markopoulos, P., Pares, N., Good, J., Pain, H. and Alper, M. (2014). Supporting children with complex communication needs. In *CHI '14 Extended Abstracts on Human Factors in Computing Systems (CHI EA '14)*. ACM, New York, NY, USA, 119-122.
- [34] \*Hourcade, J.P., Cavoukian, A., Deibert, R., Cranor, L.F. and Goldberg, I. (2014). Electronic privacy and surveillance. In *CHI '14 Extended Abstracts on Human Factors in Computing Systems (CHI EA '14)*. ACM, New York, NY, USA, 1075-1080.
- [35] \*\*\*Read, J.C., Hourcade, J.P., Markopoulos, P. and Iversen, O.S. (2014). Child computer interaction SIG: towards sustainable thinking and being. In *Proceedings of the extended abstracts of the 32nd annual ACM conference on Human factors in computing systems (CHI EA '14)*. ACM, New York, NY, USA, 1135-1138.
- [36] \*Hourcade, J.P., Williams, S.R., Miller, E.A., Huebner, K.E. and Liang, L.J. (2013). Evaluation of tablet apps to encourage social interaction in children with autism spectrum disorders. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13)*. ACM, New York, NY, USA, 3197-3206. Honorable Mention.
- [37] \*\*Salivia, G. and Hourcade, J.P. (2013). PointAssist: assisting individuals with motor impairments. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13)*. ACM, New York, NY, USA, 1213-1222.
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- [52] \*\*Hansen, T.E., Hourcade, J.P., Segre, A., Hlady, C. and Wyman, C. (2010). Interactive Visualization of Hospital Contact Network Data on Multi-touch Displays, 15-22. *Proceedings of MexIHC 2010*.
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### Magazine Articles

- [1] \*\*Antle, A.N., Hourcade, J.P., Fails, J.A., Garzotto, F., Giannakos, M., Markopoulos, P., Palumbos, A. and Read, J.C.. (2019). Designing for uprooted children: issues, challenges, and opportunities. *interactions*, 26(6) (November - December 2019), 76–79. DOI:<https://doi.org/10.1145/3360339>
- [2] \*Hourcade, J.P. (2019). The perils of next-gen surveillance technology. *interactions*, 26(4) (July-August 2019), 6–7. DOI:<https://doi.org/10.1145/3339907>
- [3] \*Hourcade, J. P., Antle, A., Anthony, L., Fails, J., Iversen, O. S., Rubegni, E., ... & Zeising, A. (2018). Child-computer interaction, ubiquitous technologies, and big data. *interactions*, 25(6), 78-81.
- [4] \*Hourcade, J. P., Pantoja, L. S., Diederich, K., Crawford, L., & Reville, G. (2017). The 3Cs for preschool children's technology: create, connect, communicate. *interactions*, 24(4), 70-73.
- [5] \*Hourcade, J. P. (2016). Violent groups, social psychology, and computing. *interactions*, 23(6), 8-9.
- [6] \*\*Alper, M., Hourcade, J.P. and Gilutz, S. (2012). Adding reinforced corners. *interactions*, 19(6), 72-75.
- [7] \*Hourcade, J.P., Bullock-Rest, N.E., Jayatilaka, L. and Nathan, L. (2012). HCI for Peace: Beyond Tie Dye. *interactions*, 19(5), 40-47.
- [8] \*Hourcade, J.P. and Bullock-Rest, N.E. (2011). HCI for Peace: An Invitation to Positive Action. *User Experience Magazine*, 10(2), 4-5.
- [9] \*Hourcade, J.P. and Bullock-Rest, N.E. (2011). Universal Interactions: Challenges and Opportunities. *Interactions*, 18(2), 76-79.
- [10] \*Hourcade, J.P., Bullock-Rest, N.E. and Schelhowe, H. (2011). View From Here: Designing Technologies for Marginalized Children. *User Experience Magazine*, 10(1), 32.
- [11] \*\*\*Flores, P. and Hourcade, J.P. (2009). One Year of Experiences with XO Laptops in Uruguay. *interactions*, 16(4), 52-55.

### Books

- [1] \*Hourcade, J.P. (2022). *Child-Computer Interaction, 2<sup>nd</sup> Edition*. Iowa City, IA: Author. ISBN: 979-8808353138
- [2] \* Hourcade, J.P. (2015). *Child-Computer Interaction*. Iowa City, IA: Author. ISBN: 9781514397251

### Edited Volumes

- [1] \*\*\*Mark, G., Fussell, S., Lampe, C., Schraefel, M.C., Hourcade, J.P., Appert, C. and Wigdor, D. (2017). Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems. New York: ACM Press.
- [2] \*\*\*Kaye, J., Druin, A., Lampe, C., Morris, D. and Hourcade, J.P. (2016). Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems. New York: ACM Press.
- [3] \*Hourcade, J.P., Miller, E.A. and Egeland, A. (Eds.) (2013). Proceedings of Interaction Design and Children 2013. New York: ACM Press.
- [4] \*\*\*Eisenberg, M., Eisenberg, A., Hourcade, J.P., and Rogers, Y. (Eds.). (2005). *Proceedings of Interaction Design and Children 2005*. New York: ACM Press.
- [5] \*\*\*Druin, A., and Hourcade, J.P. (Eds.). (2005). Interaction Design and Children. *Communications of the ACM*, 48(1), 32-65.
- [6] \*Druin, A., Hourcade, J.P., and Kollet, S. (Eds.). (2004). *Proceedings of Interaction Design and Children 2004: Building a Community*. New York: ACM Press. Refereed Book Chapters

### Book Chapters

- [1] \*Hourcade, J.P. (2017). Participatory Design with Children Diagnosed with Autism. In B. DiSalvo, C. DiSalvo, J. Yip and E. Bonsignore (Eds.), *Participatory Design for Learning*. London: Routledge.
- [2] \*\*\*Hourcade, J.P. and Nathan, L. (2013). Human Computation and Conflict. In Michelucci (Ed.) *Handbook of Human Computation* (pp. 993-1009). New York: Springer.
- [3] \*Hourcade, J.P., Beitler, D., Cormenzana, F. and Flores, P. (2009). Early OLPC Experiences in a Rural Uruguayan School. In A. Druin (Ed.), *Mobile Technology for Children: Designing for Interaction and Learning*. Boston: Morgan Kaufmann.
- [4] \*Hourcade, J.P. (2006). Design for Children. In G. Salvendy (Ed.), *Handbook of Human Factors and Ergonomics* (3rd ed.) (pp. 1446-1458). New York: Wiley.

### Software

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|--------------|--|
| 2021-Present | <i>StoryCarnival</i> , system to facilitate social pretend play among preschool children.<br>storycarnival.cs.uiowa.edu.   |
| 2010         | <i>Open Autism Software</i> , apps to enable children diagnosed with autism to practice social skills. <a href="https://homepage.divms.uiowa.edu/~hourcade/projects/asd/index.html">https://homepage.divms.uiowa.edu/~hourcade/projects/asd/index.html</a>                                     |
| 2008         | <i>PointAssist</i> , assistive technology that makes it easier for young children and older adults to conduct pointing tasks on a computer.<br><a href="https://homepage.divms.uiowa.edu/~hourcade/projects/pointassist/">https://homepage.divms.uiowa.edu/~hourcade/projects/pointassist/</a> |

### Areas of Research Interest

Human-computer interaction  
Ethics  
Health informatics  
Public policy informatics

### Grants and Contracts

#### Current

- Oct 2022 - *XR for Youth Ethics Consortium*. Unrestricted gift by Reality Labs Research. Award amount: (\$1,017,950). Investigator Juan Pablo Hourcade (PI).

- Oct 2019 - Sep 2024 *CHS: Small: Supporting 3-4 Year Old Children's High-Quality Social Play Through Voice Agents.* Funded by NSF. Award amount: (\$499,994). Percent effort: 7. Investigator Juan Pablo Hourcade (PI).
- Jun 2021 – May 2024 *Comparative Effectiveness Research for Neuroendocrine Tumors (CER-NET)*  
Funded by Patient-Centered Outcomes Research Institute. Award amount: (\$5,046,014.00)  
Percent effort: 15. Investigator/s Michael O'Rorke (Principal Investigator), Joseph Dillon (Co-Investigator), Thomas O'Dorisio (Co-Investigator), Juan Pablo Hourcade (Co-Investigator), Gideon Zamba, Elizabeth Chrischilles, Boyd Knosp. University of Iowa portion of grant is: \$2,658,954
- Completed**
- Oct 2020 - Sep 2023 *EAGER: Enhancing the executive functions of neurodiverse children through technology-mediated sociodramatic play 2040204*  
Funded by National Science Foundation. Award amount: (\$127,360). Percent effort: 7.5.  
Investigator/s Kyle Rector (Co-Principal), Juan Pablo Hourcade (Co-Principal).
- Jul 2020 - Jun 2021 *Promoting Resilience Using Patient Portals for People Suffering Mental Health Conditions During Covid-19 R21 HS025785.* Investigator/s C. Turvey (PI), Juan Pablo Hourcade (Co-Investigator)  
Funded by AHRQ. Award amount: (\$70,368.00) Number of Months: 1.04.  
*Development of a Targeted Patient Portal Intervention to Improve Depression Treatment Adherence, Satisfaction, and Outcomes.* C. Turvey (PI), Juan Pablo Hourcade (Co-Investigator).  
Funded by US Department of Veteran Affairs. Award amount: (\$299,999.00).
- Sep 2017 - Sep 2018 *Medication Reconciliation for Veterans.* Investigator/s Juan Pablo Hourcade.  
Funded by US Department of Veteran Affairs. Award amount: (\$3,000.00).
- Apr 2015 – Mar 2017 *Design and Testing of a Mobile Cardiovascular Risk Service with Patient Partners.*  
Investigator/s E. Chrischilles (PI). Funded by AHRQ. Award amount: (\$300,000).
- Aug 2012 - Jul 2014 *Powerful User Interfaces for Interactive Theorem Proving*  
Funded by NSF. Award amount: (\$99,791.00). Investigator/s A. Stump (Co-Principal), J.P. Hourcade (Co-Principal).
- Sep 2012 - Dec 2013 *Nighttime dosing of anti-hypertensive medications: a pragmatic clinical trial*  
Funded by NIH. Investigator/s G. Rosenthal (Principal Investigator), E. Chrischilles, B. Carter, C. Simon, D. Eichmann, M. Vander Weg, M., J.P. Hourcade, Zimmerman, D. Klein, H. Scharz. Award amount: (\$770,129.00).
- Nov 2007 – Nov 2010 *Personal Health Records and Elder Medication Use Quality.* Investigator/s Chrischilles, E. (PI), Kuehl, A. (Co-PI), Doucette, W. (Co-PI), Farris, K. (Co-PI), Eichmann, D. (Co-PI), Hourcade, J.P. (Co-PI), Levy, B. (Co-PI) Funded by AHRQ. Award amount: (\$1,200,000).

## Invited Lectures and Conference Presentations

### National — Colloquia

- April 2024, *Human factors, computing, and children*, Computer Science, Grinnell College
- November 2023, *Human factors, computing, and children*, Computer Science, Augustana College
- October 2022, *Human factors, computing, and children*, Computer Science & Learning Sciences, Northwestern University
- September 2022, *Human factors, computing, and children*, Department of Computer Science, The University of Iowa

October 2018, *Designing the Cognitive Future*, Department of Statistics, The University of Iowa  
 November 2017, *Designing the Cognitive Future*, Luther College, Decorah, Iowa  
 February 2016, *Universal Interactions*, University of Minnesota, Minneapolis, Minnesota  
 March 2014, *Universal Interactions*, University of California Irvine, Irvine, California  
 October 2013, *Universal Interactions*, Cornell College, Mt. Vernon, Iowa  
 January 2013, *Universal Interactions*, Knox College, Galesburg, Illinois  
 September 2011, *HCI for Peace*, Grinnell College, Grinnell, Iowa  
 March 2010, *PointAssist*, Indiana University, Indianapolis, Indiana

#### **National — Invited Lectures**

February 2022, *Giving out superpowers: A discussion of ethics, cognitive processes, and the future of interactive technology*, University of Iowa Retirees Association, Iowa City, Iowa  
 October 2021, *Giving out superpowers: A discussion of ethics, cognitive processes, and the future of interactive technology*, Des Moines Public Library (NEA Keynote), Des Moines, Iowa  
 January 2019, *A Grain of Salt on Artificial Intelligence*, 4CAST '19, Iowa City, Iowa  
 October 2017, *Designing the Cognitive Future*, Witching Hour, Iowa City, Iowa  
 October 2014, *Designing the Cognitive Future*, Obermann Center, The University of Iowa

#### **National — Keynote Talks**

October 2018, *Universal Interactions*, ACTNext ETCPS, Iowa City, Iowa

#### **International — Colloquia**

March 2021, *Universal Interactions*, Universita di Trento, Trento, Italy  
 November 2015, *Designing the Cognitive Future*, Universidad de la República, Uruguay  
 November 2015, *Universal Interactions*, Universidad de Montevideo, Montevideo, Uruguay

#### **International — Keynote Talks**

October 2023, *Human factors, computing, and children*, 22<sup>nd</sup> Brazilian Symposium on Human Factors in Computing Systems (IHC 2023), Maceio, Brazil.  
 July 2016, *Universal Interactions*, Digital Bubbles 6, Bath, United Kingdom  
 November 2015, *Designing the Cognitive Future*, Interaccion 2015, Cordoba, Argentina  
 November 2013, *Universal Interactions*, CBEI 2013 Conference, Campinas, Brazil  
 September 2012, *Universal Interactions*, CITI12, Universidad de Colima, Colima, Mexico

## Service

### **Profession**

#### **Editorial Board Member**

2013-	<i>International Journal of Child-Computer Interaction</i>
2009-	<i>Interacting with Computers</i>
2012-2020	<i>Foundations and Trends in Human-Computer Interaction</i>

**Magazine Forum Editor**

2011-2020 Universal Interactions forum for ACM SIGCHI's *interactions* magazine

**Steering Committee Chair**

2014-2015 ACM SIGCHI Interaction Design and Children Conference (IDC)

**Conference Co-Chair**

2013 Interaction Design and Children Conference (IDC)

**Program Co-Chair**

2021 Latin American Conference on Human-Computer Interaction (CLIHC)

**Papers Co-Chair**

2017 ACM Conference on Human Factors in Computing Systems (CHI)

2016 ACM Conference on Human Factors in Computing Systems (CHI)

2005 Interaction Design and Children Conference (IDC)

2004 Interaction Design and Children Conference (IDC)

**Subcommittee Co-Chair**

2013 ACM Conference on Human Factors in Computing Systems (CHI)

2012 ACM Conference on Human Factors in Computing Systems (CHI)

**Doctoral Consortium Co-Chair**

2024 Interaction Design and Children Conference (IDC)

2022 Interaction Design and Children Conference (IDC)

2017 Interaction Design and Children Conference (IDC)

2016 Interaction Design and Children Conference (IDC)

**Workshops Co-Chair**

2011 Interaction Design and Children Conference (IDC)

2008 Interaction Design and Children Conference (IDC)

**Fellowship Reviewer**

2021 National Academies, Ford Foundation Fellowships

2011-2014 National Academies, Ford Foundation Fellowships

**Research Proposal Reviewer**

National Science Foundation, multiple panels

**Department**

2023-24 Co-chair, Faculty Recruitment Committee

2020- Director of Graduate Studies, Informatics

2018- Undergraduate Informatics Committee, Member



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2023-24	Co-Chair, Faculty Search Committee
2021, 2023	Updated Broadening Participation in Computing Plan (approved by CRA)
2020	Co-led development of Broadening Participation in Computing Plan (approved by CRA)
2019-20	Facilitated process for developing Department's Strategic Plan
2015-2020	Associate Director for Informatics Education (Interdisciplinary Graduate Program in Informatics)
2014-2015	Member of Departmental Executive Committee
2013-2014	Member of Departmental Executive Committee
2007-2010	Member of Departmental Executive Committee

### College

2021	Undergraduate Educational Policy and Curriculum Committee, Member
2015-2016	Reviewer of Student Technology Fee proposals
2015	Member of Review Committee for Division of World Languages, Literatures, and Cultures
2012-2015	Faculty Assembly, Member

### University

2021-	ICON Steering Committee
2014-2017	Information Technology Advisory Committee, Member
2014-2016	Obermann Center, Member of Board of Advisors
2014	Obermann Working Symposium: Designing the Digital Future, Co-Organizer
2013-2015	Delta Center, Colloquium Coordinator
2012-2014	Autism Working Group, Co-Director

### Federal Government

2015-2021	US Census Bureau's Scientific Advisory Committee, Member
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### Media Contributions

Interviewed by *Wall Street Journal*, *Canadian Broadcasting Corporation*, *New Scientist*, *Voice of America*, *Computerworld*, *Discovery Channel*, *Iowa Public Radio*, *Horn Book Magazine*, *The Cedar Rapids Gazette*, *The Diamondback*, *The Daily Iowan*, *El Observador*, *KCRG*, *KQAD*, *WHBF*, *World Canvass*.