

Evan M. Peck

CONTACT INFORMATION

Associate Professor
Information Science
University of Colorado Boulder

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ABOUT

I am an Associate Professor of Information Science at CU Boulder. My research is in Human-Computer Interaction and Information Visualization, and looks to empower more diverse people and communities through data. More broadly, I work on integrating social responsibility into computing curriculum, and creating structures to empower undergraduate research.

EDUCATION

Tufts University, Medford, MA

M.S./Ph.D., Computer Science **2008 to 2014**

- Area of Study: Human-Computer Interaction under Robert J.K. Jacob
- Thesis: *Brain-Computer Interfaces for Intelligent Information Delivery Systems*

Gordon College, Wenham, MA

B.S., Computer Science **2004 to 2008**

EMPLOYMENT

University of Colorado Boulder, Boulder, CO

Associate Professor, Information Science **2023 to Current**

Bucknell University, Lewisburg, PA

Associate Professor, Computer Science **2020 to 2023**

Assistant Professor, Computer Science **2014 to 2020**

Massachusetts Institute of Technology (MIT), Cambridge, MA

Visiting Scientist, MIT CSAIL **Fall 2021 to Fall 2022**

- Visiting with MIT Visualization Group and Arvind Satyanarayan

Adobe Systems, San Francisco, CA

Research Intern, Creative Technologies Lab **Summer 2013 to Spring 2014**

- Advisors: Mira Dontcheva, Aaron Hertzmann, Zhicheng Liu

CHAPTERS AND JOURNAL ARTICLES

- [1] Burns, A., Lee, C., On, T., Xiong, C., **Peck, E.M.**, Mahyar, N. From Invisible to Visible: Impacts of Metadata in Communicative Data Visualization. *IEEE Transactions on Visualization and Computer Graphics*, IEEE. pp.1-16, 2023.
- [2] Howley, I., Mir, D., **Peck, E.M.**. Integrating AI Ethics Across the Computing Curriculum. *The Ethics in Artificial Intelligence in Education: Practices, Challenges, and Debates*. Routledge, pp. 255-270. 2022.
- [3] Feng, M., **Peck, E.M.**, Harrison, L. Patterns and Pace: Quantifying Diverse Exploration Behavior with Visualizations on the Web *IEEE Transactions of Visualization and Computer Graphics (Proc. of InfoVis 2018)*
Acceptance Rate: 25%

- [4] Feng, M., Deng, C., **Peck, E.M.**, Harrison, L. HindSight: Encouraging Exploration through Direct Encoding of Personal Interaction History *IEEE Transactions of Visualization and Computer Graphics (Proc. of InfoVis 2016)*, Vol. 23, Issue 1, pp.351-360, Jan. 2017.
Acceptance Rate: 23%
- [5] Ottley, A., **Peck, E.M.**, Harrison, L., Afergan, D., Ziemkiewicz, C., Taylor, H.A., Han, P.K.J, Chang, R. Improving Bayesian Reasoning: The Effects of Phrasing, Visualization, and Spatial Ability. *IEEE Transactions on Visualization and Computer Graphics (Proc. InfoVis 2015)*, Vol. 22, Issue 1, pp.529-538, Jan 2016.
Acceptance Rate: 22%
- [6] **Peck, E.M.**, Carlin, E., Jacob, R.J.K. Designing Brain-Computer Interfaces for Attention-Aware Systems. *IEEE Computer*, vol. 48, no. 10, pp. 34-42, 2015.
- [7] Solovey, E.T., Afergan, D., **Peck, E.M.**, Hincks, S., and Jacob, R.J.K. Designing Implicit Interfaces for Physiological Computing: Guidelines and Lessons Learned with fNIRS. *ACM TOCHI*, 2015.
- [8] **Peck, E.M.**, Afergan, D., Yuksel, B.F., Lalooses, F., Jacob, R.J.K. Using fNIRS to Measure Mental Workload in the Real World. *Advances in Physiological Computing*, ed. by S.H. Fairclough and K. Gilleade, Springer 2014.
- [9] **Peck, E.M.**, Solovey, E.T., Girouard, A., Hirshfield, L., Chauncey, K., Sassaroli, A., Fantini, S., and Jacob, R.J.K. Your Brain, Your Computer, and You. *IEEE Computer*, vol.43, no. 12, pp.86-89, Dec. 2010.
- [10] Girouard, A., Solovey, E.T., Hirshfield, L., **Peck, E.M.**, Chuancey, K., Sassaroli, A., Fantini, S., and Jacob, R.J.K. From Brain Signals to Adaptive Interfaces: Using fNIRS in HCI. In *(B+H)CI: The Human in Brain-Computer Interfaces and the Brain in Human-Computer Interaction*, ed. A. Nijholt and Desney Tan, Springer 2010.
- [11] Burns, A., Lee, C., Chawla, R., **Peck, E.M.**, Mahyar, N. Who Do We Mean When We Talk About Visualization Novices? *ACM CHI 2023*, 2023.
Best Paper Award (Top 1 Percent)
Acceptance Rate: 28.39%
- [12] **Peck, E.M.**, Ayuso, S., El-Etr, O. Data is Personal: Attitudes and Perceptions of Data Visualization in Rural Pennsylvania. *ACM CHI 2019*, 2019.
Best Paper Award (Top 1 Percent)
Acceptance Rate: 23.8%
- [13] Ottley, A., Kaszowska, A., Crouser, R.J., **Peck, E.M.**. The Curious Case of Combining Text and Visualization. *Computer Graphics Forum (Proc. EuroVis 2019)* , 2019.
Acceptance Rate: 43.1%
- [14] Feng, M., Deng, C., **Peck, E.M.**, Harrison, L. Giving Users Foresight: The Effects of Adding Search Functionality to Interactive Visualizations on the Web. *ACM CHI 2018*, 2018.
Acceptance Rate: 25%
- [15] Bullek, B., Garboski, S., Mir, D.J., **Peck, E.M.**. Towards Understanding Differential Privacy: When Do People Trust Randomized Response Technique?. *ACM CHI 2017*, 2017.
Acceptance Rate (Notes): 14.6%

REFEREED
CONFERENCE
PROCEEDINGS

- [16] Yuksel, B.F., Oleson, K., Harrison, L., **Peck, E.M.**, Afergan, D., Chang, R., Jacob, R.J.K. Learn Piano with BACH: An Adaptive Learning Interface that Adjusts Task Difficulty based on Brain State. *ACM CHI 2016*, 2016.
Best Paper Award (Top 1 Percent)
Acceptance Rate: 22%
- [17] **Peck, E.M.**, Easse, E., Marshall, N., Stratton, N., Perrone, L.F. FlyLoop: A Micro Framework for Rapid Development of Physiological Computing Systems. *ACM EICS 2015*, 2015.
Short Paper Acceptance Rate: 35%
- [18] Yuksel, B.F., Aferga, D., **Peck, E.M.**, Griffin, G., Harrison, L., Chen, N., Chang, R., Jacob, R.J.K. BRAAHMS: A Novel Adaptive Musical Interface Based on Users' Cognitive State. *NIME 2015*, 2015.
Acceptance Rate: 28%
- [19] Afergan, D., **Peck, E.M.**, Solovey, E., Jenkins, A.J., Hincks, S., Chang, R., Jacob, R.J.K. Dynamic Difficulty Using Brain Metrics of Workload. *ACM CHI 2014*, 2014.
Honorable Mention Award (top 5 percent)
- [20] Afergan, D., Shibata, T., Hincks, S., **Peck, E.M.**, Yuksel, B.F., Chang, R., Jacob, R.J.K. Brain-Based Target Expansion. *ACM UIST 2014*, 2014.
- [21] **Peck, E.M.**, Afergan, D., and Jacob, R.J.K. Investigation of fNIRS Brain Sensing as Input to Information Filtering Systems. *Augmented Human 2013*, 2013.
- [22] **Peck, E.M.**, Yuksel, B.F., Ottley, A., Jacob, R.J.K., and Chang, R. Using fNIRS Brain Sensing to Evaluate Information Visualization Interfaces. *ACM CHI 2013*, 2013.
- [23] **Peck, E.M.**, Yuksel, B.F., Harrison, L., Ottley, A., and Chang, R. Towards a 3-Dimensional Model of Individual Cognitive Differences. *BELIV 2012: Beyond Time and Errors: Novel Evaluation Methods for Visualization*, 2012.
- [24] Cusack, C., **Peck, E.M.**, and Riolo, M. Volunteer Computing Games: Merging Online Casual Gaming with Volunteer Computing. *Meaningful Play 2008*, 2008.
- [25] **Peck, E.M.**, Riolo, M., and Cusack, C. Wildfire Wally: A Volunteer Computing Game. *Future Play 2007*, 2007.
- [26] Ge, L.W., Hedayati, M., Cui, Y., Ding, Y., Bonilla, K., Joshi, A., Ottley, A., Bach, B., Kwon, B., Rapp, D.N., **Peck, E.M.**, Padilla, L.M., Correll, M., Borkin, M., Harrison, L., Kay, M. Toward a More Comprehensive Understanding of Visualization Literacy. *Workshop at ACM CHI 2024*. 2024.
<https://visualization-literacy.github.io/>
- [27] **Peck, E.M.** 1-Hour Collaborative Learning Activity for Responsible Human-AI Design. In *EngageCSEdu - Special Session of ACM SIGCSE*. May 2023 .
<https://doi.org/10.1145/3519936>
- [28] Battle, L., Borkin, M., Correll, M., Harrison, L., and **Peck, E.M.**. Visualization for Social Good. *Workshop at IEEE VIS 2021*, 2021. <https://vis4good.github.io/>
- [29] Parlante, N., Zelenski, J., DeNero, J., Allsman, C., Perumpail, T., Arya, R., Gupta, K., Cang, C., Bitutsky, P., Moughan, R., Malan, D.J., Yu, B., **Peck, E.M.**, Albing, C., Wayne, K. Nifty Assignments. *Special Session at ACM SIGCSE 2020*, 2020.
- [30] Battle, L., Borkin, M., Correll, M., Harrison, L., and **Peck, E.M.**. Visualization for Social Good. *Panel at IEEE VIS 2020*, 2020.

REFEREED
WORKSHOPS /
SPECIAL SESSIONS

- [31] Doore, S.A., Fiesler, C., Kirkpatrick, M.S., **Peck, E.M.**, and Sahami, M. Assignments that Blend Ethics and Technology. *Special Session at ACM SIGCSE 2020*, 2020.
- [32] Battle, L., Borkin, M., Correll, M., Harrison, L., and **Peck, E.M.**. Visualization for Social Good. *Tutorial at IEEE VIS 2019*, 2019.
- [33] Davis, J., Howley, I., Mir, D., **Peck, E.M.**, and Tatar, D. Make and Take an Ethics Module: Ethics Across the CS Curriculum. *Workshop in ACM SIGCSE 2019*, 2019.
- [34] Dinkins, D., Hayes, G., Mir, D., **Peck, E.M.**, Rogers, D., and Silva, J. Using Participatory Approaches to Uncover Privacy Norms with Marginalized Communities. *ACM CSCW 2018 Workshop on Networked Privacy*, 2018.
- [35] **Peck, E.M.** and Harrison, L. Empowering Sensemaking in the Web’s Emerging Visualization Ecosystem. *ACM CHI 2018 Workshop on Sensemaking in a Senseless World*, 2018.
- [36] **Peck, E.M.**, Smith, M.E., and Stewart, M. HCI for PUI: Human-Computer Interaction for Primarily-Undergraduate Institutions. *ACM CHI 2018 Workshop on Developing a Community of Practice to Support Global HCI Education*, 2018.
- [37] Rahman, R., Fizzano, P., **Peck, E.M.**, Ahmed, S., and Thompson, S. How to Build a Student-Centered Research Culture for the Benefit of Undergraduate Students. *ACM SIGCSE 2018, Birds-of-a-Feather (BOF)*, 2018.
- [38] Crouser, R.J., Harrison, L., Afegan, D., **Peck, E.M.**. Beyond Detection: Investing in Practical and Theoretical Applications of Emotion and Visualization. *IUI 2016 Workshop on Emotion and Visualization*, 2016.
- [39] Afegan, D., **Peck, E.M.**, Chang, R., Jacob, R.J.K. Using Passive Input to Adapt Visualization Systems to the Individual. *CHI 2013 Workshop, Many People, Many Eyes: Aggregating Influences of Visual Perception on User Interface Design*, 2013.
- [40] Ottley, A., **Peck, E.M.**, Harrison, L., Chang, R. The Adaptive User: Priming to Improve Interaction. *CHI 2013 Workshop, Many People, Many Eyes: Aggregating Influences of Visual Perception on User Interface Design*, 2013.
- [41] **Peck, E.M.**, Lalooses, F., and Chauncey, K. Framing Meaningful Adaptation in a Social Context. *ACM CHI 2011 Workshop, Brain and Body Interfaces: Designing for Meaningful Interaction*, 2011.
- [42] Chauncey, K. and **Peck, E.M.** Access and Analysis: The Ethics of Brain-Computer Interfaces. *ACM CHI 2011, Workshop on Brain and Body Interfaces: Designing for Meaningful Interaction*, 2011.
- [43] Feng, M., Deng, C., **Peck, E.M.**, Harrison, L. The Impact of Text-Based Search in Interactive Data Visualizations on the Web. *IEEE VIS 2017 Posters*.
- [44] Sechler, J., Harrison, L., **Peck, E.M.**. SightLine: Building on the Web’s Visualization Ecosystem. *ACM CHI 2017 Late-Breaking Work*
Acceptance Rate: 38%
- [45] Lee, E.Y., Yuksel, B.F., Afegan, D., Hincks, S., Shibata, T., Solovey, E., Jenkins, A.J., Oleson, K., Harrison, L., **Peck, E.M.**, Chang, R., Jacob, R.J.K. Using Brain States to Enhance User Experience. *SICASE: Seoul International Conference on Applied Science and Engineering*, 2016.
- [46] Yuksel, B.F., **Peck, E.M.**, Afegan, D., Hincks, S., Shibata, T., Kainerstorfer, J.M., Tgavalekos, K., Sassaroli, A., Fantini, S., and Jacob, R.J.K. Functional

REFEREED
POSTERS /
LATE-BREAKING
WORK

Near-Infrared Spectroscopy for Adaptive Human-Computer Interfaces. *SPIE Photonics West 2015*, 2015.

- [47] Shibata, T., **Peck, E.M.**, Afergan, D., Hincks, S., Yuksel, B.F., Jacob, R.J.K. Building Implicit Interfaces for Wearable Computers with Physiological Inputs: Zero Shutter Camera and Phylter. *ACM UIST 2014*, 2014.
- [48] **Peck, E.M.**, Solovey, E.T., Su, S., Jacob, R.J.K., and Chang, R. Near to the Brain: Functional Near-Infrared Spectroscopy as a Lightweight Brain Imaging Technique for Visualization. Presented at *IEEE InfoVis 2011*, 2011. **Best Poster Award**
- [49] Sassaroli, A., Zheng, F., Girouard, A., Solovey, E.T., Chauncey, K., Hirshfield, L., **Peck, E.M.**, Jacob, R.J.K., and Fantini, S. Application of Correlation Analysis Tools for the Classification of Mental Workloads in Functional Near-Infrared Spectroscopy in *Digital Holograph and Three-Dimensional Imaging*, OSA Technical Digest. Optical Society of America, 2010.
- [50] Cusack, C., Foster, A., Largent, J., Browder, K., and **Peck, E.M.** Pebble It! Game demonstration at *Meaningful Play 2008*, 2008.

- INVITED ARTICLES [51] Shaer, O. and **Peck, E.M.**. Teaching Pervasive Computing in Liberal Arts Colleges. *IEEE Pervasive Computing*. Volume 17, Issue 3. Jul-Sep 2018.
- [52] **Peck, E.M.** and Solovey, E.T. Neuroscience and Computing. *ACM XRDS*. Volume 18, No. 1. Fall 2011.
- [53] **Peck, E.M.** and Solovey, E.T. The Sensorium. *ACM XRDS*. Volume 18, No. 1. Fall 2011.
- [54] **Peck, E.M.**, Chauncy, K., Girouard, A., Gulotta, R., Lalooses, F., Solovey, E.T., Weaver, D., and Jacob, R.J.K. From Brains to Bytes. *ACM XRDS*. Volume 16, No. 4, Summer 2010.

OTHER

- [55] Bullek, B., Garboski, G., Mir, D.J., **Peck, E.M.**. The Comfort Quandary: Do People Really Trust Algorithms that Preserve their Privacy? *Susquehanna Valley Undergraduate Research Symposium (SVUR)*. 2016, **Most Outstanding Abstract in Engineering and Natural Sciences**
- [56] Pu, X., Radsliff, E., **Peck, E.M.**. Improving Decision-Making via Wearable Biosensors. *Susquehanna Valley Undergraduate Research Symposium (SVUR)*. 2015, **Most Outstanding Abstract in Engineering and Natural Sciences**
- [57] Yuksel, B.F., Aferga, D., **Peck, E.M.**, Griffin, G., Harrison, L., Chen, N., Chang, R., Jacob, R.J.K. Implicit Brain-Computer Interaction Applied to a Novel Adaptive Musical Interface. *Tech Report: Tufts University, Dept. of Computer Science*. 2015.
- [58] Afergan, D., Solovey, E.T., **Peck, E.M.**, Jenkins, A.J., Chang, R., Jacob, R.J.K. Dynamic Difficulty using Brain Metrics of Workload for UAV Operators. *2013 Student Conference, Human Factors and Ergonomics Society, New England Chapter*. 2013.
- [59] **Peck, E.M.** and Giberson, K. Faith in the Halls of Science: A Conversation with Ian Hutchinson. *Perspectives on Science and Christian Faith: The Journal of the American Scientific Affiliation*, September 2008.

AWARDS AND
RECOGNITIONS

- Best Paper Award, ACM CHI 2023
- Best Paper Award, ACM CHI 2019

- Best Paper Award, ACM CHI 2016
- Best Paper Honorable Mention Award, ACM CHI, 2014
- Invited guest editor of ACM XRDS special issue on Neuroscience and BCI
- Best Poster Award, IEEE Information Visualization, 2011.
- Dean's Fellowship, Tufts University, 2008.

TEACHING

University of Colorado Boulder, Boulder, CO **September 2023 to Present**

Instructor

Enrollment in parentheses - course evaluations by instructor, course, and semester can be found at Boulder's FCQ dashboard

- INFO 4602: Information Visualization [**Redesigned FA23**]
 - FA23 (45)

Bucknell University, Lewisburg, PA

September 2014 to May 2023

Instructor

Enrollment in parentheses - multiple enrollments suggest multiple lecture sections. Prior to FA2019, Bucknell used a numeric evaluation system to measure *Performance of Instructor*. These are for FA2014 - SP2019

- CSCI 187: Computing, Creativity, and the Social Good
 - SP19 (17),
 - SP18: 4.8/5 (20)
- CSCI 201: Computer Science Seminar [**Created FA19**]
 - FA20 (38), FA19 (29)
- CSCI 203: Introduction to Computer Science I [**Redesigned FA19**]
 - SP21 (25), FA20 (29, 22), SP20 (28), FA19 (18, 21), FA18 (28)
 - SP18 4.8/5 (24), FA16 5/5 (27), FA16 4.7/5 (27), SP16 4.9/5 (24), SP15: 4.7/5 (26), FA14 4.5/5 (31)
- CSCI 203 Lab: Lab for Intro to Computer Science I
 - SP20 (17, 20), FA19 (22, 25), SP18 (18), FA16 (20, 19), SP16 (21), FA14 (17)
- CSCI 204: Data Structures and Algorithms
 - SP 21 (27)
 - FA15: 4.8/5 (27), SP15: 4.9/5 (25), FA14: 4.9/5 (19)
- CSCI 204 Lab: Lab for Data Structures
 - SP21 (23), SP19 (24), FA15 (12), FA14 (8)
- CSCI 205: Software Engineering and Design
 - FA15: 4.4/5 (15)
- CSCI 358: Human-Computer Interaction [**Created SP16**]
 - FA22 (28), FA20 (24), SP19 (24)
 - FA17: 4.7/5 (28), SP16: 4.6/5 (24)
- CSCI 479: Computer Science Senior Design
 - FA22 (13, 9), FA18 (18)
 - FA17: 4.9/5 (23)

Student Mentorship and Research

- Large-scale analysis of the accessibility and performance of covid-19 web visualizations. Reva Sharma ('25) **PUR Award**. Jaehoon Pyon ('23) **Costa Grant**. Summer 2022. Katrina Wilson ('25) **Presidential Fellow**. Spring 2021-present.

- Investigating risk assessments based on statewide vaccination charts. Taylor Birch ('23) and Khanh Pham ('22). **Clare Boothe Luce Scholars**. Summer 2021.
- Audio/Visual Interaction to Music Composition. Hamza Shittu ('22). Fall 2020.
- Allergy Chef Hero: Design Research for Children with Severe Allergies. Jean Leong ('20). Spring 2020.
- Machine Learning for Artists and Musicians. Sami Wurm ('22). Spring 2020.
- Webel: Web development for Accessibility. Gia Hayes ('20). Spring 2020.
- Quantifying the Impact of Lighting on Webcam Eye-Tracking. Zilin Ma ('19). Fall 2018.
- SightSite: Data Visualization Discovery Engine. Lintao Ma ('20) and Julia Medici ('20) **Emerging Scholars Award**. Summer 2018.
- Visualization Collection Platform. Nicholas Simons ('18). Summer 2017
- Incorporating Ethical Design into Introductory Computer Science Courses. Gabbi Laborwit ('20). Summer 2017.
- Enabling Large-Scale Experimentation Using Webcams for Eye-Tracking. Khai Nguyen ('18). **PUR Award**, Khoi Le ('18) **BGRI Grant** Summer 2017.
- Vis For All: Accounting for Socioeconomics and Education in Data Visualization Design. Omar El-Etr ('19). **PUR Award**, Summer 2017.
- Vizalexix: Data Visualization Guidelines for Dyslexia. Cristal Hermosillo ('17). Independent Study, Spring 2017.
- Human-Centered Data Privacy. Brooke Bullek ('18) and Stephanie Garboski ('18) **CREU Award**. Co-advised by Darakhshan Mir. Summer 2016.
- Take a Five. Uttam Kumaran ('18). **Reed-Garman Engineering Entrepreneurship Award**. Summer 2016
- Building an Interactive Website for Learning Living Laboratory at Bucknell University. Khoi Le ('18). Summer 2016.
- Reducing Moments of Bias with Wearable Sensors. Michael DiDomenico ('18) **PUR Award**, Lucas Nicolais ('18). Summer 2016
- HindSight: Encoding Interaction Histories into Data Visualizations to Promote Engagement and Exploration. Jordan Sechler ('19) **PUR Award**, Summer 2016.
- Developing Social Mirrors as a Way to Encourage Positive Behavior in Anonymous Social Networks. Devon Wasson ('17). **Reed-Garman Award**, Summer 2015
- AniVis: Personalizing Animated Transitions in Information Visualization. Nadeem Nasimi ('17). **PUR Award**, Summer 2015
- Improving Computer-Mediated Decision-Making via Physiological Signals from Wearable Sensors. Xiaoying Pu ('17). **PUR Award**, Elliot Radsliff ('17). Summer 2015
- Physiological Sensors as Social Actors. George (Leonard) Orozco ('18). **STEM Scholar Recipient**, Summer 2015

Senior Design Mentorship

- As instructor, advised 5 senior design projects in FA 2018.
- As instructor, advised 6 senior design projects in Fall 2017.
- Visualization Similarity and Discovery Platform. Xiaoying Pu, Zhengri Fan, Jiayu Huang, Henry Kwan. Fall 2016 - Spring 2017.
- Platform for Mass Deployment and Analysis of Eye-Tracking Measures. Chris Shadek, Terence McHugh, John Simmons, Elias Strizower. Fall 2016 - Spring 2017.
- Data Visualization Discovery Project. Andrew Caple, Haley Derrod, Sune Swart, Seline Tan-Torres. Fall 2016
- FlyLoop: A Framework for User State Detection. Eleanor Easse, Nicholas Marshall, William Stratton. Fall 2014 - Spring 2015

Teaching Assistant

- COMP 10: Exploring Computer Science, COMP 11: Introduction to Computer Science, COMP 15: Data Structures, COMP 106: Object-Oriented Programming for GUIs, COMP 171: Human-Computer Interaction

UNIVERSITY
SERVICE

- Bucknell University Committee On Instruction, 2021-2022 (**Co-Chair 2022**)
- Grand Challenge Scholars Steering Committee, 2022
- Bucknell University Arts Council, 2016-2021
- Digital Humanities Steering Committee, 2015-2021
- Bucknell University Committee on Library and Information Resources, 2016-2019
- Computer Science Department Search Committee, 2014, 2017, 2020
- Engineering Curriculum Committee (ECC), 2014-2015

PROFESSIONAL
SERVICE

Professional Organization

- *Computer Research Association (CRA) - Outstanding Undergraduate Researcher - Selection Committee, 2020-2023*
- *SIGCHI Research Ethics Committee, 2019-2021*
- *SIGCHI Inclusion Team - Geographic Inclusion, 2018-2019*

Conference

- Paper Committee: *ACM TEI 2017, Affective Brain-Computer Interfaces (aBCI) 2015, Physiological Computing Systems (PhyCS) 2014-2017, Graphics Interface 2015*
- Student Volunteer Chair: *ACM TEI 2012*
- Works-in-Progress Paper Committee: *ACM CHI 2011-2012*
- Student Volunteer: *ACM CHI 2010-2012* and *IEEE VisWeek 2011*

Referee

- *ACM Transactions on Interactive Intelligent Systems (TiiS), ACM International Conference on Intelligent User Interfaces (IUI), ACM Transactions on Computer-Human Interaction (TOCHI), ACM Conference on Designing Interactive Systems (DIS), Multimedia Tools and Applications, IEEE Symposium on Robot and Human Interactive Communication (RO-MAN), User Modeling and User-Adapted Interaction: Journal of Personalization Research, Physiological Computing Systems (PhyCS), NeuroImage, ACM Conference on Human Factors in Computing Systems (CHI), ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI), IEEE Information Visualization Conference (InfoVis), ACM Symposium on User Interface Software and Technology (UIST), ACM Symposium on Engineering Interactive Computing Systems (EICS), ACM International Conference on Multimodal Interaction (ICMI), IEEE Pervasive Computing, IEEE Computer, Ergonomics, Nordic Conference on Human-Computer Interaction (NordiCHI), Graphics Interface (GI)*