

1/16/18

Shaun K. Kane

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Educational Background

- **Ph.D. in Information Science, University of Washington, Seattle WA (2005–2011)**
Dissertation: Understanding and Creating Accessible Touch Screen Interactions for Blind People
Ph.D. Committee: Jacob O. Wobbrock (chair), Richard E. Ladner (co-chair), Batya Friedman, Beverly Harrison, Kurt Johnson
- **M.S. in Information Science, University of Washington, Seattle WA (2011)**
M.S. Advisor: Jacob O. Wobbrock
- **M.S. in Computer Science, University of Massachusetts, Amherst MA (2003–2005)**
M.S. Advisor: Robert Moll
- **B.S. in Computer Science, University of Massachusetts, Amherst MA (1999–2003)**
Departmental honors; summa cum laude
Honors Advisor: Beverly Park Woolf

Academic Employment

- **Assistant Professor, Department of Computer Science (2014–)**
University of Colorado Boulder, Boulder CO
- **Visiting Researcher, MS Enable Group (2016)**
Microsoft Research, Redmond WA
- **Assistant Professor, Department of Information Systems (2011–2014)**
University of Maryland Baltimore County, Baltimore MD

Honors and Awards

- **University of Colorado Boulder: Universal Design Fellowship (2016–2017)**
Member of the inaugural cohort of CU Boulder Universal Design Fellows.
- **University of Washington iSchool: Distinguished Alumni Award (2016)**
Received Distinguished Alumni Award from the University of Washington Information School.
- **UMass Amherst Computer Science: Outstanding Achievement Award (2016)**
Received *Outstanding Achievement Award by a Young Alum* from the UMass Amherst College of Information and Computer Sciences.
- **Sloan Research Fellowship (2016)**
Two-year fellowship awarded yearly to early career researchers “in recognition of distinguished performance and a unique potential to make substantial contributions to their field.”

1/16/18

- **UMBC Academic Innovation Fellowship (2014)**
Awarded UMBC Academic Innovation Fellowship from the UMBC Hrabowski Innovation Fund for project *Exploring Opportunities and Challenges for Wearable Computing in Classroom Settings*.
- **Google Lime Fellowship for Students with Disabilities (2010)**
Fellowship provided to outstanding students with disabilities in the field of computing.
- **Imagine Cup Touch and Tablet Accessibility Award, Finalist (2010)**
Finalist for the Touch and Tablet Accessibility Award for the project *OneView: Enabling Collaboration between Blind and Sighted Students Using Tablet Computers*.
- **NISH National Scholar Award for Workplace Innovation and Design, Hon. Mention (2009)**
Received honorable mention for the NISH National Scholar Award for the submission *Fully Accessible Touch Screens for the Blind and Visually Impaired*.
- **Most Innovative Award: UW Science and Engineering Business Association (2008)**
Received Most Innovative Award at UW SEBA Science and Technology Showcase for project *Slide Rule: Eyes-Free Mobile Phone Applications for Everyone*.
- **Graduate Student Top Scholar Award: University of Washington (2005)**
Financial support provided to top applicants to the University of Washington Graduate School.
- **Bay State Fellowship, University of Massachusetts (2003–2005)**
Assistantship presented by the Department of Computer Science at the University of Massachusetts in recognition of undergraduate academic achievement.
- **ACM SIGCSE Undergraduate Student Research Competition, Finalist (2002)**
Awarded for the poster *Indexing George Washington's Handwritten Manuscripts: A Study of Word Matching Techniques*.
- **National Science Foundation Research Experience for Undergraduates Fellowship (2001)**
NSF REU research with R. Manmatha and James Allan at the Center for Intelligent Information Retrieval at the University of Massachusetts.

Best Paper Awards

- **Best Paper Award: CHI Conference (2016)**
Received Best Paper Award (top 1% of submissions) for the paper *Smart Touch: Improving Touch Accuracy for People with Motor Impairments with Template Matching*.
- **Best Paper Award: CHI Conference (2015)**
Received Best Paper Award (top 1% of submissions) for the paper *Sharing is Caring: Assistive Technology Designs on Thingiverse*.
- **Best Paper Award: CHI Conference (2011)**
Received Best Paper Award (top 1% of submissions) for the paper *Usable Gestures for Blind People: Understanding Preference and Performance*.

1/16/18

- **Best Paper Award: MobileHCI Conference (2008)**

Received Best Paper Award (top 2% of submissions) for the paper *Getting off the Treadmill: Evaluating Walking User Interfaces for Mobile Devices in Public Spaces*.

Other Paper and Poster Awards

- **Honorable Mention: CHI Conference (2017)**

Received Honorable Mention (top 5% of submissions) for the paper *Toward Everyday Gaze Input: Accuracy and Precision of Eye Tracking and Implications for Design*.

- **Honorable Mention: CHI Conference (2014)**

Received Honorable Mention (top 5% of submissions) for the paper *Wearables and Chairables: Inclusive Design of Mobile Input and Output Devices for Power Wheelchair Users*.

- **Best Workshop Paper: IDC Conference (2013)**

Received Best Workshop Paper Award for the paper *Making "Making" Accessible*.

- **Best Poster Award: iConference (2009)**

Received Best Poster Award for the poster *Improving Mobile Phone Accessibility with Adaptive User Interfaces*.

- **Outstanding Poster Award: ITICSE Conference (2007)**

Received Outstanding Poster Award for the poster *Engaging Student Web Programmers as Inclusive Designers*.

Research and Creative Works

Journal Articles

- [J.5] Profita, H.P., Lightner, M., Correll, N., and Kane, S.K. (2017). Textile-based wearables. *Journal on Technology and Persons with Disabilities*, 5, pp. 40-50.
- [J.4] Carrington, P., Chang, J., Chang, K., Hornback, C., Hurst, A., and Kane, S.K. (2016). The Gest-Rest Family: exploring input possibilities for wheelchair armrests. *ACM Transactions on Accessible Computing*, 8(3), article 12, 24 pages.
- [J.3] Oh, U., Branham, S., Findlater, L., and Kane, S.K. (2015). Audio-based feedback techniques for teaching touchscreen gestures. *ACM Transactions on Accessible Computing*, 7(3), article 9, 29 pages.
- [J.2] Wobbrock, J.O., Kane, S.K., Gajos, K.Z., Harada, S., Froehlich, J. (2011). Ability-Based Design: concept, principles, examples. *ACM Transactions on Accessible Computing* 3 (3), pp. 9:1-9:27.
- [J.1] Kane, S.K. (2007). Everyday inclusive web design: an activity perspective. *Information Research*, 12 (1), 16 pages.

Refereed Conference Papers

- [C.43] Whitlock, M., Hanner, E., Brubaker, J.R., Kane, S., and Szafir, D.A. (2018). Interacting with distant objects in augmented reality. *Proceedings of IEEE Virtual Reality Conference*, to appear.

- [C.42] Bhaduri, S., Ortiz Tovar, J., and Kane, S.K. (2017). Fabrication Games: using 3D printers to explore new interactions for tabletop games. Proceedings of *Creativity and Cognition '17*, 51-62. (acceptance rate 29%)
- [C.41] Kane, S.K. and Morris, M.R. (2017). Let's talk about X: Combining image recognition and eye gaze to support conversation for people with ALS. Proceedings of *DIS '17*, 129-134. (acceptance rate 24%)
- [C.40] Guinness, D., Szafir, D., and Kane, S.K. (2017). GUI Robots: using off-the-shelf robots as tangible input and output devices for unmodified GUI applications. Proceedings of *DIS '17*, 767-778. (acceptance rate 24%)
- [C.39] Feit, A., Williams, S., Toledo, A., Paradiso, A., Kulkarni, H., Kane, S.K., and Morris, M.R. (2017). Toward everyday gaze input: accuracy and precision of eye tracking and implications for design. Proceedings of *CHI '17*, 1118-1130. (acceptance rate 25%)
- [C.38] Boyd, L., Rector, K., Profita, H., Stangl, A., Zolyomi, A., Kane, S.K., and Hayes, G. (2017). Understanding the role fluidity of stakeholders during assistive technology research "in the wild." Proceedings of *CHI '17*, 6147-6158. (acceptance rate 25%)
- [C.37] Kane, S.K., Morris, M.R., Paradiso, A., and Campbell, J. (2017). "At times avuncular and cantankerous, with the reflexes of a mongoose": understanding self-expression through augmentative and alternative communication devices. Proceedings of *CSCW '17*, 1166-1179. (acceptance rate 21%)
- [C.36] Profita, H.P., Stangl, A., Matuszewska, L., Sky, S., and Kane, S.K. (2016). Nothing to hide: aesthetic customization of hearing aids and cochlear implants in an online community. Proceedings of *ASSETS '16*, 219-227. (acceptance rate 25%)
- [C.35] Mott, M.E., Vatavu, R-D., Kane, S.K., and Wobbrock, J.O. (2016). Smart Touch: improving touch accuracy for people with motor impairments with template matching. Proceedings of *CHI '16*, 1934-1946. (acceptance rate 23%)
- [C.34] Profita, H., Albaghli, R., Findlater, L., Jaeger, P., and Kane, S.K. (2016). The AT Effect: how disability affects the perceived social acceptability of wearable computing use. Proceedings of *CHI '16*, 4884-4895. (23%)
- [C.33] Morris, M.R., Perkins, A.Z., Yao, C., Bahram, S., Bigham, J.P., and Kane, S.K. (2016). "With most of it being pictures now, I rarely use it": understanding twitter's evolving accessibility to blind users. Proceedings of *CHI '16*, 5506-5516. (acceptance rate 23%)
- [C.32] Branham, S., and Kane, S.K. (2015). The invisible work of accessibility: how blind employees manage accessibility in mixed-ability workplaces. Proceedings of *ASSETS '15*, 163-171. (acceptance rate 23%)
- [C.31] Williams, M.A., Buehler, E., Hurst, A., and Kane, S.K. (2015). What not to wearable: using participatory workshops to explore wearable device form factors for blind users. Proceedings of *W4A '15*, article 31. (acceptance rate 35%)
- [C.30] Carrington, P.A., Hosmer, S., Yeh, T., Hurst, A., and Kane, S.K. (2015). "Like this, but better": supporting novices' design and fabrication of 3D models using existing objects. Proceedings of *iConference '15*. (acceptance rate 36%)

1/16/18

- [C.29] Branham, S. and Kane, S.K. (2015). Collaborative accessibility: how blind and sighted companions co-create accessible home spaces. Proceedings of *CHI '15*, 2373-2382. (acceptance rate 25%)
- [C.28] Buehler, E., Branham, S., Ali, A., Chang, J., Hofmann, M., Hurst, A., and Kane, S.K. (2015). Sharing is caring: assistive technology designs on Thingiverse. Proceedings of *CHI '15*, 525-534. (acceptance rate 25%).
- [C.27] Zyskowski, K., Morris, M.R., Bigham, J.P., Gray, M., and Kane, S.K. (2015). Accessible crowdwork? Understanding the value in and challenge of microtask employment for people with disabilities. Proceedings of *CSCW '15*, 1682-1693. (acceptance rate 28%)
- [C.26] Shewbridge, R., Hurst, A., Kane, S.K. (2014). Everyday making: identifying future uses for 3D printing in the home. Proceedings of *DIS '14*, 815-824. (acceptance rate 27%)
- [C.25] Carrington, P., Hurst, A., and Kane, S.K. (2014). The Gest-Rest: a pressure-sensitive chairable input pad for power wheelchair armrests. Proceedings of *ASSETS '14*, 201-208. (acceptance rate 26%)
- [C.24] Williams, M.A., Galbraith, C., Kane, S.K., and Hurst, A. (2014). "Just let the cane hit it": how the blind and sighted see navigation differently. Proceedings of *ASSETS '14*, 217-224. (acceptance rate 26%)
- [C.23] Buehler, E., Kane, S.K., and Hurst, A. (2014). ABC and 3D: opportunities and obstacles to 3D printing in special education environments. Proceedings of *ASSETS '14*, 107-114. (acceptance rate 26%)
- [C.22] Carrington, P., Hurst, A., and Kane, S.K. (2014). Wearables and chairables: inclusive design of mobile input and output devices for power wheelchair users. Proceedings of *CHI '14*, 3101-3112. (acceptance rate 27%).
- [C.21] Kane, S.K. and Bigham, J.P. (2014). Tracking @stemxcomet: teaching programming to blind students via 3D printing, crisis management, and Twitter. Proceedings of *SIGCSE '14*, 247-252. (acceptance rate 39%)
- [C.20] Said, K., Williams, M.A., Hurst, A., and Kane, S.K. (2014). Framing the conversation: the role of Facebook conversations in shopping for eyeglasses. Proceedings of *CSCW '14*, 652-661. (acceptance rate 27%)
- [C.19] Kane, S.K., Morris, M.R., and Wobbrock, J.O. (2013). Touchplates: low-cost tactile overlays for visually impaired touch screen users. Proceedings of *ASSETS '13*, article 22, 8 pages. (acceptance rate 29%)
- [C.18] Williams, M.A., Hurst, A.K., and Kane, S.K. (2013). "Pray before you step out": describing personal and situational blind navigation behaviors. Proceedings of *ASSETS '13*, article 28, 8 pages. (acceptance rate 29%)
- [C.17] Oh, U., Kane, S.K., and Findlater, L. (2013). Follow that sound: using sonification and corrective verbal feedback to teach touchscreen gestures. Proceedings of *ASSETS '13*, article 13, 8 pages. (acceptance rate 29%)
- [C.16] Kane, S.K., Frey, B., and Wobbrock, J.O. (2013). Access Lens: a gesture-based screen reader for real-world documents. Proceedings of *CHI '13*, 347-350. (acceptance rate 20%)
- [C.15] Kane, S.K., Linam-Church, B., Althoff, K., and McCall, D. (2012). What we talk about: designing a context-aware communication tool for people with aphasia. Proceedings of *ASSETS '12*, 49-56. (acceptance rate 28%)

- [C.14] Kane, S.K., Morris, M.R., Perkins, A.Z., Wigdor, D., Ladner, R.E., and Wobbrock, J.O. (2011). Access Overlays: improving non-visual access to large touch screens for blind users. *Proceedings of UIST '11*, 273-282. (acceptance rate 26%)
- [C.13] Kane, S.K., Wobbrock, J.O., and Ladner, R.E. (2011). Usable gestures for blind people: understanding preference and performance. *Proceedings of CHI '11*, 413-422. (acceptance rate 26%)
- [C.12] Rosenthal, S., Kane, S.K., Wobbrock, J.O., and Avrahami, D. (2010). Augmenting on-screen instructions with micro-projected guides: when it works, and when it fails. *Proceedings of Ubicomp '10*, 203-212. (acceptance rate 19%)
- [C.11] Kane, S.K., Avrahami, D., Wobbrock, J.O., Harrison, B., Rea, A.D., Philipose, M., and LaMarca, A. (2009). Bonfire: a nomadic system for hybrid laptop-tabletop interaction. *Proceedings of UIST '09*, 129-138. (acceptance rate 19%)
- [C.10] Kane, S.K., Jayant, C., Wobbrock, J.O., and Ladner, R.E. (2009). Freedom to roam: a study of mobile device adoption and accessibility for people with visual and motor disabilities. *Proceedings of ASSETS '09*, 115-122. (acceptance rate 31%)
- [C.9] Kane, S.K., Karlson, A.K., Meyers, B.R., Johns, P., Jacobs, A., and Smith, G. (2009). Exploring cross-device web use on PCs and mobile devices. *Proceedings of INTERACT '09*, 722-735. (acceptance rate 29%)
- [C.8] Karlson, A.K., Meyers, B.R., Jacobs, A., Johns, P., and Kane, S.K. (2009). Working overtime: patterns of smartphone and PC usage in the day of an information worker. *Proceedings of Pervasive '09*, 398-405. (acceptance rate 21%)
- [C.7] Kane, S.K., Bigham, J.P., and Wobbrock, J.O. (2008). Slide Rule: Making mobile touch screens accessible to blind people using multi-touch interaction techniques. *Proceedings of ASSETS '08*, 73-80. (acceptance rate 37%)
- [C.6] Kane, S.K., Wobbrock, J.O., and Smith, I.E. (2008). Getting off the treadmill: evaluating walking user interfaces for mobile devices in public spaces. *Proceedings of MobileHCI '08*, 109-118. (acceptance rate 32%)
- [C.5] Kane, S.K., Wobbrock, J.O., Harniss, M., and Johnson, K.L. (2008). TrueKeys: identifying and correcting typing errors for people with motor impairments. *Proceedings of IUI '08*, 349-352. (acceptance rate 31%)
- [C.4] Kahn, P.H., Jr., Freier, N.G., Kanda, T., Ishiguro, H., Ruckert, J.H., Severson, R.L., and Kane, S.K. (2008). Design patterns for sociality in human-robot interaction. *Proceedings of HRI '08*, ACM, 97-104. (acceptance rate 18%)
- [C.3] Nathan, L.P., Friedman, B., Klasnja, P., Kane, S.K., and Miller, J.K. (2008). Envisioning systemic effects on persons and society throughout interactive system design. *Proceedings of DIS '08*, 1-10. (acceptance rate 34%)
- [C.2] Froehlich, J., Wobbrock, J.O., and Kane, S.K. (2007). Barrier Pointing: Using physical edges to assist target acquisition on mobile device touch screens. *Proceedings of ASSETS '07*, 19-26. (acceptance rate 31%)
- [C.1] Kane, S.K., Shulman, J.A., Shockley, T.J., and Ladner, R. E. (2007). A web accessibility report card for top university web sites. *Proceedings of W4A '07*, 148-156. (acceptance rate 40%)

Refereed Posters, Extended Abstracts, and Presentations

- [P.21] Muehlbradt, A., Koushik, V., and Kane, S.K. (2017). Goby: A wearable swimming aid for blind athletes. *Proceedings of ASSETS '17*, 2 pages.
- [P.20] Koushik, V., and Kane, S.K. (2017). Tangibles + programming + audio Stories = fun. *Proceedings of ASSETS '17*, 2 pages.
- [P.19] Kane, S.K., Profita, H., Lightner, M., and Correll, N. (2017). Assistive wearables: emerging trends and design considerations. Refereed presentation at CSUN '17 Conference.
- [P.18] Samson, S., Fiesler, C., and Kane, S.K. (2016). "Holy starches Batman!! We are getting walloped!": crowdsourcing comic book transcriptions. *Proceedings of ASSETS '16*, 289-290.
- [P.17] Lewis, C., Kane, S.K., and Ladner, R. (2016). Promoting strategic research on inclusive access to rich online content and services. *Proceedings of ASSETS '16*, 275-276.
- [P.16] Easley, W., Williams, M.A., Abdolrahmani, A., Galbraith, C., Branham, S.M., Hurst, A., and Kane, S.K. (2016). Let's get lost: exploring social norms in predominately blind environments. *Proceedings of CHI '16 Extended Abstracts*, 2034-2040.
- [P.15] Rode, J., Brady, E., Buehler, E., Kane, S.K., Ladner, R.E., Ringland, K.E., and Mankoff, J. 2016. SIG on the State of Accessibility at CHI. *Proceedings of CHI '16 Extended Abstracts*, 1100-1103.
- [P.14] Kane, S.K. and Bahram, S. (2015). Designing 3D-printed tactile comic books. Refereed presentation at CSUN '15 Conference.
- [P.13] Christian, C.A., Nota, A., Grice, N.A., Sabbi, E., Shaheen, N., Greenfield, P., Hurst, A., Kane, S., Rao, R., Dutterer, J., and de Mink, S.E. (2014). You can touch this! Bringing HST images to life as 3-D models. American Astronomical Society, AAS Meeting #223, id.244.16.
- [P.12] Calvo, R., Kane, S.K., and Hurst, A. (2014). Evaluating the accessibility of crowdsourcing tasks on Amazon's Mechanical Turk. *Proceedings of ASSETS '14*, 2 pages.
- [P.11] McDonald, S., Dutterer, J., Abdolrahmani, A., Kane, S.K., and Hurst, A. (2014). Tactile aids for visually impaired graphical design education. *Proceedings of ASSETS '14*, 2 pages.
- [P.10] Carrington, P., Hurst, A., and Kane, S.K. (2013). How power wheelchair users choose computing devices. *Proceedings of ASSETS '13*, 2 pages.
- [P.9] Brock, A.M., Kammoun, S., Nicolau, H., Guerreiro, T., Kane, S.K., and Jouffrais, C. (2013) SIG: NVI (Non-visual interaction). *Proceedings of CHI '13 Extended Abstracts*, 2513-2516.
- [P.8] Said, K. and Kane, S.K. (2013). Button Blender: remixing input to improve video game accessibility. *Proceedings of CHI '13 Extended Abstracts*, ACM, 43-48.
- [P.7] Zhu, S., Kane, S.K., Feng, J., and Sears, A. (2012). A crowdsourcing quality control model for tasks distributed in parallel. *Proceedings of CHI '12 Extended Abstracts*, 2501-2506.
- [P.6] Kane, S.K. (2009). Improving mobile phone accessibility with adaptive user interfaces. *Proceedings of iConference '09*. Poster.
- [P.5] Kane, S.K. and Klasnja, P.V. (2009). Supporting volunteer activities with mobile social software. *Proceedings of CHI '09 Extended Abstracts*, 4567-4572.
- [P.4] Cheung, G.C., Chilana, P.K., Kane, S.K. and Pellett, B. (2009). Designing for discovery: opening the hood for open-source end user tinkering. *Proceedings of CHI '09 Extended Abstracts*, 4321-4326.

1/16/18

- [P.3] Kane, S.K. and Wobbrock, J.O. (2007). Automatically correcting typing errors for people with motor impairments. Proceedings of *UIST '07 Extended Abstracts*, 2 pages.
- [P.2] Kane, S.K. (2007). Engaging student web programmers as inclusive designers. Proceedings of *ITICSE '07*. Poster.
- [P.1] Kane, S.K., Lehman, A. and Partridge, E. (2002). Indexing George Washington's handwritten manuscripts: a study of word matching techniques. *SIGCSE '02 Undergraduate Research Competition*. Poster.

Workshop Papers

- [W.2] Hurst, A., and Kane, S.K. (2013). Making "making" accessible. Proceedings of *IDC '13*, 635-638.
- [W.1] Williams, M.A., Hurst, A., and Kane, S.K. (2014). "Are you going to help her?" – ethical dilemmas presented by research with blind participants. Proceedings of *CSCW '14*, 4 pages.

Book Chapters, Non-Refereed

- [BC.2] Williams, M.A., Dubin, B., Amaefule, C., Nguyen, L., Abdolrahmani, A., Galbraith, C., Hurst, A., and Kane, S.K. (2016). Better supporting blind pedestrians and blind navigation technologies through accessible architecture. In P. Langdon, J. Lazar, A. Heylighen, and H. Dong (Eds.), *Designing Around People*. Springer, 237-246.
- [BC.1] Kane, S.K., Hannah, J., Edwards, P.M., and Dorman, J. (2007). Teaching in computer classrooms. In C. Ross and J. Dunphy (Eds.), *Strategies for Teaching Assistant and International Teaching Assistant Development: Beyond Micro Teaching*. Bolton, MA: Anker, 48-52.

Invited Articles, Non-Refereed

- [IA.3] Kane, S.K. (2016). Invisibility, conspicuousness, and accessibility: how sensing systems fail for non-traditional users. Proceedings of *HCIC '16*, 3 pages.
- [IA.2] Kane, S.K., Hurst, A., Buehler, E., Carrington, P.A., and Williams, M.A. (2014). Collaboratively designing assistive technology. *Interactions* 21(2), 78-81.
- [IA.1] Kane, S.K. (2009). Context-enhanced interaction techniques for more accessible mobile phones. *SIGACCESS Newsletter*, ACM, 2 pages.

Invited Presentations, Non-Refereed

- [IP.16] Bigham, J.P., Lasecki, W., and Kane, S.K. (2017). AI for accessibility: augmenting sensory capabilities with intelligent technology. Microsoft Research Faculty Summit.
- [IP.15] Kane, S.K. (2017). Our assistive technologies, ourselves: understanding the relationships between wearable technology, accessibility, and identity. University of Texas Information School.
- [IP.14] Kane, S.K. (2016). Towards superhuman computing. Commencement speech, University of Washington Information School.
- [IP.13] Kane, S.K. (2016). Combining ability and context to create more accessible user interfaces. University of Washington DUB Seminar.
- [IP.12] Kane, S.K. (2016). Combining ability and context. Microsoft Research.

1/16/18

- [IP.11] Kane, S.K. (2015). Superhuman computing: designing custom software and hardware interfaces to support our natural abilities. Keynote talk at 2015 Richard Tapia Conference on Diversity and Computing.
- [IP.10] Kane, S.K. (2015). Superhuman computing: designing technology to support our natural abilities. University of Colorado ECSITE Program.
- [IP.9] Kane, S.K. (2013). Gesture-based user interfaces for a more accessible world. Human-Computer Interaction Institute, Carnegie Mellon University.
- [IP.8] Kane, S.K. (2013). Next generation accessible touch interfaces. Smith-Kettlewell Eye Research Institute.
- [IP.7] Kane, S.K. (2013). Mobile gesture-based user interfaces for people with disabilities. Microsoft Research.
- [IP.6] Kane, S.K. (2012). Gesture-based user interfaces for people with disabilities. IRIT (Toulouse, France).
- [IP.5] Kane, S.K. (2012). Prototyping and designing new assistive technologies for people with disabilities. Agency for Healthcare Research and Quality (AHRQ) Annual Conference.
- [IP.4] Kane, S.K. (2012). Understanding and creating usable touch interactions for blind people. HCIL Lab Talk, University of Maryland.
- [IP.3] Kane, S.K. and Shinohara, K. (2010) OneView: Enabling collaboration between blind and sighted students using tablet computers. Microsoft Research Faculty Summit.
- [IP.2] Kane, S.K. (2009). Supporting independent navigation using commodity mobile phones. Technology and Disability in the Developing World Conference, University of Washington.
- [IP.1] Kane, S.K. and Eisenberg, M.B. (2007). New tools for web credibility. Microsoft Research.

Technical Reports and Theses

- [T.5] Kane, S.K., and Galbraith, C. (2013). Design guidelines for creating voting technology for adults with aphasia. *Innovation Technology and Innovation Foundation Working Paper #006*.
- [T.4] Kane, S.K. (2005). Sketch-based input and evaluation in an online web-based learning environment. Master's thesis, University of Massachusetts.
- [T.3] Kane, S.K. (2003). Developing modular multi-user environments with Carnival. Undergraduate honors thesis, University of Massachusetts.
- [T.2] Rath, T.M., Kane, S.K., Lehman, A., Partridge, E. and Manmatha, R. (2002). Indexing for a digital library of George Washington's manuscripts: A study of word matching techniques. CIIR technical report MM-36, University of Massachusetts.
- [T.1] Kane, S.K., Lehman, A. and Partridge, E. (2001). Indexing George Washington's handwritten manuscripts. CIIR technical report MM-34, University of Massachusetts.

Research Funding and Grants (total \$1,922,902)

- **Computer Science Track at NFB Youth Slam**
Funding source: AccessComputing, Award #2017-08
Project dates: 6/1/2017–8/31/2017
Investigator: Shaun Kane (PI)
Award amount: \$4,970

1/16/18

- **CAREER: A New Interaction Model for Eyes-Free Exploration of Touch Screens**
Funding source: National Science Foundation, Award #IIS-1652907
Project dates: 3/1/2017–2/28/2021
Investigator: Shaun Kane (PI)
Award amount: \$546,610
- **CHS: Small: User Interfaces for Improving Collaboration Between Blind and Sighted People**
Funding source: National Science Foundation, Award #IIS-1619384
Project dates: 9/1/2016–8/31/2019
Investigator: Shaun Kane (PI)
Award amount: \$499,997
- **Sloan Research Fellowship**
Funding source: Alfred P. Sloan Fellowship
Project dates: 3/1/2016–2/28/2018
Investigator: Shaun Kane (PI)
Award amount: \$55,000
- **CU Innovative Seed Grant: Increasing the Accessibility of Interactive Physics Simulations Using Actuated Tangible Interactions**
Funding source: University of Colorado
Project dates: 3/1/2016–12/31/2017
Investigator: Shaun Kane (PI)
Award amount: \$50,000
- **Promoting Strategic Research on Inclusive Access to Rich Online Content and Services**
Funding source: Computing Community Consortium
Project dates: 9/1/2015–12/31/2015
Investigators: Clayton Lewis (PI) and Shaun Kane (Co-PI)
Award amount: \$16,000 (approximate; 100% spent on event management)

The following awards were received while I was an assistant professor at the University of Maryland Baltimore County (UMBC):

- **MRI: Acquisition of a 3D Object and Motion Capture System**
Funding source: National Science Foundation, Award #CNS-1428204
Project dates: 9/1/2014–8/31/2017
Investigators: Marc Olano (PI), Shaun Kane (Co-PI); Amy Hurst, Daniel Bailey, Earle Ellis (Co-PIs)
Award amount: \$175,195 (100% spent on infrastructure)
- **Exploring Opportunities and Challenges for Wearable Computing in Classroom Settings**
Funding source: UMBC Hrabowski Innovation Fund
Project dates: 1/1/2014–12/31/2014

1/16/18

Investigator: Shaun Kane (PI)

Award amount: \$14,000

- **EAGER: Understanding Barriers to Workplace Collaboration for People with Visual Impairments**

Funding source: National Science Foundation, Award #IIS-1353312

Project dates: 9/15/2013–8/31/2015

Investigator: Shaun Kane (PI)

Award amount: \$164,982

- **Exploring Ultra-Mobile Navigation Aids for Blind People**

Funding source: Toyota Engineering and Manufacturing North America

Project dates: 1/1/2013–8/31/2014

Investigators: Amy Hurst and Shaun Kane (Joint-PI w/ equal responsibilities)

Award amount: \$380,753 (SK share 50%, \$22,399 to CU Boulder)

- **Wheeltop Interaction: Full-Body Gesture Control for Power Wheelchair Users**

Funding source: Microsoft Software Engineering and Innovation Foundation

Project dates: 9/1/2013–8/31/2014

Investigators: Amy Hurst and Shaun Kane (Joint-PI w/ equal responsibilities)

Award amount: \$25,000 (SK share 50%)

- **Accessible Touch Interfaces for Power Wheelchair and Scooter Users**

Funding source: Nokia University Cooperation Funding

Project dates: 9/1/2013–8/31/2014

Investigators: Amy Hurst and Shaun Kane (Joint-PI w/ equal responsibilities)

Award amount: \$11,450 (SK share 50%)

- **Full-Body Gesture Control for Power Wheelchair Users**

Funding source: UMBC Special Research Assistantship/Initiative Support

Project dates: 9/1/2013–8/31/2014

Investigators: Amy Hurst and Shaun Kane (Joint-PI w/ equal responsibilities)

Award amount: \$20,000 (SK share 50%)

- **VotingVoice: A Mobile Voters' Guide for People with Aphasia**

Funding source: Information Technology and Innovation Foundation

Project dates: 9/1/2012–8/31/2014

Investigator: Shaun Kane (PI)

Award amount: \$102,434

- **Audio-Haptic Feedback for Teaching Blind People to Use Touch Screens**

Funding source: Google Research Award

Project dates: 9/1/2012–8/31/2013

1/16/18

Investigator: Shaun Kane (PI)

Award amount: \$48,176

▪ **Accessibility Hack Day**

Funding source: UMBC BreakingGround Project

Project dates: 9/1/2012–8/31/2013

Investigator: Shaun Kane (PI)

Award amount: \$900

▪ **Introducing Middle and High School Students who are Blind and Visually Impaired to Computing at UMBC**

Funding source: AccessComputing

Project dates: 9/1/2012–8/31/2013

Investigator: Ravi Kuber (PI), Amy Hurst (co-PI), Shaun Kane (co-PI)

Award amount: \$1,630 (SK share 33%)

▪ **Accessible Touch Screen-Based User Interfaces for Mobile Devices**

Funding source: Foundation for Science and Disability

Project dates: 1/1/2010–12/31/2010

Investigator: Shaun Kane (PI)

Award amount: \$1,000

Declined Proposals

- Shaun Kane (PI), Dan Szafir (co-PI), Ben Shapiro (co-PI). CHS: Small: Making Interactive Media Accessible with Actuated Tangible Robots. National Science Foundation. Project dates: 9/1/2017–8/31/2020. Budget \$500,000 (SK share 50%).
- Shaun Kane (PI). Textile-Based Wearable Communication Devices for People with Disabilities. Google Research Award. Project dates: 1/1/2017–12/31/2017. Budget \$53,393.
- Shaun Kane (PI). Mixed Reality Design, Fabrication, and Evaluation of 3D Printed Prosthetics. Microsoft. Project dates: 1/1/2016–12/31/2016. Budget \$92,428.
- Shaun Kane (PI), Clayton Lewis (co-PI), and Emily Moore (co-PI). EXP: Cyberlearning: Increasing Accessibility and Engagement in Interactive Physics Simulations Using Tangible Interactions. National Science Foundation. Project dates: 9/1/2016–8/31/2019. Budget \$549,999 (SK share 33%).
- Shaun Kane (PI). CHS: Small: Gesture-Based Multimodal Data Exploration for Blind and Sighted People. National Science Foundation. Project dates: 9/1/2016–8/31/2019. Budget \$495,296.
- Shaun Kane (PI). Designing Gestural Interactions for Out-of-Reach Wearable and Assistive Devices. Google Research Internet of Things Award. Project dates: 1/1/2016–12/31/2016. Budget \$56,043.
- Shaun Kane (PI). Interacting with Placement-Aware Wearable Devices for Accessibility and Mobility. Google Research Award. Project dates: 1/1/2016–12/31/2016. Budget \$55,893.

1/16/18

- Shaun Kane (PI) and Tom Yeh (co-PI). CHS: Small: Accessible 3D Design and Printing for People with Vision Impairments. National Science Foundation. Project dates: 9/1/2015–8/31/2018. Budget \$495,296 (SK share 50%).
- Shaun Kane (PI) and Julie Kientz (PI, collaborative proposal). CHS: Small: Collaborative Research: Adapting Game Input to Improve Video Game Accessibility for People with Disabilities. National Science Foundation. Project dates: 9/1/2015–8/31/2018. Budget \$289,764.
- Shaun Kane (PI) and Diana Franklin (PI, collaborative proposal). Meow: An Accessible Audio/Visual Block-Based Language and Development Environment for Young Visually Impaired Students. National Science Foundation. Project dates: 9/1/2015–8/31/2018. Budget \$316,073.
- Shaun Kane (PI). Understanding Barriers to Participation in the Peer Economy for People with Disabilities. Microsoft FUSE Research Award. Project dates: 1/1/2015–12/31/2015. Budget \$92,428.
- Shaun Kane (PI). Exploring Accessible Hands-Free Input for Head-Mounted Wearable Computers. Google Research Award. Project dates: 1/1/2015–12/31/2015. Budget \$52,893.
- Shaun Kane (PI) and Julie Kientz (PI, collaborative proposal). CHS: Small: Collaborative Research: Adapting Game Input to Improve Video Game Accessibility for People with Disabilities. National Science Foundation. Project dates: 9/1/2014–8/31/2017. Budget \$270,253.
- Helena Mentis (PI) and Shaun Kane (co-PI). SCH: INT: Collaborative Research: Presenting Patient Self-Assessment of Motor Ability to Augment Symptom Sensing. Project dates: 6/1/2014–5/31/2019. Budget \$922,116 (SK share 20%).
- Jeff Huang (PI) and Shaun Kane (co-PI). CHS: Small: Collaborative Research: Modeling Touch Behaviors for Estimating Attention in Mobile Devices. National Science Foundation. Project dates: 9/1/2014–8/31/2017. Budget \$179,955.

Teaching Accomplishments

Classes Taught

University of Colorado Boulder

- CSCI 4830/7000: Inclusive Design and Assistive Technology (Spring 2017, Spring 2018)
- CSCI 3002: Human-Centered Computing Foundations (Fall 2015)
- CSCI 4830/7000: Physical and Tangible Computing (Spring 2015)
- CSCI 5839: User-Centered Design and Development I (Fall 2014, Fall 2016, Fall 2017)

University of Maryland Baltimore County

- HCC 729: Human-Centered Design (Spring 2014)
- IS 403: User Interface Design (Fall 2013)
- IS 800: Mobile Human-Computer Interaction (Spring 2013)
- IS 760: Human-Computer Interaction (Fall 2011, Fall 2012)
- IS 387: Information Architecture for the World Wide Web (Spring 2012)

1/16/18

University of Washington

- INFO 463: Input and Interaction (Spring 2010, Spring 2011)
- INFO 344: Web Tools and Development (Summer 2006)

University of Massachusetts

- CS 121: Introduction to Problem Solving with Computers (Summer 2005)

Students Supervised

Ph.D. Advisees

- Darren Guinness, Ph.D. in Computer Science (2015–)
- Varsha Koushik, co-advised with Tamara Sumner, Ph.D. in Computer Science (2017–)
- Annika Muehlbradt, Ph.D. in Computer Science (2017–)
- Halley P. Profita, co-advised with Nikolaus Correll, Ph.D. in Computer Science (2014–2017)
- Michele A. Williams, co-advised with Amy Hurst, Ph.D. in Human-Centered Computing at UMBC (2012–2015). Now at Pearson.

Ph.D. Supervisory Committee

- Redhwan Nour, Ph.D. in Computer Science, University of Colorado Boulder (2015–2017)
- Khalid Alharbi, Ph.D. in Computer Science, University of Colorado Boulder (2015–2016)
- Lise A. St. Denis, Ph.D. in Computer Science, University of Colorado Boulder (2014–2016)
- Markus Funk, Ph.D. in Human-Computer Interaction, University of Stuttgart (2016)
- Abigale Stangl, Ph.D. in ATLAS, University of Colorado Boulder (2015–)
- Karl Wiegand, Ph.D. in Computer Science, Northeastern University (2012–2014)
- Huimin Qian, Ph.D. in Information Systems, UMBC (2011–2014)
- Shaojian Zhu, Ph.D. in Human-Centered Computing, UMBC (2012–2014)

Postdoctoral Fellows

- Stacy M. Branham, UMBC Information Systems (2013–2014). Now an instructor at UMBC.

Master's Thesis Advisees

- William Payne, M.S. in Computer Science, University of Colorado Boulder (2014–2016)
- Erin Duggan, co-advised with Tom Yeh, M.S. in Computer Science, University of Colorado Boulder (2014–2015)
- Ankita, M.S. in Computer Science, UMBC (2013–2014)

Master's Thesis Supervisory Committee

- Esther Vasiete, M.S. in Computer Science, University of Colorado Boulder (2014–2015)
- Jasmine Tobias, M.S. in Human-Centered Computing, UMBC (2013–2014)
- Ted O'Meara, M.S. in Human-Centered Computing, UMBC (2011)

Undergraduate Research Advisees

- Ariel Riggan, B.S. in Technology, Arts, and Media, University of Colorado. Discovery Learning Apprentice (2016–2017)
- Jesus Ortiz Tovar, B.S. in Computer Science, University of Colorado. Discovery Learning Apprentice (2016–2017)
- Christine Samson, B.S. in Computer Science, University of Colorado. Discovery Learning Apprentice (2015–2017)
- Sigrunn Sky, B.S. in Computer Science, University of Colorado. Research Assistant (2016)
- Laura Matuszewska, B.S. in Computer Science, University of Colorado. Discovery Learning Apprentice (2015)
- Lauren Gaber, B.S. in Computer Science, University of Michigan. AccessComputing Research Assistant (2015)
- Caroline Galbraith, B.S. in Information Systems, UMBC. Undergraduate Research Assistant (2012–2014)
- Beatrice Garcia, B.S. in Information Systems, UMBC. Undergraduate Research Assistant (2013–2014)
- Manpreet Suri, B.S. in Information Systems, UMBC. McNair Fellowship (2012)
- Kyle Althoff, B.S. in Information Systems, UMBC. Research Assistant (2012)
- Alec Pulianas, B.S. in Information Systems, UMBC. Research Assistant (2011–2012)
- Nicole Torcolini, Visiting Scholar, University of Washington. AccessComputing Research Assistant (2010)
- Tien Nguyen, M.S. in Information Management, University of Washington. Graduate Research Assistant (2010)
- Rishi Talwar, B.S. in Informatics, University of Washington. Directed Research Internship. (2010)
- Josh Scotland, B.S. in Computer Science, University of Washington. Undergraduate Research Assistant (2010)

Service Activities

Service at the University of Colorado Boulder

Department of Computer Science

- Executive Committee (2017–)
- Graduate Committee (2016–2017)

College and University Service

- Co-organizer, Human-Centered Computing Seminar Series (2015–)
- Advisory board member, ATLAS M.S. in Information and Communication Technology for Development (2017–)
- Search committee member, Information Science (2014–2015)
- Search committee member, ATLAS Institute (2014–2015)
- Judge, ITL Design Expo (2014–2015)

Service to the Academic Community

Journal Associate Editor

- ACM Transactions on Accessibility (2013–)
- International Journal of Human-Computer Studies (2011–2012)

Program Committees

- Program Co-Chair, HCIC 2016 Conference
- Member, ACM Conference on Human Factors in Computing Systems (CHI 2012, 2013, 2015, 2017, 2018)
- Member, ACM Symposium on User Interface Software and Technology (UIST 2012, 2016, 2017)
- Member, ACM Conference on Computers and Accessibility (ASSETS 2012–2017)
- Member, ACM Web for All Conference (W4A 2015, 2018)
- Member, ACM Conference on Interaction Design and Children (IDC 2014)
- Member, ACM Conference on Intelligent User Interfaces (IUI 2009–2011)

Conference Committees

- Doctoral Consortium Co-Chair, ASSETS 2017
- Student Research Competition Judge, ASSETS 2012, ASSETS 2016
- Accessibility Co-Chair, CHI 2016–2017
- Accessibility Co-Chair, CSCW 2014
- Doctoral School Panelist, ISWC 2014
- Doctoral Consortium Panelist, ASSETS 2012

Professional Organizations

- ACM SIGACCESS Member-at-Large (2016–)

Grant Referee

- National Science Foundation (2012, 2013, 2014, 2017)

Journal Peer Review

- ACM Transactions on Accessibility (2012–2017)
- ACM Transactions on Computer-Human Interaction (2012, 2014, 2015, 2017)
- ACM Transactions on Multimedia Computing, Communications, and Applications (2013)
- Behaviour and Information Technology (2014)
- British Journal of Visual Impairment (2014)
- Communications of the ACM (2016, 2017)
- Human-Computer Interaction Journal (2010)
- IEEE Computer (2011, 2015)
- IEEE Displays (2014)

1/16/18

- IEEE Pervasive (2017)
- IEEE Transactions on Learning Technology (2012)
- IEEE Transactions on Software Engineering (2014, 2016)
- Interacting with Computers (2016)
- International Journal of Human-Computer Interaction (2016)
- International Journal of Human-Computer Studies (2011–2018)
- Universal Access in the Information Society (2010, 2012, 2015)

Conference Peer Review

- ACM Conference on Computers and Accessibility (2010–2017)
- ACM Conference on Human Factors in Computing Systems (2008–2017)
- ACM Conference on Designing Interactive Systems (2014)
- ACM Conference on Computer-Supported Cooperative Work (2013)
- ACM Conference on Intelligent User Interfaces (2009–2013)
- ACM Conference on Interaction Design and Children (2013, 2014)
- ACM Conference on Interactive Tabletops and Surfaces (2010–2011, 2013, 2015)
- ACM Conference on Mobile Human-Computer Interaction (2012–2015)
- ACM Conference on Tangible and Embodied Interaction (2014)
- ACM Symposium on User Interface Software and Technology (2009–2014, 2016–2017)
- ACM Web for All Conference (2012, 2015)
- ACM CHI Play (2015)
- Graphics Interface (2013, 2014)
- Haptics Symposium (2013)
- Interact – International Conference on Human-Computer Interaction (2017)
- Pervasive Computing Conference (2009)
- Pervasive Health Conference (2009)
- Ubicomp (2008, 2011, 2023, 2015, 2016)

Outreach

Advisory Boards

- Advisory board member, DIAGRAM Center, (2017–)
- AccessComputing partner (2014–)

Outreach Events

- Computing Research Association Underrepresented Minority and Disability Graduate Student Cohort Meeting (2018)
- Diverse Learners Awareness Week, University of Colorado Boulder (2017)
- Colorado Center for the Blind STEM Education Workshop (2014–2015)
- National Federation of the Blind Youth Slam (2011, 2013, 2017)