

## CURRICULUM VITAE

**Kyle Kasie Rector**

**Computer Science**

June 2004 – March 2021

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### Education and Professional History

#### Higher Education

- 2016 **PhD**, Computer Science & Engineering, University of Washington  
**Thesis:** Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology
- 2012 **MS**, Computer Science & Engineering, University of Washington  
**Qualifying Exam:** Understanding the Use of Crowdsourced Novices in the Identification of American Sign Language Attributes
- 2010 **BS**, Computer Science, Magna Cum Laude, Oregon State University  
**BS**, Electrical & Computer Engineering, Magna Cum Laude, Oregon State University

#### Professional and Academic Positions

- 2016 – present **Assistant Professor**, Department of Computer Science, The University of Iowa
- 2010 – 2016 **Graduate Student**, Computer Science & Engineering, University of Washington
- 2015 **Research Intern**, Microsoft Research Redmond
- 2013 **Research Intern**, Social Computing Research Group, Hewlett Packard Labs
- 2011 – 2012 **Software Engineering Intern**, Accessibility, Google
- 2010 **Software Engineering Intern**, AdPlanner, Google
- 2006 – 2010 **Undergraduate Researcher**, Computer Science, Oregon State University
- 2009 **Undergraduate Researcher**, Human Computer Interaction Institute, Carnegie Mellon University
- 2008 **Undergraduate Researcher**, Computer Science and Engineering, University of Washington
- 2007 **Engineering Intern**, Hewlett Packard
- 2006 **Engineering Technician Intern**, Intel
- 2004 **Technician Intern**, Intel

## Honors and Awards

2021	<b>NSF CAREER Award</b> , National Science Foundation
2016	<b>Nominee</b> , University of Washington College of Engineering Awards
2016	<b>Honorable Mention Best Paper Award</b> , Association of Computing Machinery (ACM) Special Interest Group on Computer-Human Interaction (SIGCHI)
2015 - 2016	<b>Google PhD Fellowship in Human Computer Interaction</b> , Google
2012 - 2015	<b>Graduate Research Fellow</b> , National Science Foundation
2014	<b>Honorable Mention Best Paper Award</b> , ACM SIGCHI
2014	<b>CHI Doctoral Consortium</b> , ACM SIGCHI, 25% acceptance rate
2013	<b>ASSETS Doctoral Consortium</b> , ACM SIGACCESS, 50% acceptance rate
2013	<b>Selected attendee</b> , Heidelberg Laureate Forum
2013	<b>Palantir Scholarship for Women in Technology Semi-Finalist</b> , Palantir
2013	<b>Google Student Conference Travel Award</b> , Google
2010 - 2013	<b>Foundation Fellow</b> , ARCS
2012	<b>Best Paper Award</b> , ACM Special Interest Group on Accessible Computing
2012	<b>Google GRAD CS Forum attendee</b> , Google
2010 - 2012	<b>Fries Fellowship</b> , University of Washington Department of Computer Science & Engineering
2010	<b>Google Anita Borg Memorial Scholarship Recipient</b> , Google
2009	<b>Guinn Scholarship</b> , Oregon State University College of Engineering
2009	<b>M.K. Rusnak Scholarship</b> , Zonta Club of Corvallis
2009	<b>Outstanding Undergraduate Research Award Finalist</b> , Computing Research Association
2009	<b>Scholarship Recipient</b> , Society of Women Engineers
2009	<b>Walter Davies Scholarship</b> , Oregon Office of Student Access and Completion
2009	<b>Google Anita Borg Memorial Scholarship Finalist</b> , Google
2009	<b>Scholarship Recipient</b> , Grace Hopper Conference
2009	<b>Scholarship Recipient</b> , Richard Tapia Conference
2008	<b>Computer Science Undergraduate Scholarship</b> , Oregon State University
2008	<b>Honorable Mention Best Paper Award</b> , ACM SIGCHI
2008	<b>Selected attendee for Computer Architecture Summer School</b> , CRA-WP
2007	<b>McDougall Scholarship</b> , Oregon State University
2007	<b>Honorable Mention</b> , Waldo-Cummings Outstanding Student Award
2006	<b>College of Engineering Scholarship</b> , Oregon State University
2006	<b>Walter Davies Scholarship</b> , Oregon Office of Student Access and Completion
2005	<b>Legacy Award Scholarship</b> , Elks National Foundation
2005	<b>Walter Davies Scholarship</b> , Oregon Office of Student Access and Completion

## Memberships

2011 – Present	Association of Computing Machinery (ACM)
2015 – Present	ACM Special Interest Group on Accessible Computing
2016 – Present	ACM Special Interest Group on Computer Human Interaction
2018 – 2019	Association for Education and Rehabilitation of the Blind and Visually Impaired

## Teaching

### Courses Taught at the University of Iowa

Term	Course #	Title	Ten-day Enroll.	Final Enroll.
Spring 2021	CS:4500:0001	Research Methods in Human-Computer Interaction	32	32
Spring 2021	CS:6990:2844	Readings for Research	1	1
Fall 2020	CS:2520:0001	Human-Computer Interaction	44	44
Fall 2020	CS:6990:9353	Readings for Research	1	1
Spring 2020	CS:6990:8758	Readings for Research	2	2
Fall 2019	CS:5990:6943	Individual Research or Programming Project	1	1
Fall 2019	CS:6990:5495	Readings for Research	3	3
Summer 2019	CS:6990:5490	Readings for Research	3	3
Spring 2019	CS:5990:3682	Individual Research or Programming Project	2	2
Spring 2019	CS:6990:2944	Readings for Research	3	3
Spring 2019	CS:6000:0001	Research Seminar: Colloquium Series	38	37
Spring 2019	CS:4500:0001	Research Methods in Human-Computer Interaction	32	30
Fall 2018	CS:2520:0001	Human-Computer Interaction	57	55
Fall 2018	CS:6990:2428	Readings for Research	3	3
Fall 2018	CS:6000:0001	Research Seminar: Colloquium Series	46	46
Spring 2018	CS:5990:9650	Individual Research or Programming Project	1	1
Spring 2018	CS:4980:0001	Topics in Computer Science II	15	14
Fall 2017	CS:2520:0001	Human-Computer Interaction	60	57
Fall 2017	CS:5990:7720	Individual Research or Programming Project	2	2
Spring 2017	CS:4980:0005	Topics in Computer Science II	9	9
Fall 2016	CS:2520:0001	Human-Computer Interaction	54	52

### Innovations in Teaching

#### Design & Implementation of New Courses

January 2017 – May 2017

**Research and Design of Accessible Computing Technologies**

#### Extramural Teaching Activities

December 2016 – December 2016

**AccessComputing Capacity Building Institute**, laid the groundwork for my “Research and Design of Accessible Computing Technologies” course. Collaborated with other accessibility researchers to discuss what content should be part of an accessibility course in computer science.

#### Intramural Teaching Activities

May 2017 – June 2017

May 2017 – May 2017

**Digital Bridges Summer Institute**, Told stories through video  
**Course Design Institute**, Used Backwards Course Design to improve my “Research and Design of Accessible Computing Technologies” course

Mar 2013 – June 2013

**Saturday Computing Experience**, Assisted 15 Deaf high school students with Processing

June 2012 – Sep 2012

**Summer Computing Experience at University of Washington**, Tutored three Deaf college students in introductory Java class

Mar 2012 – June 2012	<b>Saturday Computing Experience at University of Washington</b> , Assisted eleven Deaf high school students with Scratch Programming
Sep 2012 – Dec 2012	<b>Introduction to Human-Computer Interaction</b> , Lead Teaching Assistant, University of Washington, Led weekly meetings for group projects and graded assignments
Mar 2011 – June 2011	<b>Saturday Computing Experience</b> , created curriculum and taught nine Deaf high school students with Arduino programming

### Revisions in Existing Courses

Jan 2021 – May 2021	<b>CS:4500:0001 Research Methods in Human-Computer Interaction</b> , transformed course to be online, including: revising all slide materials to have better information organization (e.g., non-duplicate slide titles, cutting information that won't fit in the semester), revising all slide materials to be accessible, adding readings, creating group activities for the majority of classes, adding discussion boards to reflect on material, implemented survey before and halfway during the semester to learn about what students find helpful in online learning and their barriers (with additional feedback on my course halfway), created non-live captioned lecture videos so students can watch on their own pace (or perhaps optionally as I also upload the slides), post all lectures online via Panopto, changed individual paper presentations to team presentations to get more class time for content and reduce workload of students so they can focus on their research project
Aug 2020 – Dec 2020	<b>CS:2520:0001 Human-Computer Interaction</b> , transformed course to be online, including: revising all slide materials to have better information organization (e.g., non-duplicate slide titles, cutting information that won't fit in the semester), revising all slide materials to be accessible, adding readings, creating group activities for the majority of classes, adding discussion boards to reflect on material, implemented survey before and halfway during the semester to learn about what students find helpful in online learning and their barriers (with additional feedback on my course halfway), created non-live captioned lecture videos so students can watch on their own pace (or perhaps optionally as I also upload the slides), post all lectures online via Panopto
Aug 2018 – Dec 2018	<b>CS:2520:0001 Human-Computer Interaction</b> , added rubrics to assignments and an anti-academic-honesty technique to reduce likelihood of people faking user study data
Jan 2018 – May 2018	<b>CS:4980:0001 Topics in Computer Science II (Research and Design of Accessible Computing Technologies)</b> , added more low-level assignments to cater to an undergraduate audience, added a low-stakes peer-reviewed “practice” presentation followed by the “official” paper presentation so students could get acquainted with the rubric

### Student Mentoring Summary

Fall 2018 – Present	PhD Advisor, # Students: 2
Fall 2016 – Present	PhD Committee Member, # Students: 4
Spring 2017 – Present	BA/BS Research Advisor, # Students: 14
Summer 2017 – Spring 2019	MCS Research Advisor, # Students: 3
Spring 2014 – Summer 2014	BA/BS Research Advisor, # Students: 2

Spring 2014 – Summer 2014

High School Research Advisor, # Students: 2

## Student Mentoring

### PhD — Advisor

Aug 2018 – Present	Malik, Jeehan; In Process
Aug 2019 – Present	Currin, Flannery; In Process, co-advised with Juan Pablo Hourcade
June 2018 – Dec 2019	Corbett, Megan; Withdrawn
Aug 2018 – Dec 2019	Zak, Elizabeth; Advised through Qualifying Exam
Aug 2018 – Dec 2019	Rumi, Masuma; Advised through Qualifying Exam

### PhD — Committee Member

Apr 2020 – Present	<b>Studying Vehicle Communication with Vulnerable Road Users using Virtual Environments</b> , Devi Subramanian, Lakshmi; In Process
Sep 2016 – August 2020	<b>Face-to-Face Collaboration Technology for Children</b> , Diederich, Kyle; Completed
Oct 2016 – July 2019	<b>Play-Based Design: Participatory Design Method for Developing Technologies with 3- and 4-Year-Old Children</b> , Pantoja, Luiza Superti; Completed
Nov 2017 – July 2018	<b>Full-Body Joint Action in Pedestrian Road Crossing Virtual Environments</b> , Jiang, Yuanyuan; Completed

### MCS — Research Advisor

Jan 2019 – May 2019	Kemp, Heather; Completed
Aug 2017 – July 2018	Wedoff, Ryan; Completed, Coauthored CHI paper
June 2017 – August 2017	Mullan, Sean; In Process, Coauthored ASSETS paper

### BA/BS — Research Advisor

Jan 2021 – Present	Altemeier, Sarah; In Process
Jan 2021 – Present	DeNeve, Morgan; In Process
Jan 2021 – Present	Elkeurti, Sarah; In Process
Jan 2021 – Present	Hermon, Mitchell; In Process
Jan 2021 – Present	Skalla, Calvin; In Process
Aug 2020 – Present	Flores, Laura; In Process, recruited through ICRU Program, co-advised with Brandon Myers
Aug 2020 – Present	Majure, Mitchell; In Process, recruited through ICRU Program
Aug 2018 – May 2020	<b>Accessible Tools for Blind Students Designing Digital Logic Circuits</b> , Li, Yitong; Completed, recruited through ICRU Program, Honor's Thesis, co-advised with Brandon Myers
Jan 2019 – May 2019	Mallela, Tejas; Completed
Aug 2018 – Feb 2019	Nelson, Zachary; recruited through ICRU Program
July 2018 – Sep 2018	Wang, Amelia; Completed, recruited through CRA-WP DREU Program, Coauthored CHI paper
Jan 2018 – Aug 2018	Khoo, Yi Xuan; Completed, Coauthored 2 CHI papers
Jan 2017 – May 2018	Bartlett, Rachel; Completed, Coauthored CHI and ASSETS paper
Aug 2017 – Dec 2017	Gray, Lauren; Completed
Mar 2014 – Aug 2014	Lansky, Leo; Completed, Coauthored TACCESS article
June 2014 – Aug 2014	Lu, Kellie; Completed, recruited through CRA-WP DREU Program

**High School — Research Advisor**

June 2017 – July 2017  
Mar 2014

Kim, Si Young, recruited through SSTP Program  
Monirian, Lydia, two-week internship

**Scholarship**

**CLAS \* System:**      \* = major contribution                      \*\*\* = equal contribution  
                                 \*\* = secondary contribution                      \*\*\*\* = minor contribution

**Publications****Refereed Articles**

- [1] \* Jeehan Malik, Morgan Di Napoli Parr, Jessica Flathau, Hanxi Tang, Joseph K. Kearney, Jodie M. Plumert, Kyle K. Rector. Determining the Effect of Smartphone Alerts and Warnings on Street-Crossing Behavior in Non-Mobility-Impaired Older and Younger Adults. Accepted to CHI 2021, 26.3% acceptance rate
- [2] \*\* Marcia Y. Shade, Kyle Rector, Rasila Soumana, and Kevin Kupzyk. 2020. Voice Assistant Reminders for Pain Self-Management Tasks in Aging Adults. *Journal of Gerontological Nursing*. <https://doi.org/10.3928/00989134-20200820-03>
- [3] \* Ryan Wedoff, Lindsay Ball, Amelia Wang, Yi Xuan Khoo, Lauren Lieberman, and Kyle Rector. 2019. Virtual Showdown: An Accessible Virtual Reality Game with Scaffolds for Youth with Visual Impairments. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*, 1–15. <https://doi.org/10.1145/3290605.3300371>, 23.8% acceptance rate
- [4] \* Rachel Bartlett, Yi Xuan Khoo, Juan Pablo Hourcade, and Kyle K. Rector. 2019. Exploring the Opportunities for Technologies to Enhance Quality of Life with People who have Experienced Vision Loss. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*, 1–8. <https://doi.org/10.1145/3290605.3300421>, 23.8% acceptance rate
- [5] \* Kyle Rector, Rachel Bartlett, and Sean Mullan. 2018. Exploring Aural and Haptic Feedback for Visually Impaired People on a Track: A Wizard of Oz Study. In *Proceedings of the 20th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '18)*, 295–306. <https://doi.org/10.1145/3234695.3236345>, 26% acceptance rate
- [6] \* Kyle Rector, Keith Salmon, Dan Thornton, Neel Joshi, and Meredith Ringel Morris. 2017. Eyes-Free Art: Exploring Proxemic Audio Interfaces for Blind and Low Vision Art Engagement. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies* 1, 3: 93:1-93:21. <https://doi.org/10.1145/3130958>
- [7] \*\* LouAnne E. Boyd, Kyle Rector, Halley Profita, Abigale J. Stangl, Annuska Zolyomi, Shaun K. Kane, and Gillian R. Hayes. 2017. Understanding the Role Fluidity of Stakeholders During Assistive Technology Research “In the Wild.” In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)*, 6147–6158. <https://doi.org/10.1145/3025453.3025493>, 23% acceptance rate
- [8] \* Kyle Rector, Roger Vilardaga, Leo Lansky, Kellie Lu, Cynthia L. Bennett, Richard E. Ladner, and Julie A. Kientz. 2017. Design and Real-World Evaluation of Eyes-Free Yoga: An Exergame for Blind and Low-Vision Exercise. *ACM transactions on accessible computing* 9, 4. <https://doi.org/10.1145/3022729>
- [9] \* Kyle Rector, Alexander Lauder, Peyton Keeling, Arien Cheronos, Frederick Matsen, and Julie A. Kientz. 2016. Shouldercam: evaluating the user experience of a depth camera system to measure shoulder range of motion. In *Proceedings of the 10th EAI International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth '16)*, 202–205. <https://doi.org/10.4108/eai.16-5-2016.2263313>, 35% acceptance rate

- [10] \*\* Kiley Sobel, Kyle Rector, Susan Evans, and Julie A. Kientz. 2016. Includle: Evaluating an Interactive Application for Young Children with Mixed Abilities. In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI '16), 165–176. <https://doi.org/10.1145/2858036.2858114>, 23% acceptance rate
- [11] \*\* Frederick A. Matsen, Alexander Lauder, Kyle Rector, Peyton Keeling, and Arien L. Cheronos. 2016. Measurement of active shoulder motion using the Kinect, a commercially available infrared position detection system. *Journal of Shoulder and Elbow Surgery* 25, 2: 216–223. <https://doi.org/10.1016/j.jse.2015.07.011>
- [12] \* Kyle Rector, Lauren Milne, Richard E. Ladner, Batya Friedman, and Julie A. Kientz. 2015. Exploring the Opportunities and Challenges with Exercise Technologies for People Who Are Blind or Low-Vision. In Proceedings of the 17th International ACM SIGACCESS Conference on Computers & Accessibility (ASSETS '15), 203–214. <https://doi.org/10.1145/2700648.2809846>, 24% acceptance rate
- [13] \*\* Danielle Bragg, Kyle Rector, and Richard E. Ladner. 2015. A User-Powered American Sign Language Dictionary. In Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW '15), 1837–1848. <https://doi.org/10.1145/2675133.2675226>, 27% acceptance rate
- [14] \*\* Joshua Hailpern, Sitaram Asur, and Kyle Rector. 2014. AttachMate: Highlight Extraction from Email Attachments. In Proceedings of the 27th Annual ACM Symposium on User Interface Software and Technology (UIST '14), 107–116. <https://doi.org/10.1145/2642918.2647419>, 22% acceptance rate
- [15] \*\*\* Kyle Rector and Joshua Hailpern. 2014. MinEMail: SMS Alert System for Managing Critical Emails. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '14), 783–792. <https://doi.org/10.1145/2556288.2557182>, 23% acceptance rate
- [16] \* Kyle Rector, Cynthia L. Bennett, and Julie A. Kientz. 2013. Eyes-free Yoga: An Exergame Using Depth Cameras for Blind & Low Vision Exercise. In Proceedings of the 15th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '13), 12:1-12:8. <https://doi.org/10.1145/2513383.2513392>, 29% acceptance rate
- [17] \*\* Matthew Kay, Kyle Rector, Sunny Consolvo, Ben Greenstein, Jacob O. Wobbrock, Nathaniel F. Watson, and Julie A. Kientz. 2013. PVT-touch: Adapting a Reaction Time Test for Touchscreen Devices. In Proceedings of the 7th International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth '13), 248–251. <https://doi.org/10.4108/icst.pervasivehealth.2013.252078>, 30% acceptance rate
- [18] \*\* Joseph Lawrance, Chris Bogart, Margaret Burnett, Rachel Bellamy, Kyle Rector, and Scott D. Fleming. 2013. How Programmers Debug, Revisited: An Information Foraging Theory Perspective. *IEEE Transactions on Software Engineering* 39, 2: 197–215. <https://doi.org/10.1109/TSE.2010.111>
- [19] \*\* Shiri Azenkot, Kyle Rector, Richard Ladner, and Jacob Wobbrock. 2012. PassChords: Secure Multi-touch Authentication for Blind People. In Proceedings of the 14th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '12), 159–166. <https://doi.org/10.1145/2384916.2384945>, 28% acceptance rate
- [20] \*\* Valentina Grigoreanu, Margaret Burnett, Susan Wiedenbeck, Jill Cao, Kyle Rector, and Irwin Kwan. 2012. End-user Debugging Strategies: A Sensemaking Perspective. *ACM Transactions on Computer-Human Interaction* 19, 1: 5:1-5:28. <https://doi.org/10.1145/2147783.2147788>
- [21] \*\*\*\* Margaret M. Burnett, Laura Beckwith, Susan Wiedenbeck, Scott D. Fleming, Jill Cao, Thomas H. Park, Valentina Grigoreanu, and Kyle Rector. 2011. Gender pluralism in problem-solving software. *Interacting with Computers* 23, 5: 450–460. <https://doi.org/10.1016/j.intcom.2011.06.004>
- [22] \*\* Jill Cao, Kyle Rector, Thomas H. Park, Scott D. Fleming, Margaret Burnett, and Susan Wiedenbeck. 2010. A Debugging Perspective on End-User Mashup Programming. In 2010 IEEE Symposium on Visual Languages and Human-Centric Computing, 149–156. <https://doi.org/10.1109/VLHCC.2010.29>

- [23] \*\* Evan Welbourne, Leilani Battle, Garret Cole, Kayla Gould, Kyle Rector, Samuel Raymer, Magdalena Balazinska, and Gaetano Borriello. 2009. Building the Internet of Things Using RFID: The RFID Ecosystem Experience. *IEEE Internet Computing* 13, 3: 48–55. <https://doi.org/10.1109/MIC.2009.52>
- [24] \*\*\*\* Valentina Grigoreanu, Jill Cao, Todd Kulesza, Chris Bogart, Kyle Rector, Margaret Burnett, and Susan Wiedenbeck. 2008. Can feature design reduce the gender gap in end-user software development environments? In *2008 IEEE Symposium on Visual Languages and Human-Centric Computing*, 149–156. <https://doi.org/10.1109/VLHCC.2008.4639077>
- [25] \*\*\*\* Joseph Lawrance, Rachel Bellamy, Margaret Burnett, and Kyle Rector. 2008. Can information foraging pick the fix? A field study. In *2008 IEEE Symposium on Visual Languages and Human-Centric Computing*, 57–64. <https://doi.org/10.1109/VLHCC.2008.4639059>
- [26] \*\*\*\* Joseph Lawrance, Rachel Bellamy, Margaret Burnett, and Kyle Rector. 2008. Using Information Scent to Model the Dynamic Foraging Behavior of Programmers in Maintenance Tasks. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '08)*, 1323–1332. <https://doi.org/10.1145/1357054.1357261>, 22% acceptance rate
- [27] \*\* Neeraja Subrahmaniyan, Cory Kissinger, Kyle Rector, Derek Inman, Jared Kaplan, Laura Beckwith, and Margaret Burnett. 2007. Explaining Debugging Strategies to End-User Programmers. In *IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2007)*, 127–136. <https://doi.org/10.1109/VLHCC.2007.18>
- [28] \*\* Laura Beckwith, Derek Inman, Kyle Rector, and Margaret Burnett. 2007. On to the Real World: Gender and Self-Efficacy in Excel. In *IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2007)*, 119–126. <https://doi.org/10.1109/VLHCC.2007.15>

#### Non-Refereed Articles

- [1] \* Kyle Rector. 2019. Computing technologies to increase access to physical activity for people with visual impairments. *XRDS: Crossroads, The ACM Magazine for Students* 25, 4: 21–25. <https://doi.org/10.1145/3331067>
- [2] \* Kyle Rector. 2018. Enhancing Accessibility and Engagement for Those with Disabilities. *IEEE Pervasive Computing* 17, 01: 9–12. <https://doi.org/10.1109/MPRV.2018.011591056>
- [3] \*\*\*\* Jason Hong, Kyle Rector, and Khai Truong. 2018. Accessibility [Guest editor’s introduction]. *IEEE Pervasive Computing* 17, 01: 13–14. <https://doi.org/10.1109/MPRV.2018.011591057>
- [4] \* Kyle Rector. 2018. An Interview with Richard E. Ladner. *IEEE Pervasive Computing* 17, 1: 60–63. <https://doi.org/10.1109/MPRV.2018.011591062>
- [5] \* Kyle Rector. 2017. Enhancing Exercise for People Who Are Blind or Low Vision Using Interactive Technology. *interactions* 24, 5: 68–71. <https://doi.org/10.1145/3121359>
- [6] \*\*\* Richard E. Ladner and Kyle Rector. 2017. Making your presentation accessible. *Interactions* 24, 4: 56–59. <https://doi.org/10.1145/3085564>
- [7] \* Kyle Rector. 2016. Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology. Dissertation: <https://digital.lib.washington.edu/443/researchworks/handle/1773/37081>

#### Book Chapters

- [1] \* Kyle Rector. 2020. “Technological Advances.” In *Movement and Visual Impairment*, (Invited contribution), Routledge, 2020, pp. 161-172. doi: <https://doi.org/10.4324/9781003003175>



### Technical Reports

- [1] \*\*\* Kyle Rector, Joseph Kearney, Jodie Plumert, Jeehan Malik, Morgan Di Napoli Parr, and Jessica Flathau. 2020. Determining the Effect of Smartphone Alerts and Warnings on Older-Adult Street-Crossing Behavior. Retrieved from <https://trid.trb.org/view/1697135>
- [2] \*\*\* Kyle Rector, Joseph Kearney, Jodie Plumert, Jeehan Malik, Morgan Parr Di Napoli, and Jessica Flathau. 2020. Determining the Effect of Smartphone Alerts and Warnings on Older-Adult Street-Crossing Behavior. <https://doi.org/10.7910/DVN/J78UQH>
- [3] \*\*\*\* Valentina I. Grigoreanu, Margaret Burnett, Susan Wiedenbeck, Jill Cao, and Kyle Rector. 2009. Females' and males' end-user debugging strategies: a sensemaking perspective. Retrieved from [https://ir.library.oregonstate.edu/concern/technical\\_reports/9019s777p](https://ir.library.oregonstate.edu/concern/technical_reports/9019s777p)
- [4] \*\*\*\* Joseph Lawrance, Christopher Bogart, Margaret Burnett, Rachel Bellamy, and Kyle Rector. How People Debug, Revisited: An Information Foraging Theory Perspective. 31 pages. <https://dominoweb.draco.res.ibm.com/reports/rc24783.pdf>

### Abstracts

- [1] \*\*\*\* Marcia Shade, Rasila Soumana Hama, Kyle Rector, and Kevin Kupzyk. 2020. Hey Google, Remind Me to Write in My Diary: Voice Assistants for Daily Pain Monitoring. *Innovation in Aging* 4, Suppl 1: 755. <https://doi.org/10.1093/geroni/igaa057.2723>
- [2] \*\*\*\* Marcia Shade, Kyle Rector, Rasila Soumana, and Kevin Kupzyk. 2020. You Have One Reminder: Self-Manage Your Pain. *Innovation in Aging* 4, Supplement\_1: 205–205. <https://doi.org/10.1093/geroni/igaa057.664>
- [3] \*\*\*\* Marcia Shade, Kyle Rector, and Kevin Kupzyk. 2019. Verification of Pain Medication Adherence in Older Adults Using Interactive Voice Reminders. *Innovation in Aging* 3, Supplement\_1: S926–S926. <https://doi.org/10.1093/geroni/igz038.3371>
- [4] \* Kyle Rector. 2014. The Development of Novel Eyes-free Exercise Technologies Using Participatory Design. In *CHI '14 Extended Abstracts on Human Factors in Computing Systems (CHI EA '14)*, 327–330. <https://doi.org/10.1145/2559206.2559960>
- [5] \* Kyle Rector. 2014. The development of novel eyes-free exercise technologies using participatory design. *ACM SIGACCESS Accessibility and Computing*, 108: 46–49. <https://doi.org/10.1145/2591357.2591365>
- [6] \* Kyle Rector, Richard Ladner, and Michelle Shepardson. 2011. Incentivizing the ASL-STEM forum. In *Proceedings of the 7th International Symposium on Wikis and Open Collaboration (WikiSym '11)*, 219–220. <https://doi.org/10.1145/2038558.2038602>

### Performances and Exhibits

- January 2018      Exploring Iowa's Renewable Energy — Team Leader and Lead Artist. Event held at Robert A. Lee Recreation Center, Iowa City, IA. Sponsored by the Robert A Lee Recreation Center - S.T.E.A.M. Wall Project. Commissioned by the City of Iowa City. In collaboration with Stephen Baek (Lead Artist), Daniel Fine (Lead Artist), Daniel Miller (Lead Artist), Dana Keeton (Lead Artist), Yifan Du (Assistant Artist), Colleen Reynolds (Assistant Artist), Jon Winet (Consulting Artist). Further details at <https://cs.uiowa.edu/research/spotlight/steam-mural-exploring-iowa%E2%80%99s-renewable-energy>

## Inventions and Patents

- [1] Joshi, Neel S, Morris, Meredith J, Rector, Kyle. US9792835B2, "Proxemic interfaces for exploring imagery"  
<https://patents.google.com/patent/US9792835B2/en>

## Software

- 2016 Eyes-Free Yoga, an accessible yoga coach for people who are blind or have low vision,  
<http://homepage.cs.uiowa.edu/~krector/efy.php>

## Areas of Research Interest

Accessibility  
 Human-Computer Interaction

## Grants and Contracts

### Current

- Aug 2021 – Jul 2026 *CAREER: Dynamic Virtual Reality Experiences for People with Visual Impairments 2044822*  
 Funded by National Science Foundation. Award amount: (\$550,000) Percent effort: 1. Investigator Kyle Rector (Principal Investigator). Iowa portion: \$550,000.
- May 2021 – Apr 2022 *Children's Use of eHMI Displays to Guide Road-Crossing Decisions 69A3551747131*  
 Funded by US Department of Transportation, SAFER-SIM UTC. Award amount: (\$53,800) Percent effort: 1. Investigators Jodie Plumert (Co-Principal), Joseph Kearney (Co-Principal), Kyle Rector (Principal Investigator). Iowa portion: \$53,800.
- Apr 2019 – Mar 2022 *CRII: CHS: Novel Technology for Improving Access to Trainer-led Aerobic Exercise for People Who are Blind 1849822*  
 Funded by National Science Foundation. Award amount: (\$174,995) Percent effort: 0.5. Investigator Kyle Rector (Principal Investigator). Iowa portion: \$174,995.
- Aug 2020 - Feb 2022 *Augmented Reality Traffic Overlays to Help Older Adults Make Safe Street-Crossing Decisions 69A3551747131*  
 Funded by US Department of Transportation, SAFER-SIM UTC. Award amount: (\$79,997) Percent effort: .61 (from matching costs). Investigators Kyle Rector (Principal Investigator), Joseph Kearney (Co-Principal), Jodie Plumert (Co-Principal). Iowa portion: \$79,997.
- Oct 2020 – Sep 2021 *EAGER: Enhancing the Executive Functions of neurodiverse children through technology-mediated sociodramatic play 2040204*  
 Funded by National Science Foundation. Award amount: (\$133,737) Percent effort: 0.9. Investigator(s) Kyle Rector (Principal Investigator), Juan Pablo Hourcade (Co-Principal). Iowa portion: \$133,737.

**Completed**

- Mar 2020 – Mar 2021 *EchoSee: an assistive technology platform for simulating human echolocation to assist those who are blind or severely visually impaired with safe and independent navigation*  
Funded by Iowa City Veterans Affairs Medical Center. Award amount: (\$50,000) Percent effort: 0.25. Investigators Tyler Bell (Principal Investigator), Kyle Rector (Co-Investigator), Mark E Wilkinson (Co-Investigator). Iowa portion: \$50,000.
- May 2018 – Apr 2020 *Mobile Applications to Help Older Adults Make Safe Street-Crossing Decisions 69A3551747131*  
Funded by US Department of Transportation, SAFER-SIM UTC. Award amount: (\$50,000) Percent effort: 1 (from matching costs). Investigator(s) Kyle Rector (Principal Investigator), Joseph Kearney (Co-Principal), Jodie Plumert (Co-Principal). Iowa portion: \$50,000.
- Nov 2018 – Nov 2019 *Making Jogging Tracks Accessible to People who are Blind Using Custom Vision Service*  
Funded by Microsoft Artificial Intelligence for Accessibility. Award amount: (\$65,000) Percent effort: 100%. Investigator Kyle Rector (Principal Investigator). Iowa portion: \$65,000.
- Apr 2018 – Sep 2019 *Designing Mobile Tasks for Sighted People to Improve Art Accessibility for Visually Impaired People 000935*  
Funded by Arts & Humanities Initiative (AHI) Program Spring 2018. Award amount: (\$24,237) Percent effort: 100%. Investigators Kyle Rector (Principal Investigator), Veronica Smith (Collaborator). Iowa portion: \$24,237.
- Feb 2017 – Jan 2018 *Sun & Wind: harnessing Iowa's green energies*  
Funded by Robert A Lee Recreation Center - S.T.E.A.M. Wall Project. Award amount: (\$5,000) Percent effort: 100%. Investigators Kyle Rector (Multi-PI), Stephen Baek (Multi-PI), Daniel Fine (Multi-PI), Dana Keeton (Multi-PI), Daniel Miller (Multi-PI), Jon Winet (Multi-PI). Iowa portion: \$5,000.
- Jan 2013 – Oct 2013 *Kynamatrix Innovation through Collaboration Grant*  
Funded by Kynamatrix. Award amount: (\$1,000) Percent effort: 100%. Investigator Kyle Rector (Principal Investigator). Iowa portion: \$0.

**Invited Lectures and Conference Presentations****International — Conference Presentations**

- May 2019 International Society for Physical Activity and Individuals with Visual Impairments or Deafblindness, *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, Edinburgh, United Kingdom.  
Presenters/Authors: Kyle Rector.
- May 2019 ACM CHI Conference on Human Factors in Computing Systems, *Exploring the Opportunities for Technologies to Enhance Quality of Life with People who have Experienced Vision Loss*, Glasgow, United Kingdom.  
Presenters/Authors: Kyle Rector.
- May 2019 ACM CHI Conference on Human Factors in Computing Systems, *Virtual Showdown: An Accessible Virtual Reality Game with Scaffolds for Youth with Visual Impairments*, Glasgow, United Kingdom.  
Student Presenters/Authors: Ryan Wedoff.

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- Oct 2018      The 20th International ACM SIGACCESS Conference on Computers and Accessibility, *Exploring Aural and Haptic Feedback for Visually Impaired People on a Track: A Wizard of Oz Study*, Galway, Ireland.  
Presenters/Authors: Kyle Rector.
  - Sep 2017      The ACM International Joint Conference on Pervasive and Ubiquitous Computing, *Eyes-Free Art: Exploring Proxemic Audio Interfaces for Blind and Low Vision Art Engagement*, Maui, Hawaii, USA.  
Presenters/Authors: Kyle Rector.
  - May 2016      10th EAI International Conference on Pervasive Computing Technologies for Healthcare, *ShoulderCam: Evaluating the User Experience of a Depth Camera System to Measure Shoulder Range of Motion*, Cancun, Mexico.  
Presenters/Authors: Kyle Rector.
  - Oct 2015      The 17th International ACM SIGACCESS Conference on Computers and Accessibility, *Exploring the Opportunities and Challenges with Exercise Technologies for People who are Blind or Low-Vision*, Lisbon, Portugal.  
Presenters/Authors: Kyle Rector.
  - Apr 2014      The ACM CHI Conference on Human Factors in Computing Systems, *MinEMail: SMS Alert System for Managing Critical Emails*, Toronto, Canada.  
Presenters/Authors: Kyle Rector.
  - Oct 2013      The 15th ACM SIGACCESS International Conference on Computers and Accessibility, *Eyes-Free Yoga: An Exergame Using Depth Cameras for Blind & Low Vision Exercise*, Bellevue, WA, USA.  
Presenters/Authors: Kyle Rector.

**International — Invited Talks**

- May 2019      CISA HCI group, *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, University of Edinburgh, Edinburgh, United Kingdom
- October 2015      Google Accessibility Week, *Design and Evaluation of Eyes-Free Exercise Technologies*, Google, Kirkland, WA, USA
- May 2013      ellipse@irit (HCI research gathering), *Eyes-Free Kinect Yoga Game*, Institut de Recherche en Informatique de Toulouse, Toulouse, France

**International — Colloquium**

- Sep 2015      GRIS Kolloquium, *Design and Evaluation of Eyes-Free Exercise Technologies*, Technische Universität Darmstadt, Darmstadt, Germany

**International — Demonstrations**

- Oct 2013      The 15th ACM SIGACCESS International Conference on Computers and Accessibility, *Eyes-Free Yoga: An Exergame Using Depth Cameras for Blind & Low Vision Exercise*, Bellevue, WA, USA.  
Presenters/Authors: Kyle Rector.

**National — Colloquia**

- Oct 2018      IU SICE Informatics colloquium, *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, University of Indiana Bloomington, Bloomington, IN
- Dec 2017      School of Informatics and Computing Colloquia Series, *Enhancing Quality of Life for People who are Blind or Low Vision using Computing Technology*, Indiana University–Purdue University Indianapolis, Indianapolis, IN

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- Oct 2017 CS Tea Talk Series, *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, Computer Science Department at Carleton College, Northfield, MN
  - Oct 2016 *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, Knox College, Galesburg, IL
  - Oct 2016 *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, Grinnell College, Grinnell, IA

**National — Webinar**

- May 2020 *Mobile Applications to Help Older Adults Make Safe Street Crossing Decisions*, SAFER-SIM UTC, Webinar: <https://www.youtube.com/watch?v=ghzaMo-WID0>

**National — Invited Panels**

- Aug 2018 Google PhD Fellowship Summit, *What's next after PhD?* Google, Mountain View, CA

**State — Conferences**

- Oct 2019 National Federation of the Blind of Iowa 2019 State Convention, *Developing Accessible Technologies to Enhance Quality of Life*, Urbandale, IA
- Apr 2019 Teach the Teachers (blindness and physical education), *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, Iowa Educational Services for the Blind and Visually Impaired, Urbandale, IA
- Apr 2019 The thirty-second Annual Iowa Council of the United Blind (ICUB) Conference and Convention, *A yearly update on research progress*, ICUB, Urbandale, IA
- Oct 2018 National Federation of the Blind of Iowa 2018 State Convention, *Developing Accessible Technologies to Enhance Quality of Life*, Urbandale, IA
- Apr 2018 The thirty-first Annual Iowa Council of the United Blind (ICUB) Conference and Convention, *Enhancing Quality of Life for People who are Blind or have Low Vision using Computing Technology*, ICUB, Urbandale, IA
- Oct 2017 National Federation of the Blind of Iowa 2017 State Convention, *Developing Accessible Technologies to Enhance Quality of Life*, Urbandale, IA

**University — Keynote**

- Feb 2019 Simpson College Undergraduate Research Symposium, *Enhancing Quality of Life for People who are Blind or Low Vision using Computing Technology*, Simpson College, Indianola, IA

**Regional — Invited Speaker**

- Sep 2017 IEEE Cedar Rapids Section Presents, *Learning at the World's Leading Technology Firms*, IEEE Cedar Rapids Section, Iowa City, IA

**University — Invited Talks**

- Feb 2019 Ophthalmology Grand Rounds, *Enhancing Quality of Life for People who are Blind or Low Vision using Computing Technology*, Department of Ophthalmology and Visual Sciences, Iowa City, IA
- Dec 2018 Neurology Grand Rounds, *Enhancing Quality of Life for People who are Blind or Low Vision using Computing Technology*, Department of Neurology, Iowa City, IA
- Feb 2017 University of Iowa Computing Conference, *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, Department of Computer Science, Iowa City, IA

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Dec 2016 DeLTA Center Roundtable, *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, University of Iowa, Iowa City, IA

#### University — Invited Lectures

Feb 2019 Art History I, *Increasing Accessibility of Artwork for People with Visual Impairments through Crowdsourcing*, Kirkwood Community College, Iowa City, IA, Co-presented with Megan Corbett

Feb 2018 MUS:2800, *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, University of Iowa, Iowa City, IA

Mar 2017 MUS:2800, *Enhancing Quality of Life for People who are Blind or Low Vision Using Computing Technology*, University of Iowa, Iowa City, IA

June 2016 CS 142/143 Exploration Sessions, *Accessibility*, University of Washington Computer Science & Engineering, Seattle, WA

June 2014 CS 142/143 Exploration Sessions, *Accessibility*, University of Washington Computer Science & Engineering, Seattle, WA

Mar 2014 HCID520 User Interface Software & Technology, *Designing accessible technology*, University of Washington Master of Human-Computer Interaction and Design, Seattle, WA

#### University — Invited Panels

Apr 2019 *Women Shaping the Future with Technology in the Arts Panel*, Women in Computing Sciences, Iowa City, Iowa  
Moderator: Kyle Rector  
Presenters/Authors: Sivan C Elias, Vero R Smith, Peggy Mead-Finizio

Mar 2017 *Women in Tech Panel*, ACM, Iowa City, Iowa

Mar 2017 *Sonia Kovalevsky Day*, University of Iowa, Iowa City, Iowa

#### University — Showcase

Oct 2016 Public Digital Arts Faculty Cluster Showcase, *Making Art Exploration Accessible to People who are Blind or Low Vision*, University of Iowa, Iowa City, IA

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## Service

### Profession

#### Associate Editor

2020 – Present ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)

2017 – 2018 IEEE Pervasive Computing Special Issue on Accessibility, Guest Editor

#### Program Committee Member

2017 – 2021 ACM Special Interest Group on Computer-Human Interaction (SIGCHI)

2017 – Present ACM Special Interest Group on Accessible Computing (SIGACCESS)

2016 – 2019 Pervasive Computing Technologies for Healthcare (PervasiveHealth)

2018 – 2019 ACM SIGCAS Conference on Computing and Sustainable Societies (SIGCOMPASS)

2015 – 2016 ACM SIGCHI Late-Breaking Work

**Co-organizer**

2021	ACM SIGACCESS 2022, Treasurer
2018 – 2020	ACM SIGCHI 2020, Accessibility Chair
2019	ACM SIGACCESS 2019, Proceedings Chair
2017	ACM SIGACCESS 2017, Mentoring Chair
2017	ACM SIGACCESS 2016, Publicity Chair

**Research Proposal Reviewer**

2019	National Science Foundation
2017	National Science Foundation

**Journal Reviewer**

2019 – 2021	ACM Transactions on Accessible Computing (TACCESS)
2020	Journal of Medical Internet Research (JMIR)
2020	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)
2018 – 2019	ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW)
2018	Transactions on Applied Perception (TAP)
2018	IMWUT
2017	ACM Transactions on Accessible Computing (TACCESS)
2016	ACM Transactions on Computer-Human Interaction (TOCHI)
2014 – 2015	ACM Transactions on Accessible Computing (TACCESS)

**Conference/Workshop Reviewer**

2021	ACM User Interface Software and Technology Symposium (UIST)
2019	ACM Designing Interactive Systems (DIS)
2019	UIST
2017	ACM SIGCHI Late-Breaking Work
2014 – 2016	ACM SIGACCESS
2014 – 2016	ACM SIGCHI
2016	ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) Workshops and Tutorials
2013 – 2015	ACM SIGCHI Works-in-Progress
2015	PervasiveHealth
2014	ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp)
2014	CHI PLAY
2014	UIST
2014	International Conference on Tangible, Embedded and Embodied Interactions (TEI)

**Department**

2018 – 2019	Colloquium, Organizer
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2007 – 2009 Eta Kappa Nu Honor Society, President from 2008-2009

### University

2017 – 2018 Women in Science and Engineering (WiSE), Advisory Board Member  
 2016 – 2019 Public Digital Arts Curriculum Committee, Member, Co-created Digital Arts Certificate, and managed website: <https://pda.uiowa.edu/>  
 2013 – 2014 University of Washington DUB Seminar, Coordinator, Recruited speakers

### State

2020 – 2021 Iowa Department of Education, Computer Science Work Group, Member, leading “CS Education Underserved” subcommittee

### Media Contributions

2017 On-line, Engineering Out Loud (Oregon State University), National  
 2016 TV, Ethical Perspectives on the News, Local  
 2015 News Article, Couch, Christina of the MIT Technology Review, International, <https://www.technologyreview.com/s/542426/fitness-technology-that-helps-the-blind-get-moving/>  
 2014 Blog Post, Wolf, Rob of the Official Microsoft Blog, International, <https://blogs.microsoft.com/firehose/2014/03/07/accessible-yoga-for-the-blind-using-kinect/>  
 2013 News Article, Kurzweil AI, International, <http://www.kurzweilai.net/kinect-based-program-makes-yoga-accessible-for-the-blind>  
 2013 News Article, Katz, Leslie of c|net, International, <https://www.cnet.com/news/eyes-free-yoga-turns-kinect-into-teacher-for-the-blind/>  
 2013 News Article, Quick, Darren of New Atlas, International, <http://newatlas.com/eyes-free-yoga-kinect-visually-impaired/29450/>  
 2013 News Article, Soper, Taylor of GeekWire, International <http://www.geekwire.com/2013/yoga-microsoft-kinect-blind/>

### Professional Development Activities

2020 Conference Attendance, International ACM SIGACCESS Conference on Computers and Accessibility (ACM SIGACCESS)  
 2019 Conference Attendance, National Federation of the Blind of Iowa (NFBI) Convention  
 2019 Conference Attendance, XR Access Symposium, Cornell Tech and Verizon  
 2019 Conference Attendance, Conference, International Society for Physical Activity and Individuals with Visual Impairments or Deafblindness  
 2019 Conference Attendance, International ACM CHI Conference on Human Factors in Computing Systems (ACM SIGCHI)  
 2019 Conference Attendance, Teach the Teachers (blindness and physical education)  
 2019 Conference Attendance, Iowa Council of the United Blind (ICUB) Convention  
 2019 Conference Attendance, Spring Family Conference, Iowa Educational Services for the Blind and Visually Impaired (IESBVI)  
 2018 Conference Attendance, ACM SIGACCESS  
 2018 Conference Attendance, NFBI  
 2018 Conference Attendance, ICUB  
 2018 Conference Attendance, Iowa Braille Challenge, Iowa Department of the Blind  
 2017 Conference Attendance, NFBI  
 2017 Conference Attendance, UbiComp 2017, ACM SIGCHI and SIGMOBILE  
 2017 Research Activity, Camp Abilities Brockport, SUNY Brockport  
 2017 Conference Attendance, Microsoft Research Faculty Summit, Microsoft Research



2017	Training/Development Program, Digital Bridges Summer Institute, University of Iowa
2016 - 2017	Training/Development Program, Grant Writer's Workshop Phases 1 and 2, Grant Writers' Seminars and Workshops
2017	Conference Attendance, ACM SIGCHI
2017	Conference Attendance, "Believe you can achieve" (conference for blind students and their parents), IESBVI
2017	Training/Development Program, CISE CAREER Workshop, National Science Foundation
2017	Conference Attendance, The ACM-W Celebration of Women in Computing in the Upper Midwest, ACM
2017	Conference Attendance, Faculty Women's Conference, University of Iowa
2016	Conference Attendance, CRA-W Early Career Faculty Mentoring Workshop, Computing Research Association for Women
2016	Conference Attendance, ACM SIGACCESS
2016	Conference Attendance, 10th EAI International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth)
2016	Conference Attendance, ACM SIGCHI
2015	Conference Attendance, ACM SIGACCESS
2014	Conference Attendance, ACM SIGACCESS
2014	Conference Attendance, ACM SIGCHI
2013	Conference Attendance, ACM SIGACCESS
2013	Conference Attendance, Heidelberg Laureate Forum, Heidelberg Laureate Forum Foundation
2013	Conference Attendance, ACM SIGCHI
2012	Conference Attendance, ACM SIGCHI
2012	Conference Attendance, ACM SIGACCESS
2011	Conference Attendance, ACM SIGCHI