K r i s t e n S h i n o h a r a

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EDUCATION

Ph.D., Information Science, University of Washington - Seattle, WA, Present

- Emphasis on Human Computer Interaction and Accessibility

M.S., Computing and Software Systems, University of Washington - Tacoma, WA, June 2006

- Final project focused in Human Centered Design and Accessibility
- Interaction Design Course (December 2007)

B.S., Computer Science, University of Puget Sound - Tacoma, WA, May 2002

- Minors in Mathematics and Physics

REFEREED JOURNAL PUBLICATIONS

Shinohara, K. and Tenenberg, J. (2009). A blind person's interactions with technology. *Comm. ACM.* 52 (8), 58-66. DOI=http://doi.acm.org/10.1145/1536616.1536636

REFEREED CONFERENCE PAPERS AND POSTERS

[*Best Paper Winner*] **Shinohara, K. and Wobbrock, J.O.** (2011). In the Shadow of Misperception: Assistive Technology Use and Social Interactions. ACM Conference on Human Factors in Computing Systems. (Vancouver, B.C., Canada). CHI '11. ACM, New York, NY, 705-714. DOI=http://dx.doi.org/10.1145/1978942.1979044

Wobbrock, J.O., Shinohara, K., Jansen, A. (2011). The Effects of Task Dimensionality, Endpoint Deviation, Throughput Calculation, and Experiment Design on Pointing Measures and Models. ACM Conference on Human Factors in Computing Systems. (Vancouver, B.C., Canada). CHI '11. ACM, New York, NY, 1639-1648. DOI=http://dx.doi.org/10.1145/1978942.1979181

Wobbrock, J.O., Jansen, A., Shinohara, K. (2011). Modeling and Predicting Pointing Errors in Two Dimensions. ACM Conference on Human Factors in Computing Systems. (Vancouver, B.C., Canada). CHI '11. ACM, New York, NY, 1653-1656 . DOI=http://dx.doi.org/10.1145/1978942.1979183

[*ACM Student Research Competition, Second Place Winner*] **Shinohara, K.** (2010). Investigating meaning in uses of assistive devices: implications of social and professional contexts. Proceedings of the 12th international ACM SIGACCESS conference on Computers and accessibility. Orlando, Florida, USA, ACM, 319-320. DOI=http://doi.acm.org/10.1145/1878803.1878891

Findlater, L., Jansen, A., Shinohara, K., Dixon, M., Kamb, P., Rakita, J. and Wobbrock, J. O. (2010). Enhanced area cursors: reducing fine pointing demands for people with motor impairments. Proceedings of the 23nd annual ACM symposium on User interface software and technology. New York, New York, USA, ACM, 153-162. DOI=http://doi.acm.org/10.1145/1866029.1866055

Patel R., Shinohara K., Marshall L., Curioso W. Approaches to tagging by physicians: a design exploration. AMIA Annual Symposium Proceedings. 2009 Nov 16:977.

Choe, E. K., Shinohara, K., Chilana, P. K., Dixon, M. and Wobbrock, J. O. (2009). Exploring the design of accessible goal crossing desktop widgets. Proceedings of the 27th international conference extended abstracts on Human factors in computing systems. Boston, MA, USA, ACM, 3733-3738. DOI=http://doi.acm.org/10.1145/1520340.1520563

Shinohara, K. and Tenenberg, J. 2007. Observing Sara: a case study of a blind person's interactions with technology. In Proceedings of the 9th international ACM SIGACCESS Conference on Computers and Accessibility (Tempe, Arizona, USA, October 15 - 17, 2007). Assets '07. ACM, New York, NY, 171-178. DOI=http://doi.acm.org/10.1145/1296843.1296873

[*ACM Student Research Competition, Finalist*] **Shinohara, K.** 2006. Designing assistive technology for blind users. In Proceedings of the 8th international ACM SIGACCESS Conference on Computers and Accessibility (Portland, Oregon, USA, October 23 - 25, 2006). Assets '06. ACM, New York, NY, 293-294. DOI=http://doi.acm.org/10.1145/1168987.1169062

RESEARCH EXPERIENCE

Research Assistant, Accessible Goal Crossing Project, September 2008-December 2009

- SKILL: C#, Project Management, Research Design
- Design, prototype and evaluate crossing designs to address target acquisition issues specific to those with motor impairments.
- Developed a test bed to evaluate various crossing techniques with motor impaired users.
- Recruit and organize participants for user testing.

Master's Capstone Project – "Designing Assistive Software for Blind Users", June 2006

- Implemented research methodology centered on user experiences to better incorporate user needs into the design of frequently-used technology around the home.
- Worked closely with a visually impaired subject to understand her interactions with everyday tasks and objects, analyzing design insights that impacted task completion.

TEACHING EXPERIENCE

Teaching Assistant, Informatics Capstone (Info 490), Information School, UW – Seattle, WA, December 2009 - June 2010 and December 2010 – June 2011.

- Provide project management support and guidance to individual student groups in the undergraduate informatics capstone class.
- Meet with each student group once a week to insure that groups stay on task and communicate progress and issues with professor.
- Maintain class website, schedule and project deliverables (varies by project); receive and review weekly reports.

Guest Lecturer, Research Methods in Informatics, (Info 470), October 2010

- Presented class lecture on Case Study methods in HCI research.

Teaching Assistant, Advanced Database Design, Management, and Maintenance (Info 445), Information School, UW – Seattle, WA, October 2010 – December 2010

- Provide project support and guidance, tutor students as needed, and maintain individual records of assignments.
- Assist with weekly lab assignments and activities and facilitate discussion.
- Assist with preparing course material, grading rubrics and student evaluation.
- Manage and respond to course related email and other correspondence.

Teaching Assistant, Collaborative Aspects of User-Centered Design (Info 461), Information School, UW – Seattle, WA, October 2010 – December 2010

- Provide project support and guidance, tutor students as needed, and maintain individual records of assignments.
- Assist with preparing course material, grading rubrics and student evaluation.
- Manage and respond to course related email and other correspondence.

PROFESSIONAL EXPERIENCE

Computer Scientist, HCI Engineer, NewTec, LLC. / ManTech, Inc., Ft. Lewis, WA, July 2007 - Present

- Work with development teams to define conceptual models of software design and interaction goals to create and maintain systems with enhanced usability and improved functionality.
- Apply Interaction Design techniques such as sketching, prototyping, use cases and scenarios throughout the software development process to create and maintain usable technologies.
- Incorporate user perspectives to develop a usable and useful common look-and-feel to NewTec/ManTech technologies.
- Apply HCI strategies and principles throughout the entire development processes, communicating user and customer values, and increasing efficiency in product development.
- Identified duplicate technologies for software re-engineering and assisted in streamlining existing processes, improving development productivity.

Software Engineer, Dimension 4, Inc. – Bremerton, WA, July 2003 – July 2007

- SKILLS: C, C++, Georec Programming Language, Perl, Java, Shell Script, Linux Red Hat 9, CentOS-5
- Designed, created, tested and maintained software tools for geometric analysis of multiple-level wire drawings used in the development of Intelligent Electronic Technical Manuals.
- Applied user feedback to reengineer software applications and tools for increased usability and operational efficiency.

Associate Consultant, Avue Technologies – Tacoma, WA, March – July 2003

- Managed Help Desk responsibilities and led design and re-design of login web page.

SCHOLARSHIPS, AWARDS, MEMBERSHIPS

Imagine Cup 2010, Second Place Winner, Touch Tablet and Accessibility Award, Team OneView.
Washington Talking Book and Braille Library volunteer
NSF Graduate Research Fellowship Honorable Mention 2009
Doctoral Student Association Chair – Information School (2009-2010)
ACM CHI Conference 2009 Student Volunteer
Association for Computing Machinery, Member
UW Design Use Build (DUB) Group, Member
Upsilon Pi Epsilon, Member, University of Washington, Tacoma Chapter
University of Puget Sound – President's Scholarship
University of Puget Sound – Resident Assistant Programmer of the Year