

EDUCATION

- 2013 - Present **University of Washington** (UW), Seattle, WA
Ph.D., Human Centered Design & Engineering (HCDE)
Committee: Julie A. Kientz (chair, UW HCDE), Daniela Rosner (UW HCDE),
Jason C. Yip (UW iSchool), Katie Headrick Taylor (GSR, UW Education)
- 2008 - 2013 **Harvey Mudd College** (HMC), Claremont, CA
B.S., Individual Program of Study in Human-Computer Interaction
Graduated with Distinction; Honors in Computer Science

RESEARCH EXPERIENCE

- National Science Foundation Graduate Research Fellow**
Department of Human Centered Design & Engineering, UW, Seattle, WA
Sept. 2013 - Present *Designing for Inclusive Play between Children with and without Disabilities*
Nov. 2015 - Present *Kidsteam UW: Intergenerational Co-Design* (PI: Jason C. Yip)
- foundry10 Intern**
February 2018 - Present foundry10, Seattle, WA
- Microsoft Research Intern**
Summer 2016 neXus Research Team & Enable Group (with Ed Cutrell & Meredith R. Morris)
Microsoft Research, Redmond, WA
Designing for Conversation and Emotion Awareness with AAC Technology
- Summer 2015 Technology for Emerging Markets Group (with Ed Cutrell)
Microsoft Research, Bangalore, India
Democratizing Learning & Cooperative Tablet Applications
- Behavioral Therapist & Research Assistant**
2012 The Claremont Autism Center, Claremont, CA

PUBLICATIONS

Journal Papers

Porter, J. R., **Sobel, K.**, Fox, S. E., Bennett, C. L., & Kientz, J. A. (2017). Filtered out: Disability disclosure practices in online dating communities. *PACM: Human-Computer Interaction*, 1(CSCW), 87: 1-13.

Hiniker, A., **Sobel, K.**, Hong, S., Suh, H., Irish, I., & Kientz, J. A. (2016). Hidden symbols: How informal symbolism in digital interfaces disrupts usability for preschoolers. *International Journal of Human-Computer Studies*, 90, 53-67.

Vilardaga, R., Rizo, J., Kientz, J. A., McDonell, M. G., Ries, R. K., & **Sobel, K.** (2015). User experience evaluation of a smoking cessation app in people with Serious Mental Illness. *Nicotine & Tobacco Research*, 1-7.

Conference Papers¹

Banerjee, R., Liu, L., **Sobel, K.**, Pitt, C., Lee, K. J., Wang, M., Chen, S., Davison, L., Yip, J. C., Ko, A., & Popovi, Z. (2018). Empowering families facing English literacy challenges to jointly engage in computer programming. To appear in *Proceedings of the 2018 SIGCHI Conference on Human Factors in Computing Systems* (CHI 2018). *Best Paper Honorable Mention (top 4% of submissions at CHI 2018)

Hiniker, A., Lee, B., **Sobel, K.**, & Choe, EK. (2017). Plan & Play: Supporting intentional media use in early childhood. In *Proceedings of the 2017 Conference on Interaction Design and Children* (IDC 2017) (pp 85-95).

Sobel, K., Bhattacharya, A., Hiniker, A., Lee, J. H., Kientz, J. A., & Yip, J. C. (2017). "It wasn't really about the Pokémon": Parents' perspectives on a location-based mobile game. In *Proceedings of the 2017 SIGCHI Conference on Human Factors in Computing Systems* (CHI 2017) (pp. 1483-1496).

Sobel, K., Fiannaca, A., Campbell, J., Kulkarni, H., Paradiso, A., Cutrell, E., & Morris, M. R. (2017). Exploring the design space of AAC awareness displays. In *Proceedings of CHI 2017* (pp. 2890-2903). *Best Paper Honorable Mention (top 5% of submissions at CHI 2017)

Hiniker, A., **Sobel, K.**, & Lee, B. (2017). Co-designing with preschoolers using fictional inquiry and comicboarding. In *Proceedings of CHI 2017* (pp. 5767-5772).

Yip, J. C., **Sobel, K.**, Pitt, C., Lee, K. J., Chen, S., Nasu, K., & Pina, L. R. (2017). Examining adult-child interactions in participatory design. In *Proceedings of CHI 2017* (pp. 5742-5754). *Best Paper Honorable Mention (top 5% of submissions at CHI 2017)

Sobel, K., Kovacs, G., McQuillen, G., Cross, A., Chandrasekaran, N., Riche, N. H., Cutrell, E., & Morris, M. R. (2017). EduFeed: A social feed to engage preliterate children in educational activities. In *Proceedings of the 20th ACM Conference on Computer-Supported Cooperative Work & Social Computing* (CSCW 2017) (pp. 491-504).

Rose, E., Davidson, A., Agapie, E., & **Sobel, K.** (2016). Designing our future students: Introducing User Experience to teens through a UCD charette. In *Proceedings of the 34th ACM International Conference on the Design of Communication* (SIGDOC '16) (pp. 1-6).

Sobel, K., Rector, K., Evans, S., & Kientz, J. A. (2016). Incloudle: Evaluating an interactive application for young children with mixed abilities. In *Proceedings of the 2016 SIGCHI Conference on Human Factors in Computing Systems* (CHI 2016) (pp. 165-176). *Best Paper Honorable Mention (top 4% of submissions at CHI 2016)

Hiniker, A. **Sobel, K.**, Hong, R., Suh, H., Irish, I., Kim, D., & Kientz, J. A. (2015). Touchscreen prompts for toddlers: Designing developmentally appropriate techniques for teaching young children to perform gestures. In *Proceedings of the 14th International Conference on Interaction Design and Children* (IDC 2015) (pp. 109-118).

Sobel, K., O'Leary, K., & Kientz, J. A. (2015). Maximizing children's opportunities with inclusive play: Considerations for interactive technology design. In *Proceedings of IDC 2015* (pp. 39-48).

Hiniker, A., **Sobel, K.**, Suh, H., Sung, Y., Lee, C., & Kientz, J. A. (2015). Texting while parenting: How adults use mobile phones while caring for children at the playground. In *Proceedings of the 2015 SIGCHI Conference on Human Factors in Computing Systems* (CHI 2015) (pp. 727-736).

¹In the fields of human-computer interaction and computer science, conferences are seen as the top tier publishing venues, with selectivity and impact often exceeding that of journals. For more information on conference selectivity in this field, see <http://portal.acm.org/citation.cfm?id=1743546.1743569>.

Boulanger, C., Boulanger, A., de Greef, L., Kearney, A., **Sobel, K.**, Transue, R., Sweedyk, Z., Dietz, P., & Bathiche, S. (2013). Stroke rehabilitation with a sensing surface. In *Proceedings of the 2013 SIGCHI Conference on Human Factors in Computing Systems (CHI 2013)* (pp. 1243-1246).

Alvarado, C., Kearney, A., Keizur, A., Loncaric, C., Parker, M., Peck, J., **Sobel, K.**, & Tay, F. (2013). LogiSketch: A free sketch digital circuit design and simulation system. In *Proceedings of the Workshop on the Impact of Pen and Touch Technologies in Education (WIPTTE 2013)* (pp. 83-90).

Invited Papers

Sobel, K. (2017). "It wasn't really about the Pokémon": Parents' perspectives on a location-based mobile game. *Children's Media Yearbook* (Eds. Terri Langan & Frances Taffinder) (pp. 61-65).

Yip, J. C., Arnold, L., Gallo, A., Lee, K. J., Pitt, C., **Sobel, K.**, & Chen, S. (2016). How to survive creating an intergenerational co-design group. *interactions*, 23(4), 65-67.

Workshop Proposals

Sobel, K., Kientz, J. A., Clegg, T. L., Gonzalez, C., & Yip, J. C. (2017). Equity & Inclusivity at IDC. In *Proceedings of IDC 2017* (pp. 761-767).

Position Papers

Sobel, K. (2017). Supporting inclusion in early childhood with interactive technology. *CSCW 2017 Workshop on Imagining Intersectional Futures: Feminist Approaches to CSCW*.

Sobel, K., & Kientz, J. A. (2015). Supporting children with inclusive play. *CHI 2015 Workshop on Supporting Children to Engage in Play for Wellbeing*.

Sobel, K., & Kientz, J. A. (2014). Supporting young children with inclusive play: (How) do interactive technologies fit in? *IDC 2014 Workshop on Interaction Design with Children with Disabilities*.

Sobel, K., & Kientz, J. A. (2014). Interactive technology for inclusive play. *CHI 2014 Workshop on Supporting Children with Complex Communication Needs*.

Invited Presentations

Sobel, K. (2017). Supporting inclusive play with interactive technology. *Open to All: Designing for the Full Range of Human Experience*. Exhibit opening. Center for Architecture & Design, Seattle, WA.

Sobel, K. & Kientz, J. A. (2016). Supporting inclusive play with interactive technology. *Design, Understand, Build (DUBs)*. UW Haring Center, Seattle, WA.

Davidson, A., **Sobel, K.**, Agapie, E., & Rose, E. (2015). Building up STE(A)M: The UCD charrette for K-12 outreach. *DUB (Design, Use, Build) Seminar*. UW, Seattle, WA.

Doctoral Consortia

Sobel, K. (2016). Interactive technology for inclusive play. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA'16)* (pp. 249-254).

Sobel, K. (2015). Increasing opportunities for inclusion with interactive technology. *IDC 2015*.

Posters

Sobel, K., Rector, K., O'Leary, K., & Kientz, J. A. (2017). App promotes active and meaningful co-play for children of all abilities. *Open to All: Designing for the Full Range of Human Experience*. Exhibit. Center for Architecture & Design, Seattle, WA.

Sobel, K., de Greef, L., Kearney, A., & Transue, R. (2012). Microsoft Surface for stroke rehabilitation. *Celebration of Women in Computing in Southern California (CWIC-SoCal 2012)*.

Sobel, K. & Keizur, A. (2012). The balance of work between users and sketch recognition: Encouraging users to adapt their drawing styles. *CWIC-SoCal & Grace Hopper Celebration of Women in Computing (GHC 2012)*.

Sobel, K., Valentine, S., & Hammond, T. (2012). GabGuard: Automatically detecting bullying, depression, and victimization in children's social networks. *GHC 2012*.

TEACHING

Primary Instructor

- Winter 2018 Directed Research (HCDE 496), UW
Technology for Inclusive Play: Design Intervention
- Winter 2017 Directed Research (HCDE 496), UW
Technology for Inclusive Play
- Summer 2015 Directed Research (HCDE 496/596), UW
Evaluating a Game to Promote Inclusion of Young Children

Teaching Assistant

- Fall 2016 - Winter 2018 Explorations in Human Centered Design (HCDE 210), UW
Instructors: Dr. Jennifer Turns, Andrew Davidson, and Dr. Julie A. Kientz
- Spring 2015 Directed Research (HCDE 496/596), UW
HCDE Outreach: Developing & Running "UCD Charrette" High School Workshops
Instructor: Andrew Davidson

Guest Lecturer

- Winter 2018 Explorations in Human Centered Design (HCDE 210), UW
Instructor: Dr. Julie Kientz
- Autumn 2017 Explorations in Human Centered Design (HCDE 210), UW
Instructor: Dr. Jennifer Turns
- Autumn 2017 Narrative, Digital Media, & Learning (EDCT-GE 2510), NYU Steinhardt
Instructor: Emily Reardon
- Spring 2016 Computer Science Colloquium (CSCI 196), Harvey Mudd College
Instructor: Dr. Ran Libeskind-Hadas
- Spring 2016 Principles of Software Engineering (CSE 210), UW
Instructor: Susan Evans

SERVICE

Organizer

- Spring - Summer 2017 Equity & Inclusivity at IDC. Workshop at the *2017 Conference on Interaction Design & Children (IDC 2017)*, Stanford, CA (June 27, 2017).
[Co-organizers: Julie A. Kientz, Tamara L. Clegg, Carmen Gonzalez, Jason C. Yip]

- Spring 2017 Early Childhood, Families, & Technology. Session (presentation/panel) at the *Infant and Early Childhood Conference 2017*, Tacoma, WA (May 4, 2017).
[Co-organizers: Alexis Hiniker, Hyewon Suh, Julie A. Kientz]
- Fall 2016 - Winter 2017, 2013 - 2014 **Classroom Volunteer**, Experimental Education Unit, Haring Center, UW, Seattle, WA
- Outreach**
- February 2017 Prototype an App in a Fast-Paced Design Workshop (pre-college workshop), Women in Science & Engineering (WiSE) Conference, UW, Seattle, WA
- February 2017 UCD Charrette: A Hands-On Introduction to User Centered Design (college workshop), WiSE Conference, UW, Seattle, WA
- July 2015 CS4HS User-Centered Design Workshop for High School Teachers, UW, Seattle, WA
- January 2015 Girls in Science Computer Science Middle School Workshop, Burke Museum, Seattle, WA
- Reviewer**
- 2018, 2017, 2016, 2015 ACM SIGCHI Conference on Interaction Design and Children (IDC)
2018, 2017, 2016 ACM SIGCHI Conference on Human Factors in Computing Systems (CHI)
2017 Journal of Children and Media
2016, 2014 ACM Symposium on User Interface Software and Technology (UIST)
2015 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI Play)
- Conference Organizing Committee**
- 2019, 2018 ACM SIGCHI Conference on Interaction Design and Children
Research & Design Competition Co-Chair
- 2016 ACM International Conference on Intelligent User Interfaces (IUI)
Student Volunteer Co-Chair
- Student Volunteer**
- 2013 - 2018 ACM SIGCHI Conference on Human Factors in Computing Systems (CHI)
2017 ACM Conf. on Computer-Supported Cooperative Work & Social Computing (CSCW)
2015 ACM Int'l Conference on Tangible, Embedded and Embodied Interaction (TEI)
2014 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)
2014 ACM Int'l Joint Conference on Pervasive and Ubiquitous Computing (UbiComp)
2012 International Conference on Design Computing and Cognition (DCC)
2012 Celebration of Women in Computing in Southern California (CWIC-SoCal)
2010 National Association for the Education of Young Children (NAEYC) Annual Conference
- 2015, 2014 **Prospective PhD Visit Lead Student Organizer**, HCDE, UW, Seattle, WA
- 2011 - 2012 **Classroom Assistant**, The Children's School, Claremont, CA
- January - May 2012 **Pomona Hope Kids Volunteer**, Pomona Hope After-School Program, Pomona, CA
- Summer 2010 **Assistant Director Intern**, Pomona Hope Kids Summer Enrichment Program, Pomona, CA

HONORS & AWARDS

- 2018 Google Faculty Research Award (PI: Julie A. Kientz & Jason C. Yip)
- 2018 Best Paper Honorable Mention for "Empowering families facing..." (CHI 2018)
- 2017 The UW Graduate School Gatzert Child Welfare Fellowship
- 2017 Best Paper Honorable Mention for "Exploring the design space of AAC..." (CHI 2017)
- 2017 Best Paper Honorable Mention for "Examining adult-child interactions..." (CHI 2017)
- 2017 Jacobs Foundation Kids and Tech Idea Award
- 2016 Best Paper Honorable Mention for "Incloudle: Evaluating an interactive..." (CHI 2016)
- Fall 2013 National Science Foundation Graduate Research Fellowship (NSF GRF)
- Fall 2013 HCDE Scholarship
- Spring 2009 - Fall 2012 Harvey Mudd College Dean's List
- Fall 2008 - Fall 2012 Harvey S. Mudd Merit Award
- May 2012 Distributed Research Experiences for Undergraduates (DREU) Grant
- July 2012 Grace Hopper Celebration of Women in Computing (GHC) Scholarship

MEMBERSHIPS

- 2016 - Present International Society of the Learning Sciences (member)
- 2014 - Present Association for Computing Machinery (ACM) (member)
- 2014 - Present ACM SIGCHI (member)
- 2014 - Present University of Washington ACM SIGCHI Student Chapter (member & officer)