

# Joseph F. McCarthy

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*In a nutshell:* creative visionary, inspiring leader, and energetic promoter of market-leading technology innovations, with experience in the research, design, development, deployment and analysis of large-scale real-world socio-technical systems, as well as strong relationship management and mentoring skills, entrepreneurial experience and long-standing expertise in essential elements of Web 2.0: social computing, ubiquitous computing, computer-supported cooperative work, natural language processing and machine learning.

## Motivation

I am deeply passionate about exploring and inventing new ways for technology to help users connect with the people, places and things that can surprise and delight them. I believe the most promising frontiers for such connections lie along the seams of distinct spaces – between physical and virtual spaces, as well as across different online social media streams - where the creation of new portals can open up hybrid spaces in which inhabitants can enjoy the best of all worlds. As an irrepressible instigator, connector and evangelist, I enjoy collaborating with others with diverse backgrounds and perspectives on shared goals involving the development of technology to empower us to lead richer, more rewarding lives.

## Education

### Ph.D. in Computer Science

*University of Massachusetts, Amherst, MA*

Concentration: Artificial Intelligence / Natural Language Processing / Machine Learning

Thesis: “A Trainable Approach to Co-reference Resolution for Information Extraction”

### M.S. in Computer Science

*Rensselaer Polytechnic Institute (RPI), Hartford campus*

Concentration: Software Engineering

### B.A. in Philosophy

*Ripon College, Ripon, WI*

## Professional Experience

### *Strands Labs (Seattle WA)*

*Principal Instigator (Lab Director), 2/2008-10/2009*

Established new innovation lab in Seattle for Corvallis, OR-based Strands, Inc., hired a team of 7, and instigated a new application, **CoCollage**, that cultivates community in a cafe using a plasma display to show a dynamic collage of photos and quotes uploaded to a special web site by patrons and staff, signing up 24 coffeeshouses and other community-oriented venues around Seattle as partners.

## **Professional Experience (continued)**

### ***Nokia Research Center (Palo Alto, CA)***

*Principal Scientist, 2006-2008*

Contributed to Nokia's strategy and vision for the future mobile Internet experience, enhanced Nokia Research Center's visibility in the research community, attracted top talent to a new lab with ambitious growth plans, and led the development of the **C3 Collage**, an application that combines Bluetooth phones, large LCD touch-screen computers and photo sharing services to promote interactions in a workplace.

### ***Interrelativity, Inc. (Woodinville, WA)***

*Connector-in-Chief, 2004-2006; Chief Technology Officer, 2005-2006*

Founded company, assembled a team, directed the technology design, development, sales and marketing of a new generation of *proactive display* software that enhances personal and professional networking opportunities by showing content from people's online profiles on plasma displays deployed at conferences, meetings and other networking events.

### ***Intel Research (Seattle, WA)***

*Senior Researcher, 2002-2004*

Defined and managed research projects to demonstrate potential user benefits in a future filled with ubiquitous computing technologies; highlights include the **Proactive Displays** project, which consisted of a suite of three applications (AUTOSPEAKERID, TICKET2TALK, NEIGHBORHOOD WINDOW) running on large, public displays augmented with radio frequency identification (RFID) readers, designed to sense and respond in contextually appropriate ways to people nearby, enhancing the awareness and interaction opportunities among conference attendees.

### ***Accenture Technology Labs (Chicago, IL)***

*Senior Manager, 2000-2002; Manager, 1996-2000*

Created visions of how technologies will affect the way we work and live, designed prototypes to illustrate those visions, demonstrated those prototypes and discussed their implications with a variety of internal and external business audiences. Project highlights include:

- **Ubiquitous Peripheral Displays**, (UNICAST, OUTCAST, GROUPCAST), promoting different types of awareness and interactions across different settings throughout the physical workplace
- **Visual Location Awareness Tools** (ACTIVEMAP, EVENTMANAGER), providing location visualizations and alerts via infrared badges to support informal communication across teams
- **MusicFX**, a system linking a personnel badge reader, satellite receiver and preference database to dynamically adjust music in a fitness center to best suit the group of exercisers at any given time

### ***University of Massachusetts (Amherst, MA)***

*Graduate Research Assistant, 1990-1996*

Developed new approaches for using machine learning and other statistical techniques in a variety of natural language processing system components in *information extraction* applications – programs that find useful information in texts written by humans, and encode that information in machine-readable form.

### ***Independent Consultant (Amherst, MA)***

1989-1993

Co-designed, implemented and maintained a suite of statistical process control applications for thread inspection systems manufactured by the client, The Johnson Gage Company.

### ***University of Hartford (Hartford, CT)***

*Assistant Professor of Computer Science, 1985-1989*

Taught undergraduate courses on computer programming, operating systems and artificial intelligence (AI), developed AI concentration and overhauled introductory programming curriculum, advised students and conducted research.

## Publications

### Refereed Journal and Magazine articles

David W. McDonald, Joseph F. McCarthy, Suzanne Soroczak, David H. Nguyen and Al M. Rashid. 2008. **Proactive Displays: Supporting Awareness in Fluid Social Environments**. *Transactions on Computer-Human Interaction (TOCHI)*. Volume 14, Issue 4, January 2008. ACM

David G. Hendry, J. R. Jenkins, Joseph F. McCarthy. 2006. **Collaborative Bibliography**. *Information Processing and Management: An International Journal*, Volume 42 Issue 3, May 2006. Pergamon Press.

Joseph F. McCarthy. 2001. **The Virtual World Gets Physical: Perspectives on Personalization**. *IEEE Internet Computing*, 5(6):48-52. Special Issue on Personalization and Privacy, November/December 2001.

Joseph F. McCarthy. 2001. **Active Environments: Sensing and Responding to Groups of People**. *Journal of Personal and Ubiquitous Computing*, 5(1), January 2001.

Wendy G. Lehnert, Claire Cardie, David Fisher, Joseph McCarthy, Ellen Riloff and Stephen Soderland. 1994. **Evaluating an Information Extraction System**. *Journal of Integrated Computer-Aided Engineering*, 1(6).

### Refereed Conference Papers

Joseph F. McCarthy, Shelly D. Farnham, Yogi Patel, Sameer Ahuja, William R. Hazlewood, Daniel Norman and Josh Lind. 2009. **Supporting Community in Third Places with Situated Social Software**. *Proc. of the 4th Int'l. Conf. on Communities and Technologies (C&T 2009)*. State College, PA, 225-234.

Shelly D. Farnham, Joseph F. McCarthy, Yagnesh Patel, Sameer Ahuja, Daniel Norman, William R. Hazlewood and Josh Lind. 2009. **Measuring the Impact of Third Place Attachment on the Adoption of a Place-based Community Technology**. *Proc. of the 27th Int'l Conf. on Human Factors in Computing Systems (CHI 2009)*, Boston, MA, 2153-2156.

Joseph F. McCarthy, Ben Congleton and F. Maxwell Harper. 2008. **The Context, Content & Community Collage: Sharing Personal Digital Media in the Physical Workplace**. *Proc. of the ACM 2008 Conference on Computer Supported Cooperative Work (CSCW 2008)*, San Diego, CA, 97-106. **Honorable mention (top 5%)**.

Joseph F. McCarthy and danah m. boyd. 2005. **Digital Backchannels in Shared Physical Spaces: Experiences at an Academic Conference**. *Extended Abstracts of the 2005 ACM Conf. on Human Factors in Computer Systems (CHI 2005)*, Portland, OR. 1641-1644.

Joseph F. McCarthy, David W. McDonald, Suzanne Soroczak, David H. Nguyen and Al M. Rashid. 2004. **Augmenting the Social Space of an Academic Conference**. *Proc. of the ACM 2004 Conf. on Computer Supported Cooperative Work (CSCW 2004)*. Chicago, IL. 39-48.

Joseph F. McCarthy, Tony J. Costa and Edy S. Liongosari. 2001. **UNICAST, OUTCAST & GROUCAST: Three Steps Toward Ubiquitous Peripheral Displays**. In Gregory D. Abowd, Barry Brumitt, Steven Schafer (Eds.) *Proc. of the Int'l. Conf. on Ubiquitous Computing (UbiComp 2001)*, Atlanta. Lecture Notes in Computer Science, Vol. 2201, Springer – Verlag, Heidelberg. 332-345.

Joseph F. McCarthy and Theodore D. Anagnost. 2000. **EVENTMANAGER: Support for the Peripheral Awareness of Events**. In Peter Thomas, Hans W. Gellersen (Eds.) *Handheld and Ubiquitous Computing. Proc. of the 2<sup>nd</sup> Int'l. Symposium (HUC 2000)*, Bristol, UK. Lecture Notes in Computer Science, Vol. 1927, Springer – Verlag, Heidelberg. 227-235.

Joseph F. McCarthy and Eric S. Meidel. 1999. **ACTIVEMAP: A Visualization Tool for Location Awareness to Support Informal Interactions.** In Hans W. Gellersen (Ed.) *Handheld and Ubiquitous Computing. Proc. of the 1<sup>st</sup> Int'l. Symposium (HUC '99)*, Karlsruhe, Germany. Lecture Notes in Computer Science, Vol. 1707, Springer – Verlag, Heidelberg. 158-170.

M. V. Nagendra Prasad and Joseph F. McCarthy. 1999. **A Multi-Agent System for Meting Out Influence in an Intelligent Environment.** *Proc. of the 11<sup>th</sup> Conf. on Innovative Applications of Artificial Intelligence (IAAI '99)*. Orlando, FL. 884-890.

Joseph F. McCarthy and Theodore D. Anagnost. 1998. **MUSICFX: An Arbiter of Group Preferences for Computer Supported Cooperative Workouts.** *Proc. of the ACM 1998 Conf. on Computer Supported Cooperative Work (CSCW '98)*. Seattle, WA. 363-372.

Joseph F. McCarthy and Wendy G. Lehnert. 1995. **Using Decision Trees for Co-reference Resolution.** *Proc. of the 14<sup>th</sup> Int'l. Joint Conf. on Artificial Intelligence (IJCAI '95)*. Montreal, Canada. 1050-1055.

## Refereed Videos

Joseph F. McCarthy and Theodore D. Anagnost. 2000. **MUSICFX: An Arbiter of Group Preferences for Computer Supported Collaborative Workouts.** *Proc. of the ACM 2000 Conf. on Computer Supported Cooperative Work (CSCW 2000) Video Program*, Philadelphia, PA.

## Refereed Workshop Papers

Joseph F. McCarthy. 2009. **Ambient Informatics in Urban Cafés.** *Digital Cities 6 Workshop at the 4<sup>th</sup> Int'l. Conf. on Communities and Technologies (C&T 2009)*, Penn State University, State College, PA, 24 June 2009.

Joseph F. McCarthy, Ben Congleton, F. Maxwell Harper. 2008. **Sharing Online Photos via Proactive Displays in the Physical Workplace.** *Workshop on Collocated Social Practices Surrounding Photos at the 2008 Conf. on Human Factors in Computer Systems (CHI 2008)*, Florence, Italy, 6 April 2008.

Joseph F. McCarthy. 2007. **Friendsters @ Work: Displaying Social Media Streams in the Workplace.** *Workshop on Public Practices, Social Software: Examining Social Practices in Networked Publics at the 3<sup>rd</sup> Int'l Conf. on Communities and Technologies (C&T 2007)*, Michigan State University, East Lansing, MI, 27 June 2007.

Joseph F. McCarthy, David H. Nguyen, Al Mamunur Rashid and Suzanne Soroczak. 2003. **Proactive Displays & The Experience UbiComp Project.** *1<sup>st</sup> Int'l. Workshop on Ubiquitous Systems for Supporting Social Interaction and Face-to-Face Communication in Public Spaces at the 5<sup>th</sup> Int'l. Conf. on Ubiquitous Computing (UbiComp 2003)*, Seattle.

Mike Perkowitz, Matthai Philipose, Joseph F. McCarthy. 2003. **Utilizing Online Communities to Facilitate Physical World Interactions.** *Workshop on Intimate Computing at the 5<sup>th</sup> Int'l. Conf. on Ubiquitous Computing (UbiComp 2003)*, Seattle.

Joseph F. McCarthy. 2002. **Using Public Displays to Create Conversation Opportunities.** *Workshop on Public, Community, and Situated Displays at the ACM 2002 Conf. on Computer Supported Cooperative Work (CSCW 2002)*, New Orleans.

Joseph F. McCarthy. 2002. **POCKET RESTAURANTFINDER: A Situated Recommender for Groups.** *Workshop on Mobile Ad-Hoc Collaboration at the 2002 Conf. on Human Factors in Computer Systems (CHI 2002)*, Minneapolis.

Joseph F. McCarthy, Tony J. Costa, Elaine M. Huang and Joseph Tullio. 2001. **Defragmenting the Organization: Disseminating Community Knowledge through Peripheral Displays.** *Workshop on Community Knowledge at the 7<sup>th</sup> European Conf. on Computer Supported Cooperative Work (ECSCW 2001)*, Bonn.

Joseph F. McCarthy, Tony J. Costa and Edy S. Liongosari. 2001. **UNICAST, OUTCAST & GROUPCAST: An Exploration of New Interaction Paradigms for Ubiquitous Peripheral Displays.** *Workshop on Distributed and Disappearing Interfaces in Ubiquitous Computing at the 2001 ACM Conf. on Human Factors in Computer Systems (CHI 2001)*, Seattle, WA.

Joseph F. McCarthy and Tony J. Costa. 2000. **UNICAST & GROUPCAST: An Exploration of Personal and Shared Peripheral Displays.** *Workshop on Shared Environments to Support Face-to-Face Collaboration at the ACM 2000 Conf. on Computer Supported Cooperative Work (CSCW 2000)*, Philadelphia, PA.

Joseph F. McCarthy. 1998. **MUSICFX: An Arbiter of Group Preferences.** In *Papers from the 1998 AAAI Spring Symposium on Intelligent Environments*. AAAI Press: Technical Report SS-98-02. Stanford, CA. 96-102.

Edwina L. Rissland, Chumki Basu, Jody J. Daniels, Joseph McCarthy, Zachary B. Rubinstein and David B. Skalak. 1991. **A Blackboard-based Architecture for CBR: An Initial Report.** *Proc. of the DARPA Case-Based Reasoning Workshop*. E. R. Bareiss (Ed.). Morgan Kaufmann.

## Invited Papers

Anatole V. Gershman, Joseph F. McCarthy and Andrew E. Fano. 1999. **Situated Computing: Bridging the Gap between Intention and Action.** *Proc. of the Third Int'l. Symposium on Wearable Computing (ISWC '99)*. San Francisco, CA.

## Book Chapters

Joseph F. McCarthy. 2003. **Promoting a Sense of Community through Ubiquitous Peripheral Displays.** In Kenton O'Hara, Mark Perry, Elizabeth Churchill & Daniel Russell (eds.), *Public and Situated Displays: Social and Interactional Aspects of Shared Display Technologies*, Kluwer.

## Other Refereed Papers

Joseph F. McCarthy and danah boyd. 2004. **Digital Backchannels in Shared Physical Spaces: Attention, Intention and Contention** (Panel). *Proc. of the ACM 2004 Conf. on Computer Supported Cooperative Work (CSCW 2004)*. Chicago, IL. 550-553.

Joseph F. McCarthy, J. R. Jenkins and David G. Hendry. 2003. **The Ubiquitous Computing Resource Page ([www.ucrp.org](http://www.ucrp.org)).** *5<sup>th</sup> Int'l. Conf. on Ubiquitous Computing (UbiComp 2003) Adjunct Proceedings*, Seattle. 75-77.

Joseph F. McCarthy, David H. Nguyen, Al Mamunur Rashid and Suzanne Soroczak. 2003. **Proactive Displays & The Experience UbiComp Project.** *5<sup>th</sup> Int'l. Conf. on Ubiquitous Computing (UbiComp 2003) Adjunct Proceedings (Demonstration)*, Seattle. 78-81.

Elaine M. Huang, Joe Tullio, Tony J. Costa and Joseph F. McCarthy. 2002. **Promoting Awareness of Work Activities Through Peripheral Displays.** *2002 Conf. on Human Factors in Computer Systems (CHI 2002) Extended Abstracts*, 20-25 April 2002, Minneapolis. 648-649.

## Other Papers

Joseph F. McCarthy. 1996. *A Trainable Approach to Co-reference Resolution for Information Extraction*. Ph.D. Dissertation. University of Massachusetts.

David Fisher, Stephen Soderland, Joseph McCarthy, Fangfang Feng and Wendy Lehnert. 1996. **Description of the UMass Systems as Used for MUC-6**. *Proc. of the 6<sup>th</sup> Message Understanding Conference (MUC-6)*. B. Sundheim and N. Chinchor (Eds.). Morgan Kaufmann.

Wendy Lehnert, Joseph McCarthy, Stephen Soderland, Ellen Riloff, Claire Cardie, Jon Peterson, Fangfang Feng, Charles Dolan and Seth Goldman. 1993. **UMass/Hughes: Description of the Circus System Used for Tipster Text**. *Proc. of the Tipster Text Program (Phase I)*. Morgan Kaufmann. 247-256.

Wendy Lehnert, Joseph McCarthy, Stephen Soderland, Ellen Riloff, Claire Cardie, Jon Peterson, Fangfang Feng, Charles Dolan and Seth Goldman. 1993. **UMass/Hughes: Description of the Circus System Used for MUC-5**. *Proc. of the 5<sup>th</sup> Message Understanding Conference (MUC-5)*. Morgan Kaufmann. 277-291.

Wendy Lehnert, Claire Cardie, David Fisher, Joseph McCarthy, Ellen Riloff and Stephen Soderland. 1992. **University of Massachusetts: MUC-4 Test Results and Analysis**. *Proc. of the 4<sup>th</sup> Message Understanding Conference (MUC-4)*. Morgan Kaufmann. 151-158.

Wendy Lehnert, Claire Cardie, David Fisher, Joseph McCarthy, Ellen Riloff and Stephen Soderland. 1992. **Description of the Circus System as Used for MUC-4**. *Proc. of the 4<sup>th</sup> Message Understanding Conference (MUC-4)*. Morgan Kaufmann. 282-288.

## Presentations

### External

[Not including presentations of the 20+ conference and workshop papers listed in the Publications section]

#### “Situated Community Technology”

Panel: Community Technology to Support Geographically-based Communities

4<sup>th</sup> Int'l Conf. on Communities and Technologies (C&T 2009), Penn State University, 27 June 2009

#### “Situated Computing vs. Ubiquitous Computing”

Keynote, *u-Korea Forum*

Seoul, South Korea, 24 September 2008

#### “Proactive Displays: Bridging the Gaps between Online Social Networks and Shared Physical Spaces”

*Design, Use, Build (DUB) Group @ University of Washington*, 16 July 2008

*Artificial Intelligence Research Institute (IIIA) @ Spanish National Research Council (CSIC)*, Barcelona, Spain, 27 June 2008

*Social Networks class @ University of Washington, Tacoma*, 13 February 2008

#### “Friendsters @ Work”

*Emerging Technology SIG of the Software Development Forum*, Palo Alto, CA, 12 December 2007

#### “Empowering People through Mobile Technologies in Developing Regions”

*Pop!Tech 2007*, Camden, ME, 17 October 2007

**“The Practicalities, Perils and Promise of RFID”**

*Dorkbot Seattle*, 1 March 2006

*Northwest Entrepreneur Network*, Seminar on Emerging Trends in Wireless, 26 April 2005

**“Revelationary Computing, Proactive Displays & The Experience UbiComp Project”**

*University of Washington, Communications Department*, Guest Lecture, COM 590, 1 November 2005

*Sandia National Labs, Advanced Concepts Group*, 31 May 2005

*Accenture Technology Labs*, 5 November 2004

*Microsoft Research*, 2 September 2004

**“Proactive Displays & The Experience UbiComp Project”**

**Keynote**, *UCSD Jacobs School of Engineering 23<sup>rd</sup> Annual Research Review*, University of California, San Diego, 28 February 2004

**“Technology in Places”**

**Keynote**, *Intel Meaning of Place Forum*, Hillsboro, OR, 9 September 2003

**“Proactive Displays & The Experience UbiComp Project”**

*University of Washington, Communications Department*, Guest Lecture, COM 597, 14 January 2004

*Seminar*, School of Architecture, University of Washington, Seattle, 2 June 2003

*Guest Lecture*, CS590UC, University of Washington, Seattle, 30 April 2003

*Intel at Berkeley Day*, University of California, Berkeley, 1 April 2003

**“Active Environments”**

*University of California, Berkeley*, IEOR / ME Joint Seminar, 10 March 2003

*Intel Research, Berkeley*, Seminar, 31 January 2003

*University of California, San Diego*, CSE Colloquium, 4 December 2002

**“A Whirlwind Tour of Computer Supported Cooperative Work”**

*University of California, Berkeley*, Guest Lecture, CS160, 24 November 2003

*University of Washington, Computer Science & Engineering Dept.*, Guest Lecture, CSE590, 3 March 2003

*ACM 2002 Conf. on Computer Supported Cooperative Work (CSCW 2002)*, Tutorial (co-presented with Elizabeth Churchill), New Orleans, 16 November 2002

**“Active Environments: Sensing and Responding to Groups of Inhabitants”**

*Dagstuhl Seminar on Ubiquitous Computing*, Baden, Germany, 14 September 2001

**“ACTIVEMAP, EVENTMANAGER, POCKETWATCH: A Suite of Tools to Support Awareness and Collaboration in the Workplace”**

*Notre Dame University, Mendoza College of Business*, Lecture Series on the Impact of Technology on Business, Society and Management, 16 February 2001

*Case Western Reserve University, Weatherhead School of Management*, 26 October 2000

**“Active Environments: Applications and Implications”**

*Rensselaer Polytechnic Institute (Hartford campus)*, Computer Science Seminar, 17 December 1999

*Georgia Institute of Technology*, Future Computing Environments Seminar, 2 November 1999

**“Everywhere and Invisible: Applications and Implications of Emerging Technologies”**

*Kellogg Graduate School of Management*, Chicago, IL, 13 July 1999

**Keynote**, *Fifth Annual Queens Forum on Information Technology (QFIT '99)*, Kingston, Ontario, 5 February 1999

**“Artificial Intelligence and Fourth Generation Languages”**

**Keynote**, *M.I.S. Conference*, Culbro Corporation, Montauk, NY, 15 October 1987

## **Internal Presentations (Accenture)**

### **“Active Environments: Enhancing Awareness to Support Collaboration in the Workplace”**

*Andersen Consulting Pharmaceutical & Medical Products Community Meeting, 10 August 2001*

### **“Voice Services”**

*Accenture Virtual Seminar (webcast), 30 April 2001*

### **“Active Environments: Applications and Implications”**

*Andersen Consulting SDS Midwest Community Meeting, 23 June 2000*

*Andersen Consulting New York City Technology Community 2 Meeting, 11 October 1999*

*Andersen Consulting Oslo Technology Meeting, 24 September 1999*

### **“Everywhere and Invisible: Applications and Implications of Emerging Technologies”**

*Andersen Consulting Milwaukee Process Community Meeting, Northbrook, IL, 19 March 1999*

### **“Smart Environments: Adapting to People in the Real World”**

*Andersen Consulting Denver Technology Community Meeting, Denver, CO, 26 February 1999*

### **“CSTaR Overview and Smart Environments Research”**

*Andersen Center for Education, Technology for Business Integration, St. Charles, IL, 5 January 1999*

### **“CSTaR Overview, Ubiquitous Computing and Intelligent Environments”**

*Andersen Center for Education, Technology for Business Integration, St. Charles, IL, 18 August 1998*

### **“A Personal Information Economy”**

*Andersen Consulting Chicago Technology Consultants and Analysts Meeting, 27 March 1998*

### **“What’s New in CSTaR?”**

*Andersen Consulting Network Architectures Meeting, Chicago, IL, 14 February 1997*

## **Press**

“Local blogger peers deeply into recent book, chatter about coffeehouses and community”, Melissa Allison, *Seattle Times*, 30 November 2009

“Using high-tech to break the ice”, Kristi Heim, *Seattle Times*, 13 March 2006

“Urban renewal, the wireless way”, Linda Baker, *Salon*, 29 November 2004

“A connection in every spot”, Mark Baard, *Wired News*, 16 October 2003

“Ubiquitous Computing: slow going”, Rick Merritt, *EE Times*, 28 March 2003

## **Patents**

U.S. Patent #6,498,955. Joseph F. McCarthy and Theodore D. Anagnost. *Member preference control of an environment*. Filed: March 19, 1999; Awarded: December 24, 2002

## **Awards**

MusicFX. Nova 7 Award for Innovative Excellence: Category 5, Web Sites & Technology. *Fitness Management Magazine*. January 1999

## Teaching (University of Hartford, 1985-89)

### Curricula Developed

Introductory Programming course sequence (CS 114 & 115)  
Artificial Intelligence upper-level concentration

### Courses Developed

Introduction to Artificial Intelligence (CS 381, every fall)  
Advanced Topics in Artificial Intelligence (CS 480, Spring 1987 & 1988)  
Knowledge-Based Systems (CS 480, Spring 1989)

### Courses Taught

Introduction to Computer Science (CS 110)  
Introduction to Programming I & II (CS 114 & 115)  
Operating Systems (CS 451)  
Introduction to Artificial Intelligence (CS 381)  
Advanced Topics in Artificial Intelligence (CS 480)  
Knowledge-Based Systems (CS 480)

## Professional Service

### External

Associate Chair, Papers Committee, *ACM Conf. on Computer-Supported Cooperative Work (CSCW 2010)*  
Chair, Steering Committee, *Int'l Conf. on Ubiquitous Computing*, 2003-2009  
Faculty panelist, Doctoral Colloquium, *11<sup>th</sup> Int'l. Conf. on Ubiquitous Computing (UbiComp 2009)*  
Co-Chair, Program Committee, *10<sup>th</sup> Int'l. Conf. on Ubiquitous Computing (UbiComp 2008)*  
Member, Program Committee, *7<sup>th</sup> Int'l. Conf. on Pervasive Computing (Pervasive 2008)*  
Member, Program Committee, *9<sup>th</sup> Int'l. Conf. on Ubiquitous Computing (UbiComp 2007)*  
Associate Chair, Papers Committee, *ACM Conf. on Human Factors in Computer Systems (CHI 2008)*  
Associate Chair, Notes Committee, *ACM Conf. on Human Factors in Computer Systems (CHI 2007)*  
Member, Venture Breakfast Committee, *Northwest Entrepreneur Network (NWEN)*, 2004-2006  
Industrial Liaison, *ACM 2004 Conf. on Computer Supported Cooperative Work (CSCW 2004)*  
General Chair, *Fifth Int'l. Conf. on Ubiquitous Computing (UbiComp 2003)*  
Conference Co-Chair, *ACM 2002 Conf. on Computer Supported Cooperative Work (CSCW 2002)*  
Co-Chair, Technical Notes, *Int'l. Conf. on Ubiquitous Computing (UbiComp 2001)*  
Member, Program Committee, *Fifth Message Understanding Conference (MUC-5)*, 1993  
Reviewer: *ACM Conf. on Human Factors in Computer Systems (CHI 2000-2010)*  
*Int'l. Conf. on Ubiquitous Computing (UbiComp 2000-2009)*  
*Int'l. Conf. on Pervasive Computing (Pervasive 2003-2010)*  
*IEEE Int'l. Symposium on Wearable Computers (ISWC 2000, ISWC 2003)*  
*ACM Conf. on User Interface Systems and Technology (UIST 2003)*  
*Applied Artificial Intelligence Journal (Special issue on AI and Mobile Systems, 2003)*  
*IEEE Pervasive Computing (several years)*  
*Communications of the ACM (2002)*  
*IEEE Internet Computing (2001)*  
*Journal of Personal and Ubiquitous Technologies (2001)*  
*ACM Conf. on User Interface Systems and Technology (UIST 2000)*  
*Machine Learning Journal: Special Issue on Natural Language Learning (1999)*  
*Conference on Computational Linguistics (COLING '94)*

## **Internal**

Member, Community & Trust Subcommittee of the Applications, Interfaces & Media (AIM) Committee, *Intel Research Council*, 2003-2004

Technical Advisor, *Intel Undergraduate Research Contest*, 2002-2004

Mentor, *Intel Ph.D. Fellowship Program*, 2003

Co-organizer and Coordinator, Seminar Series, *Intel Research Seattle*, 2002-2004

Coordinator, PhD-level Recruiting, *Accenture Technology Labs*, 1997-2002

Coordinator, Summer Intern program, *Accenture Technology Labs*, 1997-2002

Research Coordinator, Open House events, *Accenture Technology Labs*, 2001-2002

Organizer, Research Retreats, *Accenture Technology Labs*, 1998 & 2000

Course Coordinator, Introduction to Computer Programming sequence, Department of Mathematics, Physics and Computer Science, *University of Hartford*, 1985-1989

Member, Curriculum Committee, Department of Mathematics, Physics and Computer Science, *University of Hartford*, 1985-1989

Member, Subcommittee on Usage of Common Academic Computing Facilities, Advisory Committee on Academic Computing, *University of Hartford*, 1985-1989

Member, Directed Lab Taskforce, Department of Mathematics, Physics and Computer Science, *University of Hartford*, 1986-1987

Member, Computer Science Accreditation Board (CSAB) Task Force, Department of Mathematics, Physics and Computer Science, *University of Hartford*, 1988-1989

## **Professional Societies**

Association of Computing Machinery (ACM)

ACM Special Interest Groups on Computer-Human Interaction (SIGCHI) and Groupware (SIGGROUP)

Institute of Electrical and Electronics Engineers (IEEE) Computer Society

Northwest Entrepreneur Network (NWEN)

## **Personal**

Married, with two children

Assistant Coach: Girls' softball (4 years), Boys' Little League (3 years), Girls' soccer (2 years)

President, Interlaken Meadows Homeowners Association, 1998-2002

Member, Interlaken Meadows Homeowners Association, 1996-1998

Member, Brookfield Farm Marketing Committee, 1995-1996

Interests / hobbies include yoga, volleyball, billiards, darts, ping pong, guitar, Native American flute, fine foods & wines, humor, politics, and philosophy (some of which mix better than others).

## **References**

Available upon request.