

WALTER S. LASECKI

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Crowdsourcing, Human-Computer Interaction, Artificial Intelligence

RESEARCH POSITIONS

Academic

University of Michigan Assistant Professor Computer Science and Engineering (EECS); and School of Information	Aug., 2015 – <i>Present</i>
Carnegie Mellon University Visiting Ph.D. Researcher Host: Jeffrey P. Bigham (HCI and LTI, School of Computer Science)	Aug., 2013 – Aug., 2015
Stanford University Visiting Ph.D. Researcher Host: Michael S. Bernstein (Computer Science Department)	Sept. – Dec., 2013

Industry

Google[x] Research Scientist (Consulting) Host: Adrien Treuille	Oct., 2014 – Apr., 2015
Google[x] Research Scientist (Visiting) Host: Adrien Treuille	May – Aug., 2014
Microsoft Research Research Intern (CLUES and ASI Groups) Mentors: Jaime Teevan, Ece Kamar, Susan Dumais, Eric Horvitz	May – Aug., 2013
Microsoft Research Research Intern (ASI Group) Mentors: Dan Bohus, Ece Kamar, Eric Horvitz	Jul. – Oct., 2012

EDUCATION

Ph.D. Computer Science , University of Rochester Advisors: Jeffrey P. Bigham (CMU) and James F. Allen	May, 2015
M.S. Computer Science , University of Rochester	Oct., 2011
B.S. Computer Science [Cum Laude], Virginia Tech	May, 2010
B.S. Mathematics - Applied Discrete Math [Cum Laude], Virginia Tech	May, 2010

AWARDS






IUI 2018 Best Student Paper Honorable Mention	2018
W4A 2016 Best Technical Paper	2016
L@S 2016 Best Paper Honorable Mention	2016
University of Rochester Outstanding Dissertation Commendation	2015
Microsoft Research PhD Fellowship	2013 – 2015
CHI 2015 Best Paper Honorable Mention	2015
UIST 2014 Best Paper	2014
W4A 2014 Best Technical Paper	2014
CHI 2013 Best Paper Honorable Mention	2013
W4A Paciello Accessibility Challenge, Judges Award (Legion:Scribe)	2013
National Research Council Ford Foundation Fellowship, Honorable Mention	2013
UIST 2012 Best Paper Nominee	2012
UIST 2010 Student Innovation Contest, Most Creative (Whack-a-Mole)	2010

PUBLICATIONS

Conference Papers

- [P.41] S.R. Gouravajhala, J. Yim, K. Desingh, Y. Huang, O.C. Jenkins and **W.S. Lasecki**. EURECA: Enhanced Understanding of Real Environments via Crowd Assistance. In *Proceedings of the AAAI Conference on Human Computation (HCOMP 2018)*. Zurich, Switzerland. 2018. [29% Acceptance Rate]
- [P.40] A. Rao, H. Kaur and **W.S. Lasecki**. Plexiglass: Multiplexing Passive and Active Tasks for More Efficient Crowdsourcing. In *Proceedings of the AAAI Conference on Human Computation (HCOMP 2018)*. Zurich, Switzerland. 2018. [29% Acceptance Rate]
- [P.39] Y. Jiang, C. Finegan-Dollak, J.K. Kummerfeld and **W.S. Lasecki**. Effective Crowdsourcing for a New Summarization Task. In *Proceedings of the North American Chapter of the Association for Computational Linguistics Conference (NAACL 2018)*. New Orleans, LA. 2018. [29% Acceptance Rate]
- [P.38] A.R. Lundgard, Y. Yang, M. Foster and **W.S. Lasecki**. Bolt: Instantaneous Crowdsourcing via Just-in-Time Training. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2018)*. Montreal, Canada. 2018. [25% Acceptance Rate]
- [P.37] J.J Williams, A. Rafferty, D. Tingley, A. Ang, **W.S. Lasecki** and J. Kim. Enhancing Online Problems Through Instructor-Centered Tools for Randomized Experiments. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2018)*. Montreal, Canada. 2018. [25% Acceptance Rate]
- [P.36] J.Y. Song, R. Fok, A.R. Lundgard, F. Yang, J. Kim and **W.S. Lasecki**. Two Tools are Better Than One: Tool Diversity as a Means of Improving Aggregate Crowd Performance. In *Proceedings of the ACM International Conference on Intelligent User Interfaces (IUI 2018)*. Tokyo, Japan. 2018. [23% Acceptance Rate] *Best Student Paper Honorable Mention*
- [P.35] S.W. Lee, Y. Zhang, I. Wong, Y. Yang, S.D. O’Keefe and **W.S. Lasecki**. SketchExpress: Remixing Animations For More Effective Crowd-Powered Prototyping Of Interactive Interfaces. In *Proceedings of the ACM Symposium on User Interface Science and Technology (UIST 2017)*. Quebec City, Canada. 2017. [22% Acceptance Rate]
- [P.34] S. Swaminathan, R. Fok, F. Chen, T.K. Huang, I. Lin, R. Jadvani, **W.S. Lasecki** and J.P. Bigham. WearMail: On-the-Go Access to Information in Your Email with a Privacy-Preserving Human Computation Workflow. In *Proceedings of the ACM Symposium on User Interface Science and Technology (UIST 2017)*. Quebec City, Canada. 2017. [22% Acceptance Rate]
- [P.33] H. Kaur, M. Gordon, Y. Yang, J.P. Bigham, J. Teevan, E. Kamar and **W.S. Lasecki**. CrowdMask: Using Crowds to Preserve Privacy in Crowd-Powered Systems via Progressive Filtering. In *Proceedings of the AAAI Conference on Human Computation (HCOMP 2017)*. Quebec City, Canada. 2017. [28% Acceptance Rate]
- [P.32] Y. Jiang, J.K. Kummerfeld and **W.S. Lasecki**. Understanding Task Design Trade-offs in Crowdsourced Paraphrase Collection. In *Proceedings of the Annual Meeting of the Association for Computational Linguistics (ACL 2017)*. Vancouver, Canada. 2017. [18% Acceptance Rate]
- [P.31] Y. Chen, S.W. Lee, Y. Xie, Y. Yang, **W.S. Lasecki** and S. Oney. Codeon: On-Demand Software Development Assistance. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2017)*. Denver, CO. 2017. [25% Acceptance Rate]
- [P.30] D. Merritt, J. Jones, M.S. Ackerman and **W.S. Lasecki**. Kurator: Using The Crowd to Help Families With Personal Curation Tasks . In *Proceedings of the International ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2017)*. Portland, OR. 2017. [34% Acceptance Rate]
- [P.29] T.K. Huang, **W.S. Lasecki**, A. Azaria and J.P. Bigham. "Is there anything else I can help you with?": Challenges in Deploying an On-Demand Crowd-Powered Conversational Agent. In *Proceedings of the*

AAAI Conference on Human Computation (HCOMP 2016). Austin, TX. 2016. [30% Acceptance Rate]

- [P.28]  Y. Gaur, **W.S. Lasecki**, F. Metzger and J.P. Bigham. The Effects of Automatic Speech Recognition Quality on Human Transcription Latency. In *Proceedings of the International Cross-Disciplinary Conference on Web Accessibility (W4A 2016)*. Montreal, Canada. 2016. *Best Technical Paper*
- [P.27] Y. Chen, S. Oney and **W.S. Lasecki**. Towards Providing On-Demand Expert Support for Software Developers. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2016)*. San Jose, CA. 2016. [23% Acceptance Rate]
- [P.26]  J.J. Williams, J. Kim, A. Rafferty, S. Maldonado, K. Gajos, **W.S. Lasecki** and N. Heffernan. AXIS: Generating Explanations at Scale with Learnersourcing and Machine Learning. In *Proceedings of the ACM Conference on Learning at Scale (L@S 2016)*. Edinburgh, UK. 2015. [22% Acceptance Rate] *Best Paper Honorable Mention*
- [P.25] T.K. Huang, **W.S. Lasecki** and J.P. Bigham. Guardian: A Crowd-Powered Spoken Dialogue System for Web APIs. In *Proceedings of the AAAI Conference on Human Computation (HCOMP 2015)*. San Diego, CA. 2015. [30% Acceptance Rate]
- [P.24] **W.S. Lasecki**, L. Rello and J.P. Bigham. Measuring Text Simplification with the Crowd. In *Proceedings of the International Cross-Disciplinary Conference on Web Accessibility (W4A 2015)*. Florence, Italy. 2015. [34% Acceptance Rate]
- [P.23]  **W.S. Lasecki**, J. Kim, N. Rafter, O. Sen, J.P. Bigham and M.S. Bernstein. Apparition: Crowdsourced User Interfaces That Come To Life As You Sketch Them. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2015)*. Seoul, Korea. 2015. [23% Acceptance Rate] *Best Paper Honorable Mention – Top 5%*
- [P.22] **W.S. Lasecki**, M. Gordon, W. Leung, E. Lim, J.P. Bigham and S.P. Dow. Exploring Privacy and Accuracy Trade-Offs in Crowdsourced Behavioral Video Coding. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2015)*. Seoul, Korea. 2015. [23% Acceptance Rate]
- [P.21] **W.S. Lasecki**, J. Rzeszutowski, A. Marcus and J.P. Bigham. The Effects of Sequence and Delay on Crowd Work. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2015)*. Seoul, Korea. 2015. [23% Acceptance Rate]
- [P.20] G. Laput, **W.S. Lasecki**, J. Wiese, R. Xiao, J.P. Bigham and C. Harrison. Zensors: Adaptive, Rapidly Deployable, Human-Intelligent Sensor Feeds. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2015)*. Seoul, Korea. 2015. [23% Acceptance Rate]
- [P.19] Y. Zhong, **W.S. Lasecki**, E. Brady and J.P. Bigham. RegionSpeak: Quick Comprehensive Spatial Descriptions of Complex Images for Blind Users. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2015)*. Seoul, Korea. 2015. [23% Acceptance Rate]
- [P.18] **W.S. Lasecki**, M. Gordon, D. Koutra, M.F. Jung, S.P. Dow and J.P. Bigham. Glance: Rapidly Coding Behavioral Video with the Crowd. In *Proceedings of the ACM Symposium on User Interface Science and Technology (UIST 2014)*. Honolulu, HI. 2014. [22% Acceptance Rate]
- [P.17]  D. Retelny, S. Robaszekiewicz, A. To, **W.S. Lasecki**, J. Patel, N. Rahmati, T. Doshi, M. Valentine and M.S. Bernstein. Expert Crowdsourcing with Flash Teams. In *Proceedings of the ACM Symposium on User Interface Science and Technology (UIST 2014)*. Honolulu, HI. 2014. [22% Acceptance Rate] *Best Paper*
- [P.16]  **W.S. Lasecki**, R. Kushalnagar and J.P. Bigham. Helping Students Keep Up with Real-Time Captions by Pausing and Highlighting. In *Proceedings of the International Cross-Disciplinary Conference on Web Accessibility (W4A 2014)*. Seoul, Korea. 2014. *Best Technical Paper*
- [P.15] Loparev, A., **W.S. Lasecki**, Murray, K.I. and J.P. Bigham. Introducing Shared Character Control to Existing Video Games. In *Proceedings of Foundations of Digital Games (FDG 2014)*. Ft. Lauderdale, FL. 2014.

- [P.14] **W.S. Lasecki**, L. Weingard, G. Ferguson and J.P. Bigham. Finding Dependencies Between Actions Using the Crowd. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2014)*. Toronto, Canada. 2014. [23% Acceptance Rate]
- [P.13] J.P. Bigham and **W.S. Lasecki**. Crowd Storage: Storing Information on Existing Memories. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2014)*. Toronto, Canada. 2014. [23% Acceptance Rate]
- [P.12] **W.S. Lasecki**, J. Teevan and E. Kamar. Information Extraction and Manipulation Threats in Crowd-Powered Systems. In *Proceedings of the International ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2014)*. Baltimore, MD. 2014. [27% Acceptance Rate]
- [P.11] **W.S. Lasecki** P. Thiha, Y. Zhong, E. Brady and J.P. Bigham. Answering Visual Questions with Conversational Crowd Assistants. In *ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2013)*. Seattle, WA. 2013. [29% Acceptance Rate]
- [P.10] **W.S. Lasecki**, R. Wesley, J. Nichols, A. Kulkarni, J.F. Allen and J.P. Bigham. Chorus: A Crowd-Powered Conversational Assistant. In *Proceedings of the ACM Symposium on User Interface Science and Technology (UIST 2013)*. St. Andrews, UK. 2013. [20% Acceptance Rate]
- [P.9] R. Kushalnagar, **W.S. Lasecki** and J.P. Bigham. Captions Versus Transcripts for Online Video Content. In *Proceedings of the International Cross-Disciplinary Conference on Web Accessibility (W4A 2013)*. Rio De Janeiro, Brazil. 2013.
- [P.8] I. Naim, **W.S. Lasecki**, J.P. Bigham, and D. Gildea. Text Alignment for Real-Time Crowd Captioning. In *Proceedings of the North American Chapter of the Association for Computational Linguistics Conference (NAACL 2013)*. Atlanta, GA. 2013. [30% Acceptance Rate]
- [P.7] **W.S. Lasecki**, C.D. Miller and J.P. Bigham. Warping Time for More Effective Real-Time Crowdsourcing. In *Proceedings of ACM Conference on Human Factors in Computing Systems (CHI 2013)*. Paris, France. 2013. [20% Acceptance Rate] *Best Paper Honorable Mention – Top 5%*
- [P.6] **W.S. Lasecki**, Y. Song, H. Kautz and J.P. Bigham. Real-Time Crowd Labeling for Deployable Activity Recognition. In *Proceedings of the International ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2013)*. San Antonio, TX. 2013. [35% Acceptance Rate]
- [P.5] **W.S. Lasecki** and J.P. Bigham. Online Quality Control for Real-time Crowd Captioning. In *Proceedings of the ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2012)*. Boulder, CO. 2012. [28% Acceptance Rate]
- [P.4] R. Kushalnagar, **W.S. Lasecki** and J.P. Bigham. A Readability Evaluation of Real-Time Crowd Captions in the Classroom. In *Proceedings of the ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2012)*. Boulder, CO. 2012. [28% Acceptance Rate]
- [P.3] **W.S. Lasecki**, C.D. Miller, A. Sadilek, A. Abumoussa, D. Borrello, R. Kushalnagar and J.P. Bigham. Real-time Captioning by Groups of Non-Experts. In *Proceedings of the ACM Symposium on User Interface Science and Technology (UIST 2012)*. Boston, MA. 2012. [21% Acceptance Rate] *Best Paper Award Nominee – Top 3%*
- [P.2] **W.S. Lasecki**, S.C. White, K.I. Murray and J.P. Bigham. Crowd Memory: Learning in the Collective. *10th Collective Intelligence 2012 (CI 2012)*. Boston, MA. 2012.
- [P.1] **W.S. Lasecki**, K.I. Murray, S. White, R.C. Miller and J.P. Bigham. Real-Time Crowd Control of Existing Interfaces. In *Proceedings of the ACM Symposium on User Interface Science and Technology (UIST 2011)*. Santa Barbara, CA. 2011. [25% Acceptance Rate]

Book Chapters

- [B.2] J.J. Williams, J. Kim, E.L. Glassman, A. Rafferty and **W.S. Lasecki**. Making Static Lessons Adaptive through Crowdsourcing & Machine Learning. Chapter in *Design Recommendations for Intelligent Tutoring Systems: Domain Modeling (Volume 4)*. 2016.

- [B.1] **W.S. Lasecki** and J.P. Bigham. Interactive Crowds: Real-Time Crowdsourcing and Crowd Agents. Chapter in *Human Computation*. Ed. Pietro Michelucci. Springer Link. 2014. *Top 25% most downloaded Springer book in 2013*

Journal Articles

- [J.3] J.P. Bigham, **W.S. Lasecki**, and J.O. Wobbrock. Target Acquisition and the Crowd Actor. *Human Computation Journal (HCJournal)*. 2(2). December, 2015.
- [J.2] **W.S. Lasecki**, C. Homan and J.P. Bigham. Architecting Real-Time Crowd-Powered Systems. *Human Computation Journal (HCJournal)*. 1(1). September, 2014.
- [J.1] R. Kushalnagar, **W.S. Lasecki**, and J.P. Bigham. Accessibility Evaluation of Classroom Captions. *ACM Transactions on Accessibility (TACCESS)*. January, 2014.

Magazine Articles


- [M.2] **W.S. Lasecki**, C.D. Miller, I. Naim, R. Kushalnagar, A. Sadilek, D. Gildea, and J.P. Bigham. Scribe: Deep Integration of Human and Machine Intelligence to Caption Speech in Real-Time. *Communications of the ACM (CACM)*. September, 2017.
- [M.1] **W.S. Lasecki** and J.P. Bigham. Real-Time Captioning with the Crowd. *ACM Interactions*. May, 2014.

Workshop and Consortia Papers

- [W.17] S. Gouravajhala, Y. Jiang, P. Kaur, J. Chaar, and **W.S. Lasecki**. Finding Mnemo: Hybrid Intelligence Memory in a Crowd-Powered Dialog System. *Collective Intelligence Conference (CI 2018)*. Oral presentation.
- [W.16] J. Herskovitz, J. Chinnam, I. Wong, M. Liu, J. Mo, S.W. Lee, **W.S. Lasecki**. Crowdsourcing for Effortless Creation of Collaborative AR Spaces. In *CHI Workshop on Novel Interaction Techniques for Collaboration in VR*. Montreal, Canada. 2018.
- [W.15] J.Y. Song, R. Fok, F. Yang, K. Wang, A. Lundgard, **W.S. Lasecki**. Tool Diversity as a Means of Improving Aggregate Crowd Performance on Image Segmentation Tasks. In *HCOMP Workshop on Human Computation for Image and Video Analysis (GroupSight 2017)*. Quebec City, Canada. 2017.
- [W.14] S. Gouravajhala, J.Y. Song, J. Yim, R. Fok, Y. Huang, F. Yang, K. Wang, Y. An, and **W.S. Lasecki**. Towards Hybrid Intelligence for Robotics. *Collective Intelligence Conference (CI 2017)*.
- [W.13] J.P. Bigham, **W.S. Lasecki**, C. Kulkarni. Crowdsourcing and Crowd Work. In *CHI Courses (CHI 2017)*. Denver, CO. 2017.
- [W.12] S. Gouravajhala, D. Koutra, **W.S. Lasecki**. Towards Crowd-Assisted Data Mining. In *CHI Workshop on Human Centered Machine Learning (HCML 2016)*. San Jose, CA. 2016.
- [W.11] Y. Chen, S. Oney, **W.S. Lasecki**. Towards software development microtasks. In *CHI Workshop on Productivity Decomposed: Getting Big Things Done with Little Microtasks (CHI 2016)*. San Jose, CA. 2016.
- [W.10] **W.S. Lasecki**, J. Teevan, E. Kamar. The Cost of Asking Crowd Workers to Behave Maliciously. In *AAMAS Workshop on Human-Agent Interaction Design and Models (HAIDM 2015)*. Istanbul, Turkey. 2015.
- [W.9] **W.S. Lasecki**, M. Gordon, J. Teevan, E. Kamar, J.P. Bigham. Preserving Privacy in Crowd-Powered Systems. In *AAMAS Workshop on Human-Agent Interaction Design and Models (HAIDM 2015)*. Istanbul, Turkey. 2015.
- [W.8] G.V. de la Cruz Jr., B. Peng, **W.S. Lasecki**, M.E. Taylor. Generating Real-Time Crowd Advice to Improve Reinforcement Learning Agents. In *Association for the Advancement of Artificial Intelligence Workshop on Learning for General Competency in Video Games (AAAI-WS 2015)*. Austin, TX. 2014.

- [W.7] **W.S. Lasecki**. Crowd-Powered Intelligent Systems. In *AAAI Conference on Human Computation Doctoral Consortium (HCOMP-DC 2014)*. Pittsburgh, PA. 2014.
- [W.6] **W.S. Lasecki**. Powering Interactive Intelligent Systems with the Crowd. In *ACM Symposium on User Interface Science and Technology Doctoral Symposium (UIST-DS 2014)*. Honolulu, HI. 2014.
- [W.5] **W.S. Lasecki**, A. Ritter and J.P. Bigham. Powering Spoken Language Interactions with the Crowd. In *ACM Conference on Human Factors in Computing Systems Workshop on Designing Speech and Language Interactions (CHI DSLI 2014)*. Toronto, Canada. 2014.
- [W.4] A. Sadilek, C.M. Homan, **W.S. Lasecki**, V. Silenzio and H. Kautz. Modeling Fine-Grained Dynamics of Mood at Scale. In *ACM Conference on Web Search and Data Mining Workshop on Diffusion Networks and Cascade Analytics (WSDM DiffNet 2014)*. Selected for Oral Presentation. New York, NY. 2014.
- [W.3] **W.S. Lasecki**, D. Bohus and E. Kamar. Conversations in the Crowd: Collecting Data for Task-Oriented Dialog Learning. In *Human Computation Workshop on Scaling Speech, Language Understanding and Dialogue through Crowdsourcing*. Palm Springs, CA. 2013.
- [W.2] **W.S. Lasecki**. Crowdsourcing for Deployable Intelligent Systems. *Association for the Advancement of Artificial Intelligence Doctoral Consortium (AAAI-DC 2013)*. Bellevue, WA. 2013.
- [W.1] **W.S. Lasecki** and J.P. Bigham. Spoken Control of Existing Mobile Interfaces With the Crowd. *ACM Conference on Human Factors in Computing Systems Workshop on Mobile Accessibility (CHI MOBACC 2013)*. Paris, France. 2013.

Live Demos and Competitions

- [D.9] S.W. Lee, Y. Yang, S. Yan, Y. Zhang, I. Wong, Z. Tan, M. McGruder, C.M. Homan and **W.S. Lasecki**. Creating Interactive Behaviors in Early Sketch by Recording and Remixing Crowd Demonstrations. *AAAI Conference on Human Computation and Crowdsourcing – Demo (HCOMP 2016)*. 2016.
- [D.8] J. Yim, W. Leung, J. Jasani, E. Lim, A.M. Henderson, M. Gordon, D. Koutra, J.P. Bigham, S.P. Dow and **W.S. Lasecki**. Coding Varied Behavior Types Using the Crowd. *ACM Conference on Computer Supported Cooperative Work and Social Computing – Demo (CSCW 2016)*. 2016.
- [D.7] **W.S. Lasecki**, R. Kushalnagar and J.P. Bigham. Legion Scribe: Real-Time Captioning by Non-Experts. *ACM SIGACCESS Conference on Computers and Accessibility – Captioning Challenge (ASSETS 2014)*. 2014.
- [D.6] **W.S. Lasecki**, M. Gordon, S.P. Dow and J.P. Bigham. Glance: Enabling Rapid Interactions with Data Using the Crowd. *ACM Conference on Human Factors in Computing Systems – Interactivity (CHI 2014)*. 2014. [50% Acceptance Rate]
- [D.5] **W.S. Lasecki**, C.D. Miller, R. Kushalnagar and J.P. Bigham. Real-Time Captioning by Non-Experts with Legion Scribe. *ACM SIGACCESS Conference on Computers and Accessibility – Captioning Challenge (ASSETS 2013)*. 2013.
- [D.4] **W.S. Lasecki**, R. Wesley, J. Nichols, A. Kulkarni, J.F. Allen and J.P. Bigham. Chorus: A Crowd-Powered Conversational Assistant. *ACM Symposium on User Interface Science and Technology – Demos (UIST 2013)*. 2013.
- [D.3]  **W.S. Lasecki**, C.D. Miller, R. Kushalnagar and J.P. Bigham. Legion Scribe: Real-Time Captioning by Non-Experts. *International Cross-Disciplinary Conference on Web Accessibility – The Paciello Group Web Accessibility Challenge (W4A 2013)*. 2013. *Judges Award*
- [D.2] **W.S. Lasecki**, R. Wesley, A. Kulkarni and J.P. Bigham. Speaking with the Crowd. *ACM Symposium on User Interface Science and Technology – Demos (UIST 2012)*. 2012.
- [D.1] **W.S. Lasecki**, K.I. Murray, S. White, R.C. Miller and J.P. Bigham. Real-Time Crowd Control of Existing Interfaces. *ACM Symposium on User Interface Science and Technology – Demos (UIST 2011)*. 2011.

Posters and Abstracts

- [A.32] H. Kaur, I. Johnson, H.J. Miller, L.G. Terveen, C. Lampe, B. Hecht, and **W.S. Lasecki**. Oh The Places You'll Share: An Affordances-Based Model of Social Media Posting Behaviors. *ACM Conference on Human Factors in Computing Systems Late Breaking Work (CHI 2018)*. [39% Acceptance Rate]
- [A.31] H. Kaur, A.C. Williams, A.L. Thompson, **W.S. Lasecki**, S. Iqbal, and J. Teevan. Using Vocabularies to Collaboratively Create Better Plans for Writing Tasks. *ACM Conference on Human Factors in Computing Systems Late Breaking Work (CHI 2018)*. [39% Acceptance Rate]
- [A.30] J.Y. Song, R. Fok, F. Yang, K. Wang, A. Lundgard, and **W.S. Lasecki**. Two Tools Are Better Than One: Tool Diversity as a Means of Improving Aggregate Crowd Performance on an Object Segmentation Task. *AAAI Human Computation Conference Works-in-Progress (HCOMP 2017)*.
- [A.29] S.W. Lee, Y. Chen, and **W.S. Lasecki**. The Need for Real-Time Crowd Generation of Task Lists from Speech. *AAAI Human Computation Conference Works-in-Progress (HCOMP 2017)*.
- [A.28] J.J. Williams, A.N. Rafferty, A. Ang, D. Tingley, J. Kim and **W.S. Lasecki**. Connecting Instructors, Learning Scientists, and Reinforcement Learning Researchers via Collaborative Dynamic Personalized Experimentation. *3rd Multidisciplinary Conference on Reinforcement Learning and Decision Making (RLDM 2017)*.
- [A.27] S.W. Lee, Y. Chen, N. Klugman, S.R. Gouravajhala, A. Chen and **W.S. Lasecki**. Exploring Coordination Models for Ad Hoc Programming Teams. *ACM Conference on Human Factors in Computing Systems Late Breaking Work (CHI 2017)*. [38% Acceptance Rate]
- [A.26] J.J. Williams, A.N. Rafferty, A. Ang, D. Tingley, **W.S. Lasecki** and J. Kim. Connecting Instructors and Learning Scientists via Collaborative Dynamic Experimentation. *ACM Conference on Human Factors in Computing Systems Late Breaking Work (CHI 2017)*. [38% Acceptance Rate]
- [A.25] Y. Chen, S. Oney and **W.S. Lasecki**. Expert Crowd Support Systems for Software Developers. Oral presentation. *Collective Intelligence Conference (CI 2016)*.
- [A.24] J.J. Williams, J. Kim, A.N. Rafferty, S. Maldonado, K. Gajos, **W.S. Lasecki** and N. Heffernan. AXIS - An Adaptive Tool for Generating Explanations Using MOOClets for Crowdsourcing and Machine Learning. *Learning with MOOCs Conference (LWMOOCs 2016)*.
- [A.23] M. Gordon, J.P. Bigham and **W.S. Lasecki**. LegionTools: A Toolkit + UI for Recruiting and Routing Crowds to Synchronous Real-Time Tasks. *ACM Symposium on User Interface Science and Technology Posters (UIST 2015)*.
- [A.22] G.V. de la Cruz Jr., B. Peng, **W.S. Lasecki** and M.E. Taylor. Towards Integrating Real-Time Crowd Advice with Reinforcement Learning. *ACM Conference on Intelligent User Interfaces (IUI 2015)*.
- [A.21] **W.S. Lasecki**, C.M. Homan and J.P. Bigham. Tuning the Diversity of Open-Ended Responses From the Crowd. *AAAI Human Computation Conference Works-in-Progress (HCOMP 2014)*.
- [A.20] M. Gordon, **W.S. Lasecki**, W. Leung, E. Lim, S.P. Dow and J.P. Bigham. Glance Privacy: Obfuscating Personal Identity While Coding Behavioral Video. *AAAI Human Computation Conference Works-in-Progress (HCOMP 2014)*.
- [A.19] T.K. Huang, **W.S. Lasecki**, A. Ritter and J.P. Bigham. Combining Non-Expert and Expert Crowd Work to Convert Web APIs to Dialog Systems. *AAAI Human Computation Conference Works-in-Progress (HCOMP 2014)*.
- [A.18] **W.S. Lasecki***, Y. Zhong* and J.P. Bigham. Increasing the Bandwidth of Crowdsourced Visual Question Answering to Better Support Blind Users. *ACM SIGACCESS Conference on Computers and Accessibility Captioning Competition (ASSETS 2014)*.
- [A.17] D. Scarafoni, M. Gordon, **W.S. Lasecki** and J.P. Bigham. Comparing Human and Automated Agents in a Coordinated Navigation Domain. *University of Rochester Undergraduate Research Exposition. Professor's Choice Award*

- [A.16] J. Teevan, D. Liebling and **W.S. Lasecki**. Selfsourcing Personal Tasks. *ACM Conference on Human Factors in Computing Systems Works-in-Progress (CHI 2014)*. [49% Acceptance Rate]
- [A.15] **W.S. Lasecki**, J. Teevan and E. Kamar. Raising an Army: Attacking Crowd Systems. *CrowdConf*. Selected for oral presentation.
- [A.14] **W.S. Lasecki** and J.P. Bigham. Automated Support for Collective Memory of Conversational Interactions. *AAAI Human Computation Conference Works-in-Progress (HCOMP 2013)*.
- [A.13] P. Singh, **W.S. Lasecki**, P. Barelli and J.P. Bigham. HiveMind: Tuning Crowd Response with a Single Value. *AAAI Human Computation Conference Works-in-Progress*.
- [A.12] **W.S. Lasecki**, C.D. Miller, R. Kushalnagar and J.P. Bigham. Legion:Scribe. *ACM SIGACCESS Conference on Computers and Accessibility Captioning Competition (ASSETS 2013)*.
- [A.11] **W.S. Lasecki**, J. Teevan and E. Kamar. Information Extraction and Manipulation Threats in Crowd-Powered Systems. *Association for the Advancement of Artificial Intelligence MSR Intern Posters (AAAI 2013)*.
- [A.10] **W.S. Lasecki**, L. Weingard, J.P. Bigham and G. Ferguson. Crowd Formalization of Action Conditions. *Association for the Advancement of Artificial Intelligence Student Abstracts (AAAI 2013)*.
- [A.9] **W.S. Lasecki**, L. Weingard, G. Ferguson and J.P. Bigham. Finding Action Dependencies Using the Crowd. *Knowledge Capture Posters (KCAP 2013)*.
- [A.8] **W.S. Lasecki**. Real-Time Conversational Crowd Assistants. *ACM Conference on Human Factors in Computing Systems Student Research Competition (CHI 2013)*. [36% Acceptance Rate]
- [A.7] M. Murphy, C.D. Miller, **W.S. Lasecki** and J.P. Bigham. Adaptive Time Windows for Real-Time Crowd Captioning. *ACM Conference on Human Factors in Computing Systems Work-in-Progress (CHI 2013)*. 2013. [45% Acceptance Rate]
- [A.6] **W.S. Lasecki**, T. Lau, G. He and J.P. Bigham. Crowd-Based Recognition of Web Interaction Patterns. *ACM Symposium on User Interface Science and Technology Posters (UIST 2012)*. [40% Acceptance Rate]
- [A.5] Y.C. Song, **W.S. Lasecki**, J.P. Bigham and H. Kautz. Online Training of Activity Recognition Systems. *ACM International Conference on Ubiquitous Computing Posters (UBICOMP 2012)*.
- [A.4] **W.S. Lasecki**, J.P. Bigham, J.F. Allen and G. Ferguson. Real-time Collaborative Planning with the Crowd. In *Proceedings of the Association for the Advancement of Artificial Intelligence Student Abstracts (AAAI 2012)*.
- [A.3] **W.S. Lasecki**, C.D. Miller, D. Borrello and J.P. Bigham. Online Sequence Alignment for Real-time Audio Transcription by Non-experts. *Association for the Advancement of Artificial Intelligence Student Abstracts (AAAI 2012)*.
- [A.2] **W.S. Lasecki** and J.P. Bigham. Self-Correcting Crowds. *ACM Conference on Human Factors in Computing Systems Works-In-Progress (CHI 2012)*.
- [A.1] Y. Zhong, P. Thiha, G. He, **W.S. Lasecki** and J.P. Bigham. Using Real-time Feedback to Improve Visual Question Answering. *ACM Conference on Human Factors in Computing Systems Works-In-Progress (CHI 2012)*.

Technical Reports and Theses

- [T.11] **W.S. Lasecki**. Crowd Agents: Interactive Intelligent Systems Powered by the Crowd. *University of Rochester Department of Computer Science Ph.D. Dissertation*. 2015. **Outstanding Dissertation Award Commendation**
- [T.10] **W.S. Lasecki**, C.M. Homan and J.P. Bigham. Tuning the Diversity of Open-Ended Responses from the Crowd. *arXiv Report 1408.6621*. 2014.

- [T.9] **W.S. Lasecki**, A. Marcus, J. Rzeszotarski and J.P. Bigham. Using Microtask Continuity to Improve Crowdsourcing. *Carnegie Mellon University Technical Report CMU-HCII-14-100*. 2014.
- [T.8] D. Scarafoni, M. Gordon, **W.S. Lasecki** and J.P. Bigham. Comparing Human and Automated Agents in a Coordinated Navigation Domain. *University of Rochester Technical Report #989*. 2014.
- [T.7] A. Sadilek, C.M. Homan, **W.S. Lasecki**, V. Silenzio and H. Kautz. Modeling Fine-Grained Dynamics of Mood at Scale. *University of Rochester Technical Report #988*. 2014.
- [T.6] A. Loparev, **W.S. Lasecki**, K.I. Murray and J.P. Bigham. Introducing Shared Character Control to Existing Video Games. *University of Rochester Technical Report #986*. 2013.
- [T.5] M. Lease, J. Hullman, J.P. Bigham, M. S. Bernstein, J. Kim, **W.S. Lasecki**, S. Bakhshi, T. Mitra and R.C. Miller. Mechanical Turk is Not Anonymous. *Social Science Research Network*. 2013. [Reached Top 10 Most Downloaded Articles](#)
- [T.4] **W.S. Lasecki**, A. Kulkarni, R. Wesley, J. Nichols, C. Hu, J.F. Allen and J.P. Bigham. Chorus: Letting the Crowd Speak with One Voice. *University of Rochester Technical Report #983*. 2012.
- [T.3] **W.S. Lasecki**. Crowd Agents. *University of Rochester Masters Thesis*. 2012.
- [T.2] **W.S. Lasecki** and H. Kautz. Planning With Tests, Branches, and Non-Deterministic Actions as Satisfiability. *University of Rochester Technical Report #979*. 2012.
- [T.1] P. Singh, **W.S. Lasecki**, P. Barelli and J.P. Bigham. HiveMind: A Framework for Optimizing Open-Ended Responses From the Crowd. *University of Rochester Technical Report #978*. 2012.

PATENTS

- [I.1] J.P. Bigham, **W.S. Lasecki**, T. Teixeira, A. Treuille (with Google Inc). *Transcription and tagging system*. United States Patent #9,772,816. 2017.
- [I.1] J.P. Bigham, **W.S. Lasecki**, K.I. Murray, S. White. *Closed-Loop Crowd Control of Existing Interfaces*. United States Patent #20,140,015,749. 2012.

FUNDING

Grants

- Understanding and Mining Patterns of Audience Engagement and Creative Collaboration in Largescale Crowdsourced Music Performances** (with D. Koutra)
Co-Principal Investigator (*Total Award Value \$75,000*). Michigan Institute for Data Science (MIDAS). 2018
- Human-Augmented 3D Computer Vision for Robust Simulation of Rare Events** (with J. Corso)
Principal Investigator (*Total Award Value \$560,049*). Toyota Research Institute. 2018-2020
- Prototyping Tools to Improve Crowd Based Training for IVA Development** (with S. Oney)
Principal Investigator (*Total Award Value \$74,000*). Clinc. 2018
- Phone-based Augmented Reality**
Principal Investigator (*Total Award Value \$6,000; in-kind hardware*). Lenovo. 2017
- Crowdsourcing for Intelligent Communication Assistants**
Principal Investigator (*Total Award Value \$80,000*). Trove AI. 2017
- Head-mounted Augmented Reality**
Principal Investigator (*Total Award Value \$5,000; in-kind hardware*). Microsoft. 2017
- Improving Employability via Physical Crowdsourced Tasks** (with T. Dillahunt)
Co-Principal Investigator (*Total Award Value \$19,635*). UM Poverty Solutions. 2017
- Efficient Human-in-the-Loop Computer Vision Algorithms to Create Datasets of Rare Traffic Events from Video** (with J. Corso)
Principal Investigator (*Total Award Value \$199,810*). Mobility Transformation Center. 2017
- Computer Vision and Crowdsourcing for Vehicle Crash Analysis** (with J. Corso)

Co-Principal Investigator (<i>Total Award Value \$153,824</i>). DENSO.	2016
Sapphire Project, Cognitive Horizons Network Center (with S. Singh [Co-Director]) Co-Director (<i>Total Award Value ~\$4,500,000</i>). IBM Watson/Research.	2015–2018
UM MCubed 2.0: Intelligent Software Assistants via Collaborative Programming Principal Investigator (<i>Total Award Value \$60,000</i>) University of Michigan.	2015–2017
UM Undergraduate Researcher Support Principal Investigator (<i>Award Value \$11,100</i>). University of Michigan.	2015
NSF SBIR Phase 1: Exploring the Feasibility of Deployable Crowd-Powered Real-Time Captioning Supplemented with Automatic Speech Recognition (with J.P. Bigham) Principal Investigator (<i>Award Value \$150,000</i>). National Science Foundation. [#IIS-1448616, Legion Labs LLC]	2014
Google Research Award: Co-Author (<i>Award Value \$78,315</i>) Crowdsourcing Speech-to-Text in Less Than 5 Seconds [PI: <i>J.P. Bigham</i>]	2013
NSF i-Corps Program: Entrepreneurial Lead (<i>Award Value \$50,000</i>)	2013
Microsoft Research: Ph.D. Fellow (<i>Award Value \$132,500</i>)	2013–2015
oDesk Research Grant: Project Lead (<i>Award Value \$1,000</i>)	2013
NSF Small Core Grant: Co-Author (<i>Award Value \$500,000</i>) Real-Time Captioning by Groups of Non-Experts for Deaf and Hard of Hearing Students [#IIS-1218209, PI: <i>Jeffrey P. Bigham</i> , Co-PIs: <i>Daniel Gildea, Raja Kushalnagar</i>]	2012

Other Funding

UM New Faculty Fellow (<i>Award Value \$3,000</i>)	2015
UIST 2014 Doctoral Consortium Travel Grant (<i>Award Value \$2,600</i>)	2014
HCOMP 2014 Doctoral Consortium Travel Grant (<i>Award Value \$700</i>)	2014
Google I/O Travel Grant (<i>Award Value \$500</i>)	2014
AAAI Symposium Invited Speaker Travel Grant (<i>Award Value \$500</i>)	2014
Heidelberg Laureate Forum Travel Grant (<i>Award Value \$1,560</i>)	2013
AAAI 2013 Doctoral Consortium Travel Grant (<i>Award Value \$1,000</i>)	2013
CHI 2013 Student Research Competition Travel Grant (<i>Award Value \$500</i>)	2013

INVITED TALKS

Hybrid Intelligence Crowdsourcing for Robust Interactive Intelligent Systems. <i>Army Research Lab.</i> Aberdeen, MD.	May., 2018
Hybrid Intelligence Crowdsourcing for Robust Interactive Intelligent Systems. <i>Northwestern University.</i> Evanston, IL.	Jan., 2018
Hybrid Intelligence Crowdsourcing for Robust Interactive Intelligent Systems. <i>University of Michigan – CSE AI Seminar.</i> Blacksburg, VA.	Nov., 2017
Hybrid Intelligence Crowdsourcing for Robust Interactive Intelligent Systems. <i>Virginia Tech.</i> Blacksburg, VA.	Nov., 2017
[keynote] Real-Time Crowdsourcing for On-Demand Training of Computer Vision Systems. <i>GroupSight Workshop @ HCOMP.</i> Quebec City, Canada.	Oct., 2017
Hybrid Intelligence Crowdsourcing for Interactive Intelligent Systems. <i>Bloomberg.</i> Princeton, NJ.	Sept., 2017
Hybrid Intelligence Tools. <i>IBM Research.</i> Yorktown, NY.	Jun., 2017
Real-Time Crowdsourcing for Complex Systems. <i>Carnegie Mellon University – HCII Crowdsourcing Lunch.</i> Pittsburgh, PA.	Feb., 2017
Crowd Agents: Creating Crowd-Powered Interactive Systems. <i>Michigan Research Community.</i> Ann Arbor, MI.	Jan., 2017
Crowd-Powered Conversational Systems.	

<i>Linguistic Data Consortium (LDC) Crowdsourcing Workshop.</i> Philadelphia, PA.	Oct., 2016
Real-Time Crowdsourcing.	
<i>CMO-BIRS Crowdsourcing and Networks Workshop.</i> Oaxaca, Mexico.	Aug., 2016
Crowd-Powered Conversational Systems.	
<i>IBM Research.</i> Yorktown, NY.	Jun., 2016
Towards Creating Crowd-Powered Tools for Creating Tools.	
<i>Google.</i> Mountain View, CA.	May, 2016
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>Purdue University.</i> West Lafayette, IN.	Apr., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>University of Wisconsin, Madison.</i> Madison, WI.	Apr., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>Adobe Research.</i> San Francisco, CA.	Apr., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>Carnegie Mellon University.</i> Pittsburgh, PA.	Mar., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>Georgia Institute of Technology.</i> Atlanta, GA.	Mar., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>The Ohio State University.</i> Columbus, OH.	Mar., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>University of California, San Diego (CSE).</i> San Diego, CA.	Mar., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>University of California, San Diego (CogSci).</i> San Diego, CA.	Mar., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>University of Toronto.</i> Toronto, Canada.	Mar., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>Microsoft Research.</i> Seattle, WA. Talk video: bit.ly/2GtS44h	Feb., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>University of Washington.</i> Seattle, WA.	Feb., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>University of Michigan.</i> Ann Arbor, MI.	Feb., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>Princeton University.</i> Princeton, NJ.	Feb., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>Northeastern University.</i> Boston, MA.	Feb., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>Cornell University.</i> Ithaca, NY.	Feb., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>University of Waterloo.</i> Waterloo, Canada.	Feb., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>University of Pennsylvania.</i> Philadelphia, PA.	Jan., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>Saarland University.</i> Saarland, Germany.	Jan., 2015
Crowd-Agents: Creating Crowd-Powered Interactive Systems.	
<i>Microsoft Research, New England.</i> Boston, MA.	Dec., 2014
Rapidly Understanding and Creating Content Using Real-Time Crowds.	
<i>HCI Seminar, University of Rochester.</i> Rochester, NY.	Oct., 2014
Rapidly Understanding and Creating Content Using Real-Time Crowds.	
<i>Crowdsourcing Lunch Seminar, Carnegie Mellon University.</i> Pittsburgh, PA.	Oct., 2014

Crowd-Powered Interactive Systems. <i>Google[x] Tech Talk.</i> Mountain View, CA.	Aug., 2014
Crowd-Powered Interactive Systems. <i>Technicolor Research.</i> Los Altos, CA.	Aug., 2014
Crowd-Powered Interactive Systems. <i>University of California San Diego.</i> San Diego, CA.	Jul., 2014
Information Extraction and Manipulation Threats to Crowd-Powered Systems. <i>Social Hacking and Cognitive Security, AAAI Spring Symposium.</i> Stanford, CA.	Mar., 2014
Crowd Agents: Using the Crowd to Power Deployable Intelligent Systems. <i>Stanford University.</i> Stanford, CA.	Dec., 2013
Crowd Agents: Using the Crowd to Power Deployable Intelligent Systems. <i>IBM Research.</i> Almaden, CA.	Nov., 2013
Using Crowd Agents to Create Deployable Intelligent Systems. <i>Microsoft Research.</i> Seattle, WA. [Video: bit.ly/175X1bi]	Aug., 2013
Crowdsourcing for Deployable Intelligent Systems. <i>AAAI 2013 Doctoral Consortium.</i> Bellevue, WA.	Jul., 2013
Crowd Agents: Using Real-Time Crowdsourcing to Enable Intelligent Interaction. <i>DUB Group, University of Washington.</i> Seattle, WA.	Jul., 2013
Human Computation. <i>Guest Lecture, Human-Computer Interaction [CSC 2/412].</i> Rochester, NY.	Dec., 2011
Continuous Real-Time Crowdsourcing. <i>Xerox Research.</i> Webster, NY.	Oct., 2011

INVITED WORKSHOPS AND SYMPOSIA

Linguistic Data Consortium (LDC) Crowdsourcing Workshop. Philadelphia, PA.	Oct., 2016
CMO-BIRS Crowdsourcing and Networks Workshop. Oaxaca, Mexico.	Aug., 2016
Microsoft Faculty Summit. Seattle, WA.	Jul., 2016
NSF CISE CAREER Workshop. Arlington, VA.	Apr., 2016
Research Lab at Google I/O. San Fransisco, CA.	Jun., 2014
Social Hacking and Cognitive Security, AAAI Spring Symposium. Stanford, CA.	Mar., 2014
CrowdCamp HCOMP 2013. Palm Springs, CA.	Nov., 2013
First Heidelberg Laureate Forum. Heidelberg, Germany.	Sept., 2013
CrowdCamp CSCW 2013. San Antonio, TX.	Feb., 2013
CrowdCamp CHI 2012. Austin, TX.	May, 2012

SELECT PRESS COVERAGE

Software improves captioning for those with hearing deficits <i>Laurel Thomas, Venture Beat:</i> bit.ly/2GtIRgo	Oct., 2017
Troves AI scans company emails to unlock professional networks <i>Blair Hanley Frank, Venture Beat:</i> bit.ly/2xqCdPz	Aug., 2017
Dismayed by Woeful AI Chatbots, Boffins Hired Real People – and Went Back to Square One <i>Thomas Claburn, The Register:</i> bit.ly/2wAK3J4	Jul., 2017
Sum of your Parts <i>Alex Piazza, Michigan Research:</i> bit.ly/2q1Cyoe	Apr., 2017
Human Smarts Plus AI Could Unlock Computer Vision <i>Kyle Vanhemert, Wired:</i> wrd.cm/1KtfPVK	Apr., 2015
Zensors App Lets You Crowdfund Live Camera Monitoring <i>Tim Hornyak, PC World:</i> bit.ly/1diI4f2	Apr., 2015
One Old Android Phone Could Make All Your Dumb Things Smart <i>Chris Mills, Gizmodo:</i> bit.ly/1HkCUf8	Apr., 2015
Zensors: Making Sense With Live Question Feeds <i>Nancy Owano, Phys.org:</i> bit.ly/1Fqn5BY	Apr., 2015
Tech Companies are Sending your Secrets to Crowdsourced Armies of Low-Paid Workers <i>Kashmir Hill, Fusion.net:</i> fus.in/1IjKO50	Mar., 2015
Human Computation Journal Sees The Light Of Day <i>Egle Marija Ramanauskaite, Technology.org:</i> bit.ly/1EGCa0y	Oct., 2014
Stanford team looks to take crowdsourcing to a whole new level <i>Stanford News:</i> stanford.io/1zs1O3D	Aug., 2014
Stanfords Symbolic Systems [...] <i>Clifton B. Parker, Stanford News:</i> stanford.io/Ycfd4O	Aug., 2014
Making Computers Smarter, and Helping Deaf People, Too <i>Julie Rehmeyer, Scientific American:</i> bit.ly/1fyLZGa	Sept., 2013
Computer Science Graduate Student Awarded Microsoft Research Fellowship <i>Leonor Sierra, University of Rochester News:</i> bit.ly/17uiOYX	Apr., 2013
An Instant Path to an Online Army <i>Randall Stross, New York Times:</i> nyti.ms/Zdz9lV	Apr., 2013
Where Siri Has Trouble Hearing, a Crowd of Humans Could Help <i>Jessica Leber, MIT Technology Review:</i> bit.ly/YljITz	Mar., 2013
Amazon Mechanical Turk Workers Not as Anonymous as They Think <i>Carl Franzen, The Verge:</i> bit.ly/15Axp6c	Mar., 2013
Artificial Intelligence, Powered by Many Humans <i>Tom Simonite, MIT Technology Review:</i> bit.ly/P9prYd	Sept., 2012
Crowd-Talk Yields Great Answers, Says University Team <i>Nancy Owano, Phys.org:</i> bit.ly/ROI4F8	Sept., 2012
Crowdsourcing Could Help Deaf People Subtitle Their Everyday Life <i>Jamie Condliffe, Gizmodo:</i> bit.ly/OZbsCS	Jul., 2012
Crowdsourcing Serves Up the Subtitles to Your Life <i>Jacob Aron, New Scientist:</i> bit.ly/MkMOh9	Jul., 2012
UIST 2011: Crowdsourcing Research <i>Brad Stenger, NY Times:</i> bit.ly/nu1Zux	Oct., 2011

TEACHING EXPERIENCE

User Interface Development [EECS 493] , <i>University of Michigan</i>	Fall 2016
Social Computing Systems [EECS 498] , <i>University of Michigan</i> Created a new senior undergraduate level course at UM on the principles and creation of social computing systems. This is a project-based course that satisfies the College of Engineering's "Major Design Experience" requirement.	Winter 2016, 2017
Crowdsourcing and Human Computation Systems [EECS 598] , <i>University of Michigan</i> Created a new graduate-level course at UM on crowdsourcing systems.	Fall 2015
Co-Instructor, Crowd Programming , <i>Carnegie Mellon University</i> Co-designed and co-taught a new course at CMU on crowdsourcing. Co-Instructor: Jeffrey P. Bigham	Spring 2014
Teaching Assistant, Artificial Intelligence , <i>University of Rochester</i> Lead TA for an upper level undergraduate AI course [CSC 242]. Co-designed a new curriculum, managed TAs, led workshops, and graded work. Instructor: George Ferguson	Spring 2011, 2012
Teaching Assistant Workshop Leader , <i>University of Rochester</i> Helped direct a graduate TA training program for graduate students. Guided discussions and provided advice to a group of incoming graduate students.	Summer 2011
Teaching Assistant Workshop , <i>University of Rochester</i> Participated in a voluntary graduate TA training program.	Summer 2010

Advising

Current Postdocs

Jonathan Kummerfeld - Natural language processing (NLP); crowdsourcing for NLP.

Current PhD Advisees

Yan Chen - Expertise in online crowds in the context of real-time intelligent software development assistants.

John Chung - Crowdsourcing complex continuous tasks.

- *CSE Fellowship winner*

Sai R. Gouravajhala - Closed-loop learning in interactive hybrid intelligence systems.

Youxuan (Lucy) Jiang - Conversational advisors for decision making in expert domains.

Harmanpreet (Harman) Kaur - Communication/teams, tool ecosystems, hybrid intelligence organizations.

Rebecca Krosnick - Collaborative programming tools; tools for rapid prototyping.

- *CSE Fellowship winner*

Sang Won Lee - Interactive, real-time collaboration systems for creative tasks.

- *Now: Assistant Professor, Computer Science, Virginia Tech*

- *Rackham Predoctoral Fellowship winner*

Divya Ramesh - Crowdsourcing for robust computer vision.

Jean Young Song - Crowdsourcing for intelligent sensing.

- *IUI 2018 Best Student Paper Honorable Mention*

Shiyan Yan - Hybrid crowd and machine learning systems.

Committee Member

Nikita Bhutani (*in progress*) – Answering Complex Questions with Heterogeneous Structured Knowledge Sources derived from Text. Advisor: H.V. Jagadish.

Yue Wang (*in progress*) – TBD. Advisor: Qiaozhu Mei.

Xipeng Wang (*in progress*) – AprilSAM: Real-time Smoothing and Mapping. Advisor: Edwin Olsen.

Steven Wilson (*in progress*) – A Computational Linguistic Approach to Measuring Personal Values and their Relationship to Behaviors and Culture. Advisor: Rada Mihalcea.

Yuqing Kong (*in progress*) – Eliciting and Aggregating Information: An Information Theoretic Approach. Advisor: Grant Schoenebeck.

Ting-Hao 'Kenneth' Huang (CMU) (*in progress*) – Crowd-powered conversational systems.

Advisor: Jeffrey P. Bigham.

Now: Assistant Professor, IST, Penn State University

Catherine Finegan-Dollak (2018) – Selecting and Generating Computational Meaning Representations for Short Texts.

Advisor (co-chair): Drago Radev.

Now: Researcher, IBM Research

Xin Rong (2017, *posthumous*) – Data mining for software developer support and troubleshooting tools.

Advisor: Eytan Adar.

David Merritt (2016) – Mixed expertise crowds and intelligent context-aware systems.

Advisor: Mark Ackerman.

Now: Lt. Col., US Air Force

UNDERGRADUATE AND MASTERS STUDENTS

* = Paper award

University of Michigan Advisees (48)

Yiwei Yang	[P.38], [P.35], [P.33], [P.31], [D.9]
– <i>Research Internship @ IBM Research</i>	
Raymond Fok	[P.36], [P.34], [W.15], [W.14], [A.30]
– <i>CRA Outstanding UG Researcher: Finalist</i> (Story: http://bit.ly/2FVv7qb)	
Alan Lundgard	[P.38], [P.36*], [W.15], [A.30]
– <i>First Position: Ph.D. Student @ MIT CSAIL</i>	
Isabelle Wong	[P.35], [D.9]
– <i>Invited Speaker, Ada Lovelace Women in CS event (UM)</i>	
Yujin Zhang	[P.35], [D.9]
– <i>First Position: MS student, UIUC CS</i>	
Fan Yang	[P.36], [W.15], [A.30], [A.29]
Yanda Huang	[P.41], [W.14]
– <i>Now: MS student @ CMU RI</i>	
Maya Foster (JHU / UMich)	[P.38]
Akshay Rao	[P.40]
Kyle Wang	[W.15], [W.14], [A.30]
Yilei An	[W.14]
Janani Chinnam	[W.16]
Preetraj (Preeti) Kaur	[W.17]
Jinyeong Yim (MS, Mech.E.)	[D.8], [A.29]
– <i>Now: Naver AI Research</i>	
Miles Mcgruder	[D.9]
Zhengxi Tan	[D.9]
Chris Chen	
Luyao Chen (MS, UMich ME)	
Elizabeth Dale	
Ashley Foster	
Yu Ching (Ashley) Fuh	
Paul Gossman	
Abigail Grobbel	
– <i>First Position: S/W Engineer @ Groupon</i>	
Milan Gupta	
– <i>NCUR 2018 Poster Author</i>	
Spencer Hanson	
– <i>NCUR 2018 Poster Author</i>	
Jiaqi (Sophia) He	
Diego Holt	
– <i>First Position: S/W Engineer @ Microsoft</i>	
Sinmisola Kareem	
Cryserica Jeter	
Yuqi Jin	
Masha Koubenski	
Varun Kutirakulam	
Shubhangi Kumari	
Zihan Li	
– <i>First Position: MS Student @ UM CSE</i>	
Anthony Liu	
– <i>Research Internship @ Bloomberg</i>	
Mengyao Liu	
– <i>First Position: MSI Student @ UMSI</i>	
Xieyang Liu	

– *First Position: Ph.D. Student @ CMU HCII*
Arturo Lopez
Tianle Lu
– *First Position: Research Developer @ UM CSE*
Brent Marieb
Gabriel Matute
Aashia Mehta
Gaole Meng
Kayleigh Merz
Junlin Mo
Aditi Mylavarapu
Roshan Narayan
Skanda Palani
Justin Parus
Karma Patel
Zelin 'Tony' Pu
Sudharshna Radhakrishnan
Aditi Ramaswamy
Samantha Silveira (MSE, CSE)
Rhea Singh
Deepak Subramanian
Clement Sutjiatma
Aaron Tatum
Anthony Tung
Tami VanOmen (co-advised with Steve Oney)
Junxiao Wang (SURE student)
Kayla Wiggins
Alex Wilf
Vivian Wu
Kejia Yang
– *First Position: MS Student @ UM CSE*
Adam Yee
– *First Position: MHCI student @ CMU HCII*
Emmie Zhang
– *Now: IBM Watson Cloud*
Kevin Zheng

Highschool Advisees

Rishuv Mehta (DCDS HS)
– *Now: undergraduate student @ UMich CSE*

Other Undergraduate Advisees (30)

at the University of Rochester (unless specified)

Mitchell Gordon	[P.33, P.22, P.18], [W.9], [D.8, D.6], [A.26, A.21, A.18*], [T.8]
– <i>ASSETS 2014 SRC: 1st Place</i>	
– <i>ACM 2015 SRC Grand Finals: 2nd Place</i>	
– <i>CRA Outstanding UG Researcher: Winner</i>	
– First Position: PhD Student at Stanford CS	
Christopher Miller	[P.7*], [P.3*], [D.3*], [D.5], [A.13], [A.7], [A.3]
– <i>CRA Outstanding UG Researcher: Hon. Mention</i>	
Rachel Wesley	[P.10], [D.4], [D.2]
– <i>CRA Outstanding UG Researcher: Hon. Mention</i>	
Donato Borrello	[P.3*], [A.3]
Winnie Leung (CMU)	[P.22], [D.8], [A.21]
Ellen Lim (CMU)	[P.22], [D.8], [A.21]
Nicholas Rafter	[P.23*]
Aubrey Henderson (CMU)	[D.8]
Grant He	[A.6], [A.1]
Dan Scarafoni	[A.18*], [T.8]
Preet Singh	[A.14], [T.1]
Matt Murphy	[A.7]
Brian Fults (VT)	[UG research paper]
Bram Adams, David Bang, Emily Danchik, Rebecca Everson, Zevran Gong (CMU), Francis Hinson, Archana Iyer (CMU), Jeel Jasani (CMU), Nazmin Kharodia, Ellis Mitchell, Andrew Nocka, Angela Ren (M.S., CMU), Ge Wu, Liang Xin (M.S.), Binley Yang, Jacqueline Yeung (CMU), Yongke Yu	

PROFESSIONAL SERVICE

Editorial and Senior Committee Positions

CHI 2019: Program Committee (AC)
HCOMP 2018: Doctoral Consortium Co-Chair
CHI 2018: Program Committee (AC)
CSCW 2018a: Program Committee (AC)
ASSETS 2017: Best Papers Committee
UIST 2017: Program Committee (AC)
HCOMP 2017: Works-in-Progress and Demos Co-Chair
HCOMP 2017: Senior Program Committee
ASSETS 2017: Program Committee (AC)
CHI 2017: Program Committee (AC)
Collective Intelligence 2017: Program Committee
HCOMP 2016: Short Papers Co-Chair
UIST 2016: Program Committee (AC)
CHI 2016: Program Committee (AC)
ASSETS 2016: Program Committee (AC)
Collective Intelligence 2016: Program Committee
HCOMP 2015: [Senior] Program Committee
HCOMP 2015: Works-In-Progress and Demos Co-Chair
ASSETS 2015: Best Papers Committee
ASSETS 2015: Program Committee (AC)
UIST 2015: Recreation Co-Chair
Human Computation Journal, 2013–Present: Associate Editor

CrowdCamp 2014: Organizer
Collective Intelligence 2014: Proceedings Co-Chair
HCOMP 2013: Microtalks Co-Chair

Reviewing

AAAI [Program Committee]: Main Track Papers (2014); Web Track Papers (2012);
AAAI DEEP-DIAL [Program Committee]: Workshop on Reasoning and Learning for Dialogs (2018);
ASSETS: Posters (2015, 2017);
CHI: Papers (2013, 2014, 2015); *Productivity Decomposed* Workshop [Program Committee] (2016); Alt.CHI Papers (2014); Works-in-Progress (2013, 2014)
CHI PLAY: Papers (2014)
CSCW: Papers (2013, 2014, 2015, 2016, 2017); Works-in-Progress (2014)
DIS: Papers (2014); Works-in-Progress (2014)
EICS: Late Breaking Results (2013)
HAIDM Workshop: Papers [Program Committee] (2016)
HCOMP: Works-in-Progress (2013)
HRI: Papers (2015)
IJCAI: *Interactive Machine Learning* Workshop [Program Committee] (2016)
IJHCS: Papers (2015)
IUI: Papers (2013, 2015)
MobileHCI: Papers (2014, 2015)
Springer Journal: Proposal Reviewer (2013)
UIST: Papers (2013, 2014, 2015, 2018); Demos (2012)
W4A: Papers (2014)
WWW [Program Committee]: Papers [Crowdsourcing and Social Media Track] (2016, 2017)

Volunteering, Outreach, and Other Service

Wolverine Pathways 2017–2018: Research mentor for 16 high school students
POSSE Foundation 2017: Workshop Host, Computer Science / HCI
POSSE Foundation 2016: Workshop Host, Computer Science / HCI
CRA Outstanding Undergraduate Researcher Award 2016: Selection Committee.
CRA Outstanding Undergraduate Researcher Award 2015: Selection Committee.
CHI 2015: Translation Committee. Seoul, South Korea
CSCW 2013: Student Volunteer. San Antonio, TX
ASSETS 2013 Doctoral Consortium: Student Volunteer. Boulder, CO

SMALL BUSINESS ENGAGEMENT

CloudSight AI Technical Advisory Board Advising / research consulting.	2018–present
Trove AI Research Consultant Thinking about the future of communication technologies at this Ann Arbor-based startup!	2017–present
Legion Labs, Inc. Co-Founder and CTO Led product development for Scribe, a real-time captioning service. Worked with universities to improve classroom accessibility for deaf and hard of hearing students.	2013–2016
Edict Software Co. Owner Managed a staff of on average 6 – 8 programmers, designers and artists. Provided programming, web design, and 3D mock-up services to small businesses.	2007–2010

PROFESSIONAL MEMBERSHIPS

IEEE Special Technical Community for Human Computation	2013–Present
ACM Special Interest Group on Accessible Computing (SIGACCESS)	2013–Present
ACM Special Interest Group on Artificial Intelligence (SIGART)	2010–Present
Association for the Advancement of Artificial Intelligence (AAAI)	2009–Present
Association of Computing Machinery (ACM)	2007–Present

DEPARTMENT / INTERNAL SERVICE

CSE AccessComputing [Founding CSE] Representative, University of Michigan	2016–Present
CSE Teaching Visioning Committee, University of Michigan	2017
CSE Undergraduate Advisor, University of Michigan	2017–2018
Co-Director, [University of] Michigan Interactive and Social Computing (MISC) group	2016–2017
CSE Faculty Search Committee, University of Michigan	2016–2017; 2017–2018
CSE Graduate Student Admissions Committee, University of Michigan	2016–2017
CSE Graduate Student Admissions Committee, University of Michigan	2015–2016
CS Graduate Student Admissions Committee, University of Rochester	2011–2013
Creator, URCS Undergraduate Research Opportunities Webpage	2012–2013
University Teaching Assistant Workshop Leader, University of Rochester	2011
CSE Undergraduate Curriculum Committee, University of Rochester	2011