

BRENNAN JONES

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I am a PhD Candidate and Researcher in Human-Computer Interaction (HCI) and Computer Science, working to make a positive impact in the world through science and technology, and by bringing people together. My interests are in designing, building, and studying technologies that connect people across distances for work and play. I have training and skills as a computer scientist, developer, designer, researcher, writer, and communicator. I have designed, prototyped, and evaluated user experiences; conducted UX research using various methodologies; written and maintained software; and communicated ideas and research results through oral presentations, demonstrations, papers, posters, and videos. For fun, I enjoy hiking, cycling, travelling, photography, reading, pets, occasional video gaming, making up bad puns, and spending time with family and friends.

EDUCATION

PhD in Computer Science 2017 - present

Research area: Human-Computer Interaction (HCI), Computer-Supported Cooperative Work (CSCW)

University of Calgary, Calgary, AB, Canada

GPA: 4.00/4.00

Supervisory committee: Dr. Ehud Sharlin, Dr. Carman Neustaedter (Simon Fraser University), Dr. Anthony Tang (University of Toronto)

Thesis topic: *Designing Distributed-Collaboration Technologies for Wilderness Search and Rescue*

Visiting PhD Scholar Apr. 2017 – Aug. 2018, Jan. 2019 - present

Simon Fraser University School of Interactive Arts & Technology, Surrey, BC, Canada

Advisor: Dr. Carman Neustaedter

M.Sc. in Computer Science 2014 - 2016

Research area: Human-Computer Interaction (HCI), Computer-Supported Cooperative Work (CSCW)

University of Calgary, Calgary, AB, Canada

GPA: 3.85/4.00

Thesis advisor: Dr. Anthony Tang

Thesis title: *Elevating Communication, Collaboration, and Shared Experiences between Peers in Mobile Video Communication using Drones*

B.Sc. in Computer Science (with First-Class Honours) 2011 - 2014

Concentration: Human-Computer Interaction (HCI)

University of Calgary, Calgary, AB, Canada

GPA: 3.75/4.00

Honours thesis title: *Improving Collaboration in Online Group Art Therapy*

Extracurricular activities: RezNet, UCalgaryCares

Computer Science (University Transfer)

2010 - 2011

Mount Royal University, Calgary, AB, Canada

GPA: 3.96/4.00

Extracurricular activities: Students in Free Enterprise (SIFE MRU)

WORK EXPERIENCE

Current:

Graduate (MSc/PhD) Researcher – Supervised by Dr. Anthony Tang & Dr. Ehud Sharlin Sep. 2014 - present

University of Calgary Department of Computer Science – Interactions Lab (iLab), Calgary, AB, Canada

Worked on several research projects related to telepresence, video communication, remote collaboration robotics (e.g., telepresence robots, drones), and emergency response. Designed, implemented, and evaluated research prototypes; conducted experiments using various research methodologies; collaborated with other students, post-docs, and professors; written and published papers and posters at top-tier venues; presented and demoed at workshops and conferences; and helped other colleagues with their presentations and written work.

PhD Researcher – Supervised by Dr. Carman Neustaedter Apr. 2017 - Aug. 2018, Jan. 2019 - present

Simon Fraser University School of Interactive Arts & Technology – Connections Lab (cLab), Surrey, BC, Canada

Working in collaboration with my PhD co-supervisor and other students in the lab on research related to telepresence and remote communication, collaboration, and social computing.

Past:

Research Intern – Supervised by Dr. Sean Rintel Jul. 2019 - Sep. 2019

Microsoft Research Cambridge – Human Experience & Design (HXD) Group, Cambridge, England, UK

Worked on research exploring how to make meetings more 'socially intelligent' through machine perception, looking particularly at the user experience of remote video meetings.

Research Intern – Supervised by Ignacio Avellino, Dr. Cédric Fleury, Dr. Michel Beaudouin-Lafon, Dr. Joseph Malloch, & Dr. Wendy Mackay Apr. 2016 - Sep. 2016

Inria Saclay – ExSitu Group, Orsay, France

Worked on a research project involving the design, development, and evaluation of remote collaboration tools for people working in distributed workrooms with numerous workstations, devices, and a large wall-sized display. Our explorations involved the use of motion-capture systems (e.g., VICON), moving on-screen videos, and telepresence robots acting as physical surrogates for remote users.

Teaching Assistant – CPSC 481: Human-Computer Interaction I Sep. 2015 – Dec. 2015

University of Calgary Department of Computer Science, Calgary, AB, Canada

Assisted students with their project work; provided feedback on students' work; taught material not taught in lectures; taught programming and development in Microsoft Visual Studio and Expression Blend; prepared tutorial slides; evaluated students' work (portfolios, presentations, and assignment deliverables).

Undergraduate Researcher – Supervised by Dr. Anthony Tang Nov. 2012 – Aug. 2014
University of Calgary Department of Computer Science – Interactions Lab (iLab), Calgary, AB, Canada
Worked on undergraduate research projects on remote group art therapy, physical and tangible gaming using Sphero robots, and camera work in mobile video communication.

Web Developer Intern Jul. 2012 - Nov. 2012
E-Patches and Crests, Sylvan Lake, AB, Canada
Assisted in developing and maintaining the company's website; helped implement an online checkout system for custom orders; and updated online newsletters and the website's main stylesheet. Wrote code using PHP, MySQL, HTML, and CSS.

RezNet Technician Sep. 2011 - Apr. 2012
University of Calgary Residence Services, Calgary, AB, Canada
Assisted students living in residence with connecting to the Internet and opening IT accounts; troubleshoot network issues; and updated software on students' computers.

PUBLICATIONS

Peer-Reviewed Conference Papers:

Jones, B., Maiero, J., Mogharrab, A., Aguilar, I.A., Riecke, B.E., Kruijff, E., Neustaedter, C., and Lindeman, R.W. (2020). FeetBack: Augmenting Robotic Telepresence with Haptic Feedback on the Feet. In *Proceedings of the 2020 ACM International Conference on Multimodal Interaction (ICMI 2020)*, ACM, 194-203. (Acceptance rate: 29% - 65/159)

Jones, B., Tang, A., and Neustaedter, C. (2020). Remote Communication in Wilderness Search and Rescue: Implications for the Design of Emergency Distributed-Collaboration Tools for Network-Sparse Environments. In *Proceedings of the ACM on Human-Computer Interaction, 4 (GROUP)*, ACM.

Yang, L., **Jones, B.**, Neustaedter, C., and Singhal, S. (2018). Shopping Over Distance through a Telepresence Robot. In *Proceedings of the ACM on Human-Computer Interaction, 2 (CSCW)*, ACM. (Acceptance rate: 25.5% - 184/722)

Heshmat, Y., **Jones, B.**, Xiong, X., Neustaedter, C., Tang, A., Riecke, B.E., and Yang, L. (2018). Geocaching with a Beam: Shared Outdoor Activities through a Telepresence Robot with 360 Degree Viewing. In *Proceedings of the 2018 ACM Conference on Human Factors in Computing Systems (CHI 2018)*, ACM. (Acceptance rate: 25.7% - 666/2592)

Neustaedter, C., **Jones, B.**, O'Hara, K., and Sellen, A. (2018). The Benefits and Challenges of Video Calling for Emergency Situations. In *Proceedings of the 2018 ACM Conference on Human Factors in Computing Systems (CHI 2018)*, ACM. (Acceptance rate: 25.7% - 666/2592) - **Honourable Mention Award (top 5% of all submissions)**

Jones, B., Dillman, K., Tang, R., Tang, A., Sharlin, E., Oehlberg, L., Neustaedter, C., and Bateman, S. (2016). Elevating Communication, Collaboration, and Shared Experiences in Mobile Video through Drones. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems (DIS 2016)*, ACM, 1123-1135. (Acceptance rate: 26% - 107/418)

Jones, B., Witcraft, A., Bateman, S., Neustaedter, C., and Tang, A. (2015). Mechanics of Camera Work in Mobile Video Collaboration. In *Proceedings of the 2015 ACM Conference on Human Factors in Computing Systems (CHI 2015)*, ACM, 957-966. (Acceptance rate: 23% - 486/2120)

Peer-Reviewed Extended Abstracts and Posters:

Jones, B., Zhang, Y., Wong, P.N.Y., and Rintel, S. (2020). VROOM: Virtual Robot Overlay for Online Meetings. In *Extended Abstracts of the 2020 ACM Conference on Human Factors in Computing Systems (CHI 2020)*, ACM. (Acceptance rate: 41.8% - 323/772)

Jones, B., Tang, A., Neustaedter, C., Antle, A.N., and McLaren, E.S. (2018). Designing a Tangible Interface for Manager Awareness in Wilderness Search and Rescue. In *Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2018)*, ACM, 161-164. (Acceptance rate: 28% - 1847/6682)

Jones, B., Dillman, K., Manesh, S.A., Sharlin, E., and Tang, A. (2014). Designing an Immersive and Entertaining Pervasive Gameplay Experience with Spheros as Game and Interface Elements. In *Proceedings of the 2014 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY 2014)*, ACM, 425-426. (Acceptance rate: 30% - 233/778)

Jones, B., Hankinson, S.P., Collie, K., and Tang, A. (2014). Supporting Non-Verbal Visual Communication in Online Group Art Therapy. In *Extended Abstracts of the 2014 ACM Conference on Human Factors in Computing Systems (CHI 2014)*, ACM, 1759-1764. (Acceptance rate: 31% - 1000/3200)

Workshop Papers:

Jones, B., Zhang, Y., Wong, P.N.Y., Rintel, S., and Heshmat, Y. (2020). VR-Enabled Telepresence as a Bridge for People, Environments, and Experiences. In *Social VR: A New Medium for Remote Communication and Collaboration (Workshop at CHI 2020)*.

Zhang, Y. and **Jones, B.** (2020). Virtual Reality for Telecommuting. In *Social VR: A New Medium for Remote Communication and Collaboration (Workshop at CHI 2020)*.

Heshmat, Y., **Jones, B.**, and Neustaedter, C. (2020). 360° View for Sharing Geocaching Experience with a Telepresence Robot. In *Social VR: A New Medium for Remote Communication and Collaboration (Workshop at CHI 2020)*.

Jones, B., Tang, A., and Neustaedter, C. (2019). Drones for Remote Collaboration in Wilderness Search and Rescue. In *iHDI: International workshop on Human-Drone Interaction - Workshop at CHI 2019*.

Jones, B., Tang, A., and Neustaedter, C. (2018). Designing Outdoor Remote-Communication Tools for Serious Collaborative Activities. In *HCI Outdoors: A CHI 2018 Workshop on Understanding Human-Computer Interaction in the Outdoors*.

Jones, B., and Tang, A. (2015). Improving Collaboration and Shared Experiences in Out-and-About Mobile Video Conferencing. In *Everyday Telepresence: Emerging Practices and Future Research (CHI '15 Workshop)*.

Doctoral Consortium:

Jones, B. (2018). Designing for Distributed Collaboration in Wilderness Search and Rescue. In *Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2018; Doctoral Colloquium)*, ACM, 77-80.

Book Chapters:

Jones, B., Tang, A., and Neustaedter, C. (2020). Designing Technology for Shared Communication and Awareness in Wilderness Search and Rescue. In McCrickard, S., Jones, M., and Stelter, T. (Eds.), *HCI Outdoors: Theory, Design, Methods and Applications*, Springer.

Neustaedter, C., Heshmat, Y., **Jones, B.**, Forghani, A., and Xiong, X. (2020). Shared Family Experiences over Distance in the Outdoors. In McCrickard, S., Jones, M., and Stelter, T. (Eds.), *HCI Outdoors: Theory, Design, Methods and Applications*, Springer.

Hankinson, S.P., **Jones, B.**, and Collie, K. (2017). Adapting Art Therapy for Online Groups. In Brooke, S.L. (Ed.), *Combining the Creative Therapies with Technology: Using Social Media and Online Counseling to Treat Clients*, Charles C. Thomas Publisher Ltd.

Technical Reports:

Neustaedter, C., **Jones, B.**, O'Hara, K., and Sellen, A. (2017). An Analysis of Next Generation 9-1-1: Video Calling for Emergency Situations. *Connections Lab Technical Report 2017-0605-01*, Simon Fraser University.

Theses:

Jones, B (2016). Elevating Communication, Collaboration, and Shared Experiences between Peers in Mobile Video Communication using Drones. *MSc Thesis*, University of Calgary.

Jones, B (2014). Improving Collaboration in Online Group Art Therapy. *BSc Hons Thesis*, University of Calgary.

TALKS AND PRESENTATIONS

FeetBack: Augmenting Robotic Telepresence with Haptic Feedback on the Feet Oct. 2020
ICMI 2020 Paper Presentation, Online/Virtual Conference

VR-Enabled Telepresence as a Bridge for People, Environments, and Experiences Apr. 2020
CHI 2020 Workshop Presentation, Online/Virtual Workshop
Workshop: Social VR: A New Medium for Remote Communication and Collaboration

Remote Communication in Wilderness Search and Rescue Jan. 2020
GROUP 2020 Paper Presentation, Sanibel, FL, USA

Designing for Remote Communication, Collaboration, and Telepresence in the Outdoors Oct. 2019
Invited Talk: Participatory Information Technology (PIT) Research Centre, Aarhus Universitet, Aarhus, Denmark

Designing for Remote Communication, Collaboration, and Telepresence in the Outdoors Oct. 2019
Invited Talk: ExSitu Group, Inria Saclay & Université Paris-Saclay, Orsay, France

- Drones for Remote Collaboration in Wilderness Search and Rescue** May 2019
CHI 2019 Workshop Presentation, Glasgow, Scotland, UK
 Workshop: iHDI: International workshop on Human-Drone Interaction
- Designing a Tangible Interface for Manager Awareness in Wilderness Search and Rescue** Nov. 2018
CSCW 2018 Poster, Jersey City, NJ, USA
- Designing for Distributed Collaboration in Wilderness Search and Rescue** Nov. 2018
CSCW 2018 Doctoral Colloquium and Poster, Jersey City, NJ, USA
- Designing Outdoor Remote-Communication Tools for Serious Collaborative Activities** Apr. 2018
CHI 2018 Workshop Presentation, Montréal, QC, Canada
 Workshop: HCI Outdoors: A CHI 2018 Workshop on Understanding Human-Computer Interaction in the Outdoors
- Elev. Communication, Collaboration, and Shared Experiences in Mobile Video through Drones** Jun. 2016
DIS 2016 Paper Presentation, Brisbane, QLD, Australia
- Mechanics of Camera Work in Mobile Video Collaboration** Apr. 2015
CHI 2015 Paper Presentation, Seoul, South Korea
- Improving Collaboration and Shared Experiences in Out-and-About Mobile Video Conferencing** Apr. 2015
CHI 2015 Workshop Presentation, Seoul, South Korea
 Workshop: Everyday Telepresence: Emerging Practices and Future Research Directions
- Designing an Immersive and Entertaining Pervasive Gameplay Experience with Spheros** Oct. 2014
CHI PLAY 2014 Madness Presentation, Poster, and Demo, Toronto, ON, Canada
- Designing an Immersive and Entertaining Pervasive Gameplay Experience with Spheros** Oct. 2014
SurfNet 2014 Poster and Demo, Calgary, AB, Canada
- Collaboration in Mobile Video Conferencing** Oct. 2014
SurfNet 2014 Madness Presentation, Calgary, AB, Canada
- Supporting Non-Verbal Visual Communication in Online Group Art Therapy** Apr. 2014
CHI 2014 Poster, Toronto, ON, Canada
- Non-Verbal Visual Communication in Online Art Therapy** Nov. 2013
University of Calgary SU Undergraduate Research Symposium Poster, Calgary, AB, Canada

OTHER CONTRIBUTIONS

- Prototypes for Online Art Therapy Tools** Feb. 2019
Digital International Creative Arts Therapies Symposium (DICATS), Online/Virtual Conference
 Presentation of work in collaboration with Sara Prins Hankinson, Kate Collie, and Anthony Tang.
 Presented by Sara Prins Hankinson. <https://youtu.be/S9QMUHKLWU>

COMMUNITY AND VOLUNTEER EXPERIENCE

Conference and Journal Reviewer – multiple occasions 2014 - present

Conferences: CHI 2021, CSCW 2020, RO-MAN 2020, DIS 2020, CHI 2020, GROUP 2020, UIST 2019, DIS 2019, CHI 2019, MobileHCI 2018, CSCW 2018, DIS 2018, CHI 2018, TEI 2018, ISS 2017, RO-MAN 2017, CHI 2017, CHI 2015

Journals: Intl' Journal of Human-Computer Studies (IJHCS), Journal on Multimodal User Interfaces (JMUI)

Reviewed papers submitted to top international conferences and journals in the fields of Human-Computer Interaction (HCI), Computer-Supported Cooperative Work (CSCW), and Human-Robot Interaction (HRI).

Program Committee (PC) Meeting Assistant – multiple occasions 2019 - 2020

ACM DIS Conference

Assist Session Chairs and the Technical Chairs during the PC meeting for the ACM DIS conference.

Associate Chair (AC) – multiple occasions 2018 - 2020

ACM CHI Conference, Late-Breaking-Work (LBW) Track

Assign and manage reviewers for the LBW track for the ACM CHI conference.

Student Volunteer – multiple occasions 2014 - 2020

Conferences: GROUP 2020, CHI 2019, CHI 2018, DIS 2016, CHI 2015, CHI PLAY 2014

Assisted with tasks that kept the conferences running. Duties included (but were not limited to): telepresence assistance; workshop assistance; session monitoring; and assistance with demo and poster receptions.

Telepresence Assistant May 2019

ACM CHI Conference 2019

Assisted the telepresence chairs in providing opportunities to allow some attendees to attend and participate in conference and workshop activities remotely.

Graduate College Scholar Sep. 2018 - Dec. 2018

University of Calgary Graduate College

The College is a cohort of graduate students at the University of Calgary who strive to connect the university and city communities and promote discourse on important and challenging topics. As a member, I served on a subcommittee, helped organize events on and off campus, and volunteered in the community.

Residence Move-In Volunteer Sep. 2012 and Aug. 2015

University of Calgary Residence Services, Calgary, AB, Canada

Helped residence students move their belongings into their suites on Move-In Day.

Volunteer – multiple occasions Oct. 2011 – Aug. 2014

University of Calgary Centre for Community-Engaged Learning, Calgary, AB, Canada

Sample duties: helped build an elementary-school playground; helped sort clothing at the Mustard Seed; helped recruit for UCalgaryCares programs; helped sort flood-relief donations at the Siksika First Nation.

Volunteer Aug. 2013

Alberta Flood Aid Benefit Concert, Calgary, AB, Canada

Helped clean up the field; set up the VIP area; and directed parking.

Flood-Relief Volunteer

Jun. 2013

The City of Calgary, Calgary, AB, Canada

Helped clean up homes in two separate neighbourhoods on two separate days after the June flooding in Calgary.

Relay for Life Volunteer – multiple occasions

Jun. 2008 – Apr. 2013

Canadian Cancer Society, Strathmore, AB, Canada and Calgary, AB, Canada

Helped set up and run five Relay for Life events in Strathmore and at the University of Calgary.

UCalgaryCares Costa Rica Volunteer

May 2012

University of Calgary Centre for Community-Engaged Learning, Isla Chira, Costa Rica.

Travelled with a group of other students to Costa Rica for two weeks to complete numerous volunteer projects for an elementary school and a lodge in a rural island community. The projects involved painting classrooms, sidewalks, fence posts, and bedrooms; repainting a basketball court; and building a bus stop.

Web Developer

Sep. 2010 - Apr. 2011

Students in Free Enterprise at Mount Royal University (SIFE MRU), Calgary, AB, Canada

Set up and maintained the organization's team wiki; assisted with the development of the organization's website.

HONOURS AND AWARDS

NSERC Postgraduate Doctoral Scholarship (PGS-D) (\$21,000/year)	2018 - 2021
Alberta Innovates Graduate Student Scholarship (\$31,500/year)*	2018 - 2020
U of C Eyes High Doctoral Recruitment Scholarship (\$25,000/year)*	2017 - 2020
Alberta Graduate-Student Scholarship (\$3000)	2016
U of C Computer Science Department Research Award (\$1500)	2015
Alberta Innovates-Technology Futures Graduate Student Scholarship (\$26,500/year)	2014 - 2016
NSERC Undergraduate Student Research Award (USRA) (\$6000 for 4 months)	2014
Queen Elizabeth II Graduate Scholarship (\$10,800) [†]	2014
U of C SU Undergraduate Research Symposium - GSA Award Honourable Mention (\$500)	2013
NSERC Undergraduate Student Research Award (USRA) (\$5700 for 4 months)	2013
Jason Lang Scholarship (\$1000)	2012 and 2013
Louise McKinney Scholarship (\$2500)	2011

PRESS COVERAGE

Microsoft Research (blog) "VROOM: Giving body to telepresence" https://aka.ms/AA8bj56	May 2020
Microsoft Vancouver (blog) "Connection is everything" https://mcec.microsoft.ca/blog/connection-is-everything/	Feb. 2020

* Reduced to top-up.

[†] Awarded but not disbursed.

CBC Spark (radio) "It's a bird, it's a plane, it's...a drone video conferencing system!"

Oct. 2015

<http://www.cbc.ca/1.3270846>

CBC News (article) "Drone study looks to revolutionize video-conferencing"

Aug. 2015

<http://www.cbc.ca/1.3209183>

SELECTED SKILLS AND QUALIFICATIONS

Human-Computer Interaction:

Prototyping, User Experience (UX) Design, UX Research, Lab Experiments, Field Studies, Observation Studies, Interview Studies, Participatory Design, Ethnography

Computing Science:

Computer Graphics, Algorithms, Computer Vision

Programming languages, tools, platforms, and environments:

Unity, JavaScript, Node.js, C#, .NET, Visual Studio, Expression Blend, Objective-C, Swift, iOS, PHP, MySQL, HTML, HTML 5, CSS, Java, C, C++, Python, Assembly

Technologies:

Mixed Reality (AR/VR) Development, Robotics Programming, Hardware Prototyping, 3D Printing, Physical Prototyping, Arduino, VICON Motion Capture, Microsoft Kinect

Software Engineering:

UML, Object-Oriented Design, Git

Other:

Teaching, Supervision, Technical Communication, Oral Communication, Photo Editing, Video Editing