



FORM 100
Personal Data Form
PART I

Date

2013/06/10

Family name Neustaedter	Given name Carman	Initial(s) of all given names G	Personal identification no. (PIN) Valid 284099
----------------------------	----------------------	------------------------------------	--

☐ I hold a faculty position at an eligible Canadian college
(complete Appendices B1 and C)

☐ I do not or will not hold an academic appointment at a
Canadian postsecondary institution

Place of employment other than a Canadian postsecondary
Institution (give address in Appendix A)

APPOINTMENT AT A POSTSECONDARY INSTITUTION

Title of position Assistant Professor	Tenured or tenure-track academic appointment	Yes <input checked="" type="checkbox"/> No <input type="checkbox"/>
Department Interactive Arts and Technology, School of (SIAT)	Part-time appointment <input type="checkbox"/>	Full-time appointment <input checked="" type="checkbox"/>
Campus Surrey	<ul style="list-style-type: none">For all non-tenured or non tenure-track academic appointment and Emeritus Professors, complete Appendices B & CFor life-time Emeritus Professor and part-time positions, complete Appendix C	
Canadian postsecondary institution Simon Fraser		

ACADEMIC BACKGROUND

Degree	Name of discipline	Institution	Country	Date yyyy/mm
Bachelor's	Computer Science	Calgary	CANADA	2001 / 11
Master's	Computer Science	Calgary	CANADA	2003 / 09
Doctorate	Computer Science	Calgary	CANADA	2007 / 01

TRAINING OF HIGHLY QUALIFIED PERSONNEL

Indicate the number of students, fellows and other research personnel that you:

	Currently		Over the past six years (excluding the current year)		Total
	Supervised	Co-supervised	Supervised	Co-supervised	
Undergraduate	4		9		13
Master's	1		1		2
Doctoral	2	1		1	4
Postdoctoral					
Others				1	1
Total	7	1	10	2	20

Personal identification no. (PIN)

Valid 284099

Family name

Neustaedter

ACADEMIC, RESEARCH AND INDUSTRIAL EXPERIENCE (use one additional page if necessary)

Position held (begin with current)	Organization	Department	Period (yyyy/mm to yyyy/mm)
Assistant Professor	Simon Fraser	Interactive Arts and Technology, School of (SIAT)	2010/08
Adjunct Professor	University of Rochester	Computer Science	2008/09 to 2010/02
Research Scientist	Kodak Research Labs	Computational Science and Technology	2007/08 to 2010/05
Post-Doctoral Fellow	University of Calgary	Computer Science	2007/01 to 2007/06
Research Contractor	Microsoft Research	Community Technologies Group	2005/08 to 2006/04
Research Intern	Microsoft Research	Community Technologies Group	2005/05 to 2005/08
Research Intern	Microsoft Research	Community Technologies Group	2004/05 to 2004/08
Research Intern	Microsoft Research	Community Technologies Group	2003/06 to 2003/09
Research Intern	Microsoft Research	Adaptive Systems and Interaction Group	2002/07 to 2002/09

Personal identification no. (PIN)

Valid 284099

Family name

Neustaedter

ACADEMIC, RESEARCH AND INDUSTRIAL EXPERIENCE (use one additional page if necessary)

Position held (begin with current)	Organization	Department	Period (yyyy/mm to yyyy/mm)
Research Assistant	University of Calgary	Computer Science	2001/06 to 2001/09
Teaching Assistant	University of Calgary	Computer Science	1999/09 to 2004/04
Instructor	University of Calgary	Faculty of Continuing Education	1999/07 to 2001/09
Systems Administrator	Davar Child Care Society		1999/06 to 2001/06

Personal identification no. (PIN)

Valid 284099

Family name

Neustaedter

RESEARCH SUPPORT

Family name and initial(s) of applicant	Title of proposal, funding source and program, and time commitment (hours/month)	Amount per year	Years of tenure (yyyy)
List all sources of support (including NSERC grants and university start-up funds) held as an applicant or a co-applicant: a) support held in the past four (4) years but now completed; b) support currently held, and c) support applied for. For group grants, indicate the percentage of the funding directly applicable to your research. Use additional pages as required.			
a) Support held in the past 4 years			
Dr. Carman Neustaedter and 1 Other	Community Creation of Digital Media for Pervasive Games Social Sciences and Humanities Research Council (SSHRC) Insight Development Grant 10 hours/month	30,500 (50%) 37,450 (50%)	2011 2012
b) Support currently held			
Dr. Carman Neustaedter	Awareness for Family and Friends Simon Fraser University President's Research Start-up Grant 20 hours/month	16,666 16,666 16,666	2010 2011 2012
Dr. Carman Neustaedter	Supporting Awareness and Interaction through Domestic Media Spaces Natural Sciences and Engineering Research Council (NSERC) Discovery Grant 40 hours/month	20,000 20,000 20,000 20,000 20,000	2011 2012 2013 2014 2015
Dr. Carman Neustaedter	AFEVAL, GAMFIT, HCTSL, DIGIKIDZ Networks of Centres of Excellence GRAND 10 hours/month	15,000 20,000 21,000	2011 2012 2013

Personal identification no. (PIN)

Valid 284099

Family name

Neustaedter

RESEARCH SUPPORT**Family name and initial(s)
of applicant****Title of proposal, funding source and program,
and time commitment (hours/month)****Amount
per year****Years of
tenure
(yyyy)**

List all sources of support (**including NSERC grants and university start-up funds**) held as an applicant or a co-applicant: a) support held in the past four (4) years but now completed; b) support currently held, and c) support applied for. For group grants, indicate the percentage of the funding directly applicable to your research. Use additional pages as required.

b) Support currently held

Carman Neustaedter

Advanced Video Communication Systems for
Families
NSERC
Engage Grant

20 hours/month

24,990(100%)

2013

c) Support applied for

Carman Neustaedter

Video Chat for Sharing Outdoor Activities
Google Inc.
Faculty Research Awards

20 hours/month

40,000

2013

Highly Qualified Personnel (HQP)

Provide personal data about the HQP that you currently, or over the past six years, have supervised or co-supervised.

			Personal identification no. (PIN) Valid 284099	Family name Neustaedter
Name	Type of HQP Training and Status	Years Supervised or Co-supervised	Title of Project or Thesis	Present Position
Andrew Stott	Undergraduate (In Progress)	Supervised 2013 -	The Teaching Pedagogy of Gamification	Undergraduate, SFU
Flory Huang	Undergraduate (In Progress)	Supervised 2013 -	The Impact of Technology on Health & Welfare	Undergraduate, SFU
(Name withheld)	Undergraduate (In Progress)	Supervised 2013 -	The Impact of Technology on Health & Welfare	Undergraduate, SFU
Azadeh Forghani	Doctoral (In Progress)	Supervised 2012 -	Grandparent and Grandchild Communication	PhD, SFU
Daniel Hawkins	Master's (In Progress)	Supervised 2012 -	Community Engagement through Location-Based Games	Master's, SFU
Jason Procyk	Undergraduate (In Progress)	Supervised 2012 -	Location-Based Games for Family Story Telling	Research Assistant and Undergraduate, SFU
Erick Oduor	Doctoral (In Progress)	Supervised 2011 -	Multi-Camera and Multi-Display Domestic Media Spaces	PhD, SFU
Serena Hillman	Doctoral (In Progress)	Co-supervised 2010 -	New Commerce Practices	PhD, SFU
Carolyn Pang	Master's (Completed)	Supervised 2011 - 2013	Health Sharing Between Family and Friends	SAP Analyst, City of Burnaby
Brett Wakefield	Undergraduate (Completed)	Supervised 2012 - 2012	Personal Informatics for Amateur Athletic Coaching	SAP, User Experience Designer
Aaron Mah	Undergraduate (Completed)	Supervised 2011 - 2012	Sustainable Energy Practices for Families	Research Assistant and Undergraduate, SFU
Christine Ly	Undergraduate (Completed)	Supervised 2011 - 2012	Documenting Pregnancy Life for Expectant Mothers	Undergraduate, SFU
Tatiana Demidov	Undergraduate (Completed)	Supervised 2011 - 2012	Social Media and Video Chat Usage of Teenagers	Undergraduate, SFU
Azmina Karimi	Undergraduate (Completed)	Supervised 2010 - 2011	Technology Design for Older Adults	Experience Designer, Crispin Porter + Bogusky
Mary Hui	Undergraduate (Completed)	Supervised 2010 - 2011	Enhancing Communication for New and Expectant Mothers	Undergraduate, SFU
Terence Tsung	Res. Associate (Completed)	Supervised 2010 - 2011	Mobile Family Media Spaces	Programmer, ZE Powergroup
Tejinder Judge	Doctoral (Completed)	Co-supervised 2009 - 2011	Patterns of Domestic Video Mediated Communication	UX Researcher, Google
Robin Miller	Undergraduate (Completed)	Supervised 2009 - 2009	User Interfaces for Childrens' Storytelling	Program Manager, Microsoft
(Name withheld)	Undergraduate (Completed)	Supervised 2009 - 2009	User Interfaces for Childrens' Storytelling	Naval Surface Warfare Center, USA
Sara Giroto	Intern (Completed)	Co-supervised 2008 - 2008	Assessing User Attention for Image Viewing	PhD Candidate, Texas Tech

1. Most Significant Contributions

My expertise is in the field of Human-Computer Interaction (HCI), which is a subfield of Computer Science. My research involves studying the design and evaluation of user interfaces for computational devices and systems, including studies of the people, groups, and cultures that use such systems. Thus, my research produces novel user interface designs and computational technologies, as well as cultural understandings of computational software and hardware usage. This highly interdisciplinary research involves the use of methodological tools from various domains, including computer science, engineering, design, cultural anthropology, sociology, and psychology. My most significant contributions are:

a. Domestic Computing: I am internationally recognized for my research in domestic computing, which focuses on the study of family practices and the design and evaluation of domestic technologies. My calendaring research has influenced the design of Microsoft calendaring applications, including Microsoft Outlook and Windows Calendar. My family communication research has influenced communication applications being developed by Eastman Kodak Company.

b. Workplace Collaboration: I am also internationally recognized for my research on collaborative software to support workplace practices. I have studied the design and evaluation of email, workplace video conferencing, and newsgroup systems, as well as contributed theoretical knowledge related to the cultural practices of use around such technologies. This research has directly influenced Microsoft email applications (Outlook, Outlook Express) and similar designs to my original systems are now present in software created by Google, IBM, and Apple.

c. Computer and Pervasive Gaming: I have also actively pursued research in the area of computer and pervasive games. I have performed numerous studies of virtual worlds, including Second Life, where I have articulated the unique and proliferating culture of gamers. I have also been recognized for my research in ubiquitous gaming, which includes studies of the social culture of pervasive games.

2. Research Contributions and Practical Applications *for the last six years.*

For all publications that I am listed as first author, I lead the project. For publications where I am second author, I took an active role in collaborating with or advising the first author. My students' names are boldfaced. Funding sources are listed after each citation in the order of their contribution.

Articles in Refereed Publications

Published or Accepted Journal Articles (Total: 5; 4 in the past 6 years)

International Journal of Human Computer Studies (IJHCS), Transactions of Computer Human Interaction (ToCHI), and Personal and Ubiquitous Computing are top journals in my discipline.

1. Neustaedter, C., Tang, A., and **Judge, T.** (2013), Creating Scalable Location-Based Games: Lessons from Geocaching, *Journal of Personal and Ubiquitous Computing*, Springer, 25 pgs. (SSHRC Insight Development)
2. Neustaedter, C. (2013), My Life with Always-On Video, *Electronic Journal of Communication, Special Issue on Video Conferencing*, Communication Institute for Online Scholarship, 34 pgs. (GRAND NCE)
3. Nunes, M., Greenberg, S. and Neustaedter, C. (2009), Using Physical Memorabilia as Opportunities to Move into Collocated Digital Photo Sharing, *International Journal on Human Computer Studies, Special Issue on Collocated Photo Sharing Practices*, Elsevier, 35 pgs. (NSERC NECTAR)
4. Neustaedter, C., Brush, A.J., and Greenberg, S., (2009) "The Calendar is Crucial": Coordination and Awareness through the Family Calendar, In *ACM Transactions on Computer-Human Interaction (ToCHI)*, ACM Press, 43 pgs. (NSERC PGS-D)

Submitted Journal Articles (Total: 1)

5. Neustaedter, C., **Judge, T.**, Procyk, J., and Tang, A. (2013) Exploring Player-Generated Content During the Infancy of a Location-Based Game, in submission to the *Journal on Personal and Ubiquitous Computing*, Springer, 22 pgs. (SSHRC Insight Development)

Published Refereed Conference Papers (Total: 41; 33 in the past 6 years)

Given the rapid change in technology, in the fields of HCI and computer science, conference papers are almost equivalent to journal articles because of their dissemination, rigour, competition, and quality. ACM Computer Human Interaction (CHI), ACM Computer Supported Cooperative Work (CSCW), ACM Designing Interaction Systems (DIS), ACM Multimedia, and Ubiquitous Computing (Ubicomp) are top tier conferences with acceptance rates of ~20-25% for full papers (8-10 pgs). ACM Graphics Interface (GI), International Conference on Image Processing (ICIP), and the Australian Conference on Computer Human Interaction (OzCHI) are all 2nd tier conferences with acceptance rates of 30-45%.

6. **Oduor, E.**, Neustaedter, C., **Hillman, S.**, and **Pang, C.** (2013) Family Communication in Rural and Slum Regions of Kenya, *Conference on Computer Human Interaction (CHI)*, ACM Press, 6 pgs. (GRAND NCE, NSERC)
7. **Forghani, A.**, Neustaedter, C., and Schiphorst, T. (2013) Investigating the Communication Patterns and Needs of Distance-Separated Grandparents and Grandchildren, *Conference on Computer Human Interaction (CHI)*, ACM Press, 6 pgs. (GRAND NCE, NSERC)
8. **Procyk, J.** and Neustaedter, C. GEMS: A Location-Based Game for Supporting Family Storytelling, *Conference on Computer Human Interaction (CHI)*, ACM Press, 6 pgs. (GRAND NCE, SSHRC)
9. **Deng, Y.**, Antle, A., Neustaedter, C., Bevans, A. (2013) Tango Cards: A Card-Based Design Tool for Designing Tangible Learning Games, *Extended Proceedings of the ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI)*, 8 pgs.
10. **Pang, C.**, Neustaedter, C., Riecke, B. E., **Oduor, E.**, and **Hillman, S.**, Riecke, B. (2013) Technology Preferences and Routines for Sharing Health Information during the Treatment of a Chronic Illness, *Conference on Computer Human Interaction (CHI)*, ACM Press, 10 pgs. (GRAND NCE, NSERC)
11. Neustaedter, C. and Golbeck, J. (2013) The Remote Awareness and Interaction Needs of Families with Dogs and Cats, *Conference on Computer Supported Cooperative Work and Social Computing (CSCW)*, ACM Press, 6 pgs. (NSERC)
12. **Buhler, T.**, Neustaedter, C., and **Hillman, S.** (2013) How and Why Teenagers Use Video Chat, *Conference on Computer Supported Cooperative Work (CSCW)*, ACM Press, 10 pgs. (NSERC)
13. Neustaedter, C., Bartram, L., and **Mah, A.** (2013) Everyday Activities and Energy Consumption: How Families Understand the Relationship, *Conference on Computer Human Interaction (CHI)*, ACM Press, 10 pgs. (GRAND NCE)
14. **Hillman, S.** Neustaedter, C., **Pang, C.**, and **Oduor, E.** (2013) "Shared Joy is Double Joy": The Social Practices of User Networks Within Group Shopping Sites, *Conference on Computer Human Interaction (CHI)*, ACM Press, 10 pgs. (NSERC)
15. **Lam, C.**, and Neustaedter, C. (2013) Explorations of Geocaching in the Virtual World of Second Life, *Extended Proceedings of the Conference on Computer Supported Cooperative Work*, ACM Press, 6 pgs.
16. **Hillman, S.**, Neustaedter, C., and Bowes, J., (2012) The Routines and Social Behaviors of Frequent mCommerce Shoppers, *Extended Proceedings of the Conference on Computer-Human Interaction (CHI 2012)*, ACM Press, 6 pgs. (NSERC)
17. **Hui, M.**, **Ly, C.**, and Neustaedter, C. (2012) MammiBelli: Sharing Baby Activity Levels Between Expectant Mothers and Their Intimate Social Groups, *Extended Proceedings of the Conference on Computer-Human Interaction (CHI 2012)*, ACM Press, 6 pgs. (NSERC)
18. Neustaedter, C. and Sengers, P. (2012) Autobiographical Design in HCI Research, *Conference on Designing Interactive Systems (DIS)*, ACM Press, 10 pgs.
19. Golbeck, J., and Neustaedter, C. (2012) Pet Video Chat: Monitoring and Interacting with Dogs over Distance, *Conference on Computer-Human Interaction (CHI 2012)*, ACM Press, 10 pgs. (NSERC)
20. **Deng, Y.**, Antle, A., and Neustaedter, C. (2012) A Card-Based Design Tool for Designing Tangible Learning Games Poster paper at the (GRAND 2012). (GRAND NCE)

21. **Hillman, S.**, Neustaedter, C., Bowes, J., and Antle, A. (2012) Soft Trust and mCommerce Shopping Behaviors, *Conference on Human-Computer Interaction with Mobile Devices & Services (MobileHCI)*, ACM Press (2012), 10 pgs. (NSERC)
 22. Neustaedter, C. and Greenberg, S. (2012) Intimacy in Long-Distance Relationships over Video Chat, *Conference on Computer-Human Interaction (CHI 2012)*, ACM Press, 10 pgs. (NSERC)
 23. **Karimi, A.**, and Neustaedter, C. (2012) From High Connectivity to Social Isolation: Communication Practices of Older Adults in the Digital Age, *Conference on Computer-Supported Cooperative Work (CSCW 2012)*, ACM Press, 4 pgs. (NSERC)
 24. Neustaedter, C. and **Judge, T.** (2012) See It: A Scalable Location-Based Game for Promoting Physical Activity, *Conference on Computer-Supported Cooperative Work (CSCW 2012)*, ACM Press, 4 pgs. (SSHRC Insight Development)
 25. **Judge, T.K.**, Neustaedter, C., Harrison, S., and Blose, A. (2011), The Family Portals: Connecting Families Through a Multifamily Media Space, *ACM CHI 2011*, ACM Press, 10 pgs. (Kodak)
 26. **Judge, T.K.**, Neustaedter, C., and Kurtz, A.F. (2010), The Family Window: The Design and Evaluation of a Domestic Media Space, *ACM CHI 2010*, ACM Press, 10 pgs. (Kodak)
 27. **Judge, T.K.**, and Neustaedter, C. (2010), Sharing Conversation and Sharing Life: Video Conferencing in the Home, *ACM CHI 2010*, ACM Press, 4 pgs. (Kodak)
 28. Neustaedter, C., Tang, A., and **Judge, T.K.** (2010), The Role of Community and Groupware in Geocache Creation and Maintenance, *CHI 2010*, ACM Press, 10 pgs. (Kodak)
 29. Neustaedter, C., and Fedorovskaya, E. (2009), Avatar Appearances and Representation of Self: Learning from Second Life, *AAAI's Symposium on Cognitive Architectures (2009)*, IEEE, 2 pgs.
 30. Neustaedter, C., and Fedorovskaya, E. (2009), Improving the Flow in Digital Photo Ecosystems through Sketching and Wizard of Oz Techniques, *Graphics Interface 2009*, ACM Press, 8 pgs.
 31. Neustaedter, C., and Fedorovskaya, E. (2009), Presenting Identity in the Virtual World through Avatar Appearances, *Graphics Interface 2009*, ACM Press, 8 pgs. (Kodak)
 32. Neustaedter, C., and Fedorovskaya, E. (2009), Capturing and Sharing Memories in a Virtual World, *Proceedings of the ACM CHI 2009*, ACM Press, 10 pgs. (Kodak)
 33. Gallagher, A., Neustaedter, C., Cao, L., Luo, J., and Chen, T. (2008), Image Annotation using Personal Calendars as Context, *ACM Multimedia 2008*, ACM Press, 4 pgs. (Kodak)
 34. Fedorovskaya, E., Neustaedter, C., and Hao, W. (2008), Image Harmony for Consumer Images, *IEEE International Conference on Image Processing (ICIP 2008)*, IEEE, 4 pgs. (Kodak)
 35. Nunes, M., Greenberg, S. and Neustaedter, C. (2008), Sharing Digital Photographs in the Home through Physical Mementos, Souvenirs, and Keepsakes. *ACM DIS 2008*, ACM Press, 10 pgs. (NSERC NECTAR)
 36. Neustaedter, C., Brush, A.J., and Greenberg, S., (2007), A Digital Family Calendar in the Home: Lessons from Field Trials of LINC, *Graphics Interface 2007, Best Student Paper Award*, 8 pgs. (NSERC PGS-D, Alberta Ingenuity, Microsoft)
 37. Elliot, K., Watson, M., Neustaedter, C. and Greenberg, S. (2007), Location-Dependent Information Appliances for the Home. *Graphics Interface 2007*, 8 pgs. (NSERC PGS-D, Alberta Ingenuity)
 38. Elliot, K., Neustaedter, C. and Greenberg, S., (2007), StickySpots: Using Location to Embed Technology in the Social Practices of the Home, *Tangible and Embedded Interaction 2007*, 8 pgs. (NSERC PGS-D, Alberta Ingenuity)
- Submitted Conference Papers (Total: 2)**
39. **Fortin, C.**, Neustaedter, C., and Hennessy, K. (2013) Shifting the Focus From Private to Public: Considerations for the Design of Interactive Digital Bulletin Boards, in submission to the *European Conference on Computer Supported Cooperative Work (ECSCW)*, ACM Press, 20 pgs. (SSHRC)
 40. **Fortin, C.**, DiPaola, S., Bizzocchi, J., Hennessy, K., and Neustaedter, C. (2013) Medium-Specific Properties of Urban Screens: Towards an Ontological Framework for Digital Public Displays, in submission to the *Conference on Creativity and Cognition*, ACM Press, 10 pgs.

Book Editing (Total: 1)

41. Neustaedter, C., Harrison, S., and Sellen, A. (2012), Connecting Families: The Impact of New Communication Technologies on Domestic Life, *Springer*, 220 pgs.

Invited Book Chapters (Total: 5)

42. Greenberg, S., and Neustaedter, C. (2012) Shared Living, Experiences, and Intimacy over Video Chat in Long Distance Relationships, in C. Neustaedter, S. Harrison, and A. Sellen (ed.), *Connecting Families*, Springer, 18 pgs. (GRAND NCE, NSERC Discovery Grant)
43. **Judge, T.**, Neustaedter, C., and Harrison, S. (2012) Private and Public Family Messaging: How and When Do Families Choose, in C. Neustaedter, S. Harrison, and A. Sellen (ed.), *Connecting Families*, Springer, 18 pgs. (Kodak, NSERC)
44. Neustaedter, C., Harrison, S., and Sellen, A. (2012) Connecting Families: An Introduction, Book Chapter in Neustaedter, C., Sellen, A., and Harrison, S (ed.), *Connecting Families: The Impact of New Communication Technologies on Domestic Life*, Springer, 13 pgs. (NSERC)
45. Greenberg, S., Neustaedter, C., and Elliot, K. (2009), Awareness in the Home: The Nuances of Relationships, Domestic Coordination and Communication, in P. Markopoulos, B. De Ruyter, W. Mackay (ed.), *Awareness Systems*, Kluwer Academic Publishers, pp. 1-21. (NSERC PGS-D)
46. Boyle, M., Neustaedter, C. and Greenberg, S. (2009), Privacy Factors in Video-based Media Spaces, in S. Harrison (ed.), *Media Space: 20+ Years of Mediated Life*, Springer, 32 pgs. (NSERC NECTAR)

Refereed Videos with Extended Abstracts (Total: 8, 3 in the past 6 years)

47. Golbeck, J. and Neustaedter, C. (2012) Pet Video Chat: Monitoring and Interacting with Dogs over Distance, In *Video Proceedings of the Conference on Computer-Human Interaction (CHI 2012)*, ACM Press.
48. Neustaedter, C., **Judge, T.**, Kurtz, A., and Fedorovskaya, E. (2010) The Family Window: Connecting Families over Distance with a Domestic Media Space, *ACM Conference on Computer-Supported Cooperative Work (CSCW 2010)*, ACM Press.
49. Elliot, K., Watson, M., Neustaedter, C. and Greenberg, S. (2007) Location-Dependent Domestic Information Appliances, *Fifth International Conference on Pervasive Computing 2007 (Pervasive 2007)*, May 13-16, Toronto, Ontario, Canada.

Non-Refereed Contributions (Total: 19, 12 in the past 6 years)

Demonstrations with Extended Abstracts (Total: 2, 0 in the past 6 years)

Workshop Organization with Extended Abstracts (Total: 7, 7 in the past 6 years)

Workshop Papers (Total: 10, 5 in the past 6 years)

Contributions to Practical Applications**Patents Awarded (Total: 1, 0 in the past 6 years)****Patent Applications Pending (Total: 5, 3 in the past 6 years)**

50. Neustaedter, C., Kurtz, A., Fedorovskaya, E., **Judge, T.**, 2009, Time Shifted Video Communications, Kodak.
51. Fedorovskaya, E., and Neustaedter, C., 2009, Method and Apparatus for Image Display Control According to Viewer Factors and Responses, Kodak.
52. Neustaedter, C., Gobeyn, K., and Fedorovskaya, E., 2008, Configuring a Virtual World User Interface, Kodak.

3. Other Evidence of Impact and Contributions**Invited Presentations and Talks (Total: 32, 18 in the past 6 years)****Advisory Boards**

2012 – Present **Editorial Advisory Board**, Journal of Computer Supported Cooperative Work

Conference Chairing

- 2014 **Technical Program Co-Chair**, ACM Designing Interactive Systems (DIS)
- 2013 **Video Program Co-Chair**, ACM Computer-Supported Cooperative Work (CSCW)

Conference Program Committees

- 2012, 2013 **Program Committee**, Graphics Interface (GI)
- 2013 **Program Committee**, ACM Computer-Supported Cooperative Work (CSCW)
- 2012 **Program Committee**, ACM Conference on Group Work (GROUP)
- 2009 - 2012 **Program Committee**, ACM Computer-Human Interaction (CHI)
- 2008, 2010 **Program Committee**, ACM Designing Interactive Systems (DIS)

Selected Institutional Service

- 2012 - Present **School Ambassador**, School of Interactive Arts & Technology
- 2012 - Present **FCAT Undergraduate Conference 2013**, Organizer
- 2012 - Present **Graduate Program Committee**, School of Interactive Arts & Technology
- 2012 - Present **Tenure & Promotion Committee**, School of Interactive Arts & Technology
- 2012 - Present **Graduate Admissions Committee**, School of Interactive Arts & Technology

4. Delays and Research Activities – N/A

5. Contributions to Training

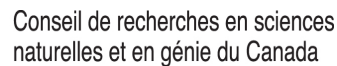
My research is an excellent training ground for current and future students given its highly interdisciplinary nature. My industrial research experience (at two companies, Microsoft and Kodak) combined with my academic experience provides a strong training ground for pursuing research projects and learning how to engage companies for technology transfer. Master's and Doctoral students learn to independently pursue a research topic, collaborate with others as needed, and draw on research methods from a variety of disciplines, including computer science, design, engineering, psychology, sociology, anthropology, and industrial design. Master's and Doctoral students work on a research topic either within or highly related to my research program. They are also actively encouraged and funded to attend conferences, workshops, and meetings with others nationally and internationally to discuss and present their work. Undergraduate students work within my research program as Research Assistants, Honors students, or Research Capstone students.

I am a collaborating network investigator in the GRAND NCE, which seeks to bring together Canadian researchers for collaboration and discussion of their research; I actively ensure that my students are a part of this network to provide them with valuable opportunities to network, establish collaborative partners, and learn from others beyond myself.

I am a member of the steering committee for the Interaction Design Research Centre at Simon Fraser University, which contains interaction design researchers as well as industry representatives where the goal is to foster, develop, and understand the role of interaction design in technology research. I foster participation by my students in this organization to enhance their learning, provide collaboration opportunities, and develop ties to industry.

My students, including both graduate and undergraduate, work in a shared lab space with two other NSERC-supported faculty (Antle and Riecke) and their graduate students (~20 researchers in total). This provides a valuable opportunity to learn from other faculty and students, collaborate on projects, and share research tools and equipment.


My students are in high demand in design and development jobs and have held internships at Infosys (HQP Oduor), IBM Almaden (HQP Judge) and Crispin Porter + Bogusky (HQP Karimi). HQP Judge now works at Google, HQP Miller at Microsoft, and HQP Karimi at Crispin Porter + Bogusky.



APPENDIX A

Personal Data (Form 100)

Date	2013/06/10
Personal identification no. (PIN)	Valid 284099

Telephone number (alternate)	 Give an alternate telephone number only if you can be reached at that number during business hours.	Gender (completion optional)
		<input checked="checked" type="checkbox"/> Male <input type="checkbox"/> Female

English	Read <input checked="" type="checkbox"/>	Write <input checked="" type="checkbox"/>	Speak <input checked="" type="checkbox"/>
French	Read <input type="checkbox"/>	Write <input type="checkbox"/>	Speak <input type="checkbox"/>
I wish to receive my correspondence:		in English <input checked="" type="checkbox"/>	in French <input type="checkbox"/>

<p>Provide a maximum of 10 key words that describe your area(s) of expertise. Use commas to separate them. If you have expertise with particular instruments and techniques, specify which one(s).</p> <p>human-computer interaction, computer-supported cooperative work, ubiquitous computing, design, qualitative research</p>	<p>Research subject code(s)</p> <p>Primary</p> <p>2700</p>
	<p>Secondary</p> <p>2705</p>



Appendix D (Form 100) Consent to Provide Limited Personal Information About Highly Qualified Personnel (HQP) to NSERC

NSERC applicants are required to describe their contributions to the training or supervision of highly qualified personnel (HQP) by providing certain details about the individuals they have trained or supervised during the six years prior to their current application. HQP information must be entered on the Personal Data Form (Form 100). This information includes the trainee's name, type of HQP training (e.g., undergraduate, master's, technical etc.) and status (completed, in-progress, incomplete), years supervised or co-supervised, title of the project or thesis, and the individual's present position.

Based on the federal *Privacy Act* rules governing the collection of personal information, applicants are asked to obtain consent from the individuals they have supervised before providing personal data about them to NSERC. In seeking this consent, the NSERC applicant must inform these individuals what data will be supplied, and assure them that it will only be used by NSERC for the purpose of assessing the applicant's contribution to HQP training. To reduce seeking consent for multiple applications, applicants will only need to seek consent one time for a six-year period. If the trainee provides consent by e-mail, the response must include confirmation that they have read and agree to the text of the consent form.

When consent cannot be obtained, applicants are asked to not provide names, or other combinations of data, that would identify those supervised. However, they may still provide the type of HQP training and status, years supervised or co-supervised, a general description of the project or thesis, and a general indication of the individual's present position if known.

An example of entering HQP information on Form 100 (with and without consent):

Name	Type of HQP Training and Status	Years Supervised or Co-supervised	Title of Project or Thesis	Present Position
Consent Received from Marie Roy				
Roy, Marie	Undergraduate (Completed)	Supervised 1994 - 1997	Isotope geochemistry in petroleum engineering	V-P (Research), Earth Analytics Inc., Calgary, Alberta
Consent Not Obtained from Marie Roy				
(name withheld)	Undergraduate (Completed)	Supervised 1994 - 1997	Isotope geochemistry	research executive in petroleum industry - western Canada

Consent Form

Name of Trainee	
Applicant Information	
Name Neustaedter, Carman G	
Department Interactive Arts and Technology, School of (SI	Postsecondary Institution Simon Fraser
I hereby allow the above-named applicant to include limited personal data about me in grant applications submitted for consideration to NSERC for the next six years. This limited data will only include my name, type of HQP training and status, years supervised or co-supervised, title of the project or thesis and, to the best of the applicant's knowledge, my position title and company or organization at the time the application is submitted. I understand that NSERC will protect this data in accordance with the <i>Privacy Act</i> , and that it will only be used in processes that assess the applicant's contributions to the training of highly qualified personnel (HQP), including confidential peer review.	
_____ Trainee's signature	_____ Date
Note: This form must be retained by the applicant and made available to NSERC upon request.	