

REFERENCES - KIDZ

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8. http://www.autismsocietycanada.ca/DocsAndMedia/KeyReports/NEDSAC_Report_March2012.pdf (page 6)
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11. Antle, A. N. and Wise, A.F. Getting down to details: Using theories of cognition and learning to inform tangible user interface design, *Interacting with Computers*, 25, 1 (2013), 1-20. DOI:10.1093/iwc/iws007
12. Barendregt, W., Bekker, M. M. Development and Evaluation of the Picture Cards Method, *Cognition Technology and Work, Special Issue on Child Computer Interaction: Methodological Research*, 10, 2 (2008), 95-105. DOI:10.1007/s10111-007-0066-z
13. Antle, A.N. Child-based personas: Need, ability and experience. *Cognition, Technology & Work, Special Issue on Child Computer Interaction: Methodological Research*, 10 (2008), 155-166.
14. Antle, A. N. Research Opportunities: Embodied child-computer interaction, *International Journal of Child-Computer Interaction*, 1, 1 (2013), 30-36. DOI:10.1016/j.ijcci.2012.08.001
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16. Markopoulos, P., Read, J., MacFarlane, S., and Höysniemi, J. *Evaluating Children's Interactive Products: Principles and Practices for Interaction Designers*, Morgan Kaufman Publishers, Burlington, MA, USA, 2008.



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Internal use	CID (if known)
824765	165510

Identification

Only the information in the Name section will be made available to selection committee members and external assessors. Citizenship and Statistical and Administrative Information will be used by SSHRC for administrative and statistical purposes only. Filling out the statistical and Administrative Information section is optional.

Name

Family name	Given name	Initials	Title
Antle	Alissa	N	Dr.

Citizenship - Applicants and co-applicants must indicate their citizenship status by checking and answering the applicable questions.

Citizenship status	<input checked="" type="radio"/> Canadian	<input type="radio"/> Permanent resident since (yyyy/mm/dd)	<input type="radio"/> Other (country)	Have you applied for permanent residency?
				<input type="radio"/> Yes <input type="radio"/> No

Statistical and Administrative Information

Birth year	Gender	Permanent postal code in Canada (i.e. K2P1G4)	Correspondence language	Previous contact with SSHRC? (i.e. applicant, assessor, etc.)
1964	<input checked="" type="radio"/> F <input type="radio"/> M	V5N1H6	<input checked="" type="radio"/> English <input type="radio"/> French	<input type="radio"/> Yes <input checked="" type="radio"/> No

Full name used during previous contact, if different from above

Contact Information

The following information will help us to contact you more rapidly. Secondary information will not be released by SSHRC without your express consent.

Primary telephone number				Secondary telephone number			
Country code	Area code	Number	Extension	Country code	Area code	Number	Extension
	778	782-7438					
Primary fax number				Secondary fax number			
Country code	Area code	Number	Extension	Country code	Area code	Number	Extension
	778	782-7488					
Primary E-mail aantle@sfu.ca							
Secondary E-mail							

Checked

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2013/06/13

Canada

Personal information will be stored in the Personal Information Bank for the appropriate program.

Identification

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Family name, Given name

Antle, Alissa

Current Address

Use only if you are not affiliated with a department at a Canadian university. (If you are affiliated with a department at a Canadian university, the department's mailing address will be used.) If you wish to use another address, specify it under the Correspondence Address.

Address

City/Municipality

Prov. /
State

Postal/Zip code

Country

Correspondence Address

Complete this section if you wish your correspondence to be sent to an address other than your current address.

Address

City/Municipality

Prov. /
State

Postal/Zip code

Country

Temporary Address

If providing a temporary address, phone number and/or E-mail, ensure that you enter the effective dates.

Address

City/Municipality

Prov./
State

Country

Start date
(yyyy/mm/dd)

End date
(yyyy/mm/dd)

Permanent Address in CANADA

Address

2029 East 3rd Ave

City/Municipality

Prov./
State

Postal/Zip code

Vancouver

BC

V5N1H6

Country CANADA

Temporary telephone/fax number

Country
code

Area
code

Number

Extension

Temporary E-mail



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Family name, Given name

Antle, Alissa

Research Expertise (optional)

The information provided in this section refers to your own research expertise, not to a research proposal. Filling out the following 4 sections is optional. This page will not be seen by selection committee members and external assessors. This section will be used for planning and evaluating programs, producing statistics, and selecting external assessors and committee members.

Areas of Research

Indicate and rank up to 3 areas of research that best correspond to your research interests as well as areas where your research interests would apply. Duplicate entries are not permitted.

Rank	Code	Area
1	242	Information Technologies
2	111	Children
3	140	Education

Temporal Periods

If applicable, indicate up to 2 historical periods covered by your research interests.

From				To			
Year		BC	AD	Year		BC	AD
_____		<input type="radio"/>	<input type="radio"/>	_____		<input type="radio"/>	<input type="radio"/>
_____		<input type="radio"/>	<input type="radio"/>	_____		<input type="radio"/>	<input type="radio"/>

Geographical Regions

If applicable, indicate and rank up to 3 geographical regions covered by your research interests. Duplicate entries are not permitted.

Rank	Code	Region
1		
2		
3		

Countries

If applicable, indicate and rank up to 5 countries covered by your research interests. Duplicate entries are not permitted.

Rank	Code	Countries	Prov./ State
1			
2			
3			
4			
5			



Family name, Given name

Antle, Alissa

Curriculum Vitae

Language Proficiency

	Read	Write	Speak	Comprehend aurally	Other languages
English	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
French	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Work Experience

List the positions, academic and non-academic, you have held beginning with the current position and all previous positions in reverse chronological order, based on the start year.

Current position				Start date (yyyy/mm)
Associate Professor				2011/9
Org. code	Full organization name			
1590611	Simon Fraser University			
Department/Division name				
School of Interactive Arts & Technology				
Position type	<input checked="" type="radio"/> Tenured	<input type="radio"/> Non-tenure	Employment status	<input checked="" type="radio"/> Full-time
	<input type="radio"/> Tenure-track	<input type="radio"/> Non-academic		<input type="radio"/> Part-time
				<input type="radio"/> Non-salaried
				<input type="radio"/> Leave of absence
Position			Start date (yyyy/mm)	End date (yyyy/mm)
Visiting Scholar			2011/9	
Org. code	Full organization name			
1	University of British Columbia			
Department/Division name				
Computer Science				
Position			Start date (yyyy/mm)	End date (yyyy/mm)
Assistant Professor			2005/10	2011/09
Org. code	Full organization name			
1590611	Simon Fraser University			
Department/division name				
School of Interactive Arts & Technology				
Position			Start date (yyyy/mm)	End date (yyyy/mm)
Usability Consultant			2004/10	2005/10
Org. code	Full organization name			
1	Sxip Networks, Vancouver			
Department/Division name				
Research and Development				

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Family name, Given name

Antle, Alissa

Work Experience (cont'd)

Position		Start date (yyyy/mm)	End date (yyyy/mm)
Senior Researcher		2004/10	2005/10
Org. code	Full organization name		
1590611	Simon Fraser University		
Department/Division name			
School of Interactive Arts & Technology			
Position		Start date (yyyy/mm)	End date (yyyy/mm)
Researcher		2003/10	2005/10
Org. code	Full organization name		
1590111	The University of British Columbia		
Department/Division name			
Faculty of Education			
Position		Start date (yyyy/mm)	End date (yyyy/mm)
Researcher		2003/10	2004/10
Org. code	Full organization name		
1590611	Simon Fraser University		
Department/Division name			
School of Interactive Arts & Technology			
Position		Start date (yyyy/mm)	End date (yyyy/mm)
New Media Consultant		2002/10	2003/10
Org. code	Full organization name		
1	Pop 6 Media		
Department/Division name			
Children's Programming			
Position		Start date (yyyy/mm)	End date (yyyy/mm)
Consultant		2000/10	2005/10
Org. code	Full organization name		
1	Antle Consulting		
Department/Division name			
New Media Research & Development			



Family name, Given name

Antle, Alissa

Work Experience (cont'd)

Position		Start date (yyyy/mm)	End date (yyyy/mm)
New Media Consultant		2000/10	2003/10
Org. code	Full organization name		
1	CBC Radio 3 (Home Delivery)		
Department/Division name			
Advanced Media Research & Development			
Position		Start date (yyyy/mm)	End date (yyyy/mm)
Creative and Executive Director		2000/10	2002/10
Org. code	Full organization name		
1	CBC Television, Toronto (CBC4kids.ca)		
Department/Division name			
Children's Television CBC4Kids.com			
Position		Start date (yyyy/mm)	End date (yyyy/mm)
Senior Designer & Development Lead		1996/10	2001/10
Org. code	Full organization name		
1	Brainium Technologies, Vancouver		
Department/Division name			
Research and Development			
Position		Start date (yyyy/mm)	End date (yyyy/mm)
Org. code	Full organization name		
Department/Division name			
Position		Start date (yyyy/mm)	End date (yyyy/mm)
Org. code	Full organization name		
Department/Division name			



Family name, Given name

Antle, Alissa

Academic Background

List up to 5 degrees, beginning with the highest degree first and all others in reverse chronological order, based on the start date.

Degree type	Degree name	Start date (yyyy/mm)	Expected date (yyyy/mm)	Awarded date (yyyy/mm)
Doctorate	Ph.D.	1994/09		2000/11
Disc. code	Discipline	Did SSHRC support enable you to get this degree?		
61899	Design/Human Computer Interaction/Interactive Maps	<input type="radio"/> Yes <input checked="" type="radio"/> No		
Org. code	Organization			
1590111	The University of British Columbia			
Country	CANADA			
Degree type	Degree name	Start date (yyyy/mm)	Expected date (yyyy/mm)	Awarded date (yyyy/mm)
BA Gen.	B.A.	1985/09		1990/11
Disc. code	Discipline	Did SSHRC support enable you to get this degree?		
99999	Liberal Arts	<input type="radio"/> Yes <input checked="" type="radio"/> No		
Org. code	Organization			
1351111	University of Waterloo			
Country	CANADA			
Degree type	Degree name	Start date (yyyy/mm)	Expected date (yyyy/mm)	Awarded date (yyyy/mm)
BA Hon.	B.A.Sc.	1985/09		1990/11
Disc. code	Discipline	Did SSHRC support enable you to get this degree?		
99999	System Design Engineering	<input type="radio"/> Yes <input checked="" type="radio"/> No		
Org. code	Organization			
1351111	University of Waterloo			
Country	CANADA			
Degree type	Degree name	Start date (yyyy/mm)	Expected date (yyyy/mm)	Awarded date (yyyy/mm)
Disc. code	Discipline	Did SSHRC support enable you to get this degree?		
		<input type="radio"/> Yes <input type="radio"/> No		
Org. code	Organization			
Country				
Degree type	Degree name	Start date (yyyy/mm)	Expected date (yyyy/mm)	Awarded date (yyyy/mm)
Disc. code	Discipline	Did SSHRC support enable you to get this degree?		
		<input type="radio"/> Yes <input type="radio"/> No		
Org. code	Organization			
Country				

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Family name, Given name

Antle, Alissa

Credentials

List up to 6 licences, professional designations, awards and distinctions you have received and feel would be the most pertinent to the adjudication of your application. List them in reverse chronological order, based on the year awarded.

Category	Name	Source or Country	Duration (Months)	Value / Year awarded
Academic Prize	ACM Computing Review 2012 Notable Paper	Association for Computing Machinery UNITED STATES		\$0 2012
Academic Prize	Advances in Computer Entertainment Diamond Award	Association for Computing Machinery (ACM) UNITED STATES		\$0 2012
Professional Designation	Producer of the Year, Nom. Canada New Media Awards	CANADA		2002
Professional Designation	Codie Award	Software Information Industry Association UNITED STATES		2000
Professional Designation	New Media Envision GOLD Award	CANADA		1997
Graduate Scholarship	NSERC PGS B	CANADA		1996

Research Expertise

The information provided in this section refers to your own research expertise, not to a research proposal.

Keywords

List keywords that best describe your areas of research expertise. Separate keywords with a semicolon.

interaction design; tangible user interfaces; child-computer interaction, empirical evaluation methods; exploring theories of embodied interaction; developmental psychology; cognitive psychology; developing design frameworks & design & evaluation method

Disciplines

Indicate and rank up to 5 disciplines that best correspond to your research interests. Duplicate entries are not permitted.

Rank	Code	Discipline	If Other, specify
1	99999	Other	Interaction Design Research
2	61252	Educational Technology (Media)	
3			
4	80200	Computer and Information Science and Operations Research	
5	70000	Interdisciplinary Studies	



Family name, Given name

Antle, Alissa

Funded Research

List up to 8 grants or contracts you have received from SSHRC or other sources. List them in reverse chronological order, based on the year awarded. If you are not the applicant (principal investigator), specify that persons' name.

Org. code	Full name of funding organization	Year awarded (yyyy)	Total amount (CAN\$)
3010325	Social Sciences and Humanities Research Council of Canada	2013	\$178,089
Role	Applicant	Completion status	<input type="checkbox"/> Complete
Project title Children's Hands-on Problem Solving withTangible User Interfaces			
Applicant's family name		Applicant's given name	Initials
Org. code	Full name of funding organization	Year awarded (yyyy)	Total amount (CAN\$)
1	Networks of Centres of Excellence (NCE) GRAND	2013	\$40,000
Role	Applicant	Completion status	<input type="checkbox"/> Complete
Project title Project lead for Kidz, GrnCity, AfEval, DiGTL			
Applicant's family name		Applicant's given name	Initials
Org. code	Full name of funding organization	Year awarded (yyyy)	Total amount (CAN\$)
1	Networks of Centres of Excellence (NCE) GRAND	2012	\$60,000
Role	Applicant	Completion status	<input checked="" type="checkbox"/> Complete
Project title Digikidz, GrnCty, AfEval, DiGTL			
Applicant's family name		Applicant's given name	Initials
Booth		Kelly	
Org. code	Full name of funding organization	Year awarded (yyyy)	Total amount (CAN\$)
1	PICS	2012	\$36,000
Role	Collaborator	Completion status	<input checked="" type="checkbox"/> Complete
Project title GrnCty			
Applicant's family name		Applicant's given name	Initials
Robinson		John	

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1. Research Contributions Over the Last Six Years

- “*” indicates research contributions that resulted from previous SSHRC support
- **Boldfacing** = co-authors supervised and for all co-authored my role includes: concept, study design, analysis, writing.

Refereed Book Chapters and Segments (7, 2009-2013 + 2 forthcoming in 2013)

1. *Antle, A. N. and **Bevans, A.** (2012) Creative Design: Exploring value propositions with urban Nepalese children. In Nijholt, A., Romão, T. and Reidsma, D. (Eds.), *Advances in Computer Entertainment, Lecture Notes in Computer Science* (Vol. 7624, pp. 465-468) Springer, Berlin / Heidelberg DOI 10.1007/978-3-642-34292-9_36. [ACE Diamond Award]
2. Antle, A.N., Corness, G., and **Bevans, A.** (2011) Springboard: Designing image schema based embodied interaction for an abstract domain. *Human-Computer Interaction Series: Whole Body Interaction*, Springer, 7-18. <http://dx.doi.org/10.1007/978-0-85729-433-3>.
3. *Antle, A.N., **Tanenbaum, J., Bevans, A., Seaborn, K., and Wang, S.** (2011). Balancing act: Enabling public engagement with sustainability issues through a multi-touch tabletop collaborative game. In P. Campos, N. Graham, J. Jorge, N. Nunes, P. Palanque, and M. Winckler (Eds.), *Human-Computer Interaction – INTERACT 2011, Lecture Notes in Computer Science* (Vol. 6947, pp. 194-211). Springer, Berlin/Heidelberg.
4. **Speelpenning, T.,** Antle, A.N., **Doring, T.** and van den Hoven, E. (2011) Exploring how a tangible tool enables collaboration in a multi-touch tabletop game. In P. Campos, N. Graham, J. Jorge, N. Nunes, P. Palanque, and M. Winckler (Eds.), *Human-Computer Interaction – INTERACT 2011, Lecture Notes in Computer Science* (Vol. 6947, pp. 605-621), Springer Berlin/Heidelberg.
5. ***Seaborn, K.** and Antle, A.N. (2011) Designing a wearable vibrotactile feedforward wrist display for novice gameplay. *Entertainment Computing – ICEC 2011, Lecture Notes in Computer Science* (Vol. 6972, pp 379-382) Springer, Berlin/Heidelberg.
6. Antle, A.N., **Corness, G., and Bevans, A.** Springboard: Designing image schema based embodied interaction for an abstract domain. *Human-Computer Interaction Series: Whole Body Interaction* (2011), Springer, 7-18. Available online <http://dx.doi.org/10.1007/978-0-85729-433-3>
7. **Tanenbaum, K.** and Antle, A.N. An embodied approach to concept mapping on a tangible tabletop. In (eds.) Rieger, B., Amouzegar, M.A., and Ao. S. I. *IAENG Transactions on Engineering Technologies Volume II -Special Edition of the World Congress on Engineering and Computer Science* (2009), American Institute of Physics, pp. 121-132.

Refereed Journal Articles (7, 2009-2013 + 2 forthcoming 2013)

8. Antle, A.N. and Wise, A.F. Getting down to details: Using theories of cognition and learning to inform tangible user interface design, *Interacting with Computers* 25, 1 (2013), 1-20. DOI: 10.1093/iwc/iws007 [Five Year Impact Factor 1.455]
9. Antle, A.N. Research Opportunities: Embodied child-computer interaction, *International Journal of Child-Computer Interaction*, 1, 1 (2013), 30-36. DOI: 10.1016/j.ijcci.2012.08.001 [invited paper]
10. *Antle, A.N. Exploring how children use their hands to think: An embodied interactional analysis, *Behaviour and Information Technology*, (2012) 1-17. DOI: 10.1080/0144929X.2011.630415
11. **Bakker, S.,** Antle, A.N. and van den Hoven, E. Embodied metaphors in interaction design, *Personal and Ubiquitous Computing, Special Issue on Children and Tangibles*, (2012), 433-449. DOI: 10.1007/s00779-011-0410-4 [ACM 2012 Notable Paper Award]
12. *Antle, A.N., **Corness, G., and Droumeva, M.** What the body knows: Exploring the benefits of embodied metaphors in hybrid physical digital environments, *Interacting with Computers*, 21, 1-2 2009, Elsevier, pp. 66-75.
13. Antle, A.N., **Corness, G., and Droumeva, M.** Human-Computer-Intuition? Exploring the cognitive basis for intuition in embodied interaction. *Intl J of Arts and Technology*, 2, 3, 2009, pp. 235-254.
14. Antle, A.N. Child-based personas: Need, ability and experience. *Cognition, Technology and Work, Special Issue on Child Computer Interaction*, Springer, London, UK, 2008, pp. 155-166.

Refereed Conference Proc: Full Papers and Notes (16, 2009-2013)

15. **Tanenbaum, J.**, Antle, A.N. and Robinson, J. Three perspectives on behavior change for serious games. In *Proceedings of Human Factors in Computing Systems* (CHI '13), ACM press (Paris, France, April 27 – May 2, 2013), 3389-3392.
16. Antle, A.N. and **Wang, S.** Comparing motor-cognitive strategies for spatial problem solving with tangible and multi-touch interfaces. In *Proceedings of Conference on Tangible, Embedded and Embodied Interaction* (TEI '13), ACM Press (Barcelona, Spain, February 10-13, 2013), 65-72.
17. **Macret, M.**, Pasquier, P. and Antle, A.N. Can a paper-based sketching interface improve the gamer experience in strategy computer games? In *Proceedings of Conference on Intelligent Human Computer Interaction* (IHCI '12), IEEE Press (Kharagpur, India, December 27-29 2012), 285-290.
18. *Antle, A.N. Knowledge gaps in hands-on tangible interaction research, In *Proceedings of International Conference of Multi-modal Interaction* (ICMI '12), ACM Press, (Santa Monica, CA, USA, Oct 22-26, 2012), 233-240.
19. **Hillman, S.** Neustaedter, C., Bowes, J. and Antle, A.N. Soft trust and mCommerce shopping behaviours. In *Proc of Conference on Mobile HCI*, ACM Press (San Francisco, CA, USA, September 21 – 24, 2012), 113-122.
20. **Macaranas, A.**, Antle, A.N. and Reicke, B. Bridging the gap: Attribute and spatial metaphors for tangible interface design. In *Proc of Conference on Tangible, Embedded and Embodied Interaction*, ACM Press (Kingston, Canada, Feb 19-23, 2012), pp. 161-168.
21. *Antle, A.N., Wise, A., and **Neilsen, K.** Making theory tangible: Using learning theory to inform tangible design for children. In *Proc of Conference on Interaction Design for Children* (IDC'11), ACM Press (Ann Arbor, MI, USA, 2011), pp. 11-20. [31% acceptance rate]
22. *Bekker, M.M. and Antle, A.N. Developmentally Situated Design (DSD): A design tool for child-computer interaction. In *Proc of Conference on Human Factors in Computing Systems* (CHI '11), ACM Press (Vancouver, Canada, 2011), pp. 2531-2540. [26% acceptance rate]
23. *Antle, A.N., **Bevans, A., Tanenbaum, J., Seaborn K., and Wang, S.** Futura: Design for collaborative learning and game play on a multi-touch digital tabletop. In *Proc of Conference on Tangible, Embedded and Embodied Interaction* (TEI'11), ACM Press (Portugal, 2011), pp. 93-100. [32% across all submission categories, 18% long papers]
24. **Bakker, S.**, van den Hoven, E., and Antle, A.N. Embodied metaphors in a tangible system for learning: a user evaluation. In *Proc of Conference on Tangible, Embedded and Embodied Interaction* (TEI'11), ACM Press (Portugal, 2011), pp. 85-92. [32% across all categories, 18% long papers]
25. ***Tanenbaum, K., Tanenbaum, J.**, Antle, A.N., El-Nasr, M.S., and Hatala, M. Experiencing the Reading Glove. In *Proc Conference on Tangible, Embedded and Embodied Interaction* (TEI'11), ACM Press (Portugal, 2011), pp. 137-144. [32% across all submission categories, 18% long papers]
26. **Vidyarthi, J.**, Riecke, B, and Antle, A.N. Sympathetic Guitar: Human social response to remote interaction paradigms in abstract, expressive contexts. In *Proc Computational Aesthetics in Graphics, Visualization, and Imaging*, ACM Press (Vancouver, Canada, 2011), pp. 9-16.
27. ***Tanenbaum, J., Tanenbaum, K.**, and Antle, A.N. The reading glove: Designing narrative and interactions for object-based tangible storytelling. In *Proc of Augmented Human International Conference*, ACM Press (Megève, France, 2010), pp. 132-140.
28. *Antle, A.N., **Corness, G., Bakker, S., Droumeva, M.**, van den Hoven, E., and **Bevans, A.** Designing to support reasoned imagination through embodied metaphor. In *Proc of Creativity and Cognition* (C&C '09), ACM Press (Berkeley, CA, USA, 2009), pp. 275-284. [23% acceptance rate]
29. **Bakker, S.**, Antle, A.N., and van den Hoven, E. Identifying embodied metaphors in children's sound-action mappings. In *Proc of Interaction Design for Children* (IDC'09), ACM Press (Lake Como, Italy, 2009), pp. 140-149.

30. *Antle, A.N., **Droumeva, M.**, and **Ha, D.** Hands on what? Comparing children's mouse-based and tangible-based interaction. In *Proc of Interaction Design for Children (IDC'09)*, ACM Press (Lake Como, Italy, 2009), pp. 80-88.

Refereed Conf. Short Papers 2007- 2013 (18); Workshop Proposals (5); Conference Posters (14)

Non-refereed Contributions (2) See also portfolio of prototypes <http://www.antle.iat.sfu.ca> (8).

31. Marshall, P., Antle, A.N., van den Hoven, E. and Rogers, Y. (eds.) Introduction to special issue on embodied interaction in HCI and interaction design. *ACM Transactions on Human-Computer Interaction* 20, 1 (ToCHI), (2013), 1-3.
32. Antle, A.N. Embodied child computer interaction -- Why embodiment matters, *ACM Interactions, March+April Issue* (2009), pp. 27-30. (Invited article, magazine distributed to all SIGCHI members, SIGCHI is the world's largest association of HCI professionals)

Forthcoming Contributions

Refereed Journal Publications (2 in press, 2013)

33. ***K. Tanenbaum**, M. Hatala, **J. Tanenbaum**, R. Wakkary, A. Antle, Adaptivity in a tangible storytelling system: A case study, *User Modeling and User-Adapted Interaction* (2013), in press.
34. Antle, A.N., Corness, G., and **Bevans, A.** Balancing justice: Comparing whole body and controller-based interaction for an abstract domain, *International Journal of Arts and Technology, Special Issue on Whole Body Interaction: Applications, Case Studies, Evaluations and Critical Theory* (2013), in press.

Book Chapters and Segments (2 accepted, 2013)

35. Antle, A.N., **Tanenbaum, J.**, **Macaranas, A.** and Robinson, J. Games for change: Looking at models of persuasion through the lens of design. In. Nijholt, A. (Ed.) *Playful User Interfaces: Interfaces that Invite Social and Physical Interaction*, Springer, 2013 (to appear).
36. Chisik, Y., Antle, A.N., Birtles, B., Segura Márquez, E. and Sylla, C. The Kathmandu Children's Entertainment Workshops. In Cheok, D.A. Nijholt, A., Romão, T. (Eds) *Entertaining the Whole World* (to appear).

Refereed Conference Publications (1 in press, 2013)

37. Antle, A.N., Wise, A.F., **Willis, A.**, **Tan, P.**, **Nowroozi, S.**, **Eckerssley, R.**, **Fan, M.**, **Warren, J.** Youtopia: A collaborative, tangible, multi-touch, sustainability learning activity. In Proceedings of Int Conf on Interaction Design for Children (IDC '13), ACM Press (New York City, NY, USA, June 24 – 27, 2013), in press.

2. Other Research Contributions

Reviewer for: ACM Conference on Interaction Design for Children (2004-2013), *ACM Conference on Human Factors in Computer Systems* (2008-2013); *ACM Computer Supported Collaborative Work* (2010-13); *Computer Supported Collaborative Learning* (2009-2013); *IEEE Computer Graphics and Applications* (2008-2013); *IEEE Tabletops* (2008-2013); *Graphics Interfaces* (2008-2012); *ACM Creativity and Cognition* (2008-2012); and journals including: *Journal of Human Computer Studies*, *Interacting with Computers*, *International Journal of Arts and Technology*, *Personal and Ubiquitous Computing*, *Design Issues*, and *Intl Journal of HCI*; and also a book proposal: Sage Publications.

SFU Departmental Committees

Current: Chair, SIAT Research Labs and Infrastructure Committee; Graduate Program and Director's Committee Member

Past: Faculty Search Committee 2010; SIAT Director Search; Tenure Review and Promotion Committee; Undergraduate Curriculum; SIAT Communications Committee

SFU Faculty Committees

Current: Chair Undergraduate Curriculum Cttee (UCC), Member Tenure and Promotions Committee

Past: Chair Infrastructure and Research Labs Cttee, Member: UCC, Graduate Cttee, FAS Employment Equity, Great Northern Way Masters of Digital Media Program Committee Member

Conference Organization

- Associate Chair Design Subcommittee, ACM Conference on Human Factors in Computing, 2013.
- Papers Associate Chair, ACM Conference on Tangible and Embedded Interaction, 2011-2013.
- Short Papers Chair, ACM Conference on Interaction Design for Children, 2011.
- Technical program Cttee member, ACM Conf on Tangible and Embedded Interaction, 2009-2013.
- Technical program Cttee member, ACM Conf on Interaction Design for Children, 2007-2013.

Service to the Community at Large (Total: 2; 2005-2009)

3. Most Significant Career Research Contributions

Embodied Interaction Design

My research has an overarching goal that is to understand, use and extend theories related to *embodied interaction* in order to inspire, inform and improve the design and evaluation of new forms of user interfaces (e.g. interactive surfaces, tangible user interfaces, whole body interactive environments), which support a wider range of input actions and objects than traditional desktop computers. This focus is reflected in a 2009 ACM CHI workshop on Embodied Interaction, which I lead, and that spawned a 2013 ToCHI special issue on Embodied Interaction [31]. The overall context of much of my research has been *child-computer interaction and design* with applications in problem solving, play and informal learning. An invited paper for the inaugural issue of the International Journal of Child Computer Interaction [9] lays the foundation for the next five years of work in this field. Journal paper [8] reflects my focus on using theory to inform design in embodied child computer interaction. Within this context, I have focused on two specific areas of embodied interaction, which are grounded in physicality. First, the idea of using *image schemas* and *embodied metaphors* in interactional mappings is gaining traction based on a series of empirical studies I conducted that showed evidence of benefit. For example, journal paper [11] was awarded an ACM 2012 Notable Paper. The paper highlights the methodological as well as design knowledge related to this area. The second area is *physical interaction* with the *hands* to support problem solving as described in journal paper [10]. A parallel research stream has been investigating the role of games in informal learning for children (e.g. book chapter [35], CHI paper [15], 3 prototypes, e.g. [37]). A practical contribution related to this work is my effort to make theoretical concepts accessible to other researchers as well as design students and practitioners through *design methods* (e.g. child-personas, design cards) and *design frameworks* (e.g. CHI paper [22]).

4. Contributions to Training

I am *currently* senior supervisor to 3 PhD and 4 Master's students, and also serve as a Supervisory Committee Member for 4 PhD and 4 Master's students. I have also supervised *in the past* 6 years 5 PhD and 7 Master's students including a student who won Best Dutch HCI Award (and ACM 2012 Notable Paper) for her work which built on my research, students with positions at SAP, Google and internships at MSR and Intel, and students who now hold academic positions at Purdue and Toronto (Qian, Assist Prof. Purdue; Grimes, Assist. Prof. Toronto). I have supervised over 30 Research Personnel including two undergraduate students on VPR Research Awards (Nowroozi, Eckersley) and 8 Teaching Assistants. Students I have supervised have won top conference papers (Xie, Tanenbaum, Bakker); SSHRC Master's (Seaborn, Bevans); SSHRC PhD scholarship (Seaborn), NSERC PhD scholarships (Macaranas), Dean's Convocation Medal (K. Tanenbaum), SFU, FCAT & SIAT scholarships (Sr for: Warren, Cramer, Tanenbaum, Larios, Macaranas, May, Seaborn, Bevans, Fan). I involve my students in all stages of my research and publish extensively with them. For example between 2007 and 2013, I have co-authored with students 7 book chapters, 3 journal papers and 14 co-authored long conference papers. I've led or co-led five ACM conference workshops contributing to the training of over 80 graduate students as well as designers from industry and NGOs (e.g. 2011 ACM CHI workshop).