

# Mahsan Nourani

HUMAN-COMPUTER INTERACTION · HUMAN-CENTERED AI/XAI · VISUAL ANALYTICS

✉ mahsannourani@ufl.edu | 🏠 mahsan.page | 📧 mahsannourani | 📺 mahsannourani

## Education

### University of Florida

Gainesville, Florida

PH.D. STUDENT IN COMPUTER SCIENCE (EXPECTED: MAY 2022)

Aug 2017 - present

- GPA: 3.80 / 4.0
- Advised by Dr. Eric D. Ragan

### University of Tehran

Tehran, Iran

B.E. IN INFORMATION TECHNOLOGY (COMPUTER ENGINEERING)

Sep 2012 - June 2017

- GPA in Major: 3.70 / 4.0
- Advised by Dr. Hadi Moradi

## Publications

### PEER-REVIEWED CONFERENCE AND JOURNAL PAPERS

- **Mahsan Nourani**, Chiradeep Roy, Jeremy E Block, Donald R Honeycutt, Tahrima Rahman, Eric D Ragan, and Vibhav Gogate. Anchoring bias affects mental models and user reliance in explainable ai systems. In *Proceedings of the 26th International Conference on Intelligent User Interfaces (IUI)*, 2021 (to appear)
- **Mahsan Nourani**, Joanie T. King, and Eric D. Ragan. The role of domain expertise in user trust and the impact of first impressions with intelligent systems. In *Eighth AAAI Conference on Human Computation and Crowdsourcing (HCOMP)*, 2020
- Donald R. Honeycutt, **Mahsan Nourani**, and Eric D. Ragan. Soliciting human-in-the-loop user feedback for interactive machine learning reduces user trust and impressions of model accuracy. In *Eighth AAAI Conference on Human Computation and Crowdsourcing (HCOMP)*, 2020
- Qing Li, Sharon Lynn Chu, Nanjie Rao, and **Mahsan Nourani**. Understanding the effects of explanation types and user motivations on movie recommender system use. In *Eighth AAAI Conference on Human Computation and Crowdsourcing (HCOMP)*, 2020
- Fabian Bolte, **Mahsan Nourani**, Eric D Ragan, and Stefan Bruckner. Splitstreams: A visual metaphor for evolving hierarchies. In *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, 2020
- **Mahsan Nourani**, Samia Kabir, Sina Mohseni, and Eric D Ragan. The effects of meaningful and meaningless explanations on trust and perceived system accuracy in intelligent systems. In *Proceedings of the AAAI Conference on Human Computation and Crowdsourcing*, volume 7, pages 97–105, 2019

### WORKSHOP PAPERS, EXTENDED ABSTRACTS, AND PRESENTATIONS

- **Mahsan Nourani**, Donald R Honeycutt, Jeremy E Block, Chiradeep Roy, Tahrima Rahman, Eric D Ragan, and Vibhav Gogate. Investigating the importance of first impressions and explainable ai with interactive video analysis. In *CHI '20 Extended Abstracts, Honolulu, HI, USA.*, 2020
- Chiradeep Roy, Mahesh Shanbhag, **Mahsan Nourani**, Tahrima Rahman, Samia Kabir, Vibhav Gogate, Nicholas Ruoizzi, and Eric D Ragan. Explainable activity recognition in videos. In *IUI Workshops*, 2019

## Notable Research Projects

### eXplainable Artificial Intelligence (XAI)

Gainesville, Florida

AUG. 2017 - PRESENT (DARPA XAI GRANT)

- (WIP) Created a tool for the **global visualization** and debugging of a DNN to study the effectiveness of various **explanation scopes**.
- Created web-based interactive systems for an **explainable** video activity recognition model.
- Conducted **controlled experiments** and A/B testing to study user behaviours and **mental models**.
- Studied explanation presence, veracity, and first impressions on user mental models, **task performance**, and **reliance**.
- Found strong correlations between explanation meaningfulness, **user trust**, and perception of accuracy.
- Studied the interplay between explanations, user **cognitive biases**, user trust, and deception in explainable AI/ML systems.

### Trust and Expertise in Intelligent Systems

Gainesville, Florida

JAN. 2019 - PRESENT

- Studied the effects of **interpretable models** and visualizations on trust in AI/ML systems.
- Studied how **domain expertise** affects user behaviours, such as trust, user mental models, and cognitive biases in decision-support systems.
- Designed and conducted user experiments to study impression formations and **trust calibration** of experts in automated systems.

## Analytical Provenance Visualization & Segmentation

Gainesville, Florida

MAY 2019 - PRESENT

- Conducted and designed a controlled **behavioral user study** to understand how humans summarize analytical provenance data.
- Mentored** a student through the NSF REU (Research Experience for Undergraduates) program for **prototyping a visual interface** for this project.

## Teaching Turn Taking Skill to Autistic Children

Tehran, Iran

OCT. 2016 - AUG. 2017

- B.E. thesis project. Supervisor: Dr. Hadi Moradi.
- Developed and designed a video game aimed to help children with Autism disorder learn turn-taking skill in social situations.

## Presentations

### IEEE Visualization and Visual Analytics Conference

Virtual, Earth

OCTOBER 2020

- Co-presented journal paper, "*Splitstreams: A Visual Metaphor for Evolving Hierarchies*"

### The Eighth AAAI Conference on Human Computation and Crowdsourcing (HCOMP)

Virtual, Earth

OCTOBER 2020

- Presented full paper, "*The Role of Domain Expertise in User Trust and the Impact of First Impressions with Intelligent Systems*"

### University of Florida affiliated Virtual CHI

Gainesville, Florida

MAY 2020

- Presented the CHI 2020 short abstract, "*Investigating the Importance of First Impressions and Explainable AI with Interactive Video Analysis*"

### The UFII Student Data Analysis Seminar (SDAS)

Gainesville, Florida

OCTOBER 2019

- Presented full paper, "*The Effects of Explanation Meaningfulness on Trust and Perception of Accuracy*"
- Presented follow-up work and current research focus and projects and the results of these studies.

### The Seventh AAAI Conference on Human Computation and Crowdsourcing (HCOMP)

Skamania Lodge, Washington

OCTOBER 2019

- Presented full paper, "*The Effects of Meaningful and Meaningless Explanations on Trust and Perception of Accuracy*"

## Service Activities

- 2020 **Organizer and chair**, IEEE Workshop on TRust and Expertise in Visual Analytics (**TREX**). # viewers: > 350, # talks: 8
- 2020 **Organizer and chair**, University of Florida affiliated Virtual CHI Presentation Day. # presentations: 9
- 2020 **Program Committee**, IEEE VIS TREX Workshop.
- 2020 **Reviewer**, ACM CHI 2021, VISxAI Workshop (IEEE VIS).

## Honors & Awards

- 2020 **Awardee**, Outstanding Achievement Award, Herbert Wertheim College of Engineering, UF - (Top 9%) Gainesville, Florida
- 2016 **Winner**, 4th Iran Game Developers Cup (team participation). Kashan, Iran
- 2012 **Ranked 542<sup>th</sup>**, Nationwide University Entrance Exam in Mathematics and Physics-(Top 0.1%). Tehran, Iran
- 2012 **Ranked 242<sup>th</sup>**, Nationwide University Entrance Exam in English and Foreign Languages-(Top 0.4%). Tehran, Iran
- 2011 **Semi-finalist**, National Literature Olympiad. Tehran, Iran
- 2009 **Winner**, Best Junior Literary and Cultural Researcher in Tehran, Ministry of Education. Tehran, Iran

## Volunteer Experiences

- Nov. 2019 **Event Coordinator**, CodeIt Day Event. Belle Glade, Florida
- May 2019 **Mentor**, NSF IMHCI-REU Program. Gainesville, Florida
- 2016 **Journalist & Interviewer**, ACM Student Chapter F1 Magazine. Tehran, Iran
- [2014-17] **Student Body & Member**, Game Club Student Chapter. Tehran, Iran

## Technical Skills

### Languages

C/C++, Python, Java, C#, Ruby

### Web and Visualization

HTML/CSS, JavaScript, D3.js, Bootstrap, React.js, Material-UI

### Machine Learning

Scikit-Learn, Matplotlib, OpenCV, PyTorch, Jupyter notebook, Weka, NVIDIA DIGITS

### HCI/UX Research

User-centered design, Controlled user study, Empirical methods & statistical analysis, Usability testing

### Data Analysis

R, MaxQDA, Miro

### Technology

Ubuntu, Linux/Unix, Shell Script, MacOS, Windows

### Database

Microsoft SQL Server, MySQL, PostgreSQL

### Miscellaneous

Adobe Illustrator, Adobe Photoshop, LaTeX, Amazon MTurk