

Adam Rule

Human-Computer Interaction Researcher
with The Design Lab @ UC San Diego

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Research Themes

I build software and blend qualitative and quantitative methods to study how people use information technology to perform data-driven work.

Currently I study how people use computational notebooks to perform and document data analyses. In the past, I designed interaction paradigms for electronic medical records and studied how knowledge workers recover from interruptions.

Highlights of my work include analyzing over 1 million computational notebooks, visualizing weeks of writers and programmers' computer activity to support in-depth interviews, and leading design workshops with clinicians.

Education

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| 2018 | University of California at San Diego
PhD Cognitive Science
Thesis: Design and Use of Computational Notebooks |
| 2013 | University of Washington
MS Human Centered Design & Engineering |
| 2011 | University of Illinois at Champaign-Urbana
BS Industrial Engineering – Highest Honors |

Publications

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| Honorable Mention (top 5%) | Rule A, Tabard A, Hollan J. (2018) Exploration and Explanation in Computational Notebooks . Proceedings of ACM international conference on Human Factors in Computing Systems (CHI '18) |
| | Rule A, Tabard A, Hollan J. (2017) Using Visual Histories to Reconstruct the Mental Context of Suspended Activities . Human Computer Interaction. |
| | Rule A, Rick S, Chiu M, et al. (2015) Validating Free-text Order Entry for a Note-centric EHR . In Proceedings of the 2015 Annual Symposium of the American Medical Informatics Association. |
| | Rule A, Tabard A, Boyd K and Hollan J. (2015) Restoring the Context of Interrupted Work with Desktop Thumbnails . Proceedings of the 2015 Annual Meeting of the Cognitive Science Society. |
| Honorable Mention (top 5%) | Rule A, Forlizzi J. (2012) Designing interfaces for multi-user, multi-robot systems . Proceedings of the seventh Annual ACM/IEEE international conference on Human-Robot Interaction. 97-104 |

Experience

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| Summer 2012 | Amazon
Design Intern – Tested usability of shopping interfaces with customers. Tested information architecture with remote online study. |
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	Summer 2012	PATH Technology Solutions Intern – Evaluated usability of inventory software for medical equipment in resource-constrained environments. Created interactive data visualizations for the same tool.
	Summer 2011	Carnegie Mellon University User Research Intern – Conducted contextual inquiries with robot team controllers. Crafted design guidelines for interfaces that control robot teams.
	Summer 2010	Intel Research User Research Intern – Conducted ethnographic study of a young man’s experience with quadriplegia. Designed interactions with assistive robot.
Recognition	2014-17 2012 2011 2010	National Library of Medicine Training Grant – 3 years tuition & stipend Microsoft Design Expo – Best Presentation University of Illinois Bronze Tablet – Top 3% GPA IESE Departmental Awards – Outstanding IE Junior
Teaching	Spring 2018 Winter 2017 Winter 2016 Winter 2015 Spring 2014	Teaching Assistant – COGS 10 – Cognitive Consequences of Tech Teaching Assistant – DSGN 1 – Design of Everyday Things Teaching Assistant – COGS 120 – HCI Design - Teaching Award Teaching Assistant – COGS 102b – Cognitive Ethnography Teaching Assistant – COGS 102c – Cognitive Design Studio
Mentoring	Undergraduate Thesis Advisor Research Advisor	Kendall Youngstrom – Now at Google Ram Dixit – Now a MS student at UT Houston Karen Boyd – Now a PhD student at UMD Regina Cheng – Now a PhD student at UW Nathan Hassanzadeh
Service	Reviewer	AMIA 2015 - 2016 CHI 2016