Adrienne H. Andrew

Curriculum vitae

539 NE Ravenna Blvd. #1 Seattle, WA 98115 ahandrew@gmail.com 425 877-4135

http://cs.washington.edu/homes/aha

EDUCATION

University of Washington

Seattle, WA

PhD Candidate, Computer Science and Engineering Expected Completion: December 2012

Dissertation: Approaches to Food Journaling on Mobile Devices

Advisors: Gaetano Borriello & James Fogarty

Stanford University

Stanford, CA

MA, Education: Learning, Design and Technology

2001

Massachusetts Institute of Technology

Cambridge, MA

BS, Computer Science

1999

PROFESSIONAL EXPERIENCE

University of Washington

Seattle, WA

Research Assistant

09/2005-

Pacific Northwest National Laboratory

Richland, WA

Senior Research Scientist, Human-Centered Analytics

06/2001-09/2005; 02/2010-

Microsoft Research

Redmond, WA

Research Intern

05/2008-07/2008

Intel Research-- Seattle

Seattle, WA

Research Intern

06/2006-09/2006

Cisco Systems

San Jose, CA

Intern

2000-2001

MERL—A Mitsubishi Electric Research Laboratory

Cambridge, MA

Intern, Visiting Researcher

1998-2000

TEACHING

University of Washington

Seattle, WA

- CSE 142: Computer Programming 1 (TA, Fall 2005)
- MEBI 531: Life and Death Computing (TA, Fall 2011)

Washington State University

Richland, WA

- Introduction to Programming (Fall 2002)
- Software Engineering (Spring 2003)
- Introduction to Human-Computer Interaction (Spring 2004)

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Stanford University

Palo Alto, CA

• Patterns for Human-Computer Interaction (TA, Spring 2001)

PUBLICATIONS

Andrew, A., Borriello, G., and Fogarty, J. Understanding Self-Efficacy and the Design of Personal Informatics Tools. *Personal Informatics Workshop, CHI 2012*.

Hughes, D.C., Andrew, A., Denning, T., et al. BALANCE (Bioengineering Approaches for Lifestyle Activity and Nutrition Continuous Engagement): Developing New Technology for Monitoring Energy Balance in Real Time. *Journal of Diabetes Science and Technology* 4, 2 (2010), 429.

Hughes, D.C., Andrew, A., Chaudhri, R., et al. BALANCE: Bioengineering Approaches For Lifestyle Activity And Nutrition Continuous Engagement. *Medicine & Science in Sports & Exercise 41*, Supplement 1 (2009), 45–46.

Andrew, A., Karlson, A., and Brush, A. Investigating the Use of Voice and Ink for Mobile Micronote Capture. In *Human-Computer Interaction – INTERACT 2009*. 2009, 782–795.

Denning, T., Andrew, A., Chaudhri, R., et al. BALANCE: Towards a usable pervasive wellness application with accurate activity inference. *Proceedings of the 10th workshop on Mobile Computing Systems and Applications*, ACM (2009), 1–6.

Denning, T., Andrew, A., Borriello, G. BALANCE and MicroGoals, *Engagement by Design Workshop, CHI 2009*.

Andrew, A.H., Anokwa, Y., Kosher, K., Lester, J., Borriello, G. Context to Make You More Aware, *The 7th International Workshop on Smart Appliances and Wearable Computing, ICDCS* 2007.

Andrew, A., Borriello, G., and Fogarty, J. Toward a systematic understanding of suggestion tactics in persuasive technologies. *Proceedings of the 2nd international conference on Persuasive technology*, Springer-Verlag (2007), 259–270.

Cowell, A., Gregory, M., Bruce, J., Haack, J., Love, D., Rose, S. Andrew, A. Understanding the dynamics of collaborative multi-party discourse. Information Visualization, Special Issue on Visual Analysis of Human Dynamics, pp.250-259. Vol 5, Issue 4 (Winter 2006).

Cowell, A.J., Haack, J., and Andrew, A. Retrospective analysis of communication events: understanding the dynamics of collaborative multi-party discourse. *Proceedings of the HLT-NAACL 2006 Workshop on Analyzing Conversations in Text and Speech*, Association for Computational Linguistics (2006), 62–70.

Thurman, D., Cowell, A., Andrew, A., Chappell, A. Human-Information Interaction with Knowledge Associates, *Human Factors and Ergonomic Sciences (HFES)*, 2003.

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Approaches to processes of building in software construction kits, Strohecker, C.; Slaughter, A.H., International Workshop on Advanced Learning Technologies (IWALT), 2000.

Strohecker, C., Slaughter, A., Horvarth, M., Appleton, N. Zyklodeon: A Software Construction Kit Modeling Cyclic Timing Patterns, *ACM International Multimedia Conference (MM)*, *October 2000*.

Strohecker, C., Slaughter, A.. A Kit for Learning and A Kit for Kitmaking, *ACM Conference on Human Factors in Computing Systems (CHI)* 2000.

Strohecker, C., Barros, B., Slaughter, A. Mapping Psychological and Virtual Spaces, DCNet '98.