

# Andrés Monroy-Hernández, Ph.D.

Assistant Professor, Department of Computer Science, Princeton University

andresmh@cs.princeton.edu

<http://andresmh.com>

## Education

- 2012 **Ph.D., Massachusetts Institute of Technology**, Cambridge, MA  
Media Arts & Sciences  
Committee: Mitchel Resnick (chair), Yochai Benkler, Rob Miller, Tim Berners-Lee (examiner)
- 2007 **M.S., Massachusetts Institute of Technology**, Cambridge, MA  
Media Arts & Sciences  
Committee: Mitchel Resnick (chair), Sandy (Alex) Pentland, Henry Jenkins
- 2001 **B.S., Tecnológico de Monterrey**, Monterrey, México  
Computer Engineering

## Research Interests

Human-computer Interaction, Social Computing

## Employment

- 2021-present *Assistant Professor*, Computer Science, Princeton University, Princeton, NJ  
*Director*, Human-computer interaction Lab
- 2017-2022 *Principal Research Scientist, Manager*, Snap Inc., Seattle, WA  
Managed the Human-computer interaction Research team.  
Reported to Bobby Murphy, co-founder and CTO
- 2017-2020 *Lead Research Scientist, Manager*, Snap Inc., Seattle, WA  
Founded the Human-computer Interaction Research team.
- 2012-2017 *Researcher*, Microsoft Research, Redmond, WA  
In the leadership team of FUSE Labs.  
Reported to Lili Cheng, Corporate Vice President.
- 2011-2012 *Postdoc*, Microsoft Research, Cambridge, MA
- 2010 *Intern*, Microsoft Research, Cambridge, MA  
Reported to Dr. danah boyd, Principal Researcher
- 2005-2010 *Research Assistant*, MIT Media Lab, Cambridge, MA
- 2001-2005 *Software Engineer*, Ex Libris Group, Newton, MA  
Reported to Oren Beit-Arie, Chief Strategy Officer
- 2000 *Research Intern*, Los Alamos National Laboratory, Los Alamos, NM
- 1999-2000 *Research Assistant*, Tecnológico de Monterrey, Monterrey, México

## Academic Affiliations

2021-present	<i>Assistant Professor</i> , Computer Science, Princeton University
2021-present	<i>Associated Faculty</i> , Keller Center for Innovation in Engineering Education, Princeton University
2021-present	<i>Associated Faculty</i> , Center for Information Technology and Policy, Princeton University
2021-present	<i>Associated Faculty</i> , Program in Cognitive Science, Princeton University
2021-present	<i>Associated Faculty</i> , Program in Latin American Studies, Princeton University
2019-present	<i>Affiliate Faculty</i> , School of Computer Science & Engineering, University of Washington
2014-present	<i>Affiliate Faculty</i> , Human Centered Design and Engineering Department, University of Washington
2014-2022	<i>Affiliate Faculty</i> , Department of Communication, University of Washington

## Honors and Awards





2023	E. Lawrence Keyes, Jr./Emerson Electric Co. Faculty Advancement Award
2022	Outstanding teaching award (twice), Princeton School of Engineering and Applied Science
2011-2022	Five best paper awards: CSCW '22, '13; CHI '14; HCOMP '15, and ICWSM '11
2013-2021	Four best paper honorable mentions: CHI '21, '15, '13; and CSCW '16
2013	CNET's Most Influential Latinos in Technology
2013	Top 35 Innovator under 35, MIT Technology Review (Latin America)
2012	Boston Business Journal, Emerging Leader
2011	Fellowship, Berkman Center for Internet & Society at Harvard University
2009	Scholarship, Oxford Internet Institute Summer Doctoral Program
2008c	Honorable Mention, Ars Electronica Prix, Digital Communities
2008b	Winning team of the MacArthur Digital Media and Learning Competition
2008a	Bradesco Fellowship, MIT Media Lab
2007	Samsung Fellowship, MIT Media Lab
2005-2006	Telmex Fellowship, MIT Media Lab

## Grants

2023	\$50,000 from the Mozilla Technology Fund for “ <i>The Workers’ Algorithm Observatory</i> .” With colleagues at UC Boulder and MIT.
2022	\$61,560 from the National Science Foundation (NSF) for “ <i>Designing Technologies for Marginalized Communities</i> .” Award no. 2210843. With colleagues from the University of Michigan, U.C. Irvine, and Northwestern University.
2009	Amazon.com Research Award to run Scratch on AWS.

## Publications

Top-tier venues in human-computer interaction research appear at ACM, AAAI, and IEEE conferences, such as CHI, CSCW, and ICWSM. In 2018, CSCW transitioned to a hybrid journal structure and renamed itself Proceedings of the ACM: CSCW (PACM: CSCW). Students are typically named first in human-computer interaction research, and faculty last. The symbol 🎓 denotes Princeton undergraduate students, 🏆 denotes a “best paper award,” and 🥈 a “best paper honorable mention.” Authors in orange are Princeton students, and postdocs, purple are students from the University of Washington.

- 2023g Leong, J., Teng, Y., Liu, X., Jun, H., Kratz, S., Tham, Y. J., **Monroy-Hernández, A.**, Smith, B. A., Vaish, R., “Social Wormholes: Exploring Preferences and Opportunities for Distributed and Physically-Grounded Social Connections,” To appear in *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW ’23).
- 2023f **Kim, S., Watkins, E.**, Russakovsky, O., Fong, R., **Monroy-Hernández, A.**, “Humans, AI, and Context: Understanding End-Users’ Trust in a Real-World Computer Vision Application,” *Proc. of the ACM Conference on Fairness, Accountability, and Transparency* (FAccT ’23).
- 2023e  **Kim, S., Watkins, E.**, Russakovsky, O., Fong, R., **Monroy-Hernández, A.**, “‘Help Me Help the AI’: Understanding How Explainability Can Support Human-AI Interaction,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’23). **Best Paper Honorable Mention.**
- 2023d Dalal, S.,  **Chiem, N.**,  **Karabasi, N.**, **Liu, Y.**, **Monroy-Hernández, A.**, “Understanding Human Intervention in the Platform Economy: A case study of an indie food delivery service,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’23).
- 2023c Reig, S., Cruz, E. P., Powers, M. M., He, J., **Chong, T.**, Tham, Y. J., Kratz, S., Robinson, A., Smith, B. A., Vaish, R., **Monroy-Hernández, A.**, “Supporting Piggybacked Co-Located Leisure Activities via Augmented Reality,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’23).
- 2023b Lee, K., Li, H., Wellyanto, M. R., Tham, Y. J., **Monroy-Hernández, A.**, Liu, F., Smith, B. A., Vaish, R., “Exploring Immersive Interpersonal Communication via AR,” *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW ’23).
- 2023a **Mack, K.**, Hsu, R. C. L., **Monroy-Hernández, A.**, Smith, B. A., Liu, F., “Towards Inclusive Avatars: Disability Representation in Avatar Platforms,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’23).
- 2022g **Zhao, D., Inaba, M.**, **Monroy-Hernández, A.**, “Understanding Teenage Perceptions and Configurations of Privacy on Instagram,” *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW ’22).
- 2022f Dagan, E., Cárdenas Gasca, A., Robinson, A., Noriega, A., Tham, Y. J., Vaish, R., **Monroy-Hernández, A.**, “Project IRL: Playful Co-Located Interactions with Mobile Augmented Reality,” *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW ’22).
- 2022e Liu, S. Y., Smith, B. A., Vaish, R., **Monroy-Hernández, A.**, “Understanding the Role of Context in Creating Enjoyable Co-Located Interactions,” *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW ’22).
- 2022d  Zhang, L., Chen, T., Seow, O., **Chong, T.**, Kratz, S., Tham, Y. J., **Monroy-Hernández, A.**, Vaish, R., Liu, F., “Auggie: Encouraging Effortful Communication through Handcrafted Digital Experiences,” *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW ’22). **Best Paper Award.**
- 2022c Epstein, D. A., Liu, F., **Monroy-Hernández, A.**, Wang, D., “Revisiting Piggyback Prototyping: Examining Benefits and Tradeoffs in Extending Existing Social Computing Systems,” *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW ’22).
- 2022b **Machado de Lima Silva, R.**, Cruz, E. P., Rosner, D., Kelly, D., **Monroy-Hernández, A.**, Liu, F., “Understanding AR Activism: An Interview Study with Creators of Augmented Reality Experiences for Social Change,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’22).
- 2022a Cárdenas Gasca, A., Jacobs, J. M., **Monroy-Hernández, A.**, Nebeling, M., “AR Exhibitions for Sensitive Narratives: Designing an Immersive Exhibition for the Museum of Memory in Colombia,” *Proc. of the ACM Designing Interactive Systems Conf.* (DIS ’22).
- 2021b Chen, M., **Monroy-Hernández, A.**, Sra, M., “SceneAR: Scene-based Micro Narratives for Sharing and Remixing in Augmented Reality,” *Proc. of the IEEE International Symposium on Mixed and Augmented Reality* (ISMAR ’21).
- 2021a  Liu, F., Park, C., Tham, Y. J., Tsai, T., Dabbish, L., Kaufman, G., **Monroy-Hernández, A.**, “Significant Otter: Understanding the Role of Biosignals in Communication,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’21). **Best Paper Honorable Mention.**
- 2020b **Mack, K.**, Bragg, D., Morris, M. R., Bos, M., Albi, I., **Monroy-Hernández, A.**, “Social App Acces-

- sibility for Deaf Signers,” *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW ’20).
- 2020a Chen, Y., **Monroy-Hernández, A.**, Wherman, I., Oney, S., Lasecki, W., Vaish, R. “Sifter: A Hybrid Workflow for Theme-based Video Curation at Scale.” *Proc. of the ACM Intl. Conf. on Interactive Media Experiences* (IMX ’20).
- 2019c Guo, A., Cranbek, I., Murphy, H., **Monroy-Hernández, A.**, Vaish, R. “Blocks: Collaborative and Persistent Augmented Reality Experiences,” *Proc. of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies*. (UbiComp ’19).
- 2019b Liu, F., Esparza, M., Pavlovskaja, M., Kaufman, G., Dabbish, L., **Monroy-Hernández, A.**, “Animo: Sharing Biosignals on a Smartwatch for Lightweight Social Connection,” *Proc. of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies*. (UbiComp ’19).
- 2019a **Bipat, T.**, Boss, M., Vaish, R., **Monroy-Hernández, A.**, “Analyzing the use of camera glasses in the wild,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’19).
- 2018 Toxtli, C., Cranshaw, J. B., **Monroy-Hernández, A.**, “Understanding Chatbot-mediated Task Management,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’18).
- 2017b Hill, B. M., **Monroy-Hernández, A.**, “A longitudinal dataset of five years of public activity in the Scratch online community,” *Nature*, Scientific Data 4, Article number: 170002.
- 2017a Cranshaw, J. B., Elwany, E., Newman, T., **Kocielnik, R.**, Yu, B., Soni, S., Teevan, J., **Monroy-Hernández, A.**, **Monroy-Hernández, A.**, “Calendar.help: Designing a Workflow-Based Scheduling Agent with Humans in the Loop,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’17).
- 2016g Amini, F., Riche, N. H., Lee, B., **Monroy-Hernández, A.**, Irani, P., “Authoring Data-Driven Videos with DataClips,” *Proc. of the IEEE Information Visualization* (InfoVis ’16).
- 2016f Spiro, E. S., Matias, J. N., **Monroy-Hernández, A.**, “Networks of Gratitude: a Case Study of an Enterprise Thanks System,” *Proc. of the AAAI Intl. Conf. on Web and Social Media* (ICWSM ’16).
- 2016e Cranshaw, J., **Monroy-Hernández, A.**, Needham, S. A., “Journeys & Notes: Designing Social Computing for Non-Places,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’16).
- 2016d **Kiene, C.**, **Monroy-Hernández, A.**, Hill, B. M., “Surviving an ‘Eternal September’: How an Online Community Managed a Surge of Newcomers,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’16).
- 2016c Kim, J., **Monroy-Hernández, A.**, “Storia: Summarizing Social Media Content based on Narrative Theory using Crowdsourcing,” *Proc. of the ACM Conf. on Computer-Supported Cooperative Work & Social Computing* (CSCW ’16).
- 2016b 🏆 Dasgupta, S., **Hale, W.**, **Monroy-Hernández, A.**, Hill, B. M., “Remixing as a Pathway to Computational Thinking,” *Proc. of the ACM Conf. on Computer-Supported Cooperative Work & Social Computing* (CSCW ’16). **Best Paper Honorable Mention.**
- 2016a Savage, S., **Monroy-Hernández, A.**, Höllerer, T., “Botivist: Calling Volunteers to Action using Online Bots,” *Proc. of the ACM Conf. on Computer-Supported Cooperative Work & Social Computing* (CSCW ’16).
- 2015e 🏆 Agapie, E., Teevan, J., **Monroy-Hernández, A.**, “Crowdsourcing in the Field: A Case Study Using Local Crowds for Event Reporting,” *Proc. of the Third AAAI Conf. on Human Computation and Crowdsourcing* (HCOMP ’15). **Best Paper Award.**
- 2015d Savage, S., **Monroy-Hernández, A.**, Bhattacharjee, K., Höllerer, T., “Tag Me Maybe: Perceptions of Public Targeted Sharing on Facebook,” *Hypertext: 26th ACM Conf. on Hypertext and Social Media 2015*. (HT ’15).
- 2015c Kim, J., Glassman, E. L., **Monroy-Hernández, A.**, Morris, M. R., “RIMES: Embedding Interactive Multimedia Exercises in Lecture Videos,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’15).
- 2015b 🏆 Glassman, E. L., Kim, J., **Monroy-Hernández, A.**, Morris, M. R., “Mudslide: A Spatially Anchored Census of Student Confusion for Online Lecture Videos,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI ’15). **Best Paper Honorable Mention.**
- 2015a Savage, S., **Monroy-Hernández, A.**, “Participatory Militias: An Analysis of an Armed Move-

- ment's Online Audience," *Proc. of the ACM Conf. on Computer-Supported Cooperative Work & Social Computing Work (CSCW '15)*.
- 2014c Zhang, H., **Monroy-Hernández, A.**, Shaw, A., Munson, S., Gerber, E., Hill, B. M., Kinnaird, P., Farnham, S., Minder, P., "WeDo: End-To-End Computer Supported Collective Action," *Proc. of the AAAI Intl. Conf. on Web & Social Media (ICWSM '14)*.
- 2014b Rzeszotarski, J. M., Spiro, E. S., Matias, J. N., **Monroy-Hernández, A.**, Morris, M. R., "Is Anyone Out There? Unpacking Q&A Hashtags on Twitter," *Proc. of the CHI Conf. on Human Factors in Comp. Sys. (CHI '14)*.
- 2014a 🏆 De Choudhury, M., **Monroy-Hernández, A.**, Mark, G., "'Narco' Emotions: Affect and Desensitization in Social Media during the Mexican Drug War," *Proc. of the CHI Conf. on Human Factors in Comp. Sys. (CHI '14)*. **Best Paper Award.**
- 2013c **Monroy-Hernández, A.**, De Choudhury, M., Kiciman, E., boyd, d., Counts, S., "The New War Correspondents: The Rise of Civic Media Curation in Urban Warfare," *Proc. of the ACM Conf. on Computer-Supported Cooperative Work & Social Computing (CSCW '13)*.
- 2013b 🏆 Hu, Y., Farnham, S., **Monroy-Hernández, A.**, "Whoo.ly: Facilitating Information Seeking For Hyperlocal Communities Using Social Media," *Proc. of the CHI Conf. on Human Factors in Comp. Sys. (CHI '13)*. **Best Paper Honorable Mention.**
- 2013a 🏆 Hill, B. M., **Monroy-Hernández, A.**, "The cost of collaboration for code and art: Evidence from a remixing community," *Proc. of the ACM Conf. on Computer-Supported Cooperative Work & Social Computing (CSCW '13)*. **Best Paper Award.**
- 2012b **Monroy-Hernández, A.**, Kiciman, E., boyd, d., Counts, S., "Narcotweets: Social Media in Wartime," *Proc. of the AAAI Intl. Conf. on Web & Social Media (ICWSM '12)*.
- 2012a Mustafaraj, E., Metaxas, P., Finn, S., **Monroy-Hernández, A.**, "Hiding in Plain Sight: A Tale of Trust and Mistrust inside a Community of Citizen Reporters," *Proc. of the AAAI Intl. Conf. on Web & Social Media (ICWSM '12)*.
- 2011c 🏆 **Monroy-Hernández, A.**, Hill, B. M., González-Rivero, J., boyd, d., "Computers can't give credit: How automatic attribution falls short in an online remixing community," *Proc. of the CHI Conf. on Human Factors in Comp. Sys. (CHI '11)*. **Best Paper Honorable Mention.**
- 2011b 🏆 Bernstein, M. S., **Monroy-Hernández, A.**, Harry, D., André, P., Panovich, K., Vargas, G., "4chan and /b/: An Analysis of Anonymity and Ephemerality in a Large Online Community," *Proc. of the AAAI Intl. Conf. on Web & Social Media (ICWSM '11)*. **Best Paper Award.**
- 2011a Nickerson, J. V., **Monroy-Hernández, A.**, "Appropriation and Creativity: User-initiated Contests in Scratch," *Proc. of the Hawaii Intl. Conf. on System Sciences (HICSS '11)*.
- 2010 Hill, B. M., **Monroy-Hernández, A.**, Olson, K. R., "Responses to remixing on a social media sharing website," *Proc. of the AAAI Intl. Conf. on Web & Social Media (ICWSM '10)*.
- 2009 Aragon, C., Poon, S., **Monroy-Hernández, A.**, Aragon, D., "A tale of two online communities: Fostering collaboration and creativity in scientists and children," *Proc. of the ACM Conf. on Creativity & Cognition (C&C '09)*.
- 2007 **Monroy-Hernández, A.**, "ScratchR: sharing user-generated programmable media," *Proc. of ACM Interaction Design and Children (IDC '07)*.

#### JOURNAL ARTICLES

- 2020 Gleason, C., Carrington, P., Chilton, L. B., Gorman, B., Kacorri, H., **Monroy-Hernández, A.**, Morris, M. R., Tigwell, G., Wu, S., "Future research directions for accessible social media," *ACM SIGACCESS Accessibility and Computing*.
- 2016 Spiro, E. S., **Monroy-Hernández, A.**, "Shifting Stakes: Understanding the Dynamic Roles of Individuals and Organizations in Social Media Protests," *PLoS ONE* 11(10): e0165387.
- 2014b Howard, P. N., Savage, S., Saviaga, C. F., Toxtli, C., **Monroy-Hernández, A.** (2016). "Social media, civic engagement, and the slacktivism hypothesis: Lessons from Mexico's 'El Bronco,'" *Journal of*





*International Affairs*, 70(1), 55-73.

- 2014a Shaw, A., Zhang, H., **Monroy-Hernández, A.**, Munson, S., Hill, B. M., Gerber, E., Kinnaird, P., Minder, P., "Computer Supported Collective Action," *ACM interactions* 21, 2 (March + April 2014), 74-77.
- 2013b **Monroy-Hernández, A.**, Farnham, S., Kiciman, E., De Choudhury, M., Counts, S., "Smart societies: from citizens as sensors to collective action," *ACM interactions* 20, 4 (July + August 2013), 16-19.
- 2013a Hill, B. M., **Monroy-Hernández, A.**, "The Remixing Dilemma: the Trade-off between Generativity and Originality," *American Behavioral Scientist* 57 (5): 643-63.
- 2012b Kafai, Y., Fields, D. A., Roque, R., Burke, Q., **Monroy-Hernández, A.**, "Collaborative agency in youth online and offline creative production in Scratch," *Research and Practice in Technology Enhanced Learning*, 7(2), 63-87.
- 2012a **Monroy-Hernández, A.**, Dezuanni, M., "Prosuming across Cultures: Youth Creating and Discussing Digital Media across Borders," *Comunicar. Media Education Research Journal*, 20(1).
- 2011 Brennan, K., **Monroy-Hernández, A.**, Resnick, M., "Making Projects, Making Friends: Online Community as Catalyst for Interactive Media Creation," *Journal of New Directions of Youth Development*.
- 2009b Zuckerman, O., Blau, I., **Monroy-Hernández, A.**, "Children's participation patterns in online communities: An analysis of Israeli learners in the scratch online community," *Interdisciplinary Journal of E-Learning and Learning Objects* 5: 263-274.
- 2009a Resnick, M., Maloney, J., **Monroy-Hernández, A.**, et al, "Scratch: Programming for All," *Communications of the ACM* 52, 11: 60-67
- 2008 **Monroy-Hernández, A.**, Resnick, M., "Empowering kids to create and share programmable media," *ACM interactions* 15, 2: 50-53.

#### BOOK CHAPTERS

- 2020 Dasgupta, S., Hill, B. M., **Monroy-Hernández, A.**, "Engaging Learners in Constructing Constructionist Environments," in *Constructionism in Context*, MIT Press.
- 2010 **Monroy-Hernández, A.**, Dezuanni, M., Kuikkanen, K., "Media Literacy in the Facebook Age: Designing Online and Face to Face Learning Environments," in *Nexus: New Intersections in Internet Research*, Peter Lang Publisher.

#### POSTERS

- 2023c  **Knoll, T., Liaqat, A., Monroy-Hernández, A.**, "ARctic Escape: Promoting Social Connection, Teamwork, and Collaboration Using a Co-Located Augmented Reality Escape Room," *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems* (CHI '23).
- 2023b  **Petrov, E., Monroy-Hernández, A.**, "Dream Garden: Exploring Location-Based, Collaboratively-Created Augmented Reality Spaces," *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems* (CHI '23).
- 2023a Liu, Y., Ritchie, J., Kratz, S., and Sra, M., Smith, B. A., **Monroy-Hernández, A.**, Vaish, R., "Memento Player: Shared Multi-Perspective Playback of Volumetrically-Captured Moments in Augmented Reality," *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems* (CHI '23).
- 2022b Kratz, S., **Monroy-Hernández, A.**, Vaish, R., "What's Cooking? Olfactory Sensing Using Off-the-Shelf Components," *Adjunct Proc. of the ACM Symposium on User Interface Software and Technology* (UIST '22).
- 2022a Liu, L. H., Lu, X., Martinez, R., Wang, D., Liu, F., **Monroy-Hernández, A.**, Epstein, D. A., "Mindful Garden: Supporting Reflection on Biosignals in a Co-Located Augmented Reality Mindfulness Experience," *Companion Publication of the Conf. on Comp. Supported Cooperative Work & Social*

Computing (CSCW '22).

- 2014 Matias, J. N., **Monroy-Hernández, A.**, “NewsPad: Designing for Collaborative Storytelling in Neighborhoods,” *Extended Abstracts the ACM Conf. on Human Factors in Computing Systems* (CHI '14).
- 2013 Hallacher, S., Rodenhouse, J., **Monroy-Hernández, A.**, “Mixsourcing: a Remix Framework as a Form of Crowdsourcing,” *Extended Abstracts the ACM Conf. on Human Factors in Computing Systems* (CHI '13).
- 2010 Seneviratne, O., **Monroy-Hernández, A.**, “Remix Culture on the Web: A Survey of Content Reuse on Different User-Generated Content Websites,” *Proc. of Web Science Conf.* (Web Sci '10)
- 2009 **Monroy-Hernández, A.**, “Designing a website for creative learning,” *Proc. of Web Science Conf.* (Web Sci '09).

#### WORKSHOP PAPERS

- 2023b **Liu, Y., Liaqat, A., Monroy-Hernández, A.**, “Should Policymakers be Involved? Understanding the Opinions and Needs for Independent Food Delivery Platforms in the United States regarding Public Policy,” *Workshop on Designing Technology and Policy Simultaneously: Towards A Research Agenda and New Practice* (CHI '23).
- 2023a **Kim, S., Watkins, E.**, Russakovsky, O., Fong, R., **Monroy-Hernández, A.**, “Closing the Creator-Consumer Gap in XAI: A Call for Participatory XAI Design with End-users,” *Virtual Workshop on Human-Centered AI Workshop at NeurIPS* (NeurIPS '22).
- 2012 **Monroy-Hernández, A.**, Kiciman, E., boyd, d., Counts, S., “Tweeting the Drug War: Empowerment, Intimidation, and Regulation in Social Media,” *Human Computer Interaction Consortium* (HCIC '12).
- 2010 **Monroy-Hernández, A.**, Hill, B. M., “Cooperation and attribution in an online community of young creators,” *Proc. of the ACM Conf. on Comp. Supported Collaborative Work* (CSCW '10).
- 2009 Brennan, K., **Monroy-Hernández, A.**, Resnick, M., “Scratch: Creating and sharing interactive media”, *Proc. of the Intl. Conf. on Comp. Supported Collaborative Learning* (CSCL '09).
- 2001 Di Giacomo, M., Mahoney, D., Bollen, J., **Monroy-Hernández, A.**, Ruiz, C. M., “MyLibrary: A personalization service for digital library environments,” *Proc. of the DELOS-NSF Workshop on Personalisation and Recommender Systems in Digital Libraries*.

#### NON-ARCHIVAL CONFERENCE PAPERS

- 2014b Agapie, E., **Monroy-Hernández, A.**, “Eventful: Crowdsourcing Local News Reporting,” *Collective Intelligence Conference* (CI '14).
- 2014a Yew, J., **Monroy-Hernández, A.**, “Harnessing Serendipity: a Study of Accidental Creative Collaborations in Two Online Remixing Communities,” *AoIR Selected Papers of Internet Research* (AoIR '14).
- 2011b Kafai, Y., Roque, R., Fields, D., **Monroy-Hernández, A.**, “Collaboration by Choice: Youth Online Creative Collabs in Scratch,” *Proc. of Intl. Conf. on Computers in Education* (ICCE '11).
- 2011a Burke, Q., **Monroy-Hernández, A.**, Kafai, Y., “Tagging in a Community of Media Creators: Practices that make programs popular in Scratch Online,” *Proc. of the American Educational Research Association Annual Meeting* (AERA '11).

#### PUBLIC WRITING

- 2017 **Monroy-Hernández, A.**, Cranshaw, J., How We Built a Virtual Scheduling Assistant at Microsoft. Harvard Business Review.

- 2016 **Monroy-Hernández, A.**, Líneas de ensamblaje digital (in Spanish). El País.
- 2013 **Monroy-Hernández, A.**, Spiro, E.S., How Brazilian protesters are using Twitter. The Guardian.
- 2012 **Monroy-Hernández, A.** Book reviews: Mashed up: Music, technology, and the rise of configurable culture. Journal of Communication.
- 2011c **Monroy-Hernández, A.**, Mexico murders show how Internet empowers, threatens. CNN Op-Ed.
- 2011b **Monroy-Hernández, A.**, Shouting Fire in a Crowded Hashtag: Narco Censorship & “Twitteroristas” in Mexico’s Drug Wars. The New York Times.
- 2011a **Monroy-Hernández, A.**, Gritar fuego con un hashtag o las consecuencias del supuesto twitterorismo. Nexos.

## Convened Panels and Workshops

### PANELS CONVENED

- 2023 Tang, J., Andrus, M., So, S., Tandon, U., **Monroy-Hernández, A.**, Khovanskaya, V., Munson, S., Zachry, M., Ghoshal, S., Back to “Back to Labor”: Revisiting Political Economies of Computer-Supported Cooperative Work in *Companion of Proc. of the ACM Conf. Companion on Comp. Supported Cooperative Work Social Computing* (CSCW ’23).
- 2019 Young, M., Katell, M., Krafft, P., Irani, L., Salehi, N., Pal, J., **Monroy-Hernández, A.**, Churchill, E., “Patron or Poison: Industry Funding and HCI Research,” in *Companion of Proc. of the ACM Conf. Companion on Comp. Supported Cooperative Work Social Computing* (CSCW ’19).
- 2015 Lampinen, A., Bellotti, V., **Monroy-Hernández, A.**, Cheshire, C., Samuel, A., “Studying the ‘Sharing Economy’: Perspectives to Peer-to-Peer Exchange,” *Companion of Proc. of the ACM Conf. Companion on Comp. Supported Cooperative Work Social Computing* (CSCW ’15).
- 2014 Wyche, S., Lampe, C., Rangaswamy, N., Peters, A., **Monroy-Hernández, A.**, Antin, J., “Facebook in the developing world: the myths and realities underlying a socially networked world.” *Companion of Proc. of the ACM Conf. Companion on Comp. Supported Cooperative Work Social Computing* (CSCW ’14).
- 2013c Burgess, J., Bruns, A., Crawford, K., Finn, M., **Monroy-Hernández, A.**, Palen, L., “Social Media in Crisis Communication,” *AoIR Selected Papers of Internet Research*, 3.
- 2012 Bernstein, M., Conover, M., Hill, B. M., **Monroy-Hernández, A.**, Keegan, B., Shaw, A., Yardi, S., Geiger, R.S., Bruckman, A., “Fail whaling: designing from deviance and failures in social computing,” *Extended Abstracts the ACM Conf. on Human Factors in Computing Systems* (CHI ’12).



### WORKSHOPS CONVENED

- 2022 Bietz, M.J., Goyal, N., Immorlica, N., MacIntyre, B., **Monroy-Hernández, A.**, Pierce, B.C., Rintel, S., Wohn, Y.D., “Social Presence in Virtual Event Spaces,” *CHI Conf. on Human Factors in Computing Systems Extended Abstracts* (CHI ’22).
- 2020 Hirskyj-Douglas, I., Kantosalo, A., **Monroy-Hernández, A.**, Zimmermann, J., Nebling, M., Gonzalez-Franco, M., “Social AR: Reimagining and Interrogating the Role of Augmented Reality in Face to Face Social Interactions,” In *Companion of Proc. of the ACM Conf. Companion on Comp. Supported Cooperative Work & Social Computing* (CSCW ’20).
- 2019 Gleason, C., Carrington, P., Chilton, L., Gorman, B., Kacorri, H., **Monroy-Hernández, A.**, Morris, M.R., Tigwell, G., Wu, S., “Addressing the Accessibility of Social Media,” In *Companion of Proc. of the ACM Conf. Companion on Comp. Supported Cooperative Work & Social Computing* (CSCW ’19).
- 2019 Jacques, R. Følstad, A., Gerber, E., Grudin, J., **Monroy-Hernández, A.**, Wang, D., “Conversational Agents: Acting on the Wave of Research and Development,” In *Extended Abstracts of the ACM Conf. on Human Factors in Computing Systems* (CHI ’19).
- 2015 Daly, E., Erete, S., Farzan, R., Hsieh, G., Lampe, C., Lopez, C., **Monroy-Hernández, A.**, Quercia,



D., Schwartz, R., Volda, A. “Supporting Cities, Neighborhoods, and Local Communities with Information and Communication Technologies,” In *Companion of Proc. of the ACM Conf. Companion on Comp. Supported Cooperative Work & Social Computing* (CSCW ’15).

## Reports

- 2023  **Gamba, A., Monroy-Hernández, A.**, “PokAR: Facilitating Poker Play Through Augmented Reality,” arXiv.
- 2022  **Chu, V., Monroy-Hernández, A.**, “CaminAR: Supporting Walk-and-talk Experiences for Remote Dyads using Augmented Reality on Smart Glasses,” arXiv.
- 2018 Alkhatib, A., Cranshaw, J., **Monroy-Hernández, A.**, “Laying the Groundwork for a Worker-Centric Peer Economy,” MSR Report.
- 2017 Vaish, R., **Monroy-Hernández, A.**, “CrowdTone: Crowd-powered tone feedback and improvement system for emails,” arXiv.
- 2015b Forelle, M., Howard, P., **Monroy-Hernández, A.**, Savage, S., “Political bots and the manipulation of public opinion in Venezuela,” SSRN.
- 2015a Farnham, S. D., Lahav, M., **Monroy-Hernández, A.**, Spiro, E., “Neighborhood Community Well-being and Social Media.”

## Patents

- 2023n User Assumption of Identity of NFT in Crypto Wallet
- 2023m Context-aware Messaging System
- 2023l Two-way Control of IoT Devices Using AR Camera
- 2023k Physical Action-based Augmented Reality Communication Exchanges
- 2023j Handcrafted Augmented Reality Experiences
- 2023i Building Augmented Reality Experiences with IoT Devices
- 2023h Scan-based Messaging for Electronic Eyeware Devices
- 2023g Controlling IoT Devices through AR Object Interaction
- 2023f Social Connection through Distributed and Connected Real-world Objects
- 2023e Snapshot Messages for Indicating User Messages
- 2023d Augmented Reality Prop Interactions
- 2023c Camera Interfaces to Interact with IoT Devices
- 2023b Handcrafted Augmented Reality Effort Evidence
- 2023a Emoji Recommendation System Using User Context and Biosignals
- 2022h Power Optimization for Computing Devices
- 2022g Displaying Virtual Digital Objects Generated Using Blockchain Technology
- 2022f Multi-user AR experience with offline synchronization
- 2022e Colocated shared augmented reality without shared backend
- 2022d Co-location connection service
- 2022c Power Optimization for Co-location Connection Service
- 2022b Graphical Marker Generation System for Synchronizing Users
- 2022a Security protocol for pairing colocated users
- 2021b Dynamic parameterized user avatar stories
- 2021a Non-textual communication and user states management
- 2020b Product verification in a messaging system
- 2020a Conditional modification of augmented reality object
- 2019 Signal analysis in a conversational scheduling assistant computing system

2018	Dynamic directed graph workflows
2017d	Privilege-based Task Processing at a Virtual Assistant
2017c	Automated task processing with escalation
2017b	Identifying and assigning microtasks
2017a	Animated data visualization video
2016c	Automating task processing
2016b	Interaction Framework for Executing User Instructions with Online Services
2016a	Outsourcing Document-Transformation Tasks while Protecting Sensitive Information
2015	Tangibilization of geocoded data
2014	Obtaining Hyperlocal Content from Social Media

## Teaching

2022 Fall	COS IW 03: Build and Evaluate Augmented Reality Applications for In-Person Social Interactions. <i>Outcome:</i> Two accepted CHI 2023 posters, one of the projects won the Innovation and Entrepreneurial Mindset Awards (Petrov '23)
2022 Spring	EGR371: Designing the Future of Work: Public Interest Technology Development 🏆 Outstanding teaching award <i>Outcome:</i> started new research project and collaboration with an external organization.
2021 Fall	COS597i: Advanced Topics in Computer Science: Social Computing Seminar at Princeton 🏆 Outstanding teaching award <i>Outcome:</i> Two full papers at CSCW 2022

## Princeton Undergraduate Advising

### SENIOR THESES

2022-2023	Yusuf Kocaman (COS)
2022-2023	Summer Crown (COS/SOC)
2022-2023	Nadia Rodriguez (COS)
2021-2022	Raya M. Ward (COS)
2021-2022	Kyle T. Barnes (COS)
2021-2022	Saad Malik (COS)
2021-2022	Nikoo Karbassi (SOC)

### SENIOR, INDEPENDENT WORK

2023	Lydia You (COS)
2022	Elizabeth Petrov (COS) - Winner of Innovation and Entrepreneurial Mindset Award, Poster Paper at CHI '23
2022	Hetvi Patel (COS)
2022	Adam Gamba (COS)
2022	Gracyn Kuerner (COS)
2021	Christine Kwon (COS)

#### JUNIOR, INDEPENDENT WORK

2023	Alina Chen (COS)
2022	Theo Knoll (COS ) - Accepted poster paper at CHI '23
2022	Stephen Dong (COS )
2022	Adam Kelch (COS )
2022	Ian Murray (COS )
2022	Arnav Kumar (COS )

#### UNDERGRADUATE RESEARCH ASSISTANTS

2023	Laiba Ali (COS), Summer intern, OURSIP.
2022	Yoko Urano (COS), Summer Intern, OURSIP.
2022	Ankhitha Manjunatha (COS), Summer intern, OURSIP.
2021	John Van Horn (COS)
2021-2022	Zachary Siegel (COS)
2021	Ngan Chiem (POL)

#### SENIOR THESIS, SECOND READER

2023	Colton Loftus (COS)
2023	Elmlinger Elmlinger (COS)
2023	William Olson (COS)
2023	Connie Xu (COS)
2023	George Toumbas (COS)

## Postdoc and Graduate Advising

#### POSTDOCS

2023-present	Dr. Dan Calacci, funded through CITP Fellowship
2022-present	Dr. Amna Liaqat, funded through CITP and a Princeton Presidential Fellowship
2021-2022	Dr. Elizabeth Watkins, thanks to a CITP Fellowship

#### DISSERTATIONS COMMITTEES

2023	Anne Kohlbrenner, Princeton University, Computer Science
2023	Dan Calacci, MIT Media Lab
2022	Vikram Ramaswamy, Princeton University, Computer Science (now a lecturer at Princeton)
2022	Kevin Lee, Princeton University, Computer Science (now at J.P. Morgan Research)
2022	Claudia Roberts, Princeton University, Computer Science
2022	Justin Cranshaw, Carnegie Mellon University, Computer Science (now co-founder of startup)
2021	Chang Xiao, Columbia University, Computer Science (now at Adobe Research)
2021	Taryn Bipat, University of Washington, HCDE (now at Microsoft)
2020	Farnaz Irannejad Bisafar, Northeastern University, Computer Science
2020	Eric Corbett, Georgia Tech, Digital Media (now at Microsoft)
2016	Darshan Santani, EPFL, Computer Science (now startup co-founder)

2014 Saiph Savage, UCSB Computer Science (now faculty at Northeastern U.)

#### GENERAL EXAM COMMITTEES

2023 Wilfrido Gómez, Universidad Iberoamericana, Computer Science  
2022 Sunnie Kim, Princeton University, Computer Science  
2022 Kipp Bradford, Princeton University, Architecture  
2019 Himanshu Zade, UW, HCDE

#### MASTER'S THESIS

2022 Dorothy Zhao, Princeton University, Computer Science (now at Sony Research)

## Staff Managed at Snap Inc. and Microsoft

#### FULL-TIME SCIENTISTS AND ENGINEERS

*This involved hiring, evaluating, and promoting.*

Dr. Sven Kratz, Research Engineer  
Dr. Fannie Liu, Research Scientist  
Yu Jiang Tham, Research Engineer  
Jack Tsai, Research Engineer  
Dr. Brian Smith, Research Scientist  
Dr. Maria Pavolvskaia, Research Engineer  
Dr. Rajan Vaish, Research Scientist  
Dr. Neil Shah, Research Scientist  
Dr. Maarten Bos, Research Scientist  
Dr. Justin Cranshaw, Research Scientist

#### SNAP INC. INTERNS

2022 Raina Langevin, UW, HCDE  
2021 Samantha Reig, CMU, HCII  
2021 Rafael Silva, UW, HCDE (with Fannie Liu)  
2021 Melissa Powers, NYU, ITP  
2020 Ella Dagan Peled, UC SC, Computational Media  
2020 Ana Cárdenas Gasca, UMich, iSchool  
2020 Ava Robinson, Northwestern U., CS (now at Snap, Inc.)  
2020 Cyn Liu, IU (now at Microsoft)  
2019 Chunjong Park, UW, CSE (now at Google Research)  
2018, 2022 Kelly Mack, UIUC and UW, CSE  
2018 Mario Esparza, Cal. State Northridge, CS (now at Snap Inc.)  
2018 Taryn Bipat, UW, HCDE (now at Microsoft)  
2018, 2019 Fannie Liu, CMU, HCII  
2018 Anhong Guo, CMU, HCII (now faculty at UMich CS)  
2018 Yan Chen, UMich, iSchool (with Rajan Vaish) (now faculty at Virginia Tech)  
2017 Xiong Zhang, University of Rochester, CS (now at Meta)

#### MICROSOFT RESEARCH INTERNS, RAs

2017	Carlos Toxtli, WVU, CS (with Justin Cranshaw) (now at Clemson U.)
2016	Rafal Kocielnik, UW, HCDE
2015	Ali Alkhatib, Stanford, CS (with Justin Cranshaw) (now at UCSF)
2015	Rajan Vaish, UCSC, CSE (now at Snap Inc.)
2014	Joy Kim, Stanford, CS (now at Adobe Research)
2014	Juho Kim, MIT, CS (with Merrie Morris) (now faculty at KAIST)
2014	Elena Glassman, MIT, CS (with Merrie Morris) (now faculty at Harvard)
2014	Justin Cranshaw, CMU, CS (now startup co-founder)
2013-2014	Elena Agapie, Harvard, CS
2013	Nathan J. Matias, MIT, Media Lab (now faculty at Cornell)
2013	Emma Spiro, UCI, Sociology (now faculty at UW)
2012	Yuheng Hu, ASU, CS (now faculty at Illinois)
2012	Sarah Hallacher, NYU, ITP
2010	Jazmin González-Rivero, High school intern

#### Other Research Assistant Advising

2022	Owen Xingjian Zhang, UIUC, CS, Undergrad RA
2022	Mariana Fernández, RA
2022	Alexander Yang, High School RA
2010	Rita Chen, MIT, CS, Course 6, Undergrad RA
2008	Han Xu, MIT, CS, Course 6, RA
2008	Chetan Supur, High School RA
2007	Ubong Ukoh's, MIT, CS, Course 6, Undergrad RA

#### Service

##### INSIDE PRINCETON

2023-present	Center for Information Technology Policy (CITP), Steering Committee
2022-present	Princeton Center for the Decentralization of Power Through Blockchain Technology (DeCenter), Steering Committee
2021-2023	COS Climate and Inclusion Committee
2022	Advised 11 independent work projects
2022	Advised 4 senior theses
2022-2023	COS Advising for 16 students
2021	COS MSE Advisor
2021	Grad Program Ad Hoc Committee
2021	Princeton representative in the panel for the LEAP Alliance's Cross-Institution Pre-App Mentoring

##### CONFERENCE COMMITTEES AND ORGANIZING

2022	Created hci.social, a Mastodon instance used by thousands of HCI scholars.
2022	Co-organizer of the CSCW Northeast in NYC.
2019-2022	Steering Committee member of the ACM Conference on Computer-Supported Work and Social Computing (CSCW).

2022	Chair for the 3rd Snap Creative Challenge
2021	Co-chair of the informational session for grad applicants to social computing systems programs.
2021	Co-chair of the 2021 Social Computing Systems Summer Camp, with Michael Bernstein and Amy Zhang, attended by more than 80 PhD students and 40 PIs.
2021	Chair for the 2nd Snap Creative Challenge on co-located AR on Co-located AR
2020	Chair of the 1st Snap Creative Challenge on the Future of AR and Storytelling
2019	Technical program co-chair for ACM Collective Intelligence (CI '19) with Melissa Valentine.
2018	Technical program co-chair for ACM Conference on Computer-Supported Work and Social Computing (CSCW) with Karrie Karahalios, Airi Lampinen, Geraldine Fitzpatrick.
2018, 2020-2022, 2017	Editor of Proceedings of the ACM on Computer-Supported Work and Social Computing (PACM).
2014	Program committee member for AAAI Human Computation (HCOMP).
2014	Program committee member for Computation and Journalism.
2014-2016	Program committee member for ACM Conference on Computer-Supported Work and Social Computing (CSCW).
2013-2019	Senior program committee member for AAAI Intl. Conference on Web & Social Media (ICWSM).
2013	Demos co-chair for AAAI International Conference on Web & Social Media (ICWSM).

#### EDITORIAL BOARDS

2020-2022	Editor of Proceedings of the ACM on Computer-Supported Work and Social Computing (PACM CSCW).
2018	Editor of Proceedings of the ACM on Computer-Supported Work and Social Computing (PACM CSCW).
2015-2019	In the Editorial Board of Social Media + Society.

#### DIVERSITY AND INCLUSION SERVICE

2022	Panelist at “Unpacking the tenure process” as part of the SEAS Pathways into Academy Program
2022	Panelist at the Princeton Inclusive Academy Symposium
2021	Member of the Climate and Inclusion Committee for Princeton’s Department of Computer Science
2021	Princeton representative in the panel for the LEAP Alliance’s Cross-Institution Pre-App Mentoring
2021	Panelist in Grad Cohort Workshop for Inclusion, Diversity, Equity, Accessibility, and Leadership Skills (IDEALS)
2021	Co-chair of the Student Design Competition for the 2021 Mexican Conference on Human-Computer Interaction (MexHIC)

#### REVIEWER

Over the years, I have reviewed numerous times for the following venues: ACM CHI, ACM UIST, ACM CSCW, ACM MobileHCI, ACM ToCHI, SAGE Open, IJOC, Journal of New Media and Society, Journal of Broadcasting and Electronic Media, AAAI ICWSM, MobileHCI, IEEE Software, IEEE Internet Computing.

## Non-profit Board

2021-present	Crisis Text line
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## Software, Products

2021-2022	<i>Project IRL</i> . I led a team that launched a suite of co-located Augmented Reality experiences used by <b>millions of people</b> on Snapchat designed to foster playful in-person interactions.
2020-2021	<i>Significant Otter</i> and <i>BFF</i> . I led a team that launched two experimental Apple Watch apps for couples used by <b>tens of thousands of people</b> . The app explored new ways of leveraging biosignals to support more authentic interactions among close ties. The apps were recognized and featured by Apple and Product Hunt.
2015-2017	<i>Microsoft Scheduler</i> (née Calendar.help). I led a team at Microsoft Research that created a virtual scheduling assistant powered by human and machine intelligence. The product was released as a <i>Microsoft's Office</i> service, and the assistant branded as a <i>Cortana</i> . The product is now used by <b>thousands of organizations</b> .
2014	<i>Microsoft Journeys and Notes</i> . I led a team at Microsoft Research that created an urban computing app for travelers and commuters to connect with one another. The app was released on Google Play and was installed by <b>tens of thousands of people</b> from around the world.
2013	<i>Microsoft Picotale</i> . Web-based tool for creating and sharing image macros, aka "memes." Shipped as a feature in Microsoft's So.cl platform. Used by tens of thousands of people.
2013	<i>Microsoft Whoo.ly</i> . I was part of a 3-person team at Microsoft Research that created a novel tool for highlighting hyperlocal content from Twitter. This product shipped as a Microsoft Research project and was used by thousands of people.
2007-2012	<i>Scratch Online Community</i> . I led a team at MIT that created the Scratch online community, a website where children from around the world learn to program, share, and remix animations and video games. The community has grown to over <b>40 million people</b> from around the world.
2007	<i>Sana</i> . Along with physician Leo Celi, I developed a mobile health app for nurses to share images of pre-cancerous tissue with remote doctors. This project was piloted with a health organization in Zambia, and is now an academic program at MIT.
2001-2005	<i>SFX</i> . I was one of two programmers at Ex Libris that developed an application to help people download the full-text of scholarly publications. This project grew out of research on library automation systems and was released by Ex Libris. The product is used by most libraries in universities and research institutions around the world.
2001-2005	<i>Phronesis</i> . I was one of the developers that created an application to create online repositories of documents. Dozens of libraries around the world used the software.

## Invited presentations

2023	Keynote speaker at the The 10th Israeli Conference on Human-Computer Interaction Research ( (בשחמ-מדא תייצקארטניאב רקחמל 10-ה ילארשיה סנכה), Tel Aviv, Israel
2022	Tech Policy Panel: "The Future of Global Digital Governance." Co-hosted by the Center for Information Technology Policy, New America's Planetary Politics Initiative and Princeton University's School of Public and International Affairs. Panelist with Anne-Marie Slaughter, and Monica Greco. Princeton, NJ
2022	DeCenter Seminar Series Kickoff: Technology, Applications, and Society Panel. Panelist with Nolan McCarty, Jaswinder Singh, and Pramod Viswanath. Princeton, NJ
2022	Translational Science Panel at CSCW 2022 with Elizabeth Churchill, Sarah Vieweg, Yihsiu Chen, and Mor Naaman, Online.
2021	Princeton Center for Information Technology Policy Seminar on Designing and Deploying Social Computing Systems. Princeton, NJ.
2021	Keynote speaker at the CHI 2021 Workshop on Social Media as a Design and Research Site in HCI, Online
2019	Northwestern University's Technology and Social Behavior (TSB) Distinguished Colloquium Speaker

Series, Online

- 2019 Designing and Deploying Social Computing Systems inside and outside the Lab, HCI Seminar, Stanford, CA
- 2019 Expressive Biosignals: Lightweight Social Cues for Social Connection. DUB Seminar, with Intern Fannie Liu, UW, Seattle, WA
- 2019 Keynote Speaker, ACM Collective Intelligence, CMU, Pittsburgh, PA
- 2018 Turning Social Computing Research into Products. UC Irvine Seminar, Irvine, CA
- 2018 Crowdsourcing News Production. Presenter. MISC Seminar, U. of Michigan, Ann Arbor, MI
- 2018 Urban Computing. Panelist. ArtCenter Media Design Practices, Pasadena, CA
- 2016 Technology and Public Engagement. Panelist. City Accelerator, Seattle, WA
- 2016 Studying and Designing Civic Tech. Presenter. HCII Seminar, CMU, Pittsburgh, PA
- 2016 Studying and Designing Civic Technologies. Presenter. HCI Seminar, Georgia Tech, Atlanta, GA
- 2015 Collaborative News. Presenter. Personal Democracy Forum, New York, NY
- 2014 The Non-Place Project. Ignite Presentation. Code for America Summit, San Francisco, CA
- 2014 Sharing Economy: Panel Discussion. Panelist. Impact Hub, Seattle, WA
- 2014 Collaborative News: From “Narcotweets” to Journalism-as-a-Service. Invited speaker. Instituto Tecnológico Autónomo de México, Mexico City, Mexico
- 2014 Collaborative News: From “Narcotweets” to Journalism-as-a-Service. Invited speaker. Stanford Human-Computer Interaction Seminar, Stanford, CA
- 2014 Fireside Chat: Discussing the Hard-hitting Problems. Panelist (with Qi Lu, Stuart Feldman, Pardha Pyla) . ACM Tapia Conference, Seattle, WA
- 2014 Mobilizing Social Media. Invited speaker. Get Mobile Forum by USC Annenberg and the California Endowment, Los Angeles, CA
- 2014 The LOLs of Nations: Understanding Global Memes. Panelist. South by South West (SXSW), Austin, TX
- 2013 From Narcotweets to Newspad. Invited speaker. UW Department of Communications, Seattle, WA
- 2013 The Rise of Citizen News Reporting in Urban Warfare. Invited speaker. UC Irvine, Informatics Seminar. Irvine, CA
- 2013 Society, Politics and the Algorithm: Social Science in the Lab. Invited speaker. MSR NE 5th Anniversary Symposium. Cambridge, MA
- 2013 Walk this Town: Perspectives on the Design of a Healthy City. Invited speaker. Pecha Kucha. Seattle, WA
- 2013 Open Space and Place. Invited speaker. MIT Center for Civic Media Conference. Cambridge, MA
- 2013 Privacy in the Context of Crisis Information Flows. Panelist (with Megan Finn). Crowdsourcing Crisis in the GeoWeb: A Critical Look. Association of American Geographers. Los Angeles, CA
- 2013 Designing for Remixing. Guest speaker. HCII Carnegie Mellon University, Pittsburgh, PA
- 2013 Understanding Mexico’s Epidemic of Violence: Telling Stories with New Media, Technology, and Big Data. Invited speaker. Cato Institute. Washington, DC
- 2012 Data Science Guest Lecture. University of Washington, Information School. Seattle, WA
- 2013 The New War Correspondents The Rise of Civic Media Curation in Urban Warfare. Invited speaker. Microsoft Research Technical Advisory Board Meeting. Silicon Valley, CA
- 2012 The New War Correspondents: The Rise of Civic Media Curation in Urban Warfare. Guest lecture. University of Washington, DUB Seminar. Seattle, WA
- 2012 #Hashtags versus Talking Heads: How Mexicans are Using Social Media to Fight Narco-Censorship and Political Manipulation. Invited speaker. Wellesley College. Wellesley, MA
- 2012 #Narcotweets: Reporting on the Mexican Drug War using Social Media. Invited speaker. Berkman Center for Internet and Society, Harvard University. Cambridge, MA
- 2012 Narcotweets: Social Media in War Time. Guest lecture at Civic Media class at MIT. Cambridge, MA
- 2012 Designing Creative Online Communities for Kids. Solo presenter. South by South West (SXSW).

Austin, TX

- 2012 Designing for Remixing: Computer-supported Social Creativity (job talk). Yale University, Department of Computer Science
- 2012 Designing for Remixing: Computer-supported Social Creativity (job talk). University of Washington, Human Centered Design and Engineering Department
- 2012 Designing for Remixing: Computer-supported Social Creativity (job talk). University of Michigan, School of Information
- 2012 Designing for Remixing: Computer-supported Social Creativity (job talk). University of Washington, School of Information
- 2012 Designing for Remixing: Computer-supported Social Creativity (job talk). Northwestern University, School of Communication
- 2012 Designing for Remixing: Computer-supported Social Creativity. Invited speaker. Berkman Center for Internet and Society, Harvard University. Cambridge, MA
- 2011 Designing for Remixing: Computer-supported Social Creativity. Invited speaker. Microsoft Research. Redmond, WA
- 2011 Copyright and Freedom of Expression: The Social Impact of Communication Scholarship. Panelist at plenary session (with Steve Anderson, Francesca Coppa, Andrew Kenyon, and Jonathan Zittrain, and Patricia Aufderheide). Conference of the International Communication Association. Boston, MA
- 2011 Kidgenuity: What We Can Learn from Kids Inventing Future Technology. Panelist (with Vanessa Van Petten, Steve Mushkin, and Audrey Watters). The ReadWriteWeb 2WAY Summit. New York, NY
- 2011 The Politics of User-generated Content. Panelist (with Finn Brunton, Jonathan McIntosh, and Mizuko Ito). Digital Media and Learning Conference. Long Beach, CA
- 2010 Introduction to Social Computing. Invited speaker. Computer Science Department at The College of New Jersey. Ewing, NJ
- 2010 Why You Should Care about Social Computing. Invited speaker. Accelerate 2010: Discovering Web Innovation in Asia. Singapore
- 2010 Copyrights and Copycats: Understanding Young People's Remixing Practices. Invited speaker. Microsoft Research New England. Cambridge, MA
- 2010 Remixing and Online Communities. Invited speaker. Harvard-MIT-Yale Cyberscholars. Cambridge, MA
- 2010 Reimagining Scratch, Reimagining Learning. Panelist (with Mitchel Resnick, Karen Brennan and Amon Millner), Scratch@MIT Conference. Cambridge, MA
- 2010 Designing participatory spaces for young people. Panelist (with Michael Dezuanni, Kai Kuikamenei). Digital Media and Learning Conference. San Diego
- 2009 Symposium on Cloud Intelligence. Invited speaker. Ars Electronica. Austria
- 2009 Designing for Participation and Collaboration. Invited speaker. Computational Science and Engineering Seminars. Lawrence Berkeley Laboratory. Berkeley, CA
- 2009 Youth Online: Designing for Participation and Collaboration. Invited speaker. Harvard-MIT-Yale Cyberscholars. Cambridge, MA
- 2008 Creativity and Media Literacy. Invited speaker. Digital Natives Forum. Berkman Center, Harvard. Cambridge, MA
- 2008 Amateur Creativity. Invited speaker. Think Forward Event, Hallmark Cards, Inc. Kansas City, MO
- 2008 Sharing Issues: Intellectual Property and Scratch. Panelist (with Judith Donath, Dan Pote, and Wendy Seltzer). Scratch@MIT Conference. Cambridge, MA
- 2007 New Opportunities in Amateur Interactive Content. Invited speaker. Amateur Hour Conference. New York Law School. New York, NY
- 2007 User-created Content: What are the Impacts? Invited speaker. Technology Foresight Forum on the Participative Web, Organization for Economic Co-operation and Development (OECD), Strategies and Policies for the Future. Canada

2007 Technology and Education. Invited speaker. Northeastern University, ACM Chapter. Boston, MA  
 2007 Creativity, Learning and Technology. Invited speaker. Pontificia Universidad Católica. Perú  
 2007 Informal Introduction to Computing. Panelist (with Amon Millner, and Tamara Stern). Informatics, Mathematics, and ICT: a “golden triangle”. Boston, MA  
 2007 Sharing User-generated Programmable Media. Invited speaker. Omar Dengo Foundation, Costa Rica  
 2004 Cell Phones as Tool for Children as Social Scientists. Presenter (with Lis Sylvan). Boston Learning Technology Conference, Boston, MA

## Press

2022 Social Computing w/ Dr. Andrés Monroy-Hernández. The Daily Princetonian.  
 2020 Helping users express themselves is key to technological adoption, says Snap’s principal researcher. Calcalist (Israel)  
 2016 El rey de las comunidades virtuales también es mexicano. Newsweek  
 2015 Pro-Government Twitter Bots Try to Hush Mexican Activists. Wired  
 2015 ‘Minecraft’ impulsa el aprendizaje en CA. Univision  
 2015 Mapping Mexico’s deadly drug war. Science  
 2015 Civic Tech: Why We Need to Focus on Problems That Really Matter. Huffington Post  
 2015 The Rise of the Urban War Correspondent on Twitter. MIT Technology Review  
 2015 Civic Tech: Why We Need to Focus on Problems That Really Matter. Huffington Post  
 2015 Mexican vigilante groups take drug war online. FUSION News  
 2014 Microsoft Garage expands to include exploration, creation of cross-platform consumer apps. The Fire Hose  
 2014 The Unrepentant Bootlegger. The New York Times  
 2014 Mexicans Are Losing Mobile Service During Drug-War Shootouts. Vice News  
 2014 As Drug War Rages, Tweets Reveal Mexicans’ Emotional Numbness. Scientific American  
 2014 From Tinder Bots To ‘Cuban Twitter’, Welcome To ‘Cognitive Hacking’. Forbes  
 2014 Can Social Media Help Direct Mental Health Aid?. NBC News  
 2014 Meme und Emojis als Weltsprachen: Achtung, jetzt kommt ein Witz. Spiegel  
 2014 There are no new ideas, only remixes. Financial Times  
 2013 La Vida de Los Hijos del Chapo, segun Twitter. Emeequis  
 2013 Los latinos más influyentes: la nueva generación. CNET  
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