

Andrés Monroy-Hernández, Ph.D.

Assistant Professor, Department of Computer Science, Princeton University

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Google Scholar

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, Spatial Computing, Human-centered AI

Employment

- 2021-present *Assistant Professor*, Computer Science, Princeton University, Princeton, NJ
Co-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 (now Clarivate), 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
2022-present	<i>Associated Faculty</i> , Center for the Decentralization of Power Through Blockchain Technology, 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

2024	Princeton University Graduate Mentoring Award
2023	E. Lawrence Keyes, Jr./Emerson Electric Co. Faculty Advancement Award
2022	Princeton School of Engineering and Applied Science Outstanding teaching award (won twice)
2011-2022	Five best paper awards: CSCW '22, '13; CHI '14; HCOMP '15, and ICWSM '11
2013-2021	Five best paper honorable mentions: CHI '23, '21, '15, '13; and CSCW '16
2013	CNET's Most Influential Latinos in Technology
2013	Top 35 Innovator under 35, MIT Technology Review – for work on social media crisis
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 –for Scratch online community
2008b	Digital Media and Learning Competition from the MacArthur Foundation –with Scratch team
2008a	Bradesco Fellowship, MIT Media Lab
2007	Samsung Fellowship, MIT Media Lab
2005-2006	Telmex Fellowship, MIT Media Lab



Publications

Top-tier venues in human-computer interaction research appear at ACM, AAAI, and IEEE conferences, such as CHI, CSCW, and ICWSM. 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. The rest are almost all graduate students I have advised from a dozen different institutions while they interned with my team.

UNDER REVIEW CONFERENCE PUBLICATIONS


2024e	🎓 Song, E., Liu, Y., Monroy-Hernández, A. , “braids.social: A User-Defined Tool for Rules-Based Feed Curation in Decentralized Social Media,” Under review at <i>Proc. of the ACM Symposium on User Interface Software and Technology</i> (UIST '24).
2024d	Nagaraj Rao, V., 🎓 Agarwal, E., Dalal, S., Calacci, D., Monroy-Hernández, A. , “QuaLLM: An LLM-based Framework to Extract Quantitative Insights from Online Forums,” Under review at the

Association for Computational Linguistics Rolling Review (EMNLP '25).

- 2024c **Nagaraj Rao, V.**, Dalal, Samantha,  **Agarwal, Eesha**, **Calacci, Dan**, **Monroy-Hernández, A.**, “Navigating Rideshare Transparency: Worker Insights on AI Platform Design,” Under review at *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW '25).
- 2024b **Liaqat, A.**, Berengard, B.,  **Hundiwalla, D.**, Cho, Y., Liu, F., **Monroy-Hernández, A.**, “Capybara: Enabling Children’s Creativity with Augmented Reality Through Drag-and-Drop Coding,” Under review at *Proc. of the ACM Symposium on User Interface Software and Technology* (UIST '24).
- 2024a **Liaqat, A.**, Liu, F., Berengard, B., Cao, J., **Monroy-Hernández, A.**, “Understanding Young People’s Creative Goals with Augmented Reality,” Under review at *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW '25)

REFEREED CONFERENCE PUBLICATIONS

- 2024b **Liu, Y.**, **Liaqat, A.**, **Zhang, X.**, Fernandez Espinosa, M. C.,  **Manjunatha, A.**, Yang, A., **Papakyriakopoulos, O.**, **Monroy-Hernández, A.**, “Mapping the Landscape of Independent Food Delivery Platforms in the United States,” *Proc. of the ACM on Hum.-Comput. Interact.* (CSCW '24).
- 2024a Zhang, L., Kim, D., **Cho, Y.**, Robinson, A., Tham, Y. J., Vaish, R., **Monroy-Hernández, A.**, “Jigsaw: Authoring Immersive Storytelling Experiences with Augmented Reality and Internet of Things,” *Proc. of the CHI Conf. on Human Factors in Comp. Sys.* (CHI '24).
- 2023g **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).
- 2023f  **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.**
- 2023c 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).
- 2023d 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).
- 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 Accessibility 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 Com-

- putational 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 Movement’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 Rzeszutarski, 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

- 2023 Park, S., Kang, E.J., Joy, K., Bellini, R., Lumbroso, J., Metaxa, D., **Monroy-Hernández, A.**, “The Future of Conferences Is Unconferences: Exploring a Decentralized Network of Regional Meetups,” *ACM interactions* 30, 5: 50-53.
- 2020 Gleason, C., Carrington, P., Chilton, L. B., Gorman, B., Kacorri, H., **Monroy-Hernández, A.**, Morris, M. R., Tigwell, G., and 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., Kuikkanie, 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

- 2024b 🎓 Golev, O. A., 🎓 Huang, M., 🎓 Nop, C., 🎓 Vongthongsri, K., **Monroy-Hernández, A.**, Abtahi, P., “Hapster: Using Apple Watch Haptics to Enable Live Low-Friction Student Feedback in the Physical Classroom,” *Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems* (CHI ’24).
- 2024a 🎓 Esparraguera, L. F., 🎓 Selberg, K., 🎓 Lou, B., 🎓 Sun, J., Desta, B., **Monroy-Hernández, A.**, Abtahi, P., “Breaking the Plane: Exploring Real-Time Visualization of 3D Surfaces in Augmented Reality with Handwritten Input,” *Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems* (CHI ’24).
- 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

- 2024 Nagaraj Rao, V., 🎓 Agarwal, E., Dalal, S., Calacci, D., **Monroy-Hernández, A.**, “QuaLLM: An LLM-based Framework to Extract Quantitative Insights from Online Forums,” *Workshop on LLMs as Research Tools: Applications and Evaluations in HCI Data Work* (CHI ’24).
- 2023 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).

- 2022 **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

- 2024b **Nagaraj Rao, V.,** Dalal, S., **Calacci, D., Monroy-Hernández, A.,** “Call for Transparency in Rideshare Platform Operations,” *CITP Tech Policy Memo*
- 2024a Eslami, M., Gilbert, E., Schoenebeck, S., Baumer, E. P. S., Chandrasekharan, E., De Mooy, M., Karahalios, K., Karger, D., McMillan Cottom, T., **Monroy-Hernández, A.,** Terveen, L., Wihbey, J., “The Future of Research on Social Technologies CCC Workshop Visioning Report”, *Computing Research Association (CRA)*
- 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

- 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

- 2024 Silva, R. M. L., Cardenas Gasca, A. M., Fisher, J. A., Principe Cruz, E., Jauregui, C., Lueck, A., Liu, F., **Monroy-Hernández, A.**, Lukoff, K., “With or Without Permission: Site-Specific Augmented Reality for Social Justice,” In *Extended Abstracts of the ACM Conf. on Human Factors in Computing Systems* (CHI ’24).
- 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).
- 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 Hirschy-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., Vaida, 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

- 2023c Kumar, A., **Monroy-Hernández, A.**, “Ball-AR: Fostering Playful Co-Located Interaction Through Environment-centric Physical Activity with AR,” arXiv.
- 2023b  **Gamba, A., Monroy-Hernández, A.**, “PokAR: Facilitating Poker Play Through Augmented Reality,” arXiv.
- 2023a Robinson, A., Tham, J.Y., Vaish, R., **Monroy-Hernández, A.**, “Beyond Screens: Supporting Co-located Augmented Reality Experiences with Smart Home Devices,” 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 (selected)

- 2023s Colocated shared augmented reality
- 2023r Standardized AR Interfaces for IoT Devices
- 2023q AR System for Providing Interactive Experiences in Smart Spaces
- 2023p Olfactory stickers for chat and AR-based messaging
- 2023o Context-based selection of augmented reality experiences
- 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
- 2022g Power Optimization for Computing Devices
- 2022f Displaying Virtual Digital Objects Generated Using Blockchain Technology
- 2022e Multi-user AR experience with offline synchronization
- 2022d Colocated shared augmented reality without shared backend
- 2022c Co-location connection service
- 2022b Power Optimization for Co-location Connection Service
- 2022a Graphical Marker Generation System for Synchronizing Users
- 2021c Security protocol for pairing collocated 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

Funding Grants

2024	\$130,000 from Ripple via CITP for “Decentralized technologies.”
2023	\$50,000 from the Mozilla Technology Fund for “ <i>The Workers’ Algorithm Observatory</i> .” With colleagues at UC Boulder and MIT. Funding covers postdoc Dan Calacci’s research expenses directly.
2023	\$1,500 from the Princeton Program in Latin American Studies to cover travel expenses for research collaboration in Argentina.
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.

Teaching

2024 Spring	EGR371: Designing the Future of Work: Public Interest Technology Development. <i>Outcome:</i> students helped four tech and labor non-profits. <i>Evaluation:</i> 4.75/5.0 “overall quality,” 4.75/5.0 “recommendation to other students.”
2023 Fall	COS 436: Human-Computer Interaction (with Prof. Parastoo Abtahi) <i>Outcome:</i> Three CHI 2024 poster submitted, two accepted. <i>Evaluation:</i> 3.92/5.0 “overall quality,” 4.03/5.0 “recommendation to other students.”
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) <i>Evaluation:</i> there is no evaluation for IW seminars
2022 Spring	EGR371: Designing the Future of Work: Public Interest Technology Development 🏆 Outstanding teaching award <i>Outcome:</i> kickstarted a new research project and collaboration with an external organization. <i>Evaluation:</i> 4.57/5.0 “overall quality,” 4.69/5.0 “recommendation to other students.”
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 <i>Evaluation:</i> 4.67/5.0 “overall quality,” 4.89/5.0 “recommendation to other students.”

Postdoc and Graduate Advising

POSTDOCS

2024 (Fall)	Lei Zhang, funded through NSF award 2210843
2024 (Fall)	Sohyeon Hwang, funded through CITP Fellowship
2023-2024	Dr. Dan Calacci, funded through CITP Fellowship (Incoming faculty at Penn State)
2022-2025	Dr. Amna Liaqat, funded through CITP and a Princeton Presidential Fellowships
2021-2022	Dr. Elizabeth Watkins, funded through CITP Fellowship (now a researcher at Intel)

PHD STUDENTS

2023-present	Varun Nagaraj Rao (general exams passed)
2023-present	Ryan Liu
2022-present	Yuhan Liu (general exams passed)

DISSERTATIONS COMMITTEES

2023	Benjamin Kaiser, Princeton University, Computer Science
2023-2024	Jwawon Seo, University of Maryland, Department of Information Systems
2023	Ryan Louie, Northwestern University, Computer Science
2023	Anne Kohlbrenner, Princeton University, Computer Science (now faculty at CMU)
2023	Dan Calacci, MIT Media Lab (now postdoc at Princeton)
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 Maestro.AI)
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 (now UX Researcher at FM Global)
2020	Eric Corbett, Georgia Tech, Digital Media (now at Google)
2016	Darshan Santani, EPFL, Computer Science (now startup co-founder)
2014	Saiph Savage, UCSB Computer Science (now faculty at Northeastern U.)

GENERAL EXAM COMMITTEES

2024	Shreyas Gandlur, Princeton University, Computer Science
2023	Wilfrido Gómez, Universidad Iberoamericana, Computer Science
2022	Sunnie S. Kim, Princeton University, Computer Science
2022	Kipp Bradford, Princeton University, Architecture
2019	Himanshu Zade, UW, HCDE

MASTER'S STUDENT ADVISOR

2023-present	Owen Xingjian Zhang (COS '25)
2023-present	Tolulope Oshinowo (COS '25)
2023-present	Shuyao (Anny) Zhou (COS '25)

2022 Dorothy Zhao (COS '22) (now PhD student at Stanford)

Princeton Undergraduate Advising

SENIOR THESES

2023-2024 Emmy Song (COS) – Sigma Xi Book Award
2023-2024 Archika Dogra (COS)
2023-2024 Alison Lee (COS)
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) - Thesis contributed to CHI 2023 publication

SENIOR, INDEPENDENT WORK

2024 Ereyi, Jessica-Ann (COS)
2023 Eesha Agarwal (COS) – Contributed to CSCW '24 submission.
2023 Lydia You (COS)
2022 Elizabeth Petrov (COS) - IW turned into Poster Paper at CHI '23 and received the Princeton Innovation and Entrepreneurial Mindset Award 2023
2022 Hetvi Patel (COS)
2022 Adam Gamba (COS)
2022 Gracyn Kuerner (COS)
2021 Christine Kwon (COS)

JUNIOR, INDEPENDENT WORK

2024 Kok Wei Pua (COS)
2023 Eesha Agarwal (COS) – Contributed to
2023 Kristoffer Selberg (COS)
2023 Alina Chen (COS)
2022 Theo Knoll (COS) - IW turned into poster paper at CHI '23
2022 Stephen Dong (COS)
2022 Adam Kelch (COS)
2022 Ian Murray (COS)
2022 Arnav Kumar (COS)

UNDERGRADUATE RESEARCH ASSISTANTS

2024 Diya Hundiwalla (COS) - Research Assistant - Contributed to UIST '24 submission
2023 Jewel Merriman (COS), Research Assistant - Contributed to CHI '24 submission
2023 Laiba Ali (COS), Summer intern (OURSIP) - Contributed to CHI '24 submission
2022 Yoko Urano (COS), Summer Intern (OURSIP)
2022 Ankitha Manjunatha (COS), Summer intern (OURSIP) - Work turned into CSCW '23 publication

2021	John Van Horn (COS)
2021-2022	Zachary Siegel (COS)
2021	Ngan Chiem (POL) - Work turned into CHI '23 publication

SENIOR THESIS, SECOND READER

2024	Christine Sun (COS) – Outstanding Computer Science Senior Thesis Prize
2024	Yenet Tafesse (COS)
2024	Christopher Speed (COS)
2024	Jane Castleman (COS)
2024	Michelle Huang (COS)
2024	Adam Kelch (COS)
2023	Colton Loftus (COS)
2023	Katherine Elmlinger (COS)
2023	William Olson (COS)
2023	Connie Xu (COS)
2023	George Toumbas (COS)
2022	Kyle Barnes (COS)
2022	Frelicia Tucker (COS)

Staff Managed at Snap Inc. and Microsoft

FULL-TIME SCIENTISTS AND ENGINEERS

Responsible for hiring, performance evaluation, and promotions.

Dr. Sven Kratz, Research Engineer
 Dr. Fannie Liu, Research Scientist
 Yu Jiang Tham, Research Engineer
 Jack Tsai, Research Engineer
 Dr. Brian Smith, Research Scientist (now faculty at Columbia University)
 Dr. Maria Pavolvaskaia, 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 (now faculty at UMass)
2021	Rafael Silva, UW, HCDE (with Fannie Liu)
2021	Melissa Powers, NYU, ITP
2020	Ella Dagan Peled, UC SC, Computational Media (now at Google)
2020	Ana Cárdenas Gasca, UMich, iSchool
2020	Ava Robinson, Northwestern University, CS
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 (now at J.P. Morgan Research)
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 faculty at Clemson University)
2016	Rafal Kocielnik, UW, HCDE (now fellow at Caltech)
2015	Ali Alkhatib, Stanford, CS (with Justin Cranshaw)
2015	Rajan Vaish, UCSC, CSE (now CEO at Easel AI)
2014	Joy Kim, Stanford, CS (now at Adobe Research)
2014	Juho Kim, MIT, CS (with Merrie Morris) (now tenured faculty at KAIST)
2014	Elena Glassman, MIT, CS (with Merrie Morris) (now faculty at Harvard)
2014	Justin Cranshaw, CMU, CS (now co-founder of Maestro AI)
2013-2014	Elena Agapie, Harvard, CS (now faculty at UC Irvine)
2013	Nathan J. Matias, MIT, Media Lab (now faculty at Cornell)
2013	Emma Spiro, UCI, Sociology (now tenured faculty at UW)
2012	Yuheng Hu, ASU, CS (now tenured faculty at UI-Chicago)
2012	Sarah Hallacher, NYU, ITP
2010	Jazmin González-Rivero, High school intern

Other Research Assistant Advising

2022	Owen Xingjian Zhang, UIUC, CS, Undergrad RA (now MSE student at Princeton)
2022	Mariana Fernández, RA (now PhD student at U. of Notre Dame)
2022	Alexander Yang, High School RA (now undergrad at U. of Maryland)
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
2022-present	DeCenter Faculty Search Committee
2023-present	Grad Visit Day Committee
2023-present	Committee on the departmental use of Slack
2021-2023	COS Climate and Inclusion Committee
2022-present	17 independent work projects
2022-present	10 senior theses

2022-2023	16 COS undergrad student advising ¹
2022-2023	COS MSE Advisor for 4 students
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

2024	Workshop on Decentralized Social Media at Princeton in the Spring of 2024 with funding from CITP and the DeCenter
2022	Created hci.social, a Mastodon instance used by thousands of HCI scholars worldwide.
2022	Co-organizer of the CSCW Northeast in NYC. An in-person gathering of over 70 faculty, students, and postdocs across a dozen institutions.
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.
2017	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

¹Princeton undergraduates get assigned a faculty advisor who meets with them to help them choose courses and talk about careers and life.

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

Software, Products

2021-2022 *Project IRL*. I led a team that launched a suite of co-located Augmented Reality experiences used by *millions of people* on Snapchat designed to foster playful in-person interactions.

2020-2021 *Significant Otter* and *BFF*. I led a team that launched two experimental Apple Watch apps for couples used by *tens of thousands of people*. 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 *Microsoft Scheduler* (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 *Microsoft's Office* service, and the assistant branded as a *Cortana*. The product is now used by *thousands of organizations*.

2014 *Microsoft Journeys and Notes*. 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 *tens of thousands of people* from around the world.

2013 *Microsoft Picotale*. 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 *Microsoft Whoo.ly*. 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 *Scratch Online Community*. 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 *100 million people* from around the world.

2007 *Sana*. 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 *SFX*. 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 *Phronesis*. 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

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- 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
 2013 "El anonimato en las redes ayuda a combatir el narco". El País
 2013 Microsoft Research launches Whooly localized Twitter project. Seattle Times
 2013 Whooly turns Twitter into real-time community connector. The Fire Hose (Microsoft)
 2013 5 things you might like about NewsPad (which made us write this headline this way). Nieman Journalism Lab
 2013 Los 8 jóvenes extraordinarios de México
 2013 The Rise and Fall of Brazil's Twitter Revolution. techPresident
 2013 Reconoce MIT a Andrés Monroy-Hernández (ISE'01) como Innovador Solidario y al alumno Daniel Gómez como Innovador del Año. ITESM Portal Informativo
 2013 FUSE Researcher Gains TR35 Mexico Acclaim. Inside Microsoft Research
 2013 Los diez jóvenes mexicanos llamados a transformar su país. El País May
 2013 Narcotuits y tecnologías web para empoderar al ciudadano. MIT Technology Review (Spanish)
 2013 Mexicanos en Twitter: Guerra en 140. Reporte Indigo
 2013 Study: open source remixing seems to lead to less original work. Wired
 2013 What makes a project remixable?. Boing Boing
 2013 In Mexico, tweeting about the drug war to fill the void of traditional media. Nieman Journalism Lab
 2013 Mexico: Lethal Threats for Citizens Reporting on Drug Crimes. Global Voices
 2013 Can data help break through Mexico's information blackout?. Foreign Policy
 2013 'War Correspondents' In Mexico Address Mainstream Media Shortcomings, Use Twitter To Spread Information. Tech Crunch
 2013 What a map of Seattle looks like in the Twittersverse. Seattle Post-Intelligencer
 2013 El narco mexicano pone precio a la cabeza de un tuitero: 36.000 euros. El País
 2013 Twitter in Mexico's Drug Wars. ABC Radio
 2013 Twitter: The Safest Place for Citizen Journalists in Mexico. Mashable
 2012 Emerging Leader - Andrés Monroy-Hernández. Boston Business Journal
 2012 In Mexico, Young Voices Challenge Results of Presidential Election. The New York Times
 2012 Twitter Mischief Plagues Mexico's Election. MIT Technology Review
 2012 Can Tech-Savvy Activists Change Mexico's Presidential Elections?. techPresident
 2012 In Protests and Online, a Youth Movement Seeks to Sway Mexico's Election. The New York Times
 2012 Redes sociales: alternativa para la comunicación. La Jornada
 2012 Toll of Mexican Crime Wave, Written in Faces on the Wall. The New York Times
 2012 Generation Flux. Fast Company
 2012 Twitter: el reporte de la violencia en México. Radio Nederland
 2012 Meet the trolls part II: So who do you think invented LOLcats? News.com.au
 2011 Social Media in Mexico. Radio's Brian Lehrer Show
 2011 Mexico Turns to Social Media for Information and Survival. The New York Times
 2011 Latest battlefield in Mexico's drug war: Social mediaCNN
 2011 Mexico's Twitter 'terrorism' case sparks controversy. CNN
 2011 Mexico's drug cartels have new target: social media. The Toronto Star
 2011 In Mexico, Social Media Become a Battleground in the Drug War. The New York Times
 2011 Does Google+'s "real names only" policy make sense? Marketplace. National Public Radio
 2011 Scratch: Teaching the Difference Between Creating and Remixing. MindShift - How we will learn. National Public Radio
 2011 Heres What 5 Million Posts on 4chan Look Like. Gawker
 2011 From the Mouths of Babes: The Future of Tech is Robots and Real World Integration. Read-WriteWeb
 2010 Apple Rejects Kid-Friendly Programming App. Wired
 2010 The iPad Falls Short as a Creation Tool Without Coding Apps. Wired
 2007 Playing Their Own Way. Technology Review. Technology Review

