Alexandra **To**

PhD Student · Human-Computer Interaction

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Education

Carnegie Mellon University *Pittsburgh, PA*

PhD in Human-Computer Interaction *Aug. 2015 - PRESENT*

- Human Computer Interaction Institute | School of Computer Science
- **Advisors:** Dr. Jessica Hammer and Dr. Geoff Kaufman

Stanford University *Stanford, CA*

M.S. in Symbolic Systems *Jun. 2014 - Jun. 2015*

- Symbolic Systems Program | School of Humanities and Sciences
- **Advisor:** Michael Bernstein

Stanford University *Stanford, CA*

B.S. in Symbolic Systems *Sept. 2010 - Jun. 2014*

- Symbolic Systems Program | School of Humanities and Sciences
- **Advisor:** Michael Bernstein

Honors & Awards

2014 **Best Paper**, ACM UIST 2014

2014 **B.S. Conferred with Honors**, Stanford University

Publications

Peer-Reviewed Papers

[1] Nebeling, M., **To, A.**, Guo, A., de Freitas, A., Teevan, J., Dow, S., Bigham, J. (2016). WearWrite: Crowd-Assisted Writing from Smartwatches. TO APPEAR In Proc. of the 28th annual ACM symposium on Human Factors in Computing Systems (CHI '16).

[2] Retelny, D., Robaszkiewicz, S., **To, A.**, Lasecki, W., Patel, J., Doshi, T., Valentine, M., Bernstein, M. (2014). Expert Crowdsourcing with Flash Teams. In Proc. of the 27th annual ACM symposium on User Interface Software and Technology (UIST '14). **Best Paper Award**

Experience

Carnegie Mellon University HCII *Pittsburgh, PA*

PhD Student / Research Assistant *Aug. 2015 - Present*

- **Advisors:** Jessica Hammer and Geoff Kaufman
- SCIPR Project - designing, and researching a game-based intervention for marginalized science identity middle school students

Carnegie Mellon University HCII *Pittsburgh, PA*

Research Assistant *July. 2015 - Sept. 2015*

- With: Steven Dow, Jeff Bigham, Michael Nebeling
- WearWrite - explore shepherding the crowd through a smart watch. Contributed development to front end interface, design lab protocol, run study, and write paper submission.

Stanford University HCI Group *Stanford, CA*

Research Assistant *Jun. 2014 - Jun. 2015*

- With: Michael Bernstein, Daniela Retelny, Negar Rahmati, Tulsee Doshi
- Flash Organizations - Scaling up the team capabilities of the expert crowd. Combining HCI and organizational behavior research to examine how the online expert crowd can come together like an org. More work developing our online platform, Foundry, as well as developing and testing of theoretical framework.

Stanford University HCI Group   *Stanford, CA*

CURIS RESEARCH INTERN   *Jun. 2013 - Sept. 2013*

- With: Michael Bernstein, Daniela Retelny, Sébastien Robaszkiewicz
- Flash Teams - Creating lightweight modular team structures to guide teams of expert crowd workers. Developed an online platform, Foundry, for the authorship and run-time coordination of these teams.

Stanford University Symbolic Systems Program   *Stanford, CA*

RESEARCH INTERN   *Jun. 2012 - Sept. 2012*

- With: Todd Davies, Clay Carson
- Work jointly with the Symbolic Systems Program and the Martin Luther King Jr. Institute. Designing a collaborative history online platform to engage a wide audience with digital history as well as designing research studies.

Teaching Experience

Teaching Assistant, Minds and Machines (SymSys 100)

SYMBOLIC SYSTEMS PROGRAM AT STANFORD UNIVERSITY   *2014*

Lead discussion section of the class, contributed to section curriculum and writing homework assignments, held office hours, and graded assignments.

Course Assistant, Human-Computer Interaction Seminar (CS 547)

COMPUTER SCIENCE DEPARTMENT AT STANFORD UNIVERSITY   *2014*

Organized seminar, plan schedule for speaker, manage script to record attendance.

Workshops and Demos

*Workshops are non-archival, presented in the form of posters. Demos showcase live working prototypes to venue attendees.

[1] Nebeling, M., **To, A.**, Guo, A., de Freitas, A., Teevan, J., Dow, S., Bigham, J. 2016. WearWrite: Crowd-Assisted Writing from Smartwatches. TO APPEAR In Proc. CHI '16 Productivity Decomposed Workshop.

[2] Nebeling, M., Guo, A., **To, A.**, Dow, S., Teevan, J., Bigham, J. 2015. WearWrite: Orchestrating the Crowd to Complete Complex Tasks from Wearables. In Proc. UIST '15 Demos.

Relevant Skills

Programming	Javascript, HTML5, CSS, jQuery, Twitter Bootstrap, C/C++, D3
Research Methods	Interviewing, Grounded Theory, Controlled Lab Experiments, Think Aloud Study Protocols
	Studies with Children, Ethnomethodology, Surveys
User-Centered Design	Paper Prototyping, Rapid Iterative Prototyping, UI Wireframing, Heuristic Evaluation, Storyboards