

# 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

2016 **Graduate Student Assembly/Provost Conference Funds**, Carnegie Mellon University

2014 **Best Paper**, ACM UIST 2014

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

## Publications

### PEER-REVIEWED PAPERS

- [1] **To, A.**, Ali, S., Kaufman, G., Hammer, J. (2016). Integrating Curiosity and Uncertainty in Game Design. TO APPEAR In Proc. DiGRA/FDG 2016.
- [2] Nebeling, M., **To, A.**, Guo, A., de Freitas, A., Teevan, J., Dow, S., Bigham, J. (2016). WearWrite: Crowd-Assisted Writing from Smartwatches. In Proc. of the 28th annual ACM symposium on Human Factors in Computing Systems (CHI '16).
- [3] 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

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### 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

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\*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. 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

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**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  
Playtesting, Cognitive Task Analysis