

Representative Publications

Elena L. Glassman

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The following papers illustrate some of the work I have done during my PhD in human-computer interaction at MIT and my postdoc at UC Berkeley. Links to the papers are at the end of each bibliography entry on the right.

1. (2017) Interfaces for interacting with program synthesis by example.¹
2. (2017) A method of visualizing populations of code in the wild.²
3. (2016) A method for learnersourcing personalized hints in a large computer architecture class.³
4. (2015) A human-interpretable visualization for exploring thousands of student code submissions.⁴

The * next to authors' names indicates equal contribution.

¹ A. Head*, E. L. Glassman*, G. Soares*, R. Suzuki, L. Figueredo, L. D'Antoni, and B. Hartmann. Writing reusable code feedback at scale with mixed-initiative program synthesis. In *Proceedings of the Fourth (2017) ACM Conference on Learning @ Scale, L@S '17*, pages 89–98. ACM, 2017. URL <http://doi.acm.org/10.1145/3051457.3051467>

² E. L. Glassman*, T. Zhang*, M. Hearst, B. Hartmann, and M. Kim. Visualizing api usage examples at scale. In *Proceedings of the Annual ACM Conference on Human Factors in Computing Systems, CHI '18*. ACM, 2018

³ E. L. Glassman, A. Lin, C. J. Cai, and R. C. Miller. Learnersourcing personalized hints. In *Proceedings of the ACM Conference on Computer-Supported Cooperative Work & Social Computing, CSCW '16*, pages 1626–1636. ACM, 2016. URL <http://doi.acm.org/10.1145/2818048.2820011>

⁴ E. L. Glassman, J. Scott, R. Singh, P. J. Guo, and R. C. Miller. Overcode: Visualizing variation in student solutions to programming problems at scale. *ACM Transactions on Computer-Human Interaction*, 22(2):7:1–7:35, Mar. 2015. ISSN 1073-0516. URL <http://doi.acm.org/10.1145/2699751>