Last Updated: September 15, 2022

GRIFFIN DIETZ

Education

Stanford University Stanford, CA
Ph.D. in Computer Science 2022
Advisors: James A. Landay and Hyowon Gweon
Thesis: *Cognitively Appropriate and Readily Accessible Computing Education for Young Learners*

Stanford University Stanford, CA
M.S. in Computer Science 2019

Stanford University Stanford, CA
B.S. in Computer Science with Honors and Distinction 2017

Refereed Articles

Dietz, **G.**, King Chen, J., Beason, J., Tarrow, M., Hilliard, A., & Shapiro, R. B. (2022). Artonomous: Introducing middle school students to reinforcement learning through virtual robotics. *Interaction Design and Children*, 430–441.

Dietz, **G.**, Le, J. K., Tamer, N., Han, J., Gweon, H., Murnane, E. L., & Landay, J. A. (2021). StoryCoder: Teaching computational thinking concepts through storytelling in a voice-guided app for children. *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*, 1–15. **Best Paper Honorable Mention**.

Dietz, **G.**, Pease, Z., McNally, B., & Foss, E. (2020). Giggle gauge: A self-report instrument for evaluating children's engagement with technology. *Proceedings of the Interaction Design and Children Conference*, 614–623.

Ruan, S., He, J., Ying, R., Burkle, J., Hakim, D., Wang, A., Yin, Y., Zhou, L., Xu, Q., AbuHashem, A., **Dietz**, **G.**, Murnane, E. L., Brunskill, E., & Landay, J. A. (2020). Supporting children's math learning with feedback-augmented narrative technology. *Proceedings of the Interaction Design and Children Conference*, 567–580.

Dietz, **G.**, Landay, J. A., & Gweon, H. (2019). Building blocks of computational thinking: Young children's developing capacities for problem decomposition. *41st Annual Meeting of the Cognitive Science Society*.

Journal Publications

Chuey, A., Asaba, M., Bridgers, S., Carrillo, B., **Dietz**, **G.**, Garcia, T., Leonard, J. A., Liu, S., Merrick, M., Radwan, S., Stegall, J., Velez, N., Woo, B., Wu, Y., Zhou, X. J., Frank, M. C., & Gweon, H. (2021). Moderated online data-collection for developmental research: Methods and replications. *Frontiers in Psychology*, *12*, 4968.

Book Chapters

Dietz, **G.**, Han, J., Gweon, H., & Landay, J. A. (2021). Design guidelines for early childhood computer science education tools. *Design thinking research* (pp. 291–306). Springer.

Le Goc, M., Zhao, A., Wang, Y., **Dietz**, **G.**, Semmens, R., & Follmer, S. (2020). Investigating active tangibles and augmented reality for creativity support in remote collaboration. *Design thinking research* (pp. 185–200). Springer.

Short Papers

Abtahi, P., & **Dietz**, **G.** (2020). Learning Rust: How experienced programmers leverage resources to learn a new programming language. *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems*, 1–8.

Bruzzese, T., Gao, I., Ding, C., Romanos, A., & **Dietz**, **G.** (2020). Effect of confidence indicators on trust in AI-generated profiles. *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems*, 1–8.

Dietz, **G.**, E, J. L., Washington, P., Kim, L. H., & Follmer, S. (2017). Human perception of swarm robot motion. *Extended Abstracts of the 2017 CHI Conference on Human Factors in Computing Systems*, 2520–2527.

Invited Talks

Stanford University Cognitive Science Seminar May 6, 2021
"Cognitively Appropriate and Readily Accessible Computing Education Technologies for Young Learners"

University of Delaware Computer Science Colloquium April 30, 2021
"StoryCoder: Teaching Computational Thinking with Storytelling in a Voice-Guided App for Children"

Stanford University Human-Centered AI Spring Conference Lightning Talk March 25, 2021
"StoryCoder: Teaching Computational Thinking with Storytelling in a Voice-Guided App for Children"

Brown Institute for Media Innovation Advisory Board Meeting October 20, 2021
"Voice-based Interface for Storytelling and Programming in Early Elementary Years"

Awards

Best Paper Honorable Mention 2021
ACM CHI | Dietz, et al., 2021

NSF Graduate Research Fellowship 2019

Brown Institute for Media Innovation Magic Grant 2019
Awarded $70,000

Hasso Plattner Design Thinking Research Grant 2018
Awarded $125,000

Firestone Medal for Excellence in Undergraduate Research 2017
Top 10% of Undergraduate Theses in Social, Natural, and Applied Sciences | Stanford University

Kennedy Thesis Prize 2017
Best Undergraduate Thesis in the School of Engineering | Stanford University

Phi Beta Kappa 2017

Tau Beta Pi 2017

Teaching

Section Leader for CS106A Code in Place Spring 2020

Teaching Assistant for Stanford CS197: Computer Science Research Fall 2019
Top 5% of TAs in Stanford Computer Science Department

Instructor for Stanford CS2C: Introduction to Media Production Winter 2016

Instructor for Stanford CS1C: Introduction to Computing at Stanford Fall 2015

Section Leader for Stanford CS106A: Programming Methodology Winter 2015, Spring 2015

Experience

Apple, Inc. Cupertino, CA
Research Intern | Machine Intelligence Education Sept 2020–Sept 2021

- Designed and developed research prototypes of education technologies for middle school students
- Research in submission at ACM's 2022 Conference on Interaction Design and Children (IDC)

Google, Inc. Mountain View, CA
Research Intern | Assistant Family & Personality Summer 2019

- Designed, conducted, analyzed, and reported on studies for regular research sprints, including studies with child participants
- Published "Giggle Gauge: A Self-Report Instrument for Evaluating Children's Engagement with Technology" at ACM's 2020 Conference on Interaction Design and Children (IDC)

Google X Mountain View, CA
Software Engineering Intern | Self-Driving Car Project (now Waymo) Summer 2016

- Contributed to in-car user experience, including onboarding and ride safety

TrueCar, Inc. Santa Monica, CA
Software Engineering Intern | iOS Development Team Summer 2015

- Collaborated with UX team to design the interface for used car buying mobile experience
- Implemented the used car portal for iOS

Committee Service

Student-Applicant Support Program (Co-Creator) 2020–Present
Stanford Computer Science

Graduate Admissions Committee 2019–2021
Stanford Computer Science

Bridge Buildings Committee 2019–2020
Stanford Computer Science

Undergraduate Research Program Committee 2017–2019
Stanford Computer Science

Undergraduate Mentees

Lauren Lowe Winter 2020–Present
Current junior at Stanford University

Nadin Tamer Spring 2020–Present
Current junior at Stanford University

Carina Ly Winter 2021–Present
Current junior at Stanford University

Ava DeConcini Winter 2022–Present
Current frosh at Stanford University

Jimmy Le Spring 2020–Spring 2021
Current senior at Stanford University

Thomas Hsieh Winter 2020–Spring 2020
Current senior at Stanford University

Jenny Han Fall 2018–Spring 2019
Current MS student at Stanford University