Last Updated: October 1, 2021

2017

GRIFFIN DIETZ

EDUCATION

Stanford University Stanford, CA

Ph.D. in Computer Science, Advisors: James A. Landay and Hyowon Gweon 2022 [Expected]

Stanford University Stanford, CA

B.S. in Computer Science with Honors and Distinction

REFEREED ARTICLES

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.

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.

SELECTED WORK IN PROGRESS

Dietz, G., Beason, J. B., Tarrow, M., Hilliard, A., & Shapiro, R. B. ARtonomous: Introducing middle school students to reinforcement learning through virtual robotics. *In Submission at the 2022 CHI Conference on Human Factors in Computing Systems*.

Dietz, **G.**, Lowe, L. K., Landay, J. A., & Gweon, H. Theory of virtual mind: How do humans represent the "minds" of conversational AI? *In Progress*.

Dietz, **G.**, Tamer, N., Ly, C., Le, J., Gweon, H., & Landay, J. A. Visual StoryCoder: A multimodal interface for learning computing through storytelling. *In Progress*.

INVITED TALKS

Stanford University Cognitive Science Seminar "Cognitively Appropriate and Readily Accessible Computing Education Technologies for	May 6, 2021 or Young Learners"
University of Delaware Computer Science Colloquium "StoryCoder: Teaching Computational Thinking with Storytelling in a Voice-Guided A	April 30, 2021 pp for Children"
Stanford University Human-Centered AI Spring Conference Lightning Talk "StoryCoder: Teaching Computational Thinking with Storytelling in a Voice-Guided A	March 25, 2021 pp for Children"
Brown Institute for Media Innovation Advisory Board Meeting "Voice-based Interface for Storytelling and Programming in Early Elementary Years"	October 20, 2021

AWARDS

Best Paper Honorable Mention ACM CHI Dietz, et al., 2021	2021
NSF Graduate Research Fellowship	2019
Brown Institute for Media Innovation Magic Grant Awarded \$70,000	2019
Hasso Plattner Design Thinking Research Grant Awarded \$125,000	2018
Firestone Medal for Excellence in Undergraduate Research Top 10% of Undergraduate Theses in Social, Natural, and Applied Sciences Stanford University	2017
Kennedy Thesis Prize Best Undergraduate Thesis in the School of Engineering Stanford University	2017
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 Top 5% of TAs in Stanford Computer Science Department	Fall 2019
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	Spring 2015
Section Leader for CS106A: Programming Methodology	Winter 2015

INDUSTRY EXPERIENCE

Apple, Inc.	Cupertino, CA
Research Intern Machine Intelligence Education Team	Sept 2020–Sept 2021
Google, Inc. Research Intern Assistant Family & Personality Team	Mountain View, CA Summer 2019
	Mountain View, CA Summer 2016
TrueCar, Inc. Software Engineering Intern iOS Development Team	Santa Monica, CA Summer 2015

COMMITTEE SERVICE

Student-Applicant Support Program (Co-Creator) Stanford Computer Science	2020–Present
Graduate Admissions Committee Stanford Computer Science	2019–2021
Bridge Buildings Committee Stanford Computer Science	2019–2020
Undergraduate Research Program Committee Stanford Computer Science	2017–2019

UNDERGRADUATE MENTEES

Lauren Lowe	Winter 2020–Present
Current junior at Stanford University	
Nadin Tamer Current junior at Stanford University	Spring 2020–Present
Carina Ly Current junior at Stanford University	Winter 2021–Present

Jimmy Le
Current senior at Stanford University

Thomas Hsieh
Current senior at Stanford University

Winter 2020–Spring 2020

Current senior at Stanford University

Jenny Han Fall 2018–Spring 2019

Current MS student at Stanford University