Curriculum Vitae

Jacob Thebault-Spieker

Department of Computer Science

University of Minnesota

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Research Areas

Human-Computer Interaction (HCI), Social Computing.

Areas of Focus: sharing economies, peer production, mobile crowdsourcing, citizen science.

Education

Univeristy of Minnesota (*2011 - Present*):
    PhD Student (*2011 - April 2013*)
    PhD Candidate (*April 2013 - Present*)
University of Minnesota – Morris (*2007 - 2011*):
    Bachelor of Arts, Computer Science
    Bachelor of Arts, Spanish

Publications

Refereed Papers in Archival Publication Venues (Conferences and Journals)

2017

Hannah Miller, Daniel Kluver, **Jacob Thebault-Spieker**, Loren Terveen, and Brent Hecht 2017. Understanding emoji ambiguity in context: The role of text in emoji-related miscommunication.

Jacob Thebault-Spieker, Loren Terveen, and Brent Hecht 2017. Toward a geographic understanding of the sharing economy: Systemic biases in uberx and taskrabbit. *ACM Trans. Comput.-Hum. Interact.* 24, 3: 21:1–21:40. https://doi.org/10.1145/3058499

Jacob Thebault-Spieker*, Ashley Colley*, Allen Yilun Lin*, Donald Degraen, Benjamin Fischman, Jonna Häkkilä, Kate Kuehl, Valentina Nisi, Nuno Jardim Nunes, Nina Wenig, Dirk Wenig, Brent Hecht**, and Johannes Schöning** 2017. The geography of pokémon go: Beneficial and problematic effects on places and movement. In *Proceedings of the 2017 chi conference on human factors in computing systems* (CHI '17), 1179–1192. https://

[doi.org/10.1145/3025453.3025495](doi.org/10.1145/3025453.3025495) (* indicates co-first-author, ** - indicates co-Principal Investigators*)

Andrew Hall, Sarah McRoberts, **Jacob Thebault-Spieker**, Yilun Lin, Shilad Sen, Brent Hecht, and Loren Terveen 2017. Freedom versus standardization: Structured data generation in a peer production community. In *Proceedings of the 2017 chi conference on human factors in computing systems* (CHI '17), 6352–6362. https://doi.org/10.1145/3025453.3025940

2016

Hannah Miller, **Jacob Thebault-Spieker**, Shuo Chang, Johnson Isaac, Loren Terveen, and Brent Hecht 2016. "Blissfully happy" or "ready to fight": Varying interpretations in emoji. In *Proceedings of the 10th international conference on web and social media* (ICWSM '16).

2015

Jacob Thebault-Spieker, Loren G. Terveen, and Brent Hecht 2015. Avoiding the south side and the suburbs: The geography of mobile crowdsourcing markets. In *Proceedings of the 18th acm conference on computer supported cooperative work & social computing* (CSCW '15), 265–275. https://doi.org/10.1145/2675133.2675278

Aaron Halfaker, Oliver Keyes, Daniel Kluver, **Jacob Thebault-Spieker**, Tien Nguyen, Kenneth Shores, Anuradha Uduwage, and Morten Warncke-Wang 2015. User session identification based on strong regularities in inter-activity time. In *Proceedings of the 24th international conference on world wide web* (WWW '15), 410–418. https://doi.org/10.1145/2736277.2741117

Posters and Extended Abstracts

2016

Jacob Thebault-Spieker, Anbang Xu, Jilin Chen, Jalal Mahmud, and Jeffrey Nichols 2016. Exploring engagement in a 'social crowd' on twitter. In *Proceedings of the 19th acm conference on computer supported cooperative work and social computing companion* (CSCW '16 companion), 417–420. https://doi.org/10.1145/2818052.2869112

Workshop Papers

2015

Jacob Thebault-Spieker, Brent Hecht, and Loren Terveen 2015. Digitally reflecting our space: Crowdsourcing space usage rules. In *19th acm conference on computer supported cooperative work and social computing* (Information technology and city life workshop - cscw '15).

2013

Jacob Thebault-Spieker 2013. CitizenSense: A geographic collective intelligence platform. In *Symposium on urban informatics exploring smarter cities* (Symposium on urban informatics exploring smarter cities).

2010

Jacob Thebault-Spieker 2010. Can protocol and application layer statistics improve client-server responsiveness? In *Midwest instructional computing symposium* (MICS '10).

Refereed Doctoral Consortia

2016

>**Jacob Thebault-Spieker** 2016. Quantifying, understanding, and mitigating crowd work bias. In *Fourth aaai conference on human computation and crowdsourcing* (HCOMP '16 doctoral consortium).

Grants and Awards

Grants

>**SOBACO Travel Grant**
>>Travel Grant from Social Media and Business Analytics Collaborative to attend CSCW. $1500. 2015.
>
>**SOBACO Travel Grant**
>>Travel Grant from Social Media and Business Analytics Collaborative to attend CSCW. $1000. 2014.
>
>**Undergraduate Research Opportunity Program grant**
>>University of Minnesota, Morris. $1400. 2009.

Research Internships and REUs

>**IBM Research – Almaden** *Summer 2014*. Advisors: Jeff Nichols, Jalal Mahmud.
>>Defined and implemented a research project in the space of grassroots engagement efforts on Twitter. Resulted in CSCW 2016 Poster.
>
>**Carnegie Mellon REU** *Summer 2010*. Advisor: Mahadev Satyanarayanan.
>>Researched the feasibility of prefetching in Internet Suspend/Resume. Demonstrated that the simple (boot) case does not provide performance improvements.

Teaching Experience

Teaching Assistantships

>*University of Minnesota*
>>Structure of Computer Programming II (Undergraduate): Fall 2011, Spring 2012.
>
>*University of Minnesota – Morris*
>>Models of Computing Systems (Undergraduate): Fall 2010, Spring 2011.

Professional Service

Reviewing

Conference Proceedings

   CSCW
   CHI
   Ubicomp
   MobileHCI

Journals

   ACM Transactions on Computer-Human Interaction (TOCHI)
   Interaction Design and Architecture (IxD&A)
   ACM Transactions on Social Computing (TSC)