CurriculumVitae

Jacob Thebault-Spieker

Department of Computer Science University of Minnesota 4-192 Kenneth H Keller Hall 200 Union Street Minneapolis, MN 55455 http://jacob.thebault-spieker.com thebault@cs.umn.edu

##Research Areas Human-Computer Interaction (HCI), Social Computing.

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

##Education University 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) #. 2018 - Jacob Thebault-Spieker , Brent Hecht, and Loren Terveen 2018. Geographic biases are "born, not made": Exploring contributors' spatiotemporal behavior in openstreetmap. In Proceedings of the 20th international conference on group work (GROUP '18). - Jacob Thebault-Spieker, Daniel Kluver, Maximilian Klein, Aaron Haflaker, Brent Hecht, Loren Terveen, and Joseph Konstan 2018. Simulation experiments on (the absence of) ratings bias in reputation systems. In Proceedings of the 20th acm conference on computer supported cooperative work & social computing (CSCW '18). - S. Andrew Sheppard, Julian Turner, Jacob Thebault-Spieker, Haiyi Zhu, and Loren Terveen 2018. Never too old, cold or dry to watch the sky: A survival analysis of citizen science volunteerism. In Proceedings of the 20th acm conference on computer supported cooperative work & social computing (CSCW '18).

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 (* 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.

University of Minnesota – Morris Models of Computing Systems (Undergraduate): Fall 2010, Spring 2011.

##Professional Service ###Reviewing 1. Conference Proceedings - CSCW - CHI - Ubicomp - MobileHCI 2. Journals - ACM Transactions on Computer-Human Interaction (TOCHI) - Interaction Design and Architecture (IxD&A) - ACM Transactions on Social Computing (TSC)