***Department of Computer Science***

APPLICATION FOR DEPARTMENT CONFERENCE TRAVEL STIPEND

Please remember that these are *merit-based awards*. Additionally, a student *must be presenting a paper* in order to receive an award. Priority will be given to students

* + In their first 6 years in the program
  + Presenting at national CS meetings

Name: **\_\_\_\_\_Jeeeun Kim**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_**9/8/2014**\_\_\_\_\_\_\_

Year in Program: **1st Year in PhD\_\_\_** Specialty Area:\_**Human Centered Computing**\_\_\_

Faculty Advisor: **Dr. Tom Yeh**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Faculty Advisor’s Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Name of the Conference Attending: \_**Presenting two different papers at co-located, but separated conferences**, **ACM** **SUI 2014, ACM UIST 2014**

Location: \_**Honolulu, Hawaii**\_ Dates: \_\_**10/3/2014 – 10/9/2014**\_\_\_\_

Purpose of the conference, any affiliated society

**The ACM Symposium on User Interface Software and Technology (UIST) is the premier forum for innovations in human-computer interfaces. Sponsored by ACM special interest groups on computer-human interaction (SIGCHI) and computer graphics (SIGGRAPH), UIST brings together people from diverse areas including graphical & web user interfaces, tangible & ubiquitous computing, virtual & augmented reality, multimedia, new input & output devices, and CSCW.** (Official UIST 2014 site: acm.org/uist/uist2014)

**The ACM Symposium on Spatial User Interaction (SUI) will focused on the user interface challenges that appear when users interact in the space where the flat, two-dimensional, digital world meets the volumetric, physical, three-dimensional (3D) space we live in. This considers both spatial input and output, with an emphasis on the issues around interaction between humans and systems. It provides a unique opportunity for industrial and academic researchers to exchange about the state-of-the-art spatial and 3D interaction research.** (Official SUI 2014 site: sui-symposium.org)

How competitive the conference is –

* Acceptance rate if available: **50% of Demo session in 2013 (UIST), N/A (SUI)**
* Length of the paper submitted to the Program Committee or other body that determined acceptance for the conference:
* Any other criteria that were used to determine acceptance for the conference:

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* Length of final paper submitted for the conference proceedings or other publication:

**2 pages Demo in UIST, 1 page WiP Poster in SUI**

Paper Presenting (1):

Title: **SikuliBot: Automating Physical Interface Using Images**

Authors/Co-Authors: **Jeeeun Kim (PhD in Computer Science),, Mike Kasper (MS in Computer Science), Prof. Tom Yeh, Prof. Nicolaus Correll (Computer Science)**

Name of person presenting the conference talk \_\_\_**Jeeeun Kim**

Session: **Demo** **(UIST)**

Paper Presenting (2):

Title: **Using LEGO to Model 3D Tactile Picture Books by Sighted Children for Blind Children**

Authors/Co-Authors: **Jeeeun Kim (PhD in Computer Science), Abigale Stangl (PhD in ATLAS), Prof. Tom Yeh (Computer Science)**

Name of person presenting the conference talk \_\_\_**Jeeeun Kim**

Session: \_\_**Poster (SUI)**

Brief Description of the research of your paper: **SikuliBot is an image-based approach to automating user interface. SikuliBot extends the visual programming concept of Sikuli Script from the graphical UIs to the real world of physical UIs, such as mobile devices’ touch-screens and hardware buttons. The key to our approach is using a physical robot to see an interface, identify a target, and perform an action on the target using the robot’s actuators. (UIST)**

**3D printing has shown great potential in creating tactile picture books for blind children to develop emergent literacy. Sighted children can be motivated to contribute to the modeling of more tactile picture books. But current 3D design tools are too difficult to use. Therefore, we present the idea how sighted children model a tactile book by LEGO pieces instead. (SUI)**

Anticipated expenses Flight (Round Trip, $742)

Accommodation ($630)

Registration ($375 + $150)

Shipping and Personal Expenses ($200)

**Total ($2,097)**

Method of Travel: \_\_**Air Flight**\_\_\_\_\_\_

Other sources of financial support anticipated or received and how they are being used

Amount:\_\_\_**N/A**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Source:\_\_\_Dr. Tom Yeh’s Startup account\_\_\_\_\_

How they are being used \_\_**Same as listed above**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Justification for the use of department stipend:

**Tactile Picture Books are the actively ongoing project in Computer Science Department, and has a lot of possibilities to publish more papers. The paper, which will be presented at this moment, is purposing to listen to user testing method from scholars in various area of specialty. Use of department stipend will help to stay at the entire conference, giving this project chance to be exposed to the researchers who might be interested in potential collaboration.**

Conferences attended in the last 12 months: \_\_**TEI 2014** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Location: \_\_\_**Munich, Germany**\_\_\_\_\_ Date:\_\_\_**2/16/2014 - 2/19/2014** \_\_\_

Paper Presented: **Tactile Picture Books for Young Children with Visual Impairment**\_

Funding Received: \_\_ **Dr. Tom Yeh’s personal funding** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_**CHI 2014** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Location: \_\_\_**Toronto, Canada**\_\_\_\_\_ Date:\_\_\_**4/25/2014 - 4/30/2014** \_\_\_

Paper Presented: **Evaluating Tactile User Experiences with Tactile Picture Books for**

**Children with Visual Impairments**

Funding Received: \_\_**Department Stipend + Dr. Tom Yeh’s personal funding**

*It is expected that students funded with these monies will list CU as their institutional affiliation in the program.*