

Child, Adolescent, & Family Informatics

Lucretia Williams and Renzhe Yu

Locating Family Values: A Field Trial of the Whereabouts Clock



Barry Brown

Professor of Human Computer Interaction at Stockholm University

Group manager for the People/interaction/Computing research group

Interests are in social science approaches to studying and developing new technologies, in particular enjoyable technology for activities such as [games](#), [tourism](#) and [music](#)



Alex Taylor

[Centre for Human Computer Interaction Design](#), at [City](#), University of London

Aims to reflect on the ever emergent relations between humans and machines, and to wonder what the unceasing developments in science and technology might mean for being human (and being machines).

Locating Family Values: A Field Trial of the Whereabouts Clock



Shahram Izadi

Co Founder and CEO of perceptivelo

Research: Perception, Sensing, and Augmented Reality



Abigail Sellen

Deputy Director, Microsoft Research Cambridge, UK

Published on many topics including: healthcare, computer input, help systems, reading, paper use in offices, videoconferencing design, search, photo use, gesture-based input, human error and computer support for human memory. This includes two books, "Video-Mediated Communication" and "The Myth of the Paperless Office" (with co-author Richard Harper), which won an IEEE award for distinguished literary contribution to engineering.

Locating Family Values: A Field Trial of the Whereabouts Clock



Joseph “Jofish” Kaye

Principal Research Scientist, Mozilla, Emerging Technologies R&D Organization, Mountain View, CA

Use big data, qualitative research and exploratory design to direct innovation and strategic decisions by understanding user needs and practices.



Rachel Eardley

Research associate at University of Bristol

During her PhD studies at, Cardiff Metropolitan University, she investigated how physicality and embodiment can influence the user experience of digital technology.

Locating Family Values: A Field Trial of the Whereabouts Clock

Prior research:

- Location and (wireless) user tracking in UbiComp
 - Mostly on privacy perspectives
 - Developing privacy guidelines for social location disclosure applications and services (SOUPS '05)
- Situated play
 - Focused on large displays for community, not much real-time location data
 - Public and Situated Displays: Social and Interactional Aspects of Shared Display Technologies (2003)
- Awareness devices?

Locating Family Values: A Field Trial of the Whereabouts Clock

Following research:

- Google Scholar citation: 241
- Social aspects of HCI (e.g., social media)
 - Ambient social tv: drawing people into a shared experience (CHI '08)
 - Epstein et al., CSCW '15
- Location-based tracking and sharing
 - Modeling people's place naming preferences in location sharing (UbiComp '10)
- Domestic/family/health perspectives
 - PeerCare: supporting awareness of rhythms and routines for better aging in place (CSCW '10)

From Personal Informatics To Family Informatics: Understanding Family Practices Around Health Monitoring



Laura R. Pina

Research Associate at University of Washington

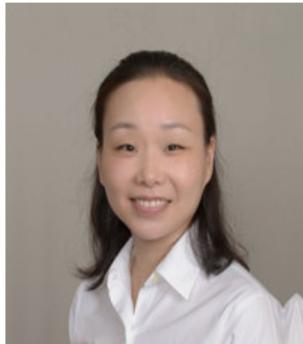
Ph.D from CSE, University of California San Diego

She explores designing, building, and evaluating mobile and ubiquitous technologies in the health space. In particular, her work expands the design lens from designing for an individual to addressing health at the family level

Sang-Wha Sien

Was a Masters Student at University of Washington

Research interests in inclusive design, interaction design with families, family health, CSCW, and assistive technology.



From Personal Informatics To Family Informatics: Understanding Family Practices Around Health Monitoring

Teresa Ward



Professor and Chair, Child, Family & Population Health Nursing
Co-Director of the Center for Innovation in Sleep Self-Management (CISSM)
Affiliate Researcher, Center for Health Innovation and Policy Science

Background in managing behavioral sleep problems in children and adolescents, and their families.

Jason C. Yip



Assistant professor of digital youth at The Information School and an adjunct assistant professor in Human Centered Design & Engineering at the University of Washington.

Research interests: Design-based research, curriculum development, families and media, human-computer interaction (child-computer interaction), games and learning, informal education, learning sciences, participatory design

From Personal Informatics To Family Informatics: Understanding Family Practices Around Health Monitoring

Prior research:

- Health-oriented tracking (personal informatics)
- Family-centered health monitoring
 - Best intentions: health monitoring technology and children (CHI '12)
- Tracking in families in general
 - In the Best Families: Tracking and Relationships (CHI '11)

From Personal Informatics To Family Informatics: Understanding Family Practices Around Health Monitoring

Following research:

- Google Scholar citation: 55
- Mostly focused on general interpersonal tracking, few on family settings
- Personal Informatics in Interpersonal Contexts: Towards the Design of Technology that Supports the Social Ecologies of Long-Term Mental Health Management (CSCW '18)

Storywell: Designing For Family Fitness App Motivation by Using Social Rewards and Reflection



Herman Saksono

Ph.D. candidate in Computer Science, Northeastern University

Research aim is to investigate how technologies can help individuals and communities manage their health and wellbeing, towards addressing health disparities.

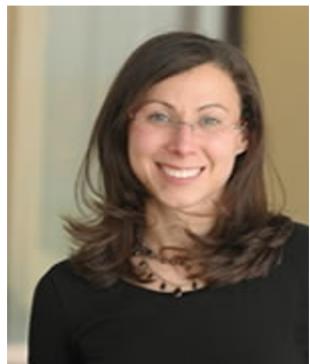


Carmen Castaneda-Sceppa

Dean of the College Bouve College of Health Sciences at NorthEastern University

Research Interests: Healthy aging, health promotion in the life cycle, nutrition and physical activity/exercise, translational research

Storywell: Designing For Family Fitness App Motivation by Using Social Rewards and Reflection



Jessica Hoffman

Associate Professor Department of Applied Psychology at Northeastern University

Dr. Hoffman is a school psychologist, whose research lies at the intersection of school psychology and public health. She has a particular interest in the use of technology to disseminate evidence based practices to school professionals.



Vivien Morris

Director of Community Initiatives for the NFL Program (Nutrition & Fitness for Life)

Vivien is a clinical dietitian with 20 years experience in counseling pediatric patients and their families.

Graduated with honors from Harvard College with majors in African American and Afro-Latin Studies. She received her Masters from Boston University

Storywell: Designing For Family Fitness App Motivation by Using Social Rewards and Reflection



Magy Seif El-Nasr

Associate Professor, Director of the Game Design Program, and Director of Game Educational Programs and Research at Northeastern College of Arts, Media, and Design

Research focuses on building a framework to facilitate the use of virtual environments as a methodology to understand human behavior and cognition, with the goal of facilitating computational solutions to national problems in health, education and security.



Andrea G. Parker

Associate Professor in the School of Interactive Computing at Georgia Tech, and an Adjunct Associate Professor in the Department of Behavioral Sciences and Health Education, within the Rollins School of Public Health at Emory University.

Research focuses on health equity. She studies racial, ethnic and economic health disparities and the social context of health management. She takes an ecological approach to technology design: conduct in-depth fieldwork to examine the intrapersonal, social, cultural, and environmental factors that influence a person's ability and desire to make healthy decisions--and how technology can support wellness in this context

Storywell: Designing For Family Fitness App Motivation by Using Social Rewards and Reflection

Prior research:

- Physical activity tracking for families
 - Spaceship Launch: Designing a Collaborative Exergame for Families (CSCW '15)
- Gamified systems
 - From game design elements to gamefulness: defining "gamification" (MindTrek '11)
- Self-determination theory and the facilitation of intrinsic motivation, social development, and well-being (American Psychologist, 2000)