Adrienne H. Andrew Slaughter, Ph.D.

Curriculum Vitae

6562B 5th Ave NE   ahandrew@gmail.com
Seattle, WA 98115   425 877-4135
http://www.adrienneslaughter.com

EDUCATION

University of Washington	Seattle, WA
Ph.D., Computer Science and Engineering	December 2012

Dissertation: Approaches to Food Journaling on Mobile Devices
Advisors: Gaetano Borriello & James Fogarty

Stanford University	Stanford, CA
M.A., Education: Learning, Design and Technology	2001

Massachusetts Institute of Technology	Cambridge, MA
B.S., Computer Science	1999

PROFESSIONAL EXPERIENCE

A.R.O., Inc.	Seattle, WA
Research Scientist	02/2013-07/2014

University of Washington	Seattle, WA
Research Assistant	09/2005-08/2012

Pacific Northwest National Laboratory	Richland, WA
Senior Research Scientist, Human-Centered Analytics	06/2001-12/2005; 02/2010-01/2013

Microsoft Research	Redmond, WA
Research Intern	05/2008-07/2008

Intel Research Seattle	Seattle, WA
Research Intern	06/2006-09/2006

Cisco Systems	San Jose, CA
Intern	2000-2001

MERL—A Mitsubishi Electric Research Laboratory	Cambridge, MA
Intern, Visiting Researcher	1998-2000

TEACHING

University of Washington	Seattle, WA

- CSE 142: Computer Programming 1 (TA, Fall 2005)
- MEBI 531: Life and Death Computing (TA, Fall 2011)

Washington State University	Richland, WA

- Introduction to Programming (Fall 2002)
- Software Engineering (Spring 2003)
- Introduction to Human-Computer Interaction (Spring 2004)

Stanford University   Palo Alto, CA
- Patterns for Human-Computer Interaction (TA, Spring 2001)

PUBLICATIONS

Andrew, A., Borriello, G., and Fogarty, J. A Usability Comparison of Food Index-Based Nutrition Diaries. .

Andrew, A.H., Eustice, K., and Hickl, A. Using location lifelogs to make meaning of food and physical activity behaviors. Lifelogging for Health Worskhop, 7th International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth).

Andrew, A.H., Borriello, G., and Fogarty, J. Simplifying mobile phone food diaries. 2013 7th International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth), (2013), 260-263.

Andrew, A., Borriello, G., and Fogarty, J. Understanding Self-Efficacy and the Design of Personal Informatics Tools. *Personal Informatics Workshop, CHI 2012.*

Hughes, D.C., Andrew, A., Denning, T., et al. BALANCE (Bioengineering Approaches for Lifestyle Activity and Nutrition Continuous Engagement): Developing New Technology for Monitoring Energy Balance in Real Time. *Journal of Diabetes Science and Technology 4*, 2 (2010), 429.

Hughes, D.C., Andrew, A., Chaudhri, R., et al. BALANCE: Bioengineering Approaches For Lifestyle Activity And Nutrition Continuous Engagement. *Medicine & Science in Sports & Exercise 41*, Supplement 1 (2009), 45–46.

Andrew, A., Karlson, A., and Brush, A. Investigating the Use of Voice and Ink for Mobile Micronote Capture. In *Human-Computer Interaction – INTERACT 2009*. 2009, 782–795.

Denning, T., Andrew, A., Chaudhri, R., et al. BALANCE: Towards a usable pervasive wellness application with accurate activity inference. *Proceedings of the 10th workshop on Mobile Computing Systems and Applications*, ACM (2009), 1–6.

Denning, T., Andrew, A., Borriello, G. BALANCE and MicroGoals, *Engagement by Design Workshop, CHI 2009.*

Andrew, A.H., Anokwa, Y., Kosher, K., Lester, J., Borriello, G. Context to Make You More Aware, *The 7th International Workshop on Smart Appliances and Wearable Computing, ICDCS 2007.*

Andrew, A., Borriello, G., and Fogarty, J. Toward a systematic understanding of suggestion tactics in persuasive technologies. *Proceedings of the 2nd international conference on Persuasive technology*, Springer-Verlag (2007), 259–270.

Cowell, A., Gregory, M., Bruce, J., Haack, J., Love, D., Rose, S. Andrew, A. Understanding the dynamics of collaborative multi-party discourse. Information Visualization, Special Issue on Visual Analysis of Human Dynamics, pp.250-259. Vol 5, Issue 4 (Winter 2006).

Cowell, A.J., Haack, J., and Andrew, A. Retrospective analysis of communication events: understanding the dynamics of collaborative multi-party discourse. *Proceedings of the HLT-NAACL 2006 Workshop on Analyzing Conversations in Text and Speech*, Association for Computational Linguistics (2006), 62–70.

Thurman, D., Cowell, A., Andrew, A., Chappell, A. Human-Information Interaction with Knowledge Associates, *Human Factors and Ergonomic Sciences (HFES), 2003.*

Approaches to processes of building in software construction kits, Strohecker, C.; Slaughter, A.H., International Workshop on Advanced Learning Technologies (IWALT), 2000.

Strohecker, C., Slaughter, A., Horvarth, M., Appleton, N. Zyklodeon: A Software Construction Kit Modeling Cyclic Timing Patterns, *ACM International Multimedia Conference (MM), October 2000.*

Strohecker, C., Slaughter, A.. A Kit for Learning and A Kit for Kitmaking, *ACM Conference on Human Factors in Computing Systems (CHI) 2000.*

Strohecker, C., Barros, B., Slaughter, A. Mapping Psychological and Virtual Spaces, DCNet '98.

PROGRAMMING COMPETENCIES

Languages (in decreasing order of competency): Java, JavaScript, C#, Python, C/C++, R.
Frameworks and Libraries: jQuery/jQuery UI, Google AppEngine, Google APIs (Maps, Gadgets), Java Server Pages, Highcharts, iPython Notebook, SciPy, NumPy, pandas.

SKILLS AND PROFICENCIES

User research: Wide range of formative and summative evaluation experience, including the design of study, execution, analysis, and reporting. Guided interviews, focus groups, surveys, usability testing, participatory design.

Analysis, information and data visualization, prototyping (web, desktop, mobile).

PROFESSIONAL MEMBERSHIPS

Association for Computing Machinery, IEEE Computer Society, American Medical Informatics Association, Society of Participatory Medicine.