

EDUCATION

- 2012–2017 University of Washington: Human Centered Design and Engineering, Ph.D.
- 2011–2012 Stanford University: Learning, Design and Technology, M.A.
- 2001–2005 Harvard University: Computer Science, A.B.

FACULTY APPOINTMENTS

- 2017– Assistant Professor, University of Washington Information School
- 2018– Adjunct Assistant Professor, UW Human Centered Design and Engineering
- 2018– Adjunct Assistant Professor, UW Allen School of Computer Science and Engineering

OTHER APPOINTMENTS AND POSITIONS

- 2022– Advisor, *BeKind Tech* Venture Capital Fund
- 2021– Advisor, Harvard University Digital Wellness Lab
- 2021– Research Affiliate, CERES
- 2012–2017 Graduate Research Assistant, University of Washington, HCDE
- 2016 Research Intern, Microsoft Research
- 2012–2014 Co-Founder and CTO, Go Go Games Studios, LLC
- 2011–2012 Research Intern, Stanford Cognitive and Systems Neuroscience Lab
- 2005–2011 Engineer and Manager, Microsoft Corporation

AWARDS AND HONORS

Scholarship Awards

- 2023 Google Research Scholar
- 2023 Best paper award, CHI conference (top 1%)
- 2023 Best paper honorable mention, CHI conference (top 5%)
- 2023 *AMiner* Most Influential Scholar in HCI, Honorable Mention
- 2022 *Globant* Women that Build, Digital Leader nominee
- 2022 *AMiner* Most Influential Scholar in HCI, Honorable Mention
- 2022 Special Recognition for Outstanding Reviews, CHI conference
- 2019 Best paper award, CHI conference (top 1%)
- 2019 Special Recognition for Outstanding Reviews, CHI conference
- 2018 Best paper honorable mention, CHI conference (top 5%)
- 2017 Best paper nomination, ASSETS conference (top 7 papers)

- 2017 Best paper nomination, IDC conference (top 3 papers [$< 3\%$])
- 2016 Best paper honorable mention, CHI conference (top 5%)
- 2016 Special Recognition for Outstanding Reviews, CHI conference

Fellowships

- 2020–23 Jacobs Foundation Early Career Fellow (top 2%)
- 2019 Jacobs Foundation Early Career Fellowship finalist (top 5%)
- 2018 Jacobs Foundation Early Career Fellowship finalist (top 5%)
- 2016–2017 Sesame Workshop Dissertation Fellowship winner
- 2016–2017 Facebook Fellowship finalist (top 3 students in HCI worldwide)
- 2016–2017 Microsoft Research Fellowship finalist
- 2013–2014 Google Anita Borg Scholarship winner
- 2012 University of Washington Kenney Fellowship winner
- 2011 Stanford University, School of Education Tuition Fellowship

Industry Awards

- 2013 Parents' Choice Gold Award for Best Mobile App for Go Go Games
- 2013 Children's Technology Review Award for Excellence in Design for Go Go Games
- 2013 Women's Net Amber Grant Award
- 2013 Games for Change and National STEM Video Game Competition invited judge
- 2009 Microsoft, Developer Division Leadership Award nominee, 2009 (less than 1%)
- 2005-2007 Microsoft, College Select member for the top 30 new employees (less than 1%)

Teaching Awards

- 2005 Harvard University Certificate of Distinction in Teaching
- 2005 Harvard University Derek C. Bok Award for Excellence in Teaching nominee
- 2004 Harvard University Certificate of Distinction in Teaching
- 2004 Harvard University Derek C. Bok Award for Excellence in Teaching nominee

Student Awards

- 2017 University of Washington, HCDE Academic Excellence Award (top student)
- 2016 Society of Women Engineers Outstanding Female Award
- 2016 University of Washington Student Research Award (one per department)
- 2013 University of Washington, Shobe Prize for Student Entrepreneurs
- 2012 Stanford University, Duca Fund Master's Project Grant
- 2003-2005 Harvard Faculty Scholar
- 2002 John Harvard Honorary Scholar

JOURNAL PUBLICATIONS¹

- J18. Kucirkova, N. and **Hiniker, A.**, 2022 “Parents’ Ontological Beliefs Regarding the Use of Conversational Agents At Home: Resisting The Neoliberal Discourse.” *Journal of Learning, Media, and Technology* (in press).
- J17. *Kim, M. K., Druga, S., Esmaili, S., Woodward, J., Shaw, A., Jain, A., Langham, J., Hollingshead, K., Lovato, S. B., Beneteau, E., Ruiz, J., Anthony, L., and Hiniker, A.*, 2022. “Examining Voice Assistants in the Context of Children’s Speech.” *International Journal of Child-Computer Interaction (IJCCI)*, 34:100540.
- J16. Radesky, J., **Hiniker, A.**, McLaren, C., Akgun, E., Schaller, A., Weeks, H. M., Campbell, S., Gearhardt, A. N., 2022. “Prevalence And Characteristics of Manipulative Design in Mobile Applications Used by Children.” *JAMA Network Open*, 5(6): e2217641-e2217641.(Impact Factor: 13.4)
- J15. *Fu, Y., Michelson, R., Lin, Y., Nguyen, L. K., Tayebi, T. J., and Hiniker, A.*, 2022. “Social Emotional Learning with Conversational Agents: Reviewing Current Designs and Probing Parents’ Ideas for Future Ones.” *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*, 6(2), pp. 1-23.
- J14. *Baughan, A., Cross, K., Khasanova, E., and Hiniker, A.* 2022. “Shame on Who? Experimentally Reducing Shame During Political Arguments on Twitter.” *Proceedings of the ACM on Human-Computer Interaction, CSCW 6:CSCW2 (2022)*, pp. 1-18.
- J13. Radesky, J. and **Hiniker, A.** 2022. “From Moral Panic to Systemic Change: Making Child-Centered Design the Default.” *International Journal of Child-Computer Interaction, Special Issue in Review Articles in Child-Computer Interaction Research (IJCCI)*, 31: 100351.
- J12. *Dunbar, J.C., Bascom, E., Boone, A., and Hiniker, A.*, 2021. “Is Someone Listening? Audio Related Privacy Perceptions and Design Recommendations from Guardians, Pragmatists, and Cynics.” *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*, 5(3), pp.1-23.
- J11. *Michelson, R., DeWitt, A., Nagar, R., Hiniker, A., Yip, J.C., Munson, S., and Kientz, J.* 2021. “Parenting in a Pandemic: Juggling Multiple Roles and Managing Technology Use in Family Life During COVID-19 in the United States.” *Proceedings of the ACM on Human-Computer Interaction, CSCW 5:CSCW2 (2022)*, pp. 1-39.
- J10. *Baughan, A., Petelka, J., Yoo, C., Lo, J., Wang, S., Paramasivam, A., Zhou, A., and Hiniker, A.*

¹ Student authors are typically listed first and senior authors are listed last in reverse order of contribution, with advisor or PI as last author. Here, student co-authors are indicated in italics.

2021. "Someone is Wrong on the Internet: Having Hard Conversations in Online Spaces." Proceedings of the ACM on Human-Computer Interaction, CSCW (formerly the CSCW conference) 5:CSCW1, pp 1-22.
- J9. *Cobb, C., Simko, L., Kohno, T., and **Hiniker, A.** 2020. "A Privacy-Focused Systematic Analysis of Online Status Indicators." *Proceedings on 20th annual Privacy Enhancing Technologies Symposium (PoPETS)*, 2020.3: 384-403.*
- J8. *Beneteau, E., Guan, Y., Richards, O., Zhang, M., Kientz, J.A., Yip, J.C., and **Hiniker, A.** 2020. "Assumptions Checked: How Families Learn About and Use the Echo Dot." *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT, formerly the UbiComp conference)*, 4(1), pp. 1-23.*
- J7. *Chordia, I., Yip, J.C., and **Hiniker, A.** 2019. "Intentional Technology Use." Proceedings of the ACM on Human-Computer Interaction, CSCW (formerly the CSCW conference) 3:78, pp 1-22.*
- J6. *Chen, Y., Li, Z., Rosner, D., and **Hiniker, A.** 2019. "Understanding Parents' Perspectives on Mealtime Technology." *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*, 3(1):5, pp. 1-19.*
- J5. *Yen, K., Chen, Y., Cheng, Y., Chen, S., Chen, Y., Ni, Y., and **Hiniker, A.** 2018. "Joint Media Engagement between Parents and Preschoolers in the U.S., China, and Taiwan." Proceedings of the ACM on Human-Computer Interaction, CSCW (formerly the CSCW conference). 2:192, pp. 1-19.*
- J4. *Lukoff, K., Yu, C., Kientz, J.A., and **Hiniker, A.** 2018. "Mindless Scrolling and Micro Escapes. Why is Smartphone Use Sometimes so Meaningless?" *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT, formerly the UbiComp conference)*, 2(1):22, pp. 1-26.*
- J3. ***Hiniker, A.**, Hong, S., Kim, Y., Chen, N., West, J., and Aragon, C. 2017. "Toward the Operationalization of Visual Metaphor." *Journal of the Association for Information Science and Technology (JASIST)*, 68(10):2338-2349.*
- J2. ***Hiniker, A.**, Sobel, K., Hong, S., Suh, H., Irish, I., and Kientz, J.A. 2016. "Hidden Symbols: How Informal Symbolism in Digital Interfaces Disrupts Usability for Preschoolers." *International Journal of Human Computer Studies (IJHCS)*, 90:53-67.*
- J1. ***Hiniker, A.**, Rosenberg-Lee, M., and Menon, V. 2016. "Contributions of Symbolic and Non-symbolic Number Sense to Mathematical Ability in Children with Autism Spectrum*

Disorders.” *Journal of Autism and Development Disorders* (JADD), 46(4):1268-1281.

PEER-REVIEWED, ARCHIVAL CONFERENCE PUBLICATIONS²

- C39. *Fu, Y., Zhang, M., Nguyen, L. K., Lin, Y., Michelson, R., Tayebi, T. J., and **Hiniker, A.*** 2023. "Self-Talk with Superhero Zip: Supporting Children’s Socioemotional Learning with Conversational Agents." In Proceedings of the 22nd Annual ACM Interaction Design and Children Conference (IDC '23). Acceptance rate: 29%.
- C38. *Landesman, R., Radesky, J., and **Hiniker, A.*** 2023. "Let Kids Wonder, Question and Make Mistakes: How the Designers of Children’s Technology Think about Child Well-being." Proceedings of the 22nd Annual ACM Interaction Design and Children Conference (IDC '23). Acceptance rate: 29%.
- C37. *Lukoff, K., Lyngs, U., Shirokova, K., Rao, R., Tian, L., Zade, H., Munson, S., and **Hiniker, A.*** 2023. "SwitchTube: A Proof-of-Concept System Introducing ‘Adaptable Commitment Interfaces’ as a Tool for Digital Wellbeing.” Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI '23, to appear). Acceptance rate: 28%.
❖ Best paper honorable mention (top 5%)
- C36. *Chordia, I., Tran, L., Tayebi, T., Parrish, E., Erete, S., Yip, J. and **Hiniker, A.*** 2023. "Deceptive Design Patterns in Safety Technologies: A Case Study of the Citizen App.” Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI '23, to appear). Acceptance rate: 28%.
❖ Best paper award (top 1%)
- C35. *Zhang, M., Lukoff, K., Rao, R., Baughan, A., and **Hiniker, A.*** 2022. "Monitoring Screen Time or Redesigning It? Two Approaches to Supporting Intentional Social Media Use.” Proceedings of the 40th annual ACM conference on human factors in computing systems (CHI '22). Acceptance rate: 25%.
- C34. *Baughan, A., Zhang, M., Lukoff, K., Rao, R., Schaadhardt, A., and **Hiniker, A.*** 2022. "‘I Don’t Even Remember What I Read’: How Design Influences Dissociation on Social Media.” Proceedings of the 40th annual ACM conference on human factors in computing systems (CHI '22). Acceptance rate: 25%.
- C32. ***Hiniker, A.**, Wang, A., Tran, J., Zhang, M., Radesky, J., Sobel, K., and Hong, S.* 2021. "Can Conversational Agents Change the Way Children Talk to People?" Proceedings of the

² In computing disciplines, conferences are top-tier publishing venues, with selectivity and impact matching or exceeding that of journals (<http://portal.acm.org/citation.cfm?id=1743546.1743569>)

20th annual ACM conference on interaction design and children (IDC '21). Acceptance rate 36%.

- C31. *Simko, L., Chin, B., Na, S., Saluja, H., Zhu, T., Kohno, T., **Hiniker, A.**, Yip, J.C., and Cobb, C.* 2021. "Would You Rather: A Focus Group Method for Eliciting and Discussing Formative Design Insights with Children" Proceedings of the 20th annual ACM conference on interaction design and children (IDC '21). Acceptance rate 36%.
- C30. *Lukoff, K., Lyngs, U., Zade, H., Liao, J., Choi, J., Fan, K., Munson, S., and **Hiniker, A.*** 2021. "How the Design of YouTube Influences User Sense of Agency." Proceedings of the 39th annual ACM conference on human factors in computing systems (CHI '21), pp. 1-17. Acceptance rate: 26%.
- C29. *Kawas, S., Kuhn, N., Sorstokke, K., Bascom, E., **Hiniker, A.** and Davis, K.* 2021. "When Screen Time Isn't Screen Time: Tensions and Needs Among Tweens and Their Parents During Nature-Based Exploration" Proceedings of the 39th annual ACM conference on human factors in computing systems (CHI '21), pp. 1-14. Acceptance rate: 26%.
- C28. *Schadhaart, A., **Hiniker, A.** and Wobbrock, J.O.* 2021. "Understanding Blind Screen Reader Users' Experiences of Digital Artboards." Proceedings of the 39th annual ACM conference on human factors in computing systems (CHI '21), pp. 1-19. Acceptance rate: 26%.
- C27. *Lukoff, K., Lyngs, U., Gueorguieva, S., Dilman, E., **Hiniker, A.**, and Munson, S.* 2020. "From Ancient Contemplative Practice to the App Store: Designing a Digital Container for Mindfulness." Proceedings of the ACM conference on Designing Interactive Systems (DIS '20) pp. 1551-1564. Acceptance rate: 24%.
- C26. *Kawas, S., Kuhn, N., Tari, M., **Hiniker, A.**, and Davis, K.* 2020. "'Otter this World': Can a Mobile Application Promote Children's Connectedness to Nature?" Proceedings of the 19th annual ACM conference on interaction design and children (IDC '20), pp. 444-457. Acceptance rate: 31%.
- C25. *Cobb, C., Simko, L., Kohno, T., and **Hiniker, A.*** 2020. "User Experiences with Online Status Indicators." Proceedings of the 38th annual ACM conference on human factors in computing systems (CHI '20), pp. 1-12. Acceptance rate: 24%.
- C24. *Beneteau, E., Boone, A., Wu, X., Kientz, J.A., Yip, J.C., and **Hiniker, A.*** 2020. "Parenting with Alexa: Exploring the Introduction of Smart Speakers on Family Dynamics." Proceedings of the 38th annual ACM conference on human factors in computing systems (CHI '20), pp. 1-13. Acceptance rate: 24%.

- C23. *Sobel, K., Yen, K., Cheng, Y., Chen, Y., and **Hiniker, A.*** 2019. “No Touch Pig! Investigating Child-Parent Use of a System for Training Executive Function.” Proceedings of the 18th annual ACM conference on interaction design and children (IDC '19), pp. 339-351. Acceptance rate: 31%
- C22. ***Hiniker, A.**, Froehlich, J., Zhang, M., and Beneteau, E.*, 2019. “Anchored Audio Sampling: A Seamless Method for Exploring Children’s Thoughts and Reactions During Deployment Studies.” Proceedings of the 37th annual ACM conference on human factors in computing systems (CHI '19), 8:1-13. Acceptance rate: 23%.
❖ Best paper award (top 1%)
- C21. *Beneteau, E., Richards, O., Zhang, M., Kientz, J.A., Yip, J.C., and **Hiniker, A.*** 2019. “Communication Breakdowns Between Families and Alexa.” Proceedings of the 37th annual ACM conference on human factors in computing systems (CHI '19), 243:1-13. Acceptance rate: 23%.
- C20. *Tran, J., Yang, K., Davis, K., and **Hiniker, A.*** 2019. “Modeling the Engagement-Disengagement Cycle of Compulsive Phone Use.” Proceedings of the 37th annual ACM conference on human factors in computing systems (CHI '19), 312:1-14. Acceptance rate: 23%.
- C19. *Yip, J.C., Sobel, K., Gao, X., Hishikawa, A., Lim, A., Meng, L., Ofiana, R., Park, J., and **Hiniker, A.*** 2019. “Laughing is Scary, but Farting is Cute: A Conceptual Model of Children’s Perspectives of Creepy Technologies.” Proceedings of the 37th annual ACM conference on human factors in computing systems (CHI '19), 73:1-15. Acceptance rate: 23%.
- C18. *Davis, K., Dinhopf, A., and **Hiniker, A.*** 2019. “‘Everything’s the Phone’: Understanding the Phone’s Supercharged Role in Parent-Teen Relationships.” Proceedings of the 37th annual ACM conference on human factors in computing systems (CHI '19), 227:1-14. Acceptance rate: 23%.
- C17. *Chen, Y., Yip, J.C., Rosner, D., and **Hiniker, A.*** 2019. “Lights, Music, Stamps! Evaluating Mealtime Tangibles for Preschoolers.” Proceedings of the 13th annual ACM conference on tangible, embedded, and embodied interactions (TEI '19), pp. 127-134. Acceptance rate: 34%.
- C16. *Chen, Y., Baljon, K.L., Tran, B., Rosner, D., and **Hiniker, A.*** 2018. “The Stamp Plate and the Kicking Chair: Playful Productivity for Meals in Preschools.” Proceedings of the 17th annual ACM conference on interaction design and children (IDC '18), pp. 373-380. Acceptance rate: 29%.

- C15. *Cheng, Y., Yen, K., Chen, Y., Chen, S., Ni, Y., and **Hiniker, A.*** 2018. "Why Doesn't It Work? Voice-Driven Interfaces and Young Children's Communication Repair Strategies." Proceedings of the 17th annual ACM conference on interaction design and children (IDC '18), pp. 337-348. Acceptance rate: 29%.
- C14. ***Hiniker, A.**, Heung, S., Hong, S., and Kientz, J.A.* 2018. "Coco's Videos: An Empirical Investigation of Video-Player Design Features and Children's Media Use." Proceedings of the 36th annual ACM conference on human factors in computing systems (CHI '18), 254:1-13. Acceptance rate: 25.7%.
❖ Best paper honorable mention (top 5%)
- C13. ***Hiniker, A.**, Lee, B., Kientz, J.A., and Radesky, J.* 2018. "Let's Play! Digital and Analog Play Between Preschoolers and Parents." Proceedings of the 36th annual ACM conference on human factors in computing systems (CHI '18), 659:1-13. Acceptance rate: 25.7%.
- C12. *Boyd, L., Ringland, K., Faucett, H., **Hiniker, A.**, Klein, K., Patel, K., and Hayes, G.* "Evaluating an iPad Game to Address Overselectivity in Preliterate AAC Users with Minimal Verbal Behavior." Proceedings of the 19th International Conference on Computers and Accessibility (ASSETS '17). Pp. 240-249. Acceptance rate: 22%.
❖ Best paper nomination (top 7 papers)
- C11. ***Hiniker, A.**, Lee, B. Sobel, K., and Choe E.K.* 2017. "Plan & Play: Supporting Intentional Media Use in Early Childhood." Proceedings of the 16th annual ACM conference on interaction design and children (IDC '17). Pp. 85-95. Acceptance rate: 21%.
❖ Best paper nomination (top 3 papers)
- C10. ***Hiniker, A.**, Sobel, K., and Lee, B.* 2017. "Co-designing with preschoolers using fictional inquiry and comicboarding." Proceedings of the 35th annual ACM conference on human factors in computing systems (CHI '17). Pp. 5767-5772. Acceptance rate: 25%.
- C9. *Sobel, K., Bhattacharya, A., **Hiniker, A.**, Lee, J., Kientz, J., and Yip, J.C.* 2017. "It wasn't really about the Pokémon': understanding families' experiences with a location-based mobile game." Proceedings of the 35th annual ACM conference on human factors in computing systems (CHI '17). pp. 1483-1496. Acceptance rate: 25%.
- C8. ***Hiniker, A.**, Patel, S.N., Kohno, T., and Kientz, J.A.,* 2016. "Why would you do that? Predicting the uses and gratifications behind smartphone-usage behaviors." Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp '16). pp. 634-645. Acceptance rate: 26%.
- C7. ***Hiniker, A.**, Suh, H., Cao, S., and Kientz, J.A.* 2016. "Screen time tantrums: how families

manage screen media experiences for young children.” Proceedings of the 34th annual ACM conference on human factors in computing systems (CHI '16). pp. 648-660. Acceptance rate: 23%.

❖ Best paper honorable mention (top 5%)

- C6. **Hiniker, A.**, Hong, S., Kohno, T., and Kientz, J.A. 2016. “MyTime: interventions to support intentional smartphone use.” Proceedings of the 34th annual ACM conference on human factors in computing systems (CHI '16). pp. 4746-4757. Acceptance rate: 23%.
- C5. **Hiniker, A.**, Schoenebeck, S.Y., and Kientz, J.A. 2016. “Not at the dinner table: parents’ and children’s perspectives on family technology rules.” Proceedings of the 19th annual conference on computer supported cooperative work (CSCW '16). pp. 1376-1389. Acceptance rate: 25%.
- C4. **Hiniker, A.**, Sobel, K., Hong, S., Suh, H., Irish, I., Kim, D., and Kientz, J.A. 2015. “Touchscreen prompts for preschoolers: designing developmentally appropriate techniques for teaching young children to perform gestures.” Proceedings of the 14th international conference on interaction design and children (IDC '15). pp. 109-118. Acceptance rate: 23%.
- C3. **Hiniker, A.**, Sobel, K., Suh, H., Sung, Y., Lee, C.P., and Kientz, J.A. 2015. “Texting while parenting: how adults use mobile phones when caring for children at the playground.” Proceedings of the 33rd annual ACM conference on human factors in computing systems (CHI '15). pp. 727-736. Acceptance rate: 25%.
- C2. Suh, H., Porter, J.R., **Hiniker, A.**, and Kientz, J.A. 2014. “@BabySteps: design and evaluation of a system for using twitter for tracking children's developmental milestones.” Proceedings of the 32nd annual ACM conference on human factors in computing systems (CHI '14). ACM, 2014. pp. 2279-2288. Acceptance rate: 23%.
- C1. **Hiniker, A.**, Daniels, J.W., and Williamson, H. 2013. “Go go games: therapeutic video games for children with autism spectrum disorders.” Proceedings of the 12th international conference on interaction design and children (IDC '13). pp. 463-466. Acceptance rate: 33%.

WORKSHOPS, PANELS, AND OTHER JURIED PUBLICATIONS

- W17. **Hiniker, A.** and Wobbrock, J. O., 2022. “Reclaiming Attention: A Christian Perspective Prioritizing Relationships in the Design of Technology.” Invited participant at the *Integrating Faith, Religion, and Spirituality in HCI* Workshop at the 40th annual ACM conference on human factors in computing systems (CHI '22).

- W16. *Baughan, A., Rajadesingan, A., **Hiniker, A.***, Resnick, P., and Bruckman, A. 2022. "SIG on Designing for Constructive Conflict." SIG organizer. Extended abstracts of the 39th annual ACM conference on human factors in computing systems (CHI Extended Abstracts '22).
- W15. *Bhatti, N., Kelliher, A., **Hiniker, A.***, Choi, K., Shahid, S., Ammari T., Xu, Y., Murad, C., Michelson, R., and Radesky, J. 2022. "Technologies For Children At Home: Exploring Ways To Support Caregivers With Child-friendly Media Technologies For The Home." Workshop organizer. ACM Conference on Supporting Group Work (GROUP '22).
- W14. *Mack, K., Ross, A.S., Fogarty, J., **Hiniker, A.***, Karkar, R., Kientz, J.A., Mankoff, J., Munson, S.A. Pratt, W., and Rosner, D. 2021. "Finding a New Path for HCIC." Human Computer Interaction Consortium 2021: Accessibility (HCIC '21).
- W13. *Lukoff, K., **Hiniker, A.***, Gray, C., Mathur, A., and Chivukula, S. "What Can CHI Do About Dark Patterns?" Workshop organizer. Extended abstracts of the 38th annual ACM conference on human factors in computing systems (CHI Extended Abstracts '21).
- W12. *Lukoff, K., Lyngs, U., Kim, M., Munson, S., and **Hiniker, A.*** "Addressing Present Bias in Movie Recommender Systems and Beyond." Invited participant at the "Cognitive Bias in People and Computing Systems" Workshop at the 38th annual ACM conference on human factors in computing systems (CHI '20).
- W11. ***Hiniker, A.***, Radesky, J. S., Livingstone, S., Blum-Ross, A., and Carstensen, D. "Moving Beyond the Great Screen Time Debate in the Design of Technology for Children." Panel at the 37th annual ACM Conference on Human Factors in Computing Systems, Organizer and moderator (CHI '19 Extended Abstracts).
- W10. *Yip, J.C. and **Hiniker, A.*** "Will You Kill Me in My Sleep?": An Agenda to Study Children's Perceptions of Creepiness and Technologies." Invited participant at the *CHI4Evil* Workshop at the 37th annual ACM conference on human factors in computing systems (CHI '19).
- W9. *Cecchinato, M. E., Rooksby, J., **Hiniker, A.***, Munson, S., *Lukoff, K.*, Ciolfi, L., Thieme, A., and *Harrison, D.* 2019. "Designing for Digital Wellbeing: A Research & Practice Agenda." Workshop organizer. Extended abstracts of the 37th annual ACM Conference on Human Factors in Computing Systems (CHI '19 Extended Abstracts).
- W8. *Kaye, J., Fischer, J., Hong, J., Bentley, F.R., Munteanu, C., **Hiniker, A.***, Tsai, J., and *Ammari, T.* 2018. "Panel: Voice Assistants, UX Design and Research." Panel at the 36th annual ACM conference on human factors in computing systems (CHI '18 Extended Abstracts).
- W7. *Chen, Y., Baljon, K., and **Hiniker, A.*** 2018. "Designing for Children's Mealtime: Opportunities for Playful IoT." Invited participant at the *Internet of Tangible Things* Workshop

at the 36th annual ACM conference on human factors in computing systems (CHI '18).

- W6. *Geeng, C.* and **Hiniker, A.** 2018. "LGBTQ Privacy Concerns on Social Media." Invited participant at the *Moving Beyond a "One-Size Fits All" Approach: Exploring Individual Differences in Privacy* Workshop at the 36th annual ACM conference on human factors in computing systems (CHI '18).
- W5. **Hiniker, A.** 2016. "Computing in early childhood." Human Computer Interaction Consortium 2016: Connected Life (HCIC '16).
- W4. **Hiniker, A.** 2015. "Fostering healthy media habits in families." Doctoral consortium in Interaction Design and Children. IDC 2015.
- W3. **Hiniker, A.** and Kientz, J.A. 2015. "First do no harm: technology-induced risks to wellbeing." Invited participant at the *Developing Skills for Wellbeing* workshop at the 33rd annual ACM conference on human factors in computing systems. ACM, 2015.
- W2. Rosenberg-Lee, M., **Hiniker, A.**, Menon, V. 2015. "Privileged role of symbolic number sense in mediating math abilities in children with autism." The 2015 International Meeting for Autism Research (IMFAR 2015), Salt Lake City, UT., 13-16 May 2015.
- W1. **Hiniker, A.** and Kientz J.A. 2014. "Workshopping expressive language games for children with autism." Invited participant at the *Supporting Children with Complex Communication Needs* workshop at the 32nd annual ACM conference on human factors in computing systems. ACM, 2014.

PUBLIC SCHOLARSHIP AND INVITED ARTICLES

- P8. **Hiniker, A.** and Wobbrock, J. O. "Reclaiming Attention: Christianity and HCI," 2022. *Interactions Magazine*, 29(4), pp. 40-44.
- P7. "Learning together: Adapting methods for family and community research during a pandemic." White paper from The Joan Ganz Cooney Center at Sesame Workshop. May 2021.
- P6. **Hiniker, A.** 2018. "Research Suggests Well-Designed Preschool Apps Can Encourage Family Engagement and Self-Regulation," *Sesame Workshop and the Joan Ganz Cooney Center*, guest blogger. 21 May 2018.
- P5. **Hiniker, A.** 2018. "Should Screens Tell Kids to End Screen Time? Consumers Demand More Thoughtful Design," *Jacobs Foundation Blog on Learning and Development (BOLD)*, guest blogger. 28 Feb 2018.

- P4. Anthony, L., **Hiniker, A.**, Kientz, J.A. 2018. "Playful Interfaces: Designing Interactive Experiences for Children," *User Experience: The Magazine of User Experience Professionals Association* (UXPA). 18(1). <http://uxpamagazine.org/playful-interfaces>.
- P3. Kientz, J.A., **Hiniker, A.**, Suh, H., Pina, L., Schoenebeck, S., Hayes, G. 2016. "Considerations for the Connected Family," Human Computer Interaction Consortium 2016: Connected Life (HCIC '16).
- P2. **Hiniker, A.**, Lee, S., Mikusz, M. 2014. "Ubicomp 2014 Report." *IEEE Pervasive Computing*. 15 (1). Jan 2015.
- P1. **Hiniker, A.**, "Go Go Games Brings Gaming to ABA Therapy." Autism Speaks, guest blogger. 7 Dec 2012.

INVITED TALKS

- T18. "Interpersonal Design: How Technology Undermines Users' Interpersonal Relationships and What Designers Can Do About It." *Paul G. Allen School of Computer Science & Engineering Faculty Seminar*, December 2022.
- T17. "Designing for Children in the Attention Economy." *Harvard Digital Wellness Lab*, December 2021.
- T16. "Designing for Children in the Attention Economy." *Invited White House Executive Briefing, Joint Meeting of the Domestic Policy Committee and the Science & Technology Committee*, November 2021.
- T15. "Is the Internet Making us Miserable?" Invited panelist. *Humanities of Washington Think & Drink series*, February 2020.
- T14. "Don't Make the World Worse, and Other Advice from the User Empowerment Lab," Pioneer Square Venture Labs, May 2019.
- T13. "Screenagers" moderator and expert commentary. *Parent Education Night*, Whittier Elementary, April 2019.
- T12. "Designing for Evil: Blending Ethics and Design in Informatics," Keynote, *Founding Board Annual Lunch*, University of Washington Information School, December 2018.
- T11. "Living up to 'Don't be Evil' When Designing Platforms," *AI+People Group*, Google, November

2018.

- T10. “Don’t Make the World Worse, and Other Advice from the User Empowerment Lab,” Research Keynote, *dub Retreat*, University of Washington, October 2018.
- T9. “Childhood Play in a UbiComp World,” *Designing for People Seminar*, University of British Columbia, June 2018.
- T8. “User Frustration with ‘User Engagement’: Intentional and Mindless Technology Use,” *Human-Computer Interaction Seminar*, Stanford University, February 2018.
- T7. “User Frustration with ‘User Engagement’: Intentional and Mindless Technology Use,” *dub Seminar*, University of Washington, January 2018.
- T6. “Research on Pokemon GO and Ingress at the University of Washington.” Invited talk at Niantic Labs for CEO and founder and senior management. June, 2017.
- T5. Invited panelist, “Early Childhood, Families, & Technology.” *Infant and Early Childhood Conference*. Tacoma, WA, May, 2017.
- T4. Invited workgroup leader, “Technology and media in children’s development pre-conference workshop.” The 2016 annual meeting of the Society for Research in Children’s Development. Irvine, CA, October, 2016.
- T3. “Kindness and computer science,” Keynote speaker, *Puget Sound Computer Science Teachers’ Association annual high school programming competition*, April 2016.
- T2. “Texting While Parenting: How Adults Use Mobile Phones when Caring for Children at the Playground.” *Puget Sound World Usability Day*. Nov 2014.
- T1. “Go Go Games: Therapeutic Video Games for Children with Autism.” *Human Centered Design and Engineering Corporate Affiliates Day*, Invited Speaker. Oct 2013.

FUNDING

Federal Research Grants

National Institutes of Health (NIH)	Radesky, J.S. (PI), Hiniker, A. (Co-PI) , Miller, A. (Co-PI), and Kaciroti, N. (Co-PI). 2020. “Technology Use and Emerging Executive Functioning in Early Childhood.” 4/1/2021–3/31/2026.	\$3,538,615
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National Science Foundation (NSF)	Kientz, J.A. (PI), <u>Hiniker, A. (Co-PI)</u> , Yip, J.C. (Co-PI), and Munson, S. (Co-PI). 2020. "RAPID: Education, Work, and Life during COVID-19: Supporting Families at Home with Technology." Cyber-Human Systems.	\$124,548
National Science Foundation (NSF)	<u>Hiniker, A. (PI)</u> . 2019. "CRII: Designing, Implementing, and Evaluating Apps for Meaningful Phone Use." Cyber-Human Systems.	\$175,000
Foundation Research Gifts		
CERES Catalyst Award	<u>Hiniker, A. (PI)</u> and Brod, G. (Co-PI). 2023-2024. "Designing Digital Interfaces that Support Adolescents and Young Adults in Navigating Online Disagreement with Peers."	\$50,000
Harvard Digital Wellness Lab	2022-2024. Planning the Metaverse for Kids: Social Gaming Walk-Through Study	\$65,792
Jacobs Foundation	Connecting the EdTech Research Ecosystem (CERES), Multi-site Research Center (\$11M Across all Sites)	\$500,000
CIFAR and the Jacobs Foundation	Tsju, S., <u>Hiniker, A.</u> , Kurcikova, N., and Mackaye, A. 2021. "A Toolkit of Interactive Games to Support Early Childhood Learning with Conversational Agents."	\$50,000 (CDN)
Jacobs Foundation	<u>Hiniker, A. (PI)</u> . 2020-23. Jacobs Foundation Early Career Fellowship.	\$180,758
Jacobs Foundation	Kientz, J.A. (PI), Uhls, Y. (Co-PI), and <u>Hiniker, A. (Co-PI)</u> . 2018. "Translating Research Findings from Child Development to the Design of Interactive Technologies." Jacobs Foundation Young Scholar and Research Exchange Program.	\$15,000
Industry Research Gifts		
Google	<u>Hiniker, A. (PI)</u> . 2023. "Encouraging Nonviolent Communication in Online Messaging Platforms" Google Research Scholar Award.	\$60,000
Facebook	<u>Hiniker, A. (PI)</u> . 2019. "Designing for Constructive Disagreement on Online Platforms." Facebook Research.	\$100,000
Mozilla	<u>Hiniker, A. (PI)</u> , Yip, J.C. (Co-PI), and Kientz, J.A. (Co-PI). 2018. "Understanding Design Opportunities for In-Home Digital	\$67,572

Assistants for Low- and Middle-Income Families.” Mozilla Research Award.

University Research Funding		
iSchool	Hiniker, A. (PI) . 2023. “Dark Patterns in Safety Platforms: Designing to Support Accurate Perceptions of Risk.” Strategic Research Fund.	\$18,000
Population Health Initiative	Davis, K. (PI), Hiniker, A. (Co-PI) , and Adrian, M. 2020-21. “Setting an International, Cross-Disciplinary Agenda for Youth Digital Wellness Research.” University of Washington Global Innovation Fund.	\$8,862
Royalty Research Fund	Hiniker, A. (PI) . 2018. “Preventing Unintended and Malicious Audio Capture on Android Devices.” University of Washington RRF.	\$39,000
iSchool	Hiniker, A. (PI) . 2018. “‘Designing for Evil’ Fireside Chats: Conversations with Industry.” FASTER Fund.	\$4,500
iSchool	Hiniker, A. (PI) . 2018. “iPads and Early Childhood: Do Interactive Technologies Shrink the “Video Deficit.” Strategic Research Fund.	\$15,000

TEACHING

Courses Created

Spring 2023	Workshop Series: Career Preparation for iPhDs
Fall 2022	Workshop Series: Introduction to a UW iSchool PhD
Spring 2018	Designing for Evil (INFO 498), University of Washington Information School

University of Washington, Information School

Spring 2023	Instructor, Career Preparation for iPhDs (INSC 598)
Winter 2023	Instructor, Moral Reasoning and Interaction Design (INFO 466)
Autumn 2022	Instructor, Faculty Seminar in Information Science (INSC 500)
Spring 2022	Instructor, Qualitative Research Methods (INSC 572)
Autumn 2021	Instructor, Moral Reasoning and Interaction Design (INFO 466)
Spring 2021	Instructor, Moral Reasoning and Interaction Design (INFO 466)
Winter 2021	Instructor, Moral Reasoning and Interaction Design (INFO 466)
Fall 2020	Instructor, Research Design (INSC 570)

Spring 2020 Instructor, Designing for Evil (INFO 498)
Fall 2019 Instructor, Android Mobile Development (INFO 448)
Spring 2019 Instructor, Designing for Evil (INFO 498)
Fall 2018 Instructor, Research Design (INSC 570)
Spring 2018 Instructor, Designing for Evil (INFO 498)
Fall 2017 Instructor, Research Design (INSC 570)

University of Washington, Human Centered Design and Engineering

2014–2017 Co-Instructor, Directed Research in HCDE (HCDE 496/596)

Stanford University, Computer Science

Spring 2012 Course Assistant, iPhone and iPad Programming (CS 193P/293P)

Harvard University, Computer Science

2003–2005 Teaching Fellow, Programming in C (CS 50)

Directed Research Groups

2023– Wellbeing Metrics for Adolescent Technologies
2020–2022 Designing Conversational Agents for Socioemotional Learning
2019–2020 Conversational Agents and Children’s Speech Habits [Publications: J15]
2018–2019 Forgiveness by Design, Autumn 2018-Spring 2019 [Publications: J10]
2017–2019 Compulsive Phone Use [Publications: C20]
2017–2019 Apps for Preschoolers [Publications: C15, J5, C23]
2017–2018 Microphone Security [Publications: J12]

ADVISING

Chaired Committees

2022– Robert Wolfe, Information Science
2022– JaeWon Kim, Information Science
2021– Chris Fu, Information Science [Publications: J15]
2019– Amanda Baughan, CSE [Publications: J10, J14, C34, C35, W16]
2018– Ishita Chordia, Information Science [Publications: J7, C36]

2017–2022 Kai Lukoff, HCDE [Publications: J4, C27, C30, C34, C35, C37, W9, W12, W13]
Designing to Support Sense of Agency for Time Spent on Digital Interfaces
Current position: Assistant Professor, Santa Clara University, Department of Computer Science

❖ SIGCHI Outstanding Dissertation Award, 2023

2017–2019 Camille Cobb, Computer Science & Engineering [Publications: J9, C25, C31]
User-to-User Privacy in Social and Communication Applications
Current position: Assistant Professor, University of Illinois Urbana-Champaign,
Department of Computer Science

2017–2019 Ying-Yu Chen, HCDE [Publications: C16, C17, J5, J6, W7]
Designing Playful Technology for Young Children's Mealtime
Current position: Assistant Professor, National Chiao Tung University, Taiwan
Department of Communication and Technology

Dissertation Committee Member

2022– Zhuhao Zhang, Information Science
2022– Kristen Engel, Information Science
2022– Rotem Landesman, Information Science
2021–2022 Qisheng Li, Computer Science & Engineering (GSR)
2021– Yiwei Yang, Information Science
2021– Bingbing Wen, Information Science
2021– Hyeyoung Ryu, Information Science
2021– Juhan Kong, Information Science
2020– Caroline Long, College of Education (GSR)
2020–2022 Neelma Bhatti, Computer Science, *Virginia Tech*
2020–2022 Samia Ibatsam, Computer Science & Engineering (GSR)
2020– Anastasia Schaadhardt, Information Science
2019–2020 Katherine Cross, Information Science
2019– Julia Dunbar, Information Science
2019–2022 Saba Kawas, Information Science
2019–2020 Abdullah Ali, Information Science
2019–2020 Alannah Oleson, Information Science
2018– Erin Beneteau, Information Science
2018–2022 Mingrui Zhang, Information Science
2018–2021 Rachel Franz, Information Science
2018–2020 Stephanie Ballard, Information Science

Direct Research Supervisor, Graduate Students

2022– Rotem Landesman
2021–2022 Rebecca Michelson [Publications: J11, J15]
2020–2021 Savanna Yee
2019–2021 Minkyong Kim [Publications: J17]
2019–2021 Julia Dunbar [Publications: J12]

2019–2020 Justin Petelka [Publications: J10]
2018–2022 Mingrui Zhang [Publications: C21, C22, J8, C32, C34, C35]
2018–2021 Lucy Simko [Publications: J9, C25, C31]
2018–2020 Erin Beneteau [Publications: C21, C22, J8, C24, J17]
2018–2020 Saba Kawas [Publications: C26, C29]
2018–2020 Stephanie Ballard
2019 Yolanda Barton
2019 Ashley Ruba
2018 Kiley Sobel [Publications: C23]
2018 Christine Geeng [Publications: W6]
2018 Sigifredo Mora
2016–2018 Sijin Chen [Publications: C15, J5]
2016–2017 Ricki Mudd
2016–2017 Demi Boe
2015–2016 Karan Gupta
2015 Sabina Cao, [Publications: C7]
2015 Wenvi Haydat
2015 Yanina Levitskaia
2015 Wenqi Li
2014–2015 India Irish, [Publications: C4, J2]
2014–2015 Chris Peloquin

Direct Research Supervisor, Undergraduate Students

2022– Pranav Shekar
2021– Raveena Rao [Publications: C35]
2021– Larry Tian
2020– Tala Talebi [Publications: J15]
2020– Lynn Ngyuen [Publications: J15]
2021 Emily Cho
2020–2021 Karina Shirokova
2020– Yifan Lin [Publications: J15]
2020 Sara Behbakht
2019–2021 Emily Bascom [Publications: C29, J12]
2019–2021 Amelia Wang [Publications: C32]
2019 Jack Lo [Publications: J10]
2019 Ashley Zhou [Publications: J10]
2018–2019 Amulya Paramasivam [Publications: J10]
2018–2019 Catherine Woo [Publications: J10]
2018–2019 Shiyue Wang [Publications: J10]

2018 Allen Shi
 2018–2021 Ashley Boone [Publications: C24, J12]
 2018 Rebecca Liu
 2018–2019 Yuxing Wu [Publications: C24]
 2018 Estelle Jiang
 2018 Dylan Hardman
 2018 Leanne Liu
 2017–2020 Jonathan Tran [Publications: C20, C32]
 2017–2018 Katie Yang [Publications: C20]
 2017–2018 Carol (Yi) Cheng [Publications: C15, J5, C23]
 2017–2018 Kate Yen [Publications: C15, J5, C23]
 2017–2018 Villy (Yeqi) Chen [Publications: C15, J5, C23]
 2017–2018 Yiran Ni [Publications: J5]
 2017–2019 Sharon Heung [Publications: C14]
 2017 Willa Yang
 2017 Jamie Byun
 2017 Cissy Yu (visiting undergraduate, Brown University) [Publications: J4]
 2015 Tuyen Tu Truong

SERVICE

Associate Editor, Peer-Reviewed Journals

2018– International Journal for Human-Computer Studies

Conference Program Committee Leadership³

2023 Papers Chair, Conference on Interaction Design and Children (IDC)

2023 Subcommittee Chair, Conference on Human Factors in Computing Systems (CHI)

Conference Program Committees

2022 Associate Chair, Conference on Human Factors in Computing Systems (CHI)

2020 Associate Chair, Conference on Interaction Design and Children (IDC)

2020 Associate Chair, Conference on Human Factors in Computing Systems (CHI)

2018 Associate Chair, Conference on Interaction Design and Children (IDC)

2018 Associate Chair, Conference on Human Factors in Computing Systems (CHI)

2017 Associate Chair, Conference on Pervasive Computing Technologies for Healthcare

External Reviewer, Peer-Reviewed Journals

³ For conference service, the listed year reflects the year the conference was held

2021 Proceedings of the ACM, IMWUT
2021 Transactions on Interactive, Intelligent Systems
2021 Proceedings of the ACM, CSCW
2020 Proceedings of the ACM, CSCW
2020 Journal of Children and Media
2018 Proceedings of the ACM, CSCW
2018 Proceedings of the ACM, IMWUT
2017 Computers in Human Behavior
2017 Computers and Education
2014 International Journal of Child Computer Studies

External Reviewer, Conference Proceedings

2022 Interaction Design and Children (IDC), Papers
2021 Designing Interactive Systems (DIS), Papers and Pictorials
2021 Interaction Design and Children (IDC), Papers
2019 Human Factors in Computing Systems (CHI), Papers
2019 International Conference on Information System (ICIS)
2019 Interaction Design and Children (IDC), R&D Competition
2019 Designing Interactive Systems (DIS), Papers and Pictorials
2019 Interaction Design and Children (IDC), Workshops
2019 Personal and Ubiquitous Computing
2017 Human Factors in Computing Systems (CHI), Papers
2017 Pervasive and Ubiquitous Computing (UbiComp), Papers
2017 Symposium on Open Collaboration (OpenSym), Papers
2015-2017 Interaction Design and Children (IDC), Short Papers
2017 Human Factors in Computing Systems (CHI), Papers and Notes
2017-2018 Human Factors in Computing Systems (CHI), Late-Breaking Work
2016 CSCW and Social Computing (CSCW), Papers
2015-2016 Designing Interactive Systems (DIS), Papers and Notes
2015 Interaction Design and Children (IDC), Full Papers
2015 Human Factors in Computing Systems (CHI), Works-in-progress

University Service

2022– PhD Program Chair, Information School
2022 Royalty Research Fund, Reviewer
2022 iSchool, Informatics Faculty Search, Co-Chair
2021–2022 iSchool, Elected Faculty Council representative
2021 DUB, Annual Retreat, Co-Chair

2021	iSchool, Faculty Search in HCI, Committee Member
2020	iSchool, Invited Lightning Talk Presenter, Research Fair (<i>cancelled</i>)
2020	iSchool, WINFO Hackathon Judge
2019	iSchool, Guest Expert, LIS 570
2019	iSchool, Research Presenter, Provost Visit
2018	iSchool, Keynote Speaker, Founding Board Annual Luncheon
2018	DUB/HCDE, Invited judge for HCDE 418 final project showcase
2018	DUB/HCDE, HCDE 418, Guest Lecturer
2018	DUB Retreat guest speaker
2018	DUB Doctoral Consortium, Faculty Mentor
2018	iSchool, Guest speaker, LIS 516
2018	iSchool, Faculty search ad hoc reviewer
2017–2021	iSchool, Informatics program committee member
2017	iSchool, Guest panelist, INFO 470
2017	DUB/CSE, CSE 440 Final Project Showcase, Invited Judge
2016	HCDE, Advising Panel for New Doctoral Students, Panelist
2016	HCDE, Undergraduate Admissions Reviewer
2014–2015	HCDE, HCDE Admitted Students' Day, Student Research Presenter
2014	HCDE, "Introduction to User Research," Graduate Student Panelist

SELECT MEDIA COVERAGE

General Subject Matter Expertise	<p>Mozilla Blog, "Parents want to keep their kids safe online. But are parental controls the answer?" https://blog.mozilla.org/en/internet-culture/deep-dives/parental-controls-internet-safety-for-kids. July, 2022.</p> <p>The Seattle Times, "Technology's had us 'Social Distancing' for Years. Can our Digital 'Lifeline' get us Through the Coronavirus Pandemic?" https://www.seattletimes.com/life/lifestyle/technologys-had-us-social-distancing-for-years-can-our-digital-lifeline-get-us-through-coronavirus-pandemic. April, 2020.</p> <p>The New York Times, "Is Your Child a Digital Addict? Here's What You Can Do," https://www.nytimes.com/2020/04/15/parenting/big-kid/child-screen-addiction.html. April, 2020</p> <p>NPR, "Parenting in the Age of Alexa? It's Complicated," https://www.kuow.org/stories/primed-season-3-episode-1. October, 2019</p> <p>CNN, "Experts say iPad screen time is bad for kids. Here's why I'm ignoring them," https://www.cnn.com/2019/04/27/tech/ipad-screen-time-kids/index.html. April,</p>
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2019

Fox News, “New study to examine impact screen time has on kids’ brains,”
<https://q13fox.com/2018/12/10/new-study-to-examine-impact-screen-time-has-on-kids-brains>. December, 2018

CNN, “Growing up with Alexa: A child's relationship with Amazon's voice assistant,”
<https://www.cnn.com/2018/10/16/tech/alexa-child-development/index.html>.
October, 2018

GeekWire, <https://www.geekwire.com/2018/kids-quacking-cartoon-duck-fuels-bigger-ideas-voice-technology-access>. August, 2018

GeekWire, “Tech Moves,” <https://www.geekwire.com/2017/tech-moves-startup-vet-bryan-zug-joins-amazons-ux-team-allen-school-computer-science-adds-two-big-players>. June, 2017

Communications of the ACM, “Portable Device Fears Show Power of Social Development,” April, 2017. Vol. 60 No. 10, Pages 21-22.

[J16], 2022 *The New York Times*, “Children’s Groups Want FTC to Ban ‘Unfair’ Online Manipulation of Kids” <https://www.nytimes.com/2022/11/17/business/childrens-privacy-games-tom-tiktok.html>

Reuters, “Manipulative features of some apps may push preschoolers to spend money, too much time playing,”
<https://www.mdedge.com/pediatrics/article/255737/mental-health/manipulative-features-some-apps-may-push-preschoolers-spend>

TODAY, “Many preschool apps are tricking kids into spending more time and money, study says,” <https://www.today.com/health/behavior/many-preschool-apps-are-tricking-kids-spending-time-money-study-finds-rcna35975>

Newsweek, “Four Out of Five Apps for Preschoolers Designed to Make Money Off Them,” <https://www.newsweek.com/four-out-five-apps-preschoolers-designed-make-money-off-them-study-1718681>

[C34], 2022 *The Wall Street Journal*, “How to Keep from Getting Lost in Mindless Social-Media Scrolling,” <https://www.wsj.com/articles/stop-mindlessly-scrolling-social-media-11660067136>

FOX News, “People Enter 'Dissociative State' when Using Social Media, Researchers Say,” <https://www.fox29.com/news/people-enter-dissociative-state-using-social-media-2022-study>; <https://www.fox13news.com/news/people-enter-dissociative-state-using-social-media-2022-study>

Nature Briefing, “How to avoid ‘disgust and disappointment’ on social media,” <https://www.nature.com/articles/d41586-022-01719-7>

Scientific American, “Why Social Media Makes People Unhappy—And Simple Ways to Fix It,” <https://www.scientificamerican.com/article/why-social-media-makes-people-unhappy-and-simple-ways-to-fix-it/>

[C32], 2021 *GeekWire*, “Alexa, please! Study suggests kids know how to talk differently to virtual assistants and humans,” <https://www.geekwire.com/2021/alexa-please-study-suggests-kids-know-talk-differently-virtual-assistants-humans/>

KIRO, “Kids’ Interactions with Smart Devices” <https://omny.fm/shows/seattles-morning-news-with-dave-ross/kids-interactions-with-smart-devices>

Neuroscience News, “Do Alexa and Siri Make Kids Bossier?” <https://neurosciencenews.com/child-robot-social-awareness-19312/>

[J10], 2021 *The Conversation*, “It’s not just bad behavior—why social media design makes it hard to have constructive disagreements online,” <https://theconversation.com/its-not-just-bad-behavior-why-social-media-design-makes-it-hard-to-have-constructive-disagreements-online-161337>

NPR, “Arguments online are a toxic mess. Here's how we fix them,” KUOW, The Record. <https://kuow.org/stories/to-mask-or-not-to-mask-that-is-the-pressing-pandemic-question>

KIRO, “UW study hopes to figure out if it’s possible to have a productive internet argument,” <https://mynorthwest.com/2866509/possible-to-have-productive-internet-argument-uw-study/>

[C25], 2020 *BBC*, “What do online status indicators reveal about you?” <https://wspartners.bbc.com/clip/p08jmmqt>

[C20], 2019 *Wall Street Journal*, “Generation Z’s 7 Lessons for Surviving in our Tech-Obsessed World,” <https://www.wsj.com/articles/generation-zs-7-lessons-for-surviving-in-our-tech-obsessed-world-11548478811>

Geekwire, <https://www.geekwire.com/2019/univ-washington-studies-compulsive-phone-use-triggers-us-look-makes-us-stop/>

Metro UK, <https://metro.co.uk/2019/05/28/resist-four-triggers-keep-addicted-smartphone-9702390/>

Healthline, <https://www.healthline.com/health-news/compulsive-about-checking-your-smartphone-heres-how-to-kick-the-habit>

Consumer Affairs, <https://www.consumeraffairs.com/news/new-study-explores-why-we-constantly-check-our-phones-050119.html>

[C19], 2019 **Geekwire**, <https://www.geekwire.com/2019/makes-kids-see-technology-creepy-fear-not-univ-washington-study-seeks-answers/>

KIRO, <https://omny.fm/shows/seattles-morning-news-with-dave-ross/may-24-2019>

[C15], 2018 **Wall Street Journal**, “Alexa: Don’t Let My 2-year-old Talk to You That Way,” <https://www.wsj.com/articles/alexa-dont-let-my-2-year-old-talk-to-you-that-way-1531229274>

BBC, “Amazon Alexa: Is It Friends With Your Kids?” <https://www.bbc.com/news/technology-44847184>

GeekWire, <https://www.geekwire.com/2018/kids-quacking-cartoon-duck-fuels-bigger-ideas-voice-technology-access/>

Quartz, <https://qz.com/1352272/when-alexa-and-other-smart-speakers-misunderstand-little-kids/>

Communications of the ACM, “Alexa, Be My Friend: Children Talk to Technology, But How Does It Respond?” <https://cacm.acm.org/news/230304-alexa-be-my-friend-children-talk-to-technology-but-how-does-it-respond/fulltext>

Designing for Evil, 2018 **TechCrunch**, “Students confront the unethical side of tech in ‘Designing for Evil’ course,” <https://techcrunch.com/2018/05/29/students-confront-the-unethical-side-of-tech-in-designing-for-evil-course/>

NPR, “UW ‘Designing For Evil’ Class Teaches How To Make Technology For The Greater Good,” <http://knkx.org/post/uw-designing-evil-class-teaches-how-make-technology-greater-good>

[C14, C13], 2018 **Parent Map**, “New Study Shows Which Apps Are Best for Your Kid,”
<http://www.parentmap.com/article/best-apps-technology-safety-study>

Connected Learning Newsletter, May 24, 2018 newsletter,
<https://clalliance.org/newsletter/>

BYU Radio, Top of Mind with Julie Rose, “Apps for Kids are not All Bad,”
<http://www.byuradio.org/episode/7dbf9d65-c1ba-4f1c-97f1-20fda143581a?playhead=3008&autoplay=true>

Education Weekly, “Mobile Technologies Are Changing Young Children's Social Interactions,” <http://www.byuradio.org/episode/7dbf9d65-c1ba-4f1c-97f1-20fda143581a?playhead=3008&autoplay=true>

[C9], 2017 **Consumer Reports**, “How to Play Video Games with your Kid,”
<https://www.consumerreports.org/gaming/how-to-play-video-games-with-your-kids/>

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[C7], 2016 **The New York Times**, “Two-Minute Warnings Make Turning Off the TV Harder,”
<http://well.blogs.nytimes.com/2016/05/05/two-minute-warnings-make-turning-off-the-tv-harder/>

TIME, “The 2-Minute Warning May Be Making Life Tougher for Parents,”
<http://time.com/4321090/the-2-minute-warning-may-be-making-life-tougher-for-parents/>

KING5 and NBC News, “New U.W. research on screen time for kids,”
<http://www.king5.com/news/new-u-w-research-on-screen-time-for-kids/174836874>

GeekWire, “Study finds tantrums are worse when kids are given ‘2-minute warning’ to end screen time,” <http://www.geekwire.com/2016/screen-time-warning-tantrum/>

NPR, “Two-Minute Warnings Make Screen-Time Tantrums Worse,”
<http://knkx.org/post/two-minute-warnings-make-screen-time-tantrums-worse>

[C5], 2016 **Slate**, “That Outrageous Mommy Blogger...,” <https://slate.com/human->

interest/2019/01/mommy-blogging-christie-tate-generation-gap.html

The New York Times, “Don’t post about me on social media, children say,”
http://well.blogs.nytimes.com/2016/03/08/dont-post-about-me-on-social-media-children-say/?_r=1

Good Morning America, “Surprising social media study: kids may be concerned about parents’ posts,” <http://abcnews.go.com/GMA/kids-parents-post-social-media/story?id=37573384>

NPR, “Do Parents Invade Children's Privacy When They Post Photos Online?”
<http://www.npr.org/sections/health-shots/2016/10/28/499595298/do-parents-invade-childrens-privacy-when-they-post-photos-online>

Wall Street Journal, “Should Parents Post Photos of Their Children on Social Media?”
<http://www.wsj.com/articles/should-parents-post-photos-of-their-children-on-social-media-1463968922>

TIME, “Kids to Parents: Stop Sharing Pictures of Us on Social Media,”
<http://time.com/4253207/parents-social-media/?xid=homepage>

Slate, “Parents need to listen to their kids when it comes to social media sharing,”
http://www.slate.com/blogs/future_tense/2016/03/23/parents_should_listen_to_their_kids_opinions_on_social_media_sharing.html

CBS News, “OMG, Mom! Tech Rules Kids Wish Parents Would Follow,”
<http://www.cbsnews.com/news/tech-rules-kids-wish-their-parents-would-follow/>

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