

Assistant Professor
Information School, University of Washington

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ALEXIS HINIKER

I am an assistant professor of human-computer interaction at the University of Washington Information School. I study technologies that manipulate and exploit their users and the design of more respectful alternatives, particularly for children and families. I combine user-centered design methods with theory from a variety of disciplines to design, implement and evaluate new technical systems.

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–Present	Assistant Professor	University of Washington Information School
2018–Present	Adjunct Assistant Professor	UW Human Centered Design and Engineering
2018–Present	Adjunct Assistant Professor	UW Paul G. Allen School of Computer Science and Engineering

OTHER WORK EXPERIENCE

2012–2017	Graduate Research Assistant: University of Washington, HCDE
2016	Research Intern: MSR, Microsoft Corporation
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

Conference Awards

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 PUBLICATIONS^{1,2}

- J10. *Baughan, A., Petelka, J., Yoo, Lo, J., Wang, S., and **Hiniker, A.*** 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, in press).
 - J9. *Cobb, C., Simko, L., Kohno, T., **Hiniker, A.*** 2020. "A Privacy-Focused Systematic Analysis of
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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.

² The top three venues in HCI are: CHI, CSCW, and IMWUT/UbiComp, see: https://scholar.google.es/citations?view_op=top_venues&hl=en&vq=eng_humancomputerinteraction.

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., **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., **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., **Hiniker, A.*** 2019. "Understanding Parents' Perspectives on Mealtime Technology." *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies* (IMWUT, formerly the UbiComp conference), 3(1):5, pp. 1-19.
- J5. *Yen, K., Chen, Y., Cheng, Y., Chen, S., Chen, Y., Ni, Y., **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., **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., 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., 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., 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 PUBLICATIONS

- 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, to appear)*.

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, to appear). 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, to appear). Acceptance rate: 26%.
- C27. *Lukoff, K., Lyngs, U., Gueorguieva, S., Dilman, E., Hiniker, A.*, 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.*, 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., 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., 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., 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., 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., 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., 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., Sobel, K., Gao, X., Hishikawa, A., Lim, A., Meng, L., Ofiana, R., Park, J., 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., Dinhopl, A., 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., Rosner, D., 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., 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., 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.*, 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., Yip, J. 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., 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.*, 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., 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., 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., 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., 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.**, 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., 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

- 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., **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., 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. 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., & 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

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.

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.

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>.

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).

Hiniker, A., Lee, S., Mikusz, M. 2014. "UbiComp 2014 Report." *IEEE Pervasive Computing*. 15 (1). Jan 2015.

Hiniker, A., "Go Go Games Brings Gaming to ABA Therapy." Autism Speaks, guest blogger. 7 Dec 2012.

INVITED TALKS

"Is the Internet Making us Miserable?" Invited panelist. *Humanities of Washington Think & Drink series*, February 2020.

Hiniker, A. "Don't Make the World Worse, and Other Advice from the User Empowerment Lab," Pioneer Square Venture Labs, May 2019.

"Screenagers" moderator and expert commentary. *Parent Education Night*, Whittier Elementary, April 2019.

Hiniker, A. "Designing for Evil: Blending Ethics and Design in Informatics," Keynote, *Founding Board Annual Lunch*, University of Washington Information School, December 2018.

Hiniker, A. "Living up to 'Don't be Evil' When Designing Platforms," *AI+People Group*, Google, November 2018.

Hiniker, A. "Don't Make the World Worse, and Other Advice from the User Empowerment Lab," Research Keynote, *dub Retreat*, University of Washington, October 2018.

Hiniker, A. "Childhood Play in a UbiComp World," *Designing for People Seminar*, University of British Columbia, June 2018.

Hiniker, A. "User Frustration with 'User Engagement': Intentional and Mindless Technology Use," *Human-Computer Interaction Seminar*, Stanford University, February 2018.

Hiniker, A. "User Frustration with 'User Engagement': Intentional and Mindless Technology Use," *dub Seminar*, University of Washington, January 2018.

Sobel, K., Bhattacharya, A., **Hiniker, A.**, Lee, Kientz, J.A., J.H., Yip, J. "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.

Invited panelist, "Early Childhood, Families, & Technology." *Infant and Early Childhood Conference*. Tacoma, WA, May, 2017.

Hiniker, A. "Beyond 'User Engagement': Designing for Intentional Technology Use," Princeton University, Department of Computer Science, March 2017.

Hiniker, A. "Beyond 'User Engagement': Designing for Intentional Technology Use," University of Rochester, Department of Computer Science, March 2017.

Hiniker, A. "Beyond 'User Engagement': Designing for Intentional Technology Use," University of Washington, Information School, February 2017.

Hiniker, A. "Beyond 'User Engagement': Designing for Intentional Technology Use," University of Texas at Austin, Information School, February 2017.

Hiniker, A. "Beyond 'User Engagement': Designing for Intentional Technology Use," University of Wisconsin, Department of Computer Science, February 2017.

Hiniker, A. "Beyond 'User Engagement': Designing for Intentional Technology Use," University of Waterloo, Department of Computer Science, February 2017.

Hiniker, A. "Beyond 'User Engagement': Designing for Intentional Technology Use," University of Notre Dame, Department of Computer Science, February 2017.

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.

Hiniker, A. "Kindness and computer science," Keynote speaker, Puget Sound Computer Science Teachers' Association annual high school programming competition, April 2016.

Hiniker, A. "Texting While Parenting: How Adults Use Mobile Phones when Caring for Children at the Playground." Puget Sound World Usability Day. Nov 2014.

Hiniker, A. "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

NIH	Radesky, J.S. (PI), <u>Hiniker, A. (Co-PI)</u> , 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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NSF	Kientz, J.A. (PI), Hiniker, A. (Co-PI) , Yip, J. (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
NSF	Hiniker, A. (PI) . 2019. "CRII: Designing, Implementing, and Evaluating Apps for Meaningful Phone Use." Cyber-Human Systems.	\$175,000
Foundation Research Gifts		
Jacobs Foundation	Hiniker, A. (PI) . 2020-23. Jacobs Foundation Early Career Fellowship.	\$180,758
Jacobs Foundation	Kientz, J.A. (PI), Uhls, Y. (Co-PI), and Hiniker, A. (Co-PI) . 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		
Facebook	Hiniker, A. (PI) . 2019. "Platform Design to Promote Resilience to Disturbing Online Content." Facebook Research.	\$100,000
Mozilla	Hiniker, A. (PI) , Yip, J. (Co-PI), and Kientz, J.A. (Co-PI). 2018. "Understanding Design Opportunities for In-Home Digital Assistants for Low- and Middle-Income Families." Mozilla Research Award.	\$67,572
University Research Funding		
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
Information School	Hiniker, A. (PI) . 2018. "'Designing for Evil' Fireside Chats: Conversations with Industry." FASTER Fund.	\$4,500
Information	Hiniker, A. (PI) . 2018. "iPads and Early Childhood: Do Interactive	\$15,000

School Technologies Shrink the “Video Deficit.” Strategic Research Fund.

TEACHING

Courses Created

Spring 2018 Designing for Evil (INFO 498), University of Washington Information School

University of Washington, Information School

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)

ADVISING

Chaired Committees

2017–2019 Camille Cobb, Computer Science & Engineering
[Publications: J9, C25]
User-to-User Privacy in Social and Communication Applications
First position: postdoctoral scholar, Carnegie Mellon University

2017–2019 Ying-Yu Chen, HCDE [Publications: C16, C17, J5, J6, W7]
Designing Playful Technology for Young Children’s Mealtime
First position: postdoctoral scholar, National Tsing Hua University

2017–Present Kai Lukoff, HCDE [Publications: J4, C27, C30, W9, W12, W13]

2018–Present Ishita Chordia, Information Science [Publications: J7]

2019–Present Amanda Baughan, Computer Science & Engineering [Publications, J10]

Dissertation Committee Member

2020–Present Caroline Long, College of Education (GSR)

2020–Present Neelma Bhatti, Computer Science, *Virginia Tech*
 2020–Present Samia Ibatsam, Computer Science & Engineering (GSR)
 2020–Present Anastasia Schaadhardt, Information Science
 2019–Present Katherine Cross, Information Science
 2019–Present Julia Dunbar, Information Science
 2019–Present Saba Kawas, Information Science
 2019–2020 Abdullah Ali, Information Science
 2019–Present Alannah Oleson, Information Science
 2018–Present Erin Beneteau, Information Science
 2018–Present Mingrui Zhang, Information Science
 2018–Present Rachel Franz, Information Science
 2018–2020 Stephanie Ballard, Information Science

Direct Research Supervisor, Graduate Students

2020–Present Anastasia Schaadhardt
 2020–Present Savanna Yee
 2019–Present Minkyong Kim
 2019–Present Julia Dunbar
 2019–2020 Justin Petelka [Publications: J10]
 2018–Present Mingrui Zhang [Publications: C21, C22, J8]
 2018–2020 Erin Beneteau [Publications: C21, C22, J8, C24]
 2018–Present Lucy Simko [Publications: J9, C25]
 2018–2020 Saba Kawas [Publications: C26, C29]
 2018–2020 Stephanie Ballard
 2019 Yolanda Barton
 2019 Ashley Ruba
 Summer 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

2020–Present	Tala Talebi
2020–Present	Lynn Ngyuen
2020–Present	Emily Cho
2020–Present	Yifan Lin
2020	Sara Behbakht
2019–Present	Emily Bascom [Publications: C29]
2019–Present	Amelia Wang
2019	Jack Lo [Publications: J10]
2019	Ashley Zhou [Publications: J10]
2018–2019	Amulya Parma [Publications: J10]
2018–2019	Catherine Woo [Publications: J10]
2018–2019	Shiyue Wang [Publications: J10]
2018	Allen Shi
2018–Present	Ashley Boone [Publications: C24]
2018	Rebecca Liu
2018–2019	Yuxing Wu [Publications: C24]
2018	Estelle Jiang
2018	Dylan Hardman
2018	Leanne Liu
2017–2019	Jonathan Tran [Publications: C20]
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–Present	International Journal for Human-Computer Studies
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Associate Chair, Program Committees

2020	Conference on Interaction Design and Children (IDC)
2020	Conference on Human Factors in Computing Systems (CHI)
2018	Conference on Interaction Design and Children (IDC)
2018	Conference on Human Factors in Computing Systems (CHI)

2017 Conference on Pervasive Computing Technologies for Healthcare

External Reviewer, Peer-Reviewed Journals

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

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

University Service

2021 iSchool, Faculty search in human-computer interaction
2020 iSchool, Invited Lightning Talk Presenter, Research Fair (*cancelled*)
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 HCDE, Invited judge for HCDE 418 final project showcase
2018 HCDE, Guest lecturer, HCDE 418
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–Present	iSchool, Informatics program committee member
2017	iSchool, Guest panelist, INFO 470
2017	dub/CSE, Invited judge for CSE 440 final project showcase
2016	HCDE, advising panel for new doctoral students
2016	HCDE, undergraduate admissions reviewer
2014–2015	HCDE, student research presenter, HCDE admitted students' day
2014	HCDE, graduate student panelist for "Introduction to User Research"

SELECT MEDIA COVERAGE

General Subject
Matter Expertise

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.

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

NPR, "Parenting in the Age of Alexa? It's Complicated,"
<https://www.kuow.org/stories/primed-season-3-episode-1>
 October, 2019

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, 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.

Modeling...,
2019 [C20]

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>

Laughing is
Scary... 2019
[C19]

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>

Why Doesn't it
Work, 2018
[C15]

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>

Coco's Videos and Let's Play, 2018 [C14, C13]

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>

More than Just the Pokemon, 2017 [C9]

Consumer Reports, "How to Play Video Games with your Kid," <https://www.consumerreports.org/gaming/how-to-play-video-games-with-your-kids/>

GeekWire, "Study: Parents say Pokémon Go leads to more quality time with children, among other benefits," <https://www.geekwire.com/2017/study-parents-say-pokemon-go-leads-quality-time-children-among-benefits/>

Screen Time
Tantrums, 2016
[C7]

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>

Not at the
Dinner Table,
2016 [C5]

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/>

KING5 and NBC News, "Seven technology rules kids want parents to follow,"

<http://www.king5.com/story/news/features/2016/03/09/7-technology-rules-kids-want-parents-follow/81516492/>

Texting while
Parenting, 2015
[C3]

The Seattle Times, "Parents who use cellphones on playgrounds feel guilty, study finds," <http://www.seattletimes.com/education-lab/parents-who-use-cellphones-on-playgrounds-feel-guilty-study-finds/>

NBC News and TODAY, "Limit Phone Use at Playgrounds? Many Parents Try But Fail," May 2015, <http://www.today.com/money/limit-phone-use-playgrounds-many-parents-try-fail-t21771>

GeekWire, "Texting at the playground: New study shows how much time parents spend buried in smartphones,"

<http://www.geekwire.com/2015/texting-at-the-playground-new-study-uncovers-just-how-much-time-parents-spend-buried-in-smartphones/>

Go Go Games,
2013 [C1]

Huffington Post, "Technology in the classroom: the good and the bad," http://www.huffingtonpost.com/parentingcom/technology-in-the-classroom_b_2456450.html

EdSurge, "Research-Grounded iPad App Targets Children with Autism,"

<https://www.edsurge.com/news/research-grounded-ipad-app-targets-children-with-autism>

Common Sense Media, "Go Go Games,"

<https://www.common Sense Media.org/app-reviews/go-go-games>