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Alexis Hiniker

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I am an Associate Professor of HCI at the University of Washington Information School where I build and evaluate systems to demonstrate how technology can help young people thrive. I have published more than 80 peer-reviewed papers, which have been featured in mainstream media outlets like The New York Times, TIME Magazine, The Wall Street Journal, and more. My research has been cited in multiple U.S. state and federal congressional sessions, and I have provided subject-matter expertise on manipulative designs to the White House, the U.S. Department of Justice, and the European Commission. I am a Jacobs Foundation Early Career Fellow, a Google Research Scholar, a former advisor to the U.S. Federal Trade Commission, and a recipient of the SIGCHI Societal Impact Award.

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

2022–	Associate Professor, University of Washington Information School
2022–	Adjunct Associate Professor, UW Human Centered Design and Engineering
2022–	Adjunct Associate Professor, UW Allen School of Computer Science and Engineering
2017–2022	Assistant Professor, University of Washington Information School
2018–2022	Adjunct Assistant Professor, UW Human Centered Design and Engineering
2018–2022	Adjunct Assistant Professor, UW Allen School of Computer Science and Engineering

OTHER APPOINTMENTS AND POSITIONS

2025–	Co-Director, University of Washington Center for Digital Youth
2024–2025	Expert Advisor, U.S. Federal Trade Commission
2022–2025	Advisor, *BeKind Tech* Venture Capital Fund
2021–2025	Advisor, Harvard University Digital Wellness Lab
2021–	Research Affiliate, CERES Research Center
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

2025 ACM SIGCHI Societal Impact Award
2025 Best paper honorable mention, CHI conference (top 5%)
2024 *AMiner* Most Influential Scholar in HCI, Honorable Mention
2024 Best paper award, CHI conference (top 1%)
2023 Google Research Scholar Award
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

2023	University of Washington, Landolt Distinguished Graduate Mentor nominee
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]

J26. Radesky, J., Bragg, M., and **Hiniker, A.** 2026. "Risks and consequences of children's use of social AI." *Pediatrics* (in press).

J25. Radesky, J., **Hiniker, A.**, Weeks, H.M., Hedin-Urrutia, A.I., Schaller, A., and Miller, A.L. 2026. Mobile Gambling: Unexplored Risks to Children and Families. *Pediatrics,* 157 (3): e2025073040. 10.1542/peds.2025-073040.

J24. Radesky, J. and **Hiniker, A.** 2025. "Problematic media use as a content-neutral, enforceable harm." *The Journal of Online Trust and Safety,* 3(1).

J23. *Fu, Y., Chen, Y., Gomes, Z.,* and **Hiniker, A.** 2025. "Should ChatGPT Write Your Breakup Text? Exploring the Role of AI in Relationship Dissolution." Proceedings of the ACM on Human-Computer Interaction, 9(7), 1-31 (CSCW '25).

J22. *Kim, J., Cho, S., Wolfe, R., Nair, J.*, and **Hiniker, A.** 2025. "Privacy as Social Norm:

[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.

Systematically Empowering Teen Privacy Management on Social Media." Proceedings of the ACM on Human-Computer Interaction, 9(2), 1-39 (CSCW '25).

J21. *Beneteau, E.*, **Hiniker, A.**, *Tench, B., Ibrahim, S. B.*, & Pratt, W. (2024). Aligned Co-Design: An Interdependent, Multi-Modal Method for People with Motor and Communication Disabilities. International Journal of Human-Computer Interaction, 1-19.

J20. *Baughan, A., Tian, G., Shekar, P.,* Zhang, A., and **Hiniker, A.** 2024. "A Temporal Model for Supporting Hard Conversations Online Through Design." Proceedings of the ACM on Human-Computer Interaction, CSCW 8:CSCW2, pp. 1-22.

J19. *Kim, J., Wolfe, R., Chordia, I.,* Davis, K., and **Hiniker, A.** 2024. "Sharing, Not Showing Off: How BeReal Approaches Authentic Self-Presentation on Social Media Through Its Design." Proceedings of the ACM on Human-Computer Interaction, CSCW 8: CSCW2, pp. 1-32.

J18. Kucirkova, N. and **Hiniker, A.**, 2023 "Parents' Ontological Beliefs Regarding the Use of Conversational Agents At Home: Resisting The Neoliberal Discourse." *Journal of Learning, Media, and Technology*, pp. 1-16.

J17. *Kim, M. K., Druga, S., Esmaeili, 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, 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, pp. 1-39.

J10. *Baughan, A., Petelka, J., Yoo, C., Lo, J., Wang, S., Paramasivam, A., Zhou, A.,* 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 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 in Early Childhood Education." Proceedings of the ACM on Human-Computer Interaction, CSCW 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 PUBLICATIONS[2]

C58. *Chen, Y., Fu, Y., Chen, Z.,* Radesky, J., and **Hiniker, A.** 2026. "The Engagement-Prolonging Designs Teens Encounter on Very Large Online Platforms." Proceedings of the 44th annual ACM Conference on Human Factors in Computing Systems (CHI '26, to appear). Acceptance rate: 25%.

C57. *Fu, Y., Zhou, T., Han, B., Wang, M., Chen, Y., Da Costa Lai, Z., Pang, R.*, Reinecke, K., Wobbrock, J.O., and **Hiniker, A.** 2026. "Decoupling of Usefulness and Novelty: Evaluating the Impact of Generative AI on Design Outputs and Designers' Creative Thinking." Proceedings of the 44th annual ACM Conference on Human Factors in Computing Systems (CHI '26). Acceptance rate: 25%.

C56. *Ma, Y.*, **Hiniker, A.**, and Wobbrock, J.O. 2026. Quantifying the Novelty Bias when Evaluating Interactive Prototypes." Proceedings of the 44th annual ACM Conference on Human Factors in Computing Systems (CHI '26, to appear). Acceptance rate: 25%.

C55. *Mitchell, C., Kong, J., Martinez, J.,* Kane, S., Ko, A.J., **Hiniker, A.**, and Wobbrock, J.O. 2026. "Ability Heuristics for Conducting Accessibility Inspections." Proceedings of the 44th annual ACM Conference on Human Factors in Computing Systems (CHI '26). Acceptance rate: 25%.

C54. *Guo, L., Yuan, C., Zhong, M., Wolfe, R., Zhong, R., Xu, Y., Wen, B., Shen, H.,* Wang, L., and **Hiniker, A.** 2026. "SusBench: An Online Benchmark for Evaluating Dark Pattern Susceptibility of Computer-Use Agents." Proceedings of the 30th International Conference on Intelligent User Interfaces (IUI '26, to appear). TBA; historical acceptance rate ~23%.

[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)

C53. *Wolfe, R., Dangol, A., Kim, J.,* and **Hiniker, A.** 2025. Toward Needs-Conscious Design: Co-Designing a Human-Centered Framework for AI-Mediated Communication. Proceedings of the 2025 AAAI/ACM Conference on AI, Ethics, and Society (AIES '25), vol. 8, no. 3, pp. 2718-2729. Acceptance rate: 32%.

C52. *Tran, S., Lu, H., Slaughter, I., Herman, B., Dangol, A., Fu, Y., Chen, L., Gebreyohannes, B.*, Howe, B., **Hiniker, A.,** Weber, N., and Wolfe, R. 2025. Understanding Privacy Norms Around LLM-Based Chatbots: A Contextual Integrity Perspective. Proceedings of the 2025 AAAI/ACM Conference on AI, Ethics, and Society (AIES '25), vol. 8, no. 3, pp. 2522-2534. Acceptance rate: 32%.

C51. *Kim, J., Wolfe, R., Subramanian, R.,* Lee, M, Colnago, J., and **A. Hiniker.** 2025. "Trust-Enabled Privacy: Social Media Designs to Support Adolescent User Boundary Regulation." Proceedings of the 21st Symposium on Usable Privacy and Security (SOUPS '25).

C50. *Guo, L., Fu, Y., Lin, X.,* Xu, X., Chang, Y., and **Hiniker, A.** 2025. "Using Screenshot Data to Examine the Phone Use People Regret." Proceedings of the 43rd annual ACM Conference on Human Factors in Computing Systems (CHI '25). Acceptance rate: 25%.

C49. *Chordia, I., Wolfe, R.,* Yip, J., and **Hiniker, A.** 2025. "Building the Beloved Community: Designing Technologies for Neighborhood Safety." Proceedings of the 43rd annual ACM Conference on Human Factors in Computing Systems (CHI '25). Acceptance rate: 25%.

- ❖ Best paper honorable mention (top 5%)

C48. *Fu, Y., Schwamm, S., Baughan, A., Powell, N. Kronberg, Z., Owens, A., Izenman, E., Alsabeh, D., Hunt, E.,* Rich, M., Bickham, D., Radesky, J., and **Hiniker, A.** 2025. "Moving Toward the Metaverse: Children's Avatar Making in Online Social Games." Proceedings of the 43rd annual ACM Conference on Human Factors in Computing Systems (CHI '25). Acceptance rate: 25%.

C47. Davis, K., *Landesman, R., Yoon, J., Kim, J., Lopez, D.*, Magis-Weinberg, L., and **Hiniker, A.** 2025. "'You Go Through So Many Emotions Scrolling Through Instagram': How Teens Use Instagram to Regulate Their Emotions." Proceedings of the 43rd annual ACM Conference on Human Factors in Computing Systems (CHI '25). Acceptance rate: 25%.

C46. *Wolfe, R., Dangol, A.,* Howe, B., and **Hiniker, A.** 2024. "Representation Bias of Adolescents in AI: A Bilingual, Bicultural Study." Proceedings of the 2024 AAAI/ACM Conference on AI, Ethics, and Society (AIES '24), vol. 7, pp. 1621-1634. Acceptance rate: 31%.

C45. *Wolfe, R., Dangol, A.*, **Hiniker, A.**, and Howe, W. 2024. "Dataset Scale and Societal Consistency Mediate Facial Impression Bias in Vision-Language AI." Proceedings of the 2024

AAAI/ACM Conference on AI, Ethics, and Society (AIES '24), vol. 7, pp. 1635-1647. Acceptance rate: 31%.

C44. *Wolfe, R.,* **Hiniker, A.**, and Howe, W. 2024. ML-EAT: A Multilevel Embedding Association Test for Interpretable and Transparent Social Science." Proceedings of the 2024 AAAI/ACM Conference on AI, Ethics, and Society (AIES '24), vol. 7, pp. 1608-1620. Acceptance rate: 31%.

C43. *Chordia, I., Kim, J., Liu, Z., Park, H., Garrett, L.,* Erete, S., Le Dantec, C., Yip, J., and **Hiniker, A.** 2024. "Tuning into the World: Designing Community Safety Technologies to Reduce Dysfunctional Fear of Crime." In Proceedings of the 2024 ACM Conference on Designing Interactive Systems (DIS '24). pp. 3097-3116. Acceptance rate: 27%.

C42. *Baughan, A., Fu, Y., Izenman, E., Schwamm, S., Alsabeh, D., Powell, N., Hunt, E.,* Rich, M., Bickham, D., Radesky, J., and **Hiniker, A.** 2024. "Investigating Attention and Normative Dissociation in Children's Online Social Games." In Proceedings of the 23rd Annual ACM Interaction Design and Children Conference (IDC '24). Acceptance rate: 29%.

C41. *Landesman, R., Yoon, J., Kim, J., Lopez, D.*, Magis-Weinberg, L., **Hiniker, A.**, and Davis, K. 2024. "'I Just Don't Care Enough To Be Interested': Teens' Moment-By-Moment Experiences on Instagram." In Proceedings of the 23rd Annual ACM Interaction Design and Children Conference (IDC '24). Acceptance rate: 29%.

C40. *Fu, Y., Xuhai, X., Foell, S.,* and **Hiniker, A.** 2024. "From Text to Self: Users' Perception of AIMC Tools on Interpersonal Communication and Self." In Proceedings of the 42nd annual ACM Conference on Human Factors in Computing Systems (CHI '24). Acceptance rate: 26%.

- ❖ Best paper award (top 1%)

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 41st annual ACM Conference

on Human Factors in Computing Systems (CHI '23). 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 41st annual ACM Conference on Human Factors in Computing Systems (CHI '23). 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 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.**, amd 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., Dinhopl, 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%.

WORKSHOP PAPERS, EXTENDED ABSTRACTS, AND OTHER JURIED PUBLICATIONS

W21. Kim, J., Liu, J., Pyle, C. Somanath, S., Popowski, L., Shen, H., Fiesler, C., Hayes, G., **Hiniker, A.**, Ju, W., Mueller, F., Arif, A., and Kotturi, Y. "Design for Hope: Cultivating Deliberate Hope in the Face of Complex Societal Challenges." Workshop organizer. CSCW Companion '25: Companion Publication of the 2025 Conference on Computer-Supported Cooperative Work and Social Computing (CSCW '25).

W20. Davis, K., *Landesman, R., Yoon, J., Kim, J., Lopez, D.M.,* Magis-Weinberg, L., and **Hiniker, A.** 2025. "'You Go Through So Many Emotions Scrolling Through Instagram': How Teens Use Instagram to Regulate Their Emotions." Research Poster at the *Digital Media and Developing Minds: International Scientific Congress*, July 2025.

W19. *Yue, F.* and **Hiniker, A.** 2025. "Supporting Students' Reading and Cognition with AI." Invited participant at the *Tools for Thought* Workshop at the 43rd annual ACM conference on human factors in computing systems (CHI '25).

W18. Wolfe, R. and **Hiniker, A.** 2024. Expertise Fog on the GPT Store: Deceptive Design Patterns in User-Facing Generative AI." Invited participant at the *Mobilizing Research and Regulatory Action on Dark Patterns and Deceptive Design Practices* Workshop at the 42nd annual ACM conference on human factors in computing systems (CHI '24).

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

P9. Kucirkova, N., **Hiniker, A.**, Tsuji, S., Wolfe, R., Dangol, A., and Ishikawa, M. Can conversational AI support children's wellbeing? *Jacobs Foundation Blog on Learning and Development (BOLD),* guest blogger. 13 Oct 2025.

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

T26. Invited panelist at the CSCW '25 workshop, "Design for Hope: Cultivating Deliberate Hope in the Face of Complex Societal Challenges," October 2025.

T25. "Child-Centered Design: Creating Better Digital Experiences for Youth." *Digital Media and Developing Minds: International Scientific Congress*, invited panelist, July 2025.

T24. "Building the Internet Kids Deserve." *DUB Seminar*, University of Washington, July 2025.

T23. "So, Your Teen has an AI Therapist—What Could Go Wrong?" *Convening on AI and Youth Mental Health*, invited speaker, Apple, Inc., May 2025.

T22. "Building the Internet Kids Deserve." Societal Impact Award keynote, *ACM CHI Conference*, April 2025.

T21. Panel on Youth Technology. Joint meeting of the Delegation of His Royal Highness Prince Carl Philip of Sweden and the University of Washington Office of Global Affairs, March 2025.

T20. "Why We Really Fear AI Friendship." Keynote speaker, *Microsoft AI Conference: Shaping the Future Exploring the Impact of Generative AI on Youth*, December 2024.

T19. "Human-Computer Interaction (HCI): Bridging the Gap between People and Technology." *Women in Informatics Winter Quarter Power Hour*, February 2024.

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. "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 Science Foundation (NSF)	**Hiniker, A. (PI)** and Davis, K. (Co-PI). 2025. "Understanding How Teens Use Generative AI Agents." 10/1/2025–9/30/2028.	$437,397
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
National Science Foundation (NSF)	Kientz, J.A. (PI), **Hiniker, A. (Co-PI)**, 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)	**Hiniker, A. (PI)**. 2019. "CRII: Designing, Implementing, and Evaluating Apps for Meaningful Phone Use." Cyber-Human Systems.	$175,000

Foundation and Non-Profit Research Gifts

Reset Tech	**Hiniker, A. (PI)** and Radesky, J.S. (Co-PI). 2023-2024. "Creating a Taxonomy of Extended-Use Designs."	$25,000
CERES Catalyst Award	**Hiniker, A. (PI)** 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	$132,390
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., **Hiniker, A.**, Kurcikova, N., and Mackaye, A. 2021. "A Toolkit of Interactive Games to Support Early Childhood Learning with Conversational Agents."	$50,000 (CDN)
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

Google	**Hiniker, A. (PI)**. 2023. "Encouraging Nonviolent Communication in Online Messaging Platforms" Google Research Scholar Award.	$60,000
Facebook	**Hiniker, A. (PI)**. 2019. "Designing for Constructive Disagreement on Online Platforms." Facebook Research.	$100,000
Mozilla	**Hiniker, A. (PI)**, Yip, J.C. (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

iSchool	**Hiniker, A. (PI)**. 2024. "SleepStreak: Redesigning the Smartphone to Support Healthy Sleep Habits." Strategic Research Fund.	$18,000
Office of Global Affairs	**Hiniker, A. (PI)**. 2024. "Culturally Responsive Social Media for Global Youth Wellbeing." Global Innovation Fund.	$12,525
iSchool	**Hiniker, A. (PI)**. 2024. "Designing Culturally Sensitive Social Media Platforms." Seed Fund.	$2,000
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	Career Preparation for PhD Students
Fall 2022	Workshop Series: Introduction to a UW iSchool PhD
Spring 2018	Designing for Evil (INFO 498), University of Washington Information School

Teaching, University of Washington, Information School

Winter 2025	Instructor, Moral Reasoning and Interaction Design (INFO 356)
Autumn 2024	Instructor, Faculty Seminar in Information Science (INSC 500)
Spring 2024	Instructor, Moral Reasoning and Interaction Design (INFO 356)
Spring 2024	Instructor, Career Preparation for iPhDs (INSC 598)
Autumn 2023	Instructor, Faculty Seminar in Information Science (INSC 500)
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)

Teaching, Other Institutions

2014–2017	UW HCDE: Co-Instructor, Directed Research in HCDE (HCDE 496/596)
Spring 2012	Stanford University CS, TA, iPhone and iPad Programming (CS 193P/293P)
2003–2005	Harvard University CS, Teaching Fellow, Programming in C (CS 50)

Directed Research Groups, University of Washington, Information School

2022–2025	Wellbeing Metrics for Adolescent Technologies [Publications: C41, C47]
2020–2022	Conversational Agents for Socioemotional Learning [Publications: J15, C39]
2019–2020	Conversational Agents and Children's Speech Habits [Publications: C32]
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

2025–	Daisy Chen, Information Science [J23, C57, C58]

2024– Emmi Russo, Information Science

2023– Marx Wang, Information Science [C57]

2023– Longjie Guo, Information Science [C50, C54]

2022– JaeWon Kim, Information Science [J19, J22, C41, C43, C47, C51, C53, W19]

2021– Chris Fu, Information Science [J15, J23, C39, C40, C48, C50, C52, C57, C58, W20]

2022–2025 Robert Wolfe, Information Science [J19, J22, C44, C45, C46, C49, C51, C52, C53, W18, P9]
Approaches to Epistemic Risk in Generative and General-Purpose AI
Current position: Assistant Professor, Rutgers University, Information School

2019–2024 Amanda Baughan, CSE [J10, J14, J20, C34, C35, C42, W16]
The Attuned Self: Designing for Connection
Current position: AI UX Researcher, Maincode

2018–2024 Ishita Chordia, Information Science [J7, C36, C43, C49]
Building the Beloved Community: Designing Technologies for Neighborhood Safety
Current position: Associate Director, Georgia Tech Center for Urban Research

2017–2022 Kai Lukoff, HCDE [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 [J9, C25, C31]
User-to-User Privacy in Social and Communication Applications
Current position: Assistant Professor, University of Illinois Urbana-Champagne, Department of Computer Science

2017–2019 Ying-Yu Chen, HCDE [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

2025– Mingyuan Zhong, Computer Science & Engineering (GSR)

2024– Louisa Conwill, Computer Science, *University of Notre Dame*

2024– Anant Mittal, Computer Science & Engineering (GSR)

2023– Neelesh Argawal, Information Science

2023–2024 Maryam Amirizaniani, Information Science

2023–2024 Ashish Sharma, Computer Science & Engineering (GSR)

2022–	Claire Mitchell, Information Science
2022–	Zhuhao Zhang, Information Science
2022–	Nick Reid, Biomedical Informatics (GSR)
2022–	Kristen Engel, Information Science
2022–	Rotem Landesman, Information Science
2021–2022	Qisheng Li, Computer Science & Engineering (GSR)
2021–2022	Yiwei Yang, Information Science
2021–2022	Bingbing Wen, Information Science
2021–2025	Hyeyoung Ryu, Information Science
2021–	Juhan Kong, Information Science
2020–2023	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
2019–2024	Julia Dunbar, Information Science
2019–2022	Saba Kawas, Information Science
2019–2020	Abdullah Ali, Information Science
2019–2020	Alannah Oleson, Information Science
2018–2024	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

2022–2024	Daniela Muñoz Lopez [Publications: C41, C47]
2022–2024	Jina Yoon [Publications: C41, C47]
2022–2024	Rotem Landesman [Publications: C38, C41, C47]
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, C39]
2018–2021	Lucy Simko [Publications: J9, C25, C31]
2018–2020	Erin Beneteau [Publications: C21, C22, J8, C24, J17, J21]
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

2022–2024	Pranav Shekar [Publications: J20]
2021–2022	Raveena Rao [Publications: C35, C38]
2021–2023	Larry Tian [Publications: J20, C38]
2020–2023	Tala Tayebi [Publications: J15, C37, C39]
2020–2023	Lynn Ngyuen [Publications: J15, C39]
2021	Emily Cho
2020–2021	Karina Shirokova [Publications: C38]
2020–	Yifan Lin [Publications: J15, C39]
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

2018–2023	International Journal for Human-Computer Studies

Conference Program Committee Leadership[3]

2024	Doctoral Consortium Mentor (CHI)
2024	Papers Chair, Conference on Interaction Design and Children (IDC)
2024	Subcommittee Chair, Conference on Human Factors in Computing Systems (CHI)
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

2026	Proceedings of the ACM, CSCW
2025	Proceedings of the ACM, CSCW
2021	Proceedings of the ACM, IMWUT
2021	Transactions on Interactive, Intelligent Systems

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

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

2026	Human Factors in Computing Systems (CHI), Papers
2025	Interaction Design and Children (IDC), Papers
2025	Human Factors in Computing Systems (CHI), Papers
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

2022–2025	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 *(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	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

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The Seattle Times, "Washington Considers Requiring AI Companies to Add Mental Health Safeguards," https://www.seattletimes.com/seattle-news/mental-health/wa-considers-requiring-ai-companies-to-add-mental-health-safeguards. February, 2026.

UW Daily, "Washington state sues TikTok for being highly addictive for young users" https://www.dailyuw.com/news/washington-state-sues-tiktok-for-being-highly-addictive-for-young-users/article_0763288a-8f5d-11ef-bb9f-ff24a99746d6.html. October, 2024

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the answer?" https://blog.mozilla.org/en/internet-culture/deep-dives/parental-controls-internet-safety-for-kids. July, 2022

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

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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

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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

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[C46], 2025 ***GeekWire,*** "UW study of how AI models portray teens finds strong negative associations," https://www.washington.edu/news/2025/01/21/teens-ai-chatgpt-bias/

MSN, https://www.msn.com/en-ca/news/technology/uw-study-of-how-ai-models-portray-teens-finds-strong-negative-associations/ar-AA1xCo44

[C41], 2024 ***Health Day,*** *"*One Emotion Drives Teens to Scroll Through Instagram*,"* *https://www.healthday.com/health-news/mental-health/one-emotion-drives-teens-to-scroll-through-instagram*

US News, https://www.usnews.com/news/health-news/articles/2024-07-19/one-emotion-drives-teens-to-scroll-through-instagram

NBC News, *https://www.kpvi.com/news/national_news/one-emotion-drives-teens-to-scroll-through-instagram/article_75830127-708b-54d2-977a-d4c682c73d06.html*

CBS News*, https://www.cbs19news.com/news/health/one-emotion-drives-teens-to-scroll-through-instagram/article_d2fd2370-633d-5f6c-94da-a7388f0f19bd.html*

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features-some-apps-may-push-preschoolers-spend

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