

Julie Rico

Department of Computing Science
University of Glasgow
Glasgow, G12 8QQ, UK
<http://www.julierico.com/>
julie@dcs.gla.ac.uk

Education

- Expected 2011** **Ph.D. in Computing Science**
University of Glasgow, Glasgow, UK.
Area: Multimodal Mobile Interfaces and Social Acceptability
Advisor: Professor Stephen Brewster
- 2008** **B.S. Cum Laude in Informatics**
University of California, Irvine, Irvine, USA.
GPA: 3.75 on a 4 point scale
Advisor: Professor Paul Dourish

Honours, Awards, and Funding

- 2010** **HP Labs India Research Collaboration \$5000**
This award was given to participate in an ongoing collaboration between the University of Glasgow and HP Labs in Bangalore. The project investigates the use of multimodal mobile interactions in public spaces across different cultural settings.
- 2010** **Google Anita Borg Finalist: Europe, the Middle East and Africa**
This award is given to women in computing science for their outstanding dedication to the field, leadership, and academic performance.
- 2009, 2010** **Faculty of Information and Mathematical Sciences Poster Competition**
Second place in this faculty-wide poster competition for postgraduate students was awarded for my posters about studies into the social acceptability of multimodal interactions in both 2009 and 2010.
- 2009** **Nokia Research Center University Donation €10000**
This proposal, which I co-wrote, was awarded to support work investigating the social acceptability of gesture and speech based mobile interfaces.
- 2008** **National Science Foundation Graduate Research Fellowship**
This prestigious fellowship is awarded to promising graduate students based on their previous research contributions, letters of recommendation, and potential to contribute to the research community as a graduate student.

- 2008** **Phi Beta Kappa**
 Membership into this honours society is by invitation only and is based on the demonstration of dedication to excellence in an undergraduate course of study.
- 2007** **Golden Key Honours Society**
 This international organization recognizes high achieving students through invitation only membership in this honours society.
- 2006** **Information and Computer Science Honours Program**
 Acceptance to this program for undergraduate students is based on academic achievement and research potential. Program includes a minimum of one year of research activity advised by a faculty member.
- 2006** **Pride@Boeing Award**
 This award was given for contributions to Boeing's Chromate Free programs. My role in this project included preparing samples of aluminum pre-treatments on site for Boeing in order to begin Boeing's extensive testing process.

Research and Teaching Experience

- 2009 – current** **Course Tutor**
University of Glasgow
 As a tutor for the first year computing science course, my responsibilities include running tutorial and lab sessions, marking coursework, and acting as a source of help for students. Subjects in this course include introduction to the Python programming language, basics of human computer interaction, and introduction to databases.
- 2008 – current** **PhD Student Researcher**
University of Glasgow
 Working with Professor Stephen Brewster, this research investigates the ways that multimodal interfaces might be used in mobile settings and how social factors might influence the acceptance of these interfaces. By evaluating for social acceptability, we hope to provide a framework for designers when creating these interfaces. This research looks at gesture, speech, and tactile based interfaces through a variety of methods including surveys, focus groups, user studies, and longitudinal studies.
- 2006 – 2008** **Information and Computing Science Honours Program Participant**
University of California, Irvine
 Over the course of two years, I worked on two projects supervised by Professor Paul Dourish. First, the RhythIMs project, included using data about temporal patterns of Instant Messenger usage in an interactive/ambient display. My responsibilities in this project included web interface implementation and work with Bluetooth devices as sensors for the interactive display. Second, the Mopix project was a mobile application that allowed users to upload photos taken on a mobile phone to public displays that created visualizations of the uploaded photos. My responsibilities included server side and mobile interface implementation as well as deployment of devices and displays for the user study.

2006 **CRA-W Distributed Mentor Project Participant**

University of Minnesota, Twin Cities

This research project involved using a large, 3D display and a virtual space to visualize the gap between system level design and implementation level design. The project involved using a virtual scale of abstraction that displayed varying diagrams based on the user's position in the virtual space. My responsibilities included creating a project idea and plan, implementing the application, and running user studies using that application.

Service Activities

2010-Current

Glasgow Interactive Systems Group Convener

This role involves the organization and running of weekly research seminars for the HCI group at Glasgow University.

2010

Reviewer

CHI 2010 Works in Progress, DIS 2010 Full Papers, TEI Full papers.

2009

Student Volunteer

MobileHCI 2009, Ubicomp 2010.

Professional Experience

2006-2008

Computer Resource Specialist at the University of California, Irvine

My responsibilities included managing a database of students associated with the office of Student Academic Advancement Services (SAAS), running queries and preparing reports of data, and building and maintaining a website for the SAAS office. Additionally, I played an essential role in providing data for yearly reports used in funding proposals.

2005-2006

Webmaster at Deft Inc.

My responsibilities included the design and implementation of prototypes for a new website for this company. Languages used included html, css, javascript, php, and ruby on rails.

2004-2006

Laboratory Technician at Deft Inc.

I worked in a laboratory setting of this paint and pre-treatment company, preparing samples, running and documenting experiments, as well as completing analysis of results. Additionally, I prepared samples and provided demonstrations of proper applications for customers.

Publications

Brewster, S.A., Murray-Smith, R., Crossan, A., Vazquez-Alvarez, Y. and **Rico, J.** *The GAIME project: Gestural and Auditory Interactions for Mobile Environments*. Whole Body Interaction Workshop, ACM CHI 2009 (Boston, USA).

Rico, J. and Brewster, S.A. *Gestures all around us: differences in social acceptability perceptions of gesture based interfaces*. In Proceedings of MobileHCI 2009 (Bonn, DE)

Brewster, S.A., Murray-Smith, R., Crossan, A., Vazquez-Alvarez, Y. and **Rico, J.** *Multimodal interactions for expressive interfaces*. To appear in Proceedings of EISE'09 (London, UK). BCS.

Rico, J. and Brewster, S.A. *Usable Gestures for Mobile Interfaces: Evaluating Social Acceptability*. In Proceedings of ACM CHI 2010 (Atlanta, GA, USA), ACM Press Addison-Wesley, pp 887-896.

Rico, J. *Evaluating the Social Acceptability of Multimodal Mobile Interactions*. In Extended Abstracts (Doctoral Consortium) of ACM CHI 2010 (Atlanta, USA), ACM Press Addison-Wesley.

Rico, J., Jacucci, G., Reeves, S., Hansen, L., and Brewster, S. *Designing for Performative Interactions in Public Spaces*. To appear in proceedings of UbiComp 2010 (Workshop).

Rico, J., and Brewster, S.A. *Gesture and Voice Prototyping for Early Evaluations of Social Acceptability in Multimodal Interfaces*. To appear in Proceedings of ICMI 2010 (Beijing, China). ACM Press.