Matthew Louis Mauriello CV Assistant Professor, Dept. of Computer & Inform College of Engineering, University of Delaware

Assistant Professor, Dept. of Computer & Information Sciences

BIO STATEMENT

I am an Assistant Professor in the Department of Computer & Information Sciences at the University of Delaware. My work is broadly in Human-Computer Interaction (HCI) and Ubiquitous Computing, where I focus on sustainability, human-building interactions, wearables, personal informatics, education, health & well-being, and games. The aim of my research is twofold: (i) to understand and improve the role of technology with respect to personal and societal issues and (ii) to complement and extend rather than supplant user capabilities. My approach begins with formative work to explore user challenges and perceptions that help identify what roles HCI might play (e.g., alleviating pain points). This work typically informs an iterative design and engineering phase that results in a cyber-physical or software system that leverages advances from diverse areas of computer science (e.g., machine learning, image processing, information visualization, social computing) that I evaluate through a mixed methods approach that includes surveys, interviews, usability studies, field deployments, and controlled trials.

EDUCATION

University of Maryland

2018 Doctor of Philosophy in Computer Science

Area: Human-Computer Interaction (HCI), Ubiquitous Computing, & Sustainable HCI

Dissertation: Designing and Evaluating Next-Generation Thermographic Systems to Support Residential Energy Audits Committee: Jon E. Froehlich (Chair/Advisor), Andrea Grover, David W. Jacobs, Niklas Elmqvist, & Michelle Mazurek

State University of New York at Albany

2010 Master of Business Administration

Area: Information Technology Management

Thesis: The Influence of Leadership Behavior and Social Factors on the Effectiveness of Task-Interdependent Teams

Advisor: Thomas Taber

Master of Science, Computer Science and Applied Mathematics 2008

Area: Software Architecture & Project Management

Qualifying Project: The Design of a Content & Business Management System for Collegiate Sports

Advisor: Mei-Hwa F. Chen

2007 Bachelor of Science, Computer Science and Applied Mathematics

Advisor: Paliath Narendran

RESEARCH & WORK EXPERIENCE

Assistant Professor, University of Delaware, Newark, DE, 2021 – Present

Computer & Information Sciences, College of Engineering; Sensify Lab, Director.

Affiliate Faculty: Data Science Institute; Delaware Energy Institute; Delaware Environmental Institute; Game Studies & eSports; Al Center of Excellence; MS in Data Science (MSDS)

Postdoctoral Scholar, Stanford University, Stanford, CA, 2019 – 2020

School of Medicine, Pervasive Wellbeing Technology Lab. Advisor: Dr. Pablo E. Paredes

Visiting Postdoctoral Scholar, Stanford University & Oregon State University, Stanford, CA, 2018 – 2019

Civil and Environmental Engineering Dept. & School of Public Policy (resp). Advisors: Dr. Ram Rajagopal & Dr. Hilary Boudet

Graduate Research Assistant, UMIACS, University of Maryland, College Park, MD, 2014 – 2018

Makeability Lab, Human-Computer Interaction Lab, Department of Computer Science. Advisor: Dr. Jon E. Froehlich

User Experience Research Intern, Microsoft Research, Bellevue, WA, 2015

Bing UX & Applied Machine Learning, Advisors: Tapas Kanungo & Susan Dumais

Teaching Assistant, Department of Computer Science, University of Maryland, College Park, MD, 2012 – 2016

Introduction to Human-Computer Interaction, Introduction to Image Processing, Introduction to Computer Systems, etc.

University Career Center & the President's Promise, University of Maryland, College Park, MD, 2010 – 2012 Web Services Developer

Research Intern, School of Business, University at Albany, State University of New York, Albany, NY, 2010

Information Technology Management Department. Advisor: Dr. Sanjay Goel

President, Intriguing Design Studios Incorporated, Albany, NY, 2007 – 2018

Project Manager & Developer; freelance website, web services, and application development

Graduate Assistant, New York State Office of Cyber Security, Albany, NY, 2007 - 2010

Project Administration & Reporting; Web Applications Developer

Undergrad Asst, Library Systems, University Library, State University of New York at Albany, Albany, NY, 2006 - 07 Information Technology Technician & Application Programmer

Undergrad Asst, Interactive Media Center, University Library, State University of New York at Albany, Albany, NY, 2006 – 07 Information Technology Technician & Consultant

Project Management Intern, The Office of the Chief Information Officer, Office of the State Comptroller, Albany, NY, 2006 Project Administration & Reporting; Web Applications Developer

Information Technology Intern, Applied Robotics Incorporated, Glenville, NY, 2002-2003 Information Technology Technician & Project Management & CAD Assistant

HONORS & PROFESSIONAL DEVELOPMENT

2023 2023 2023	(Nominated) UD College of Engineering Excellence in Mentoring and Advising Award (Nominated) UD College of Engineering Excellence in Diversity and Inclusion Award Cultural Competence in Computing (3C) Fellow (Cohort 3)
2023	(Nominated) UD College of Engineering Excellence in Teaching Award
2022	Vistage Leadership Fellow, College of Engineering, University of Delaware
2022	Excellent Reviewer, ACM SIGCHI, CHI 2022
2018	Excellent Reviewer, ACM SIGCHI, CHI 2018
2017	Excellent Reviewer, ACM SIGCHI, CHI-PLAY 2017
2017	Excellent Reviewer, ACM SIGCHI, CHI 2017
2017	ALL S.T.A.R. Fellow, The Graduate School, University of Maryland
2017	Future Faculty Fellow, The Clark School, University of Maryland
2016	Jacob K. Goldhaber Travel Award, The Graduate School, University of Maryland
2015	Outstanding Graduate Assistant Award, The Graduate School, University of Maryland
2015	Level 1 Thermographer Certification, Infrared Training Center
2014	HCIL Conference Travel Award, Human-Computer Interaction Lab, University of Maryland
2013	Distinguished Teaching Assistant Award, Center for Teaching Excellence, University of Maryland
2013	John D. Gannon Travel Award, Department of Computer Science, University of Maryland
2012	IGDA Scholar Award, International Game Developers Association
2011	Graduate Participant, Revolutionary Aerospace Systems Concept Academic Linkage, National Institute of Aerospace
2010	Certified Scrum Master, Scrum Alliance
2010	Global Business Strategic Management Team Champion Award, The Business School, University at Albany
2003	EntrePrep, Lally School for Entrepreneurial Leadership, Rensselaer Polytechnic Institute

CONFERENCE PUBLICATIONS

Conferences are the top-tier academic publishing venues for computer scientists. Thus, most of my work is published here.

- Tong, X., Mauriello, M.L., Mora-Mendoza, M.A., Prabhu, N., Kim, J.P., and Paredes, P.E. (2023). "Just Do Something: Comparing Self-proposed and Machine-recommended Stress Interventions among Online Workers with Home Sweet Office." In Proceedings of ACM CHI 2023 Conference on Human Factors in Computing Systems [Acceptance Rate: 28% (879/3182)]
- Kong, M., **Mauriello, M.L.**, and Pollock, L. (2022). "Exploring K-8 Teachers' Preferences in a Teaching Augmentation System for Block-Based Programming Environments." *In Proceedings of Koli Calling 2022*. [Acceptance Rate: 17% (18/105)]
- 2019 **Mauriello, M.L.,** McNally, B., and Froehlich, J.E. (2019). "Thermporal: An Easy-to-Deploy Temporal Thermographic Sensor System to Support Residential Energy Audits." *In Proceedings of ACM CHI 2019 Conference on Human Factors in Computing Systems* [Acceptance Rate: 24% (705/2960)].
- 2018 Mauriello, M.L., McNally, B., Buntain, C., Bagalkotkar, S., Kushnir, S., and Froehlich, J.E. (2018). "A Large-Scale Analysis of YouTube Videos Depicting Everyday Thermal Camera Use." *In Proceedings of ACM MobileHCl 2018 Conference on Human-Computer Interaction with Mobile Devices & Services in Computing Systems* [Acceptance Rate: 24% (50/213)].
- Golbeck, J., **Mauriello, M.L.**, Auxier, B., Bhanushali, K.H., Bonk, C., Bouzaghrane, M.A., Buntain, C., *et al.*, (2018). "Fake News vs Satire: A Dataset and Analysis." *In Proceedings of the 10th ACM Conference on Web Science* [Acceptance Rate: 27% (30/113)]. **Best of WebSci'18.**

- 2018 McNally, B., Kumar, P., Hordatt, C., Mauriello, M.L., Naik, S., Norooz, L., Shorter, A., Golub, E., and Druin, A., (2018). "Co-Designing Mobile Online Safety Applications with Children." In Proceedings of ACM CHI 2018 Conference on Human Factors in Computing Systems [Acceptance Rate: 26% (667/2595)].
- 2017 Mauriello, M.L., Saha, M., Brown, E., and Froehlich, J.E., (2017). "Exploring Novice Approaches to Smartphone-Based Thermographic Energy Auditing: A Field Study." In Proceedings of ACM CHI 2017 Conference on Human Factors in Computing Systems [Acceptance Rate: 25% (606/2424)].
- 2017 McNally, B., Mauriello, M.L., Guha, M.L., and Druin, A., (2017). "Gains from Participatory Design Team Membership as Perceived by Child Alumni and their Parents." In Proceedings of ACM CHI 2017 Conference on Human Factors in Computing Systems [Acceptance Rate: 25% (606/2424)].
- 2016 McNally, B., Guha, M.L., Mauriello, M.L., and Druin, A., (2016). "Children's Perspectives on Ethical Issues Surrounding their Past Involvement on a Participatory Design Team." In Proceedings of ACM CHI 2016 Conference on Human Factors in Computing Systems [Acceptance Rate: 23% (538/2300)].
- 2015 Mauriello, M.L., Norooz, L., and Froehlich, J.E., (2015). "Understanding the Role of Thermography in Energy Auditing: Current Practices and the Potential for Automated Solutions." In Proceedings of ACM CHI 2015 Conference on Human Factors in Computing Systems [Acceptance Rate: 23% (495/2150)]. Best Paper Honorable Mention.
- 2015 Norooz, L., Mauriello, M.L., Jorgensen, A., McNally, B., and Froehlich, J.E., (2015). "BodyVis: A New Approach to Body Learning through Wearable Sensing and Visualization." In Proceedings of ACM CHI 2015 Conference on Human Factors in Computing Systems [Acceptance Rate: 23% (495/2150)]. Best Paper Honorable Mention.
- 2014 Mauriello, M.L., Gubbels, M., Froehlich, J. E., (2014). "Social Fabric Fitness: The Design and Evaluation of Wearable E-Textile Displays to Support Group Running." In Proceedings of ACM CHI 2014 Conference on Human Factors in Computing Systems. [Acceptance Rate: 23% (464/2034)]

JOURNAL PUBLICATIONS

All journal publications below are publications that have not appeared in other peer-reviewed venues.

- 2023 Vemuri, V., Heintzelman, M., Waad, A., Mauriello, M.L., Decker, K., and Dominick, G., (2023). "Toward Dynamic Action Planning with User Preferences in Automated Health Coaching." Smart Health.
- 2022 Becerik-Gerber, B., Lucas, G., Aryal, A., Awada, M., Bergés, M., Billington, S.L., ... Mauriello, M.L., ... and Zhu, R. (2022). "The field of human building interaction for convergent research and innovation for intelligent built environments." Scientific Reports, 12(1), 22092.
- 2022 Becerik-Gerber, B., Lucas, G., Aryal, A., Awada, M., Bergés, M., Billington, S.L., ... Mauriello, M.L., ... and Zhao, J. (2022). "Ten questions concerning human-building interaction research for improving the quality of life." Building and Environment, 226, 109681.
- 2022 Kim, L., Saha, G., Leon, A., King, J., Mauriello, M.L., and Paredes, P.E., (2022). "Shared Autonomy to Reduce Sedentary Behavior among Sit-Stand Desk Users in the US and India: An Online Study." JMIR Formative Research.
- 2022 Douglas, I. P., Murnane, E. L., Bencharit, L. Z., Altaf, B., dos Reis Costa, J. M., Yang, J., ... Mauriello, M.L., ... & Billington, S. L. (2022). "Physical workplaces and human well-being: A mixed-methods study to quantify the effects of materials, windows, and representation on biobehavioral outcomes." Building and Environment, 224, 109516.
- 2021 *Mauriello, M.L., *Tantivasadakarn, N., Mora-Mendoza, M.A., Lincoln, E.T., Hon, G., Nowruzi, P., Simon, D., Hansen, L., Goenawan, N.H., Kim, J., Gowda, N., Jurafsky, D., and Paredes, P.E., (2021). "A Suite of Mobile Conversational Agents for Daily Stress Management (Popbots): Mixed Methods Exploratory Study." JMIR Formative Research, 2021,
- 2021 Dasler, P., Malik, S., and Mauriello, M.L., (2021). "'Just Follow the Lights': A Ubiquitous Framework for Low-Cost, Mixed Fidelity Navigation in Indoor Built Environments." International Journal of Human-Computer Studies, 2021, 102692, ISSN 1071-5819.
- Balters, S., Mauriello, M.L., Park, S.J., Landay, J.A., Paredes, P.E., (2020). "Calm Commute: Guided Slow Breathing for 2020 Daily Stress Management in Drivers." In Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies, 4, 1, 38 (2020): 19.
- 2016 Golbeck, J., and Mauriello, M.L., (2016). "User Perception of Facebook App Data Access: A Comparison of Methods and Privacy Concerns." Future Internet, v8.2 (2016): 9.
- 2014 Lee, T. Y., Mauriello, M. L., Ahn, J., and Bederson, B.B., (2014). "CTArcade: Computational Thinking with Games in School Age Children." International Journal of Child-Computer Interaction, v2.1 (2014): 26-33.

ADJUNCT PUBLICATIONS

2021 Mauriello, M.L., Lincoln, E.T., Hon, G., Simon, D., Jurafsky, D., and Paredes, P.E., (2021) "SAD: A Stress Annotated Dataset for Recognizing Everyday Stressors in SMS-like Conversational Systems" In Proceedings of ACM CHI 2021 Conference on Human Factors in Computing Systems. Extended Abstract.

- 2021 Kim, L.H., Leon, A.A., Sankararaman, S., Jones, B.M., Saha, G., Spyopolous, A., Motani, A., **Mauriello, M.L.,** and Paredes, P.E., (2021). "The Haunted Desk: Exploring Non-Volitional Behavior Change with Everyday Robotics." *In Companion of ACM/IEEE HRI 2021 Conference on Human-Robot Interactions*. **Best LBR Award Nominee**.
- 2019 **Mauriello, M.L.,** Zanocco, C., Stelmach, G., Flora, J., Boudet, H., and Rajagopal, R., (2019). "An Energy Lifestyles Program for Tweens: A Pilot Study". *In Proceedings of ACM CHI 2019 Conference on Human Factors in Computing Systems*. Extended Abstract. [Acceptance Rate: 42% (343/813)].
- Bates, O., New, K., Mitchell-Finnigan, S., **Mauriello, M.L.**, Remy, C., Bendor, R., Mann, S., Chopra, S., Clear, A., and Priest, C., (2019)., "Toward a Responsible Innovation Agenda for HCI." *In Proceedings of ACM CHI 2019 Conference on Human Factors in Computing Systems*. Extended Abstract.
- Buntain, C., Golbeck, J., Auxier, B., Assefa, G., Boyd, K., Byers, K.M, Chawla, G., Chen, D., Cooper, B.J., Cupani, J., Daetwyler, C., DeWitt, N., Garcia, S., Hafer, C., Khan, M., Lewis, E., Martindale, M. J., **Mauriello, M.L.,** *et al.* (2019). "Analyzing a Fake News Authorship Network. *In Proceedings of the iSchools iConference 2019.* Extended Abstract.
- 2017 **Mauriello, M.L.**, Chazan, J., Gilkeson, J., and Froehlich, J.E., (2017). "A Temporal Thermography System for Supporting Longitudinal Building Energy Audits." *In Proceedings of the 2017 ACM international Joint Conference on Pervasive and Ubiquitous Computing*. Adjunct Publication.
- 2016 **Mauriello, M.L.**, Shneiderman, B., Du, F., Malik, S., and Plaisant, C., (2016). "Simplifying Overviews of Temporal Event Sequences." *In Proceedings of ACM CHI 2016 Conference on Human Factors in Computing Systems*. Extended Abstract. [Acceptance Rate: 43% (281/647)]. **Best Paper Honorable Mention.**
- 2014 Mauriello, M. L., and Froehlich, J. E., (2014). "Towards Automated Thermal Profiling of Buildings at Scale using Unmanned Aerial Vehicles and 3D-Reconstruction." In Proceedings of the 2014 ACM international Joint Conference on Pervasive and Ubiquitous Computing. Adjunct Publication.
- 2012 Lee, T. Y., **Mauriello, M.L.**, Ingraham, J., Sopan, A., Ahn, J., and Bederson, B. B. (2012). "CTArcade: Learning Computational Thinking while Training Virtual Characters through Game Play." *In Proceedings of ACM CHI 2012 Conference on Human Factors in Computing Systems*. Extended Abstract.

WORKSHOP PAPERS

- 2022 Chandrasekaran, A., Huynh, L.M., Bencharit, L.Z., and **Mauriello, M.L.**, (2022). "Toward Computer-Mediated Emotional Monitoring and Burnout Mitigation for University STEM Students." *ACM SIGCHI 2022 The Future of Emotion in Human-Computer Interaction Workshop.*
- 2022 Khatiwada, P., Mumma, I., Halko, L, Alvanpour, A., and **Mauriello, M.L.**, (2022). "Toward Browser-based Interventions to Tackle Misinformation Online." *ACM SIGCHI 2022 Designing for Mis/Disinformation Workshop*.
- 2020 Paredes, P.E., Goel, R., and **Mauriello, M.L.**, (2020). "SWEET: Towards a Digital Wellbeing and Occupational Health Platform in the Age of the COVID-19 Pandemic." *Microsoft, New Future of Work Symposium*
- 2020 **Mauriello, M.L.**, Mora-Mendoza, M., and Paredes, P.E., (2020). "Towards Breathing Edges: A Prototype Respiration Entrainment System for Browser-based Computing Tasks." *ACM SIGCHI 2020 3rd Body as a Starting Point Workshop Exploring Themes for Imbodied Interaction Research and Design.*
- 2020 Paredes, P., Tantivasadakarn, N., Hon, G., Lincoln E.T., Gowda, N., Mora-Mendoza, M., **Mauriello, M.L.**, (2020). "Toward PopBots: A Suite of Conversational Agents for Daily Stress." *ACM SIGCHI 2020 Workshop on Conversational Agents for Health and Wellbeing.*
- 2017 **Mauriello, M.L.**, (2017). "Scalable Methods and Tools to Support Thermographic Data Collection and Analysis for Energy Audits." *ACM Ubicomp 2017 Doctoral Colloquium*.
- Mauriello, M.L., Dalhausen, M., Brown, E., Saha, M., and Froehlich, J.E. (2016). "The Future Role of Thermography in Human-Building Interaction." ACM SIGCHI 2016 Workshop on the Future of Human-Building Interaction.

PREPRINTS

*Khan, Y., *Mauriello, M.L., Nowruzi, P., Motani, A., Hon, G., Vitale, N., Li, J., Kim, J., Foudeh, A., Duvio, D., Shols, E., Chesnut, M., Landay, J., Liphardt, J., Williams, L., Sudheimer, K.D., Murmann, B., Bao, Z., and Paredes, P.E., (2021). "Design considerations of a wearable electronic-skin for mental health and wellness: balancing biosignals and human factors." bioRxiv 2021.01.20.427496

TECHNICAL REPORTS

2018 **Mauriello, M.L.**, Buntain, C., McNally, B., Bagalkotkar, S., Kushnir, S., and Froehlich, J.E., (2018). "SMIDGen: An Approach for Scalable, Mixed-Initiative Dataset Generation from Online Social Networks." *HCIL Tech Reports*.

DISSERTATION

2018 **Mauriello, M.L.**, (2018). "Designing and Evaluating Next-Generation Thermographic Systems to Support Residential Energy Audits." Department of Computer Science, University of Maryland.

MAGAZINE ARTICLES

Bendor, R., Nathan, L., **Mauriello, M.L.**, and O. Bates (2021). "Everything in the forest is the forest": A Decade of Sustainability in (Inter)Action forum'. Interactions 28(4): 65-67.

CONFERENCE PRESENTATIONS

- "Thermporal: An Easy-to-Deploy Temporal Thermographic Sensor System to Support Residential Energy Audits." CHI 2019, Glasgow, Scotland, United Kingdom, May 4 9, 2019.
- "A Large-Scale Analysis of YouTube Videos Depicting Everyday Thermal Camera Use." MobileHCl 2018, Barcelona, Spain, September 3 6, 2018.
- "Exploring Novice Approaches to Smartphone-based Thermographic Energy Auditing: A field study." CHI 2017, Denver, Colorado, USA, May 6 11, 2017.
- "Understanding the Role of Thermography in Energy Auditing: Current Practices and the Potential for Automated Solutions." CHI 2015, Seoul, Republic of South Korea, April 18 23, 2015.
- "Social Fabric Fitness: The Design and Evaluation of Wearable E-textile Displays to Support Group Running." CHI 2014, Toronto, Ontario, Canada, April 26 May 1, 2014.

POSTER PRESENTATIONS

- "Music for Autistic Listeners: A Music Theory Community Engagement Project." Pedagogy into Practice 2022. Michigan State University, June 2 4, 2022.
- "SAD: A Stress Annotated Dataset for Recognizing Everyday Stressors in SMS-like Conversational System." CHI 2021, Online Virtual Conference. May 13 18, 2021.
- "Perceptions of a Skin Wearable for Stress Management." eWEAR 2020 Conference, Stanford University. February 14, 2020.
- "An Energy Lifestyles Program for Tweens: A Pilot Study." CHI 2019, Glasgow, Scotland, United Kingdom, May 4 9, 2019.
- "A Temporal Thermography System for Supporting Longitudinal Building Energy Audits." UbiComp 2017, Maui, Hawaii, USA September 11 15, 2017.
- "Simplifying Overviews of Temporal Event Sequences." CHI 2016, San Jose, California, USA, May 7 17, 2016.
- "Towards Automated Thermal Profiling of Buildings at Scale Using Unmanned Aerial Vehicles and 3D-Reconstruction." UbiComp 2014, Seattle, Washington, USA, September 13 17, 2014.
- "CTArcade: Learning Computational Thinking While Training Virtual Characters Through Game Play." CHI 2012, Austin, Texas, USA, May 5-10, 2012.

INVITED TALKS

- "Academia vs. Industry: A Career Panel." CS + Social Good Panel Discussion, University of Delaware, May 4, 2022
- "Designing Interactive Systems for Built Environments." HCI Seminar, Uppsala University, Virtual Presentation, Sept. 29, 2021
- "SAD: A Stress Annotated Dataset for Recognizing Everyday Stressors in SMS-like Conversational System." Data Science Institute Community Hour, Data Science Institute (DSI), University of Delaware, Virtual Presentation, March 25, 2021
- "Don't Stick It Here, Stick It There: Receptiveness to eSkin Wearables for Stress Monitoring in Northern California." Research in Progress Seminar Series, Stanford Diabetes Center, Stanford University. Virtual Seminar Presentation, May 15, 2020.
- "Building Interactive Systems for Social Good." Illinois Institute of Technology, Computer Science Department, Virtual Seminar Presentation, March 24, 2020

- "Building Interactive Systems for Social Good." Michigan State University, Department of Computer Science and Engineering, Virtual Seminar Presentation, March 18, 2020.
- "Building Interactive Systems for Social Good." Tufts University, Department of Computer Science, Virtual Seminar Presentation, March 13, 2020.
- "Building Interactive Systems for Social Good." University at Albany SUNY, Department of Computer Science, Albany, New York, USA, March 9, 2020.
- "Building Interactive Systems for Social Good." University of Texas at Dallas, Department of Computer Science, Dallas, Texas, USA, March 4, 2020.
- "Building Interactive Systems for Social Good." San Francisco State University, Computer Science Department, San Francisco, California, USA, February 27, 2020.
- "Building Interactive Systems for Social Good." University of Delaware, Department of Computer and Information Sciences, Newark, Delaware, USA, February 19, 2020.
- "Building Interactive Systems for Social Good." University of Texas at Arlington, Department of Computer Science and Engineering, Arlington, Texas, USA, February 12, 2020.
- "An Energy Lifestyles Program for Tweens: A Pilot Study." The University of Oxford, Environmental Change Institute, England, United Kingdom, May 21, 2019.
- "The Role of Thermography in Professional and Novice Energy Auditing." Owens Corning R&D, Granville, Ohio, USA, June 8, 2017.
- "Game Jam 101: A Workshop." Global Game Jam 2017, American University, Washington, DC, USA, Jan 20, 2017.
- "Tumbleweed Express: A tale of 54 game jams." International Game Developers Association (IGDA) DC Chapter Meeting, Washington, DC, USA, June 28, 2016.
- "Exploring Non-Professional Smartphone-based Thermographic Energy Auditing." 32nd Annual HCIL Symposium, College Park, Maryland, USA, May 26, 2016.
- "Game jams, SCRUM, and the Development of Independent Video Games." 1st Annual UMD Video Game Showcase, College Park, Maryland, USA, April 14, 2013.
- "Understanding the Role of Thermography in Energy Auditing: Current Practices and the Potential for Automated Solutions." University of Maryland Baltimore County, Baltimore, MD, USA, March 30, 2015.
- "Social Fabric Fitness: The Design and Evaluation of Wearable E-textile Displays to Support Group Running." Quantified Self DC, Washington, DC, USA, March 19, 2014.

GUEST LECTURES

- "The Case of the Therac-25." CISC355 Computer, Ethics and Society, University of Delaware, October 4, 2023.
- "The Case of the Therac-25." CISC355 Computer, Ethics and Society, University of Delaware, March 7, 2023.
- "The Case of the Therac-25." CISC355 Computer, Ethics and Society, University of Delaware, January 25, 2023.
- "Enhancing User Experiences with Technology Interventions." CISC890 NEWGRAD, University of Delaware, Nov 28, 2022
- "The Case of the Therac-25." CISC355 Computer, Ethics and Society, University of Delaware, September 28, 2022.
- "Game Jam 101: A Workshop." CISC374 Educational Game Development, University of Delaware, April 26, 2022.
- "Enhancing User Experiences with Technology Interventions." CISC890 NEWGRAD, University of Delaware, Nov 5, 2021
- "Physical Computing Gotchas: Tips, Tricks, and Skills for Working in Modern Makerspaces." CSCI 8115 Human-Computer Interaction and User Interface Technology, University of Minnesota, Virtual Guest Lecture, February 11, 2021.
- "Enhancing User Experiences with Technology Interventions." CISC890 NEWGRAD, University of Delaware, December 7, 2020

University of Delaware (as assistant professor)

2023 Augmenting Teaching Environments for Block-based Programming Education

University of Delaware, College of Engineering, Mini-Grant Program, \$5000 Co-Author, PIs: Matthew Louis Mauriello (PI), Lori Pollock, & Minji Kong

2023 Community Comms: A Personal Informatics Trial

University of Delaware, AI Center of Excellence, Summer Intern Program, \$1950

Author, PI: Matthew Louis Mauriello

2022 Community Comms: A Hybrid Web Mining, Crowd-powered, Online News Media Literacy Network

University of Delaware, Biden School of Public Policy, SNF Ithaca Student Leaders Program, \$1000

Author, PI: Matthew Louis Mauriello

2022 Interactive Music for Listeners with Autism and Related Disabilities

University of Delaware, Maggie E. Neumann Research Fund, \$49,000 Co-author, PIs: Daniel B. Stevens & Matthew Louis Mauriello (Co-PI)

2021 Supporting Future Crisis Line Work through the Inclusive Design of Worker-facing Tools that Empower

Self-management of Wellbeing and Performance

National Science Foundation, Future of Work at the Human-Technology Frontier: Core Research, \$112,000 Co-author, Pls: Elizabeth L. Murnane, Kaiping Chen, Matthew Louis Mauriello (Co-Pl), & Larry Leifer

2021 SMIDGen: A Scalable, Mixed-Initiative Dataset Generation Tool for Online Social Science Research

Sage Publishing, Sage Concept Grant Program, \$2,736

Author, PI: Matthew Louis Mauriello

Stanford University (as postdoc)

2021 A Personalized Digital Long-term Stress Management Platform in the Age of COVID-19

Stanford University, Center for Artificial Intelligence in Medicine & Imaging, \$19,525 (Google Cloud)

Co-lead author, PI: Pablo E. Paredes

2020 Multimodal & Multidomain Stress Sensing

Stanford University, Institute for Human-Centered Artificial Intelligence Seed Grant, \$75,000

Contributing writer, PIs: Pablo E. Paredes & Mert Pilanci

2020 Personalized Long-Term Stress Management for COVID-19 Distance Learning

Stanford University, Spectrum Population Health Sciences Pilot Grant Program, \$40,000

Co-lead author, PIs: Pablo E. Paredes & Jane P. Kim

2020 Digital Wellbeing and Occupational Health in the Age of COVID-19

Stanford University, RISE Grant Program, \$50,000

Co-lead author, PIs: Victor G. Carrion, Pablo E. Paredes, & Jane P. Kim

2020 Artificial Intelligence-enabled Multimodal Stress Sensing for Precision Health

National Science Foundation, SenSE 20-556, \$750,000

Contributing writer, Pls: Pablo E. Paredes, Zhenan Bao & Mert Pilanci

2020 PopBots: An Army of Chatbots for Stress Management

Stanford University, Institute for Human-Centered Artificial Intelligence AWS Cloud Credits Grant, \$3,000

Led proposal with co-author Pablo E. Paredes

2019 **IoT Infrastructure for Indoor Navigation**

Adobe Research, Systems Technology Lab, \$10,000 Led proposal with co-author Pablo E. Paredes

University of Maryland (as graduate student)

2014 Pervasive Thermography and Building Sustainability

University of Maryland, Office of Sustainability, \$11,500

Led proposal with co-author Jon E. Froehlich

TEACHING

University of Delaware (as assistant professor)

2023	Assistant Professor, CISC474: Advanced Web Technologies (Fall 2023)
2023	Assistant Professor, CISCX87: VIP, Computing for Social Good (Fall 2023)
2023	Assistant Professor, CISCX67: Computing for Social Good (Spring 2023)
2023	Assistant Professor, CISC361: Operating Systems (Spring 2023)
2023	Assistant Professor, CISCX87: VIP, Computing for Social Good (Spring 2023)
2022	Assistant Professor, CISCX82: Introduction to Human-Computer Interaction (Fall 2022)
2022	Assistant Professor, CISCX87: VIP, Computing for Social Good (Fall 2022)
2022	Assistant Professor, CISC361: Operating Systems (Spring 2022)
2022	Assistant Professor, CISCX87: VIP, Computing for Social Good (Spring 2022)
2021	Assistant Professor, CISC474: Advanced Web Technologies (Fall 2021)
2021	Assistant Professor, CISC466: Independent Study x 2 (Fall 2021)
2021	Assistant Professor, CISCX87: VIP, Computing for Social Good (Fall 2021)
2021	Assistant Professor, CISCX67: Computing for Social Good (Spring 2021)

University of Maryland (as graduate student)

2015 Graduate Student Instructor, CMSC838L: Advanced Topics in Programming Languages; HCI Reading Seminar

2013 – 2016 Teaching Assistant, CMSC434: Introduction to Human-Computer Interaction

Teaching Assistant, CMSC426: Introduction to Image Processing
 Teaching Assistant, CMSC216: Introduction to Computer Systems

MENTORING

University of Delaware (as assistant professor)

2023 – Present	Harisha Janakiraman, MS Student, University of Delaware
2023 – Present	Shreeya Parekh, Undergraduate Intern, University of Delaware
2023 – Present	Christopher Bennett, Undergraduate Intern, University of Delaware
2023 – Present	Connor Penhale, Undergraduate Intern, University of Delaware
2023 – Present	Andrew Ngo, Undergraduate Intern, University of Delaware
2023 – Present	Benita Abraham, Undergraduate Intern, University of Delaware
2023 – Present	Pranav Kamath, Undergraduate Intern, University of Delaware
2023 – Present	Axel Rodriguez-Leon, Undergraduate Intern, University of Delaware
2022 – Present	Faith Lovell, Undergraduate Intern, University of Delaware
2022 – Present	Owen He, Undergraduate Intern, University of Delaware
2022 – Present	Ashrey Mahesh, Undergraduate Intern, University of Delaware
2022 – Present	Joy Mwaria, Undergraduate Intern, University of Delaware
2022 – Present	Kyle Wang, PhD Student (Co-Advisor with Dr. Kenneth Barner), University of Delaware
2022 – Present	Arnav Taduvayi, High School Intern, Odyssey Charter High School
2022 – Present	Moath Erqsous, PhD Student, University of Delaware
2022 – Present	Fatimah Alhassan, MS Student, University of Delaware
2022 – Present	Malika Iyer, Undergraduate Intern, University of Delaware
2022 – Present	Avinash Chouhan, Undergraduate Intern, University of Delaware
2022 – Present	Nabiha Syed, Undergraduate Intern, University of Delaware
2022 – Present	Diya Shah, Undergraduate Intern, University of Delaware
2022 – Present	London Bielicke, Undergraduate Intern, Rhodes College (CRA DREU)
2022 – Present	Simon Brugel, Undergraduate Intern, University of Delaware
2022 – Present	Prerana Khatiwada, PhD Student, University of Delaware
2022 – Present	Michael Arocho, Undergraduate Intern, University of Delaware
2021 – Present	Aishwarya Chandrasekaran, PhD Student, University of Delaware
2021 – Present	Minji Kong, PhD Student (Co-Advisor with Dr. Lori Pollock), University of Delaware

MENTORING (Continued)

2023 2022 - 2023 2022 - 2023 2022 - 2023 2022 - 2023 2022 - 2023 2022 - 2023 2021 - 2022 2021 - 2022	Guru Nayak, Undergraduate Intern, University of Delaware Ella Wilkins, Undergraduate Intern, University of Delaware Aparna Roy, Undergraduate Intern, University of Delaware Yuqing Pan, Undergraduate Intern, University of Delaware JD Wang, Undergraduate Intern, University of Delaware Maxwell Wang, Undergraduate Intern, University of Delaware Trisha Srikanth, High School Intern, Padua Academy Luke Halko, Undergraduate Intern, University of Delaware (Data Scientist, CompassRed) Ian Mumma, Graduate Intern, University of Delaware Ribo Yuan, Undergraduate Intern, University of Delaware (MS Program, Northeastern University) Sahar Nilipour, MS Student, University of Delaware (Engineer, Qualcomm) Aneseh Alvanpour, Graduate Intern, University of Louisville (Modeler, Discover Financial Services) Noah Hodgson, Undergraduate Intern, University of Delaware (Innovation Architect, WL Gore & Associates) Emily Taylor, Undergraduate Intern, University of Delaware (Software Development Engineer, Expedia Grp.) Ansh Jain, High School Intern, Caravel Academy (Undergraduate Program, University of Maryland)
2021, 2023	Ansh Jain, High School Intern, Caravel Academy (Undergraduate Program, University of Maryland)
2021 2021	Daniel Halberg, Graduate Intern, University of Wisconsin-Madison (Associate Data Scientist, AAA) Alina Christenbury, MS Student, University of Delaware (Gameplay Designer, Microsoft/The Coalition)

Stanford University (as postdoc)

Parsa Nowruzi, Graduate Intern, Stanford University
Dorien Simon, Undergraduate Intern, Stanford University
Luke Hansen, Undergraduate Intern, Stanford University
Joshua Kim, Undergraduate Intern, Stanford University
Nathaniel Goenawan, Undergraduate Intern, Stanford University
Gizem Incesu, Undergraduate Intern, Stanford University
Marco Antonio Mora-Mendoza, Undergraduate Intern, Stanford University
Philip Dasler, Graduate Intern, Adobe Research
Thierry Lincoln, Graduate Intern, Stanford University
Grace Hon, Graduate Intern, Stanford University
Nick Tantivasadakarn, Undergraduate Intern, Stanford University
Akshara Motani, Graduate Intern, Stanford University
Kintien Wong, High School Intern, Stanford University

University of Maryland (as graduate student)

2017 – 2018	Simran Chawla, Undergraduate Intern, University of Maryland
2017	Sapna Bagalkotkar, High School Intern, University of Maryland
2017	Samuel Kushnir, High School Intern, University of Maryland
2017	Matt Brady, Undergraduate Intern, University of Maryland
2017	Anthony Castrio, Undergraduate Intern, University of Maryland
2016	Julia Zheng, Undergraduate Intern, University of Maryland
2016	Luka Zhupa, Undergraduate Intern, University of Maryland
2016 – 2017	Manaswi Saha, Graduate Intern, University of Maryland
2015 – 2016	Erica Brown, Undergraduate Intern, University of Maryland
2014, 2016	Jamie Gilkeson, High School & Undergraduate Intern, University of Maryland
2013, 2016 – 2017	Noa Chazan, High School & Undergraduate Intern, University of Maryland

DISSERTATION, THESIS, & SIMILAR COMMITTEES

2023 – Present	Shreeya Parekh, Senior Thesis (Chair)
2023 – Present	Qile Wang, PhD Preliminary Exam Committee (Chair)
2023 – Present	Ankit Kulshrestha, PhD Dissertation Committee (Minor Area Faculty Member)
2022 - Present	Suhotro Gorai, PhD Dissertation Committee (Minor Area Faculty Member)
2022 – Present	Fumian Chang, PhD Dissertation Committee (Minor Area Faculty Member)
2022 – Present	Yifan Zhang, PhD Dissertation Committee (Minor Area Faculty Member)
2022 - Present	Matthew Frazier, PhD Dissertation Committee (Major Area Faculty Member)
2022 – Present	Jicheng Li, PhD Dissertation Committee (Minor Area Faculty Member)
2021 - Present	Aiith Vemuri, PhD Dissertation Committee (Minor Area Faculty Member)

DISSERTATION, THESIS, & SIMILAR COMMITTEES (Continued)

2023	Aishwarya Chandrasekaran, PhD Preliminary Exam Committee (Chair)
2023	Prerana Khatiwada, PhD Preliminary Exam Committee (Chair)
2021 – 2022	Yunzhi Li, PhD Dissertation Committee (Minor Area Faculty Member)
2022	Sahar Nilipour, MS Thesis Committee (Chair)
2021 – 2022	Yan-Ming Chiou, PhD Dissertation Committee (Minor Area Faculty Member)
2021	Minji Kong, PhD Preliminary Exam Committee (Major Area Faculty Member)

PROFESSIONAL ACTIVITIES & SERVICE

2023 – Present	Guest Editor, IEEE Pervasive Computing (Magazine): Special Issue on Pervasive Sustainability
2023 - Present	Member, UD CIS Tenure-Track Faculty Search Committee, University of Delaware
2023 - Present	Member, Institute of Electrical and Electronics Engineers (IEEE)
2023 - Present	Area Contact (HCI/HCC), UD CIS, University of Delaware
2023 - Present	Associate Chair, Interaction Design and Children (IDC) Conference
2022 - Present	COE Faculty Representative, UD Laird Fellowship Committee
2022 - Present	Chair, UD CIS Awards Committee, University of Delaware
2022 - Present	Member, SIGCHI Sustainability Committee
2022 - Present	Sustainability Co-Chair, 2023/24 ACM Conference on Human Factors in Computing Systems (CHI2023/24)
2022 - Present	Program Committee, International Conference on Advances in Computer-Human Interactions (ACHI)
2021 - Present	Faculty Mentor, UD CIS CS+ Social Good Student Organization, University of Delaware
2021 - Present	Faculty Advisor, UD COE Engineering Education Ecosystem, University of Delaware
2021 - Present	Faculty Mentor, UD COE K12 High School Internship Program, University of Delaware
2021 - Present	Reviewer, ACM International Conference on Web and Social Media (ICWSM)
2020 - Present	Associate Chair, Specific Application Areas; Human Factors in Computing Systems Conference (CHI)
2019 - Present	Reviewer, International Journal of Human-Computer Studies (IJHCS)
2018 - Present	Program Committee, ICT for Sustainability Conference (ICT4S)
2018 - Present	Member, Association for Computing Machinery (ACM) [SIGCHI & SIGCSE]
2018 - Present	Member, International Game Developers Association
2017 - Present	Reviewer, Proceedings of the ACM on Interactive, Mobile, Wearable, and Ubiquitous Technologies (IMWUT)
2016 – Present	Reviewer, Journal of Medical Internet Research (JMIR, JMIR Formative, JMIR Cardio)
2013 – Present	Reviewer, Papers & LBWs, Proceedings of the ACM on Human Factors in Computing Systems (CHI)
2008 – Present	Developer, Independent Video Game Project(s)
2020 – 2022	Member, CIS Graduate Admissions Committee, University of Delaware
2022	Participating Writer, NSF-sponsored Human Building Interaction Writing Workshop
2022	Participant, CRA 2022 Career Mentoring Workshop
2022 – 2023	Reviewer, NSF Graduate Research Fellowship Program
2022 – 2023	Reviewer, NSF IIS: HCC Grant Program Reviewer
2022	Member, Awards Committee; Human Factors in Computing Systems Conference (CHI2022)
2021 – 2022	Faculty Mentor, SNF Ithaca Initiative, The Biden School of Public Policy & Admin., University of Delaware
2021 – 2022	Member, CIS Graduate Program Committee, University of Delaware
2021	Technical Subcommittee Chair, Data Science Institute Symposium, University of Delaware
2021	Reviewer, Behavior & Information Technology (BIT)
2021	Participant, UD Center for Teaching and Learning (CTAL) Summer Institute on Teaching
2021	Reviewer, 24th Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2021)
2021	Reviewer, 9th International Conference on Affective Computing & Intelligent Interaction (ACII 2021)
2020	Reviewer, 15th ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI 2021)
2020	Reviewer, UbiComp/ISWC 2020 Posters and Demos
2020	Reviewer, 11th Nordic Conference on Human-Computer Interaction (NordiCHI 2020)
2020	Reviewer, ACM User Interface Software and Technology Symposium (UIST 2020)
2020	Organizer, (not-)CHI2020 Sustainable HCI Virtual Forum
2019 – 2021	Communications Chair, ACM SIGCHI Communities: HCI and Sustainability (SHCI)
2018 – 2019	Reviewer, Applied Energy (Journal)
2018, 2021	Session Chair, Human Factors in Computer Systems Conference (CHI)
2018	Graduate Admissions Committee, Department of Computer Science, University of Maryland
2018	Reviewer, Graphics Interface Conference (GI2018)

PROFESSIONAL ACTIVITIES & SERVICE (Continued)

2018	Reviewer, Designing Interactive Systems Conference
2017 – 2018	Hackerspace Student Coordinator, Human-Computer Interaction Lab (HCIL), University of Maryland
2016 – 2017	Graduate Representative, Department Council, Department of Computer Science, University of Maryland
2017	Reviewer, Social Science Computer Review (SSCORE)
2016	Graduate Student Ambassador, Department of Computer Science, University of Maryland
2016 – 2017	Reviewer, Computer-Human Interaction in Play (CHI-PLAY)
2016	Student Volunteer, Human Factors in Computer Systems Conference (CHI)
2015 – 2016	Graduate Representative, Education Committee, Department of Computer Science, University of Maryland
2014 – 2016	Human-Computer Interaction Lab (HCIL) Social Coordinator (HCIL-Play Listserv & Social Media)
2014 – 2017	Reviewer, Pervasive and Ubiquitous Computing Conference (UbiComp)
2012 – 2018	Student Volunteer, Annual Human-Computer Interaction Lab (HCIL) Symposium
2012 – 2018	Student Member, Association for Computing Machinery (ACM) and SIGCHI
2012 – 2013	Vice President, University of Maryland Student Chapter of the Association for Computing Machinery
2012 – 2013	Guest Columnist, BaltimoreGamer
2011	Volunteer, University of Maryland STEM Expo & University of Maryland Day
2009 – 2019	Student Member, International Game Developers Association
PRESS	
2023	Cherry, A., (2023). "Learning to Love Music." UDaily (March 2023).
2022	Mauriello, M.L., (2022). "SMIDGen: A scalable, mixed-initiative dataset generation tool for online social science research." SAGE Publishing (Spring 2022).
2021	Li, J., and Ahuja, K., (2021). "Making with a sustainable purpose: an interview with Matthew L. Mauriello." XRDS 27, 4 (Summer 2021), 38–41.