Meredith Ringel Morris

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OVERVIEW

I am an internationally-recognized expert in Human Computer Interaction (HCI), Human-AI Interaction, and Human-Centered AI (HAI), focusing on the design, development, and evaluation of collaborative, social, and/or accessible technologies, including working at the boundary of HCI and AI to develop responsible AI-based technologies that enhance the capabilities of all people. I am seeking opportunities to do world-changing research and/or lead a high-impact team at the intersection of AI and HCI, drawing on my unique expertise in sociotechnical AI to invent the next generation of inclusive, intelligent technologies.

Areas of expertise: human-centered AI, responsible AI, human-AI interaction, ethical AI, AI safety, gesture interfaces, collaborative technologies, social media, social search, Q&A systems, information retrieval, crowdsourcing, accessible and assistive technologies, digital inclusion, universal design

EDUCATION

2006 Ph.D. in Computer Science, Stanford University

2003 M.S. in Computer Science, Stanford University

2001 Sc.B. in Computer Science, Brown University (Magna Cum Laude)

PROFESSIONAL EXPERIENCE

2021 - present **Google DeepMind (2023 - present), Google Research (2021 - 2023)**
Director & Principal Scientist, Human-AI Interaction, Google DeepMind/Google Brain (Sept '22 – present)
- Conducting foundational research to advance the state of the art in Human-Centered AI and Human-AI Interaction
- Contributing to strategic vision as part of the Director-level senior leadership team of Google's Brain and Brain CUBE (Curiosity-Based Exploration) organizations and the cross-functional leadership of the PAGI (Path to AGI) research team

Director & Principal Scientist, People + AI Research, Google Responsible AI (Mar. '21 – Sept. '22)
- Established research strategy, culture, and processes as part of the senior leadership team of Google's new Responsible AI organization
- Led a team of 50 research scientists, engineers, and UX professionals conducting foundational and applied research in Human-AI Interaction, Explainable AI, AI Ethics & Societal Issues, and Data-Centric AI

2006 - 2021	**Microsoft Research**
	Sr. Principal Researcher and Research Manager

- Founder and Research Manager of the Ability group (2018 – 2020)
- Redmond Lab Leadership Team member (2020 - 2021)
- Research Area Manager for Interaction, Accessibility, and Mixed Reality (2020 – 2021)
- Accessibility Leadership Team Member (2020 – 2021)

2001 – 2006	**Stanford University Department of Computer Science**
	Ph.D. Candidate (advised by Terry Winograd)
	Thesis topic: Supporting Effective Interaction with Tabletop Groupware

Summer 2003	**Mitsubishi Electric Research Laboratories**
	Research Intern (advised by Chia Shen and Kathy Ryall)
	Developed coordination mechanisms for multi-user interactive tables

Summer 2002	**Microsoft Research**
	Research Intern (advised by Eric Horvitz and Susan Dumais)
	Developed and evaluated alternative representations of search results

Summer 2001	**AT&T Shannon Laboratory**
	Research Intern (advised by Julia Hirschberg)
	Developed automatic mechanisms for prioritizing voicemail messages

Summer 2000	**Stanford University Department of Computer Science**
	Research Assistant (advised by Terry Winograd)
	Developed hand-gesture input system for a large, wall-mounted display

Summer 1998	**Lockheed Martin Management and Data Systems**
& 1999	*Intern*
	Developed Perl scripts to customize commercial engineering software

TEACHING EXPERIENCE

2008 - present Affiliate Faculty Member, University of Washington (Seattle, WA)

- The Paul G. Allen School of Computer Science & Engineering
    - Affiliate Assistant Professor, 2008 – 2012
    - Affiliate Associate Professor, 2012 – 2017
    - Affiliate Professor, 2017 - present
- The Information School
    - Affiliate Associate Professor, 2012 – 2017
    - Affiliate Professor, 2017 – present

University of Washington teaching experience:

- Co-instructor for the undergraduate course INFO463 ("Input & Interaction") (with Jacob O. Wobbrock) (*Spring 2012*)

- Co-organizer for the graduate-level joint UW/MSR seminar series CS590W ("Computers & Disabilities") (with Richard Ladner) *(Fall 2010)*
- Co-instructor for the graduate seminar CS590W ("Accessibility Research Seminar") (with Richard Ladner) (*Winter 2017*)
- Guest lecturer for various CSE and iSchool courses, including "Advanced Topics in HCI," "Input & Interaction," "DUB Seminar," and "iSchool Research Conversations" *(2008 – present)*

April 2015 Instructor for the ACM CHI conference course "Design for Searching & Finding" (with Daniel Russell, Ed Chi, Marti Hearst, & Jaime Teevan)

Summer 2005 Instructor for "Introduction to Databases"
Stanford University

Fall 2002 & 2003 Teaching Assistant for "Introduction to Human-Computer Interaction"
Stanford University

Winter 2002 Teaching Assistant for "Human-Computer Interaction Design Studio"
Stanford University

Spring 2000 Head Teaching Assistant for "Introduction to Scientific Computing"
Brown University

Summer 1999 Teaching Assistant for "Laboratory Course in Parallel Supercomputing"
Pennsylvania Governor's School for the Sciences, Carnegie Mellon Univ.

Fall 1999 Teaching Assistant for "Introduction to Object-Oriented Programming"
Brown University

Spring 1998 & 1999 Teaching Assistant for "Introduction to Scientific Computing"
Brown University

PUBLICATIONS

books Morris, M.R. and Teevan, J. Collaborative Web Search: Who, What, Where, When, and Why? *Morgan & Claypool*, 2010.

editorships Golovchinsky, G., Morris, M.R., and Pickens, J. *Information Processing and Management*, special issue on Collaborative Information Seeking (2010).

journal articles Winters, R.M., Joshi, N., Cutrell, E., and Morris, M.R. Strategies for Auditory Display of Social Media. *Ergonomics in Design*, January 2019, pp. 11-15.

Hargittai, E., Piper, A.M., and Morris, M.R. From Internet Access to Internet Skills: Digital Inequality among Older Adults. *Universal Access in the Information Society*, Springer, p. 1-10, Springer, May 3, 2018.

Gleason, C., Fiannaca, A., Kneisel, M., Cutrell, E., and Morris, M.R. FootNotes: Geo-referenced Audio Annotations for Nonvisual Exploration. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technology (IMWUT 2018).*

Brewer, R., Lindley, S., and Morris, M.R. How to Remember What to Remember: Understanding Complex Memory Needs. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technology (IMWUT 2017).*

Rector, K., Salmon, K., Thornton, D., Joshi, N., and Morris, M.R. Eyes-Free Art: Exploring Proxemic Audio Interfaces for Blind and Low Vision Art Engagement. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technology (IMWUT 2017).*

Teevan, J., Morris, M.R., and Azenkot, S. Supporting Interpersonal Interaction during Collaborative Mobile Search. *IEEE Computer, Special Issue on Collaborative Information Seeking*, March 2014.

Isenberg, P., Paul, S., Fisher, D., Morris, M.R., Inkpen, K., and Czerwinski, M. Co-located Collaborative Visual Analytics Around a Tabletop Display. *Transactions on Visualization and Computer Graphics*, May 2012.

Paul, S. and Morris, M.R. Sensemaking in Collaborative Web Search. *Human-Computer Interaction*, 26(1), January 2011, 72 - 122.

Morris, M.R., Fisher, D., and Wigdor, D. Search on Surfaces: Exploring the Potential of Interactive Tabletops for Collaborative Search Tasks. *Information Processing and Management*, 2010.

Morris, M.R., Piper, A.M., Cassanego, A., Huang, A., Paepcke, A., and Winograd, T. Mediating Group Dynamics through Tabletop Interface Design. *IEEE Computer Graphics and Applications*, Sept/Oct 2006, 65-73.

Ryall, K., Morris, M.R., Everitt, K., Esenther, A., Forlines, C., Shen, C., Shipman, S., and Vernier, F. Identity-Differentiating Widgets for Multi-User Interactive Surfaces. *IEEE Computer Graphics and Applications*, Sept/Oct 2006, 56-64.

Shen, C., Ryall, K., Forlines, C., Esenther, A., Everitt, K., Hancock, M., Morris, M.R., Vernier, F., Wigdor, D., and Wu, M. Interfaces, Interaction Techniques and User Experience on Direct-Touch Horizontal Surfaces. *IEEE Computer Graphics and Applications*, Sept/Oct 2006, 36-46.

Borchers, J., Ringel, M., Tyler, J., and Fox, A. Stanford Interactive Workspaces: A Framework for Physical and Graphical User Interface Prototyping. *IEEE Wireless Communications*, 9(6), December 2002, 64-69.

full-length
conference
papers

Park, J.S., O'Brien, J.C., Cai, C.J., Morris, M.R., Liang, P. and Bernstein, M.S. Generative Agents: Interactive Simulacra of Human Behavior. *Proceedings of ACM UIST 2023*. **Best Paper Award**.

Peng, Y-H., Chi, P., Kannan, A., Morris, M.R., and Essa, I. Slide Gestalt: Automatic Structure Extraction in Slide Decks for Non-Visual Access. *Proceedings of CHI 2023*.

Kreiss, E., Bennett, C.L., Hooshmand, S., Zelikman, E., Morris, M.R., and Potts, C. Context Matters for Image Description for Accessibility: Challenges for Referenceless Evaluation Metrics. *Proceedings of EMNLP 2022*.

Park, J.S., Popowski, L., Cai, C.J., Morris, M.R., Liang, P., and Bernstein, M.S. Social Simulacra: Creating Populated Prototypes for Social Computing Systems. *Proceedings of UIST 2022*.

Goodman, S., Buehler, E., Clary, P., Coenen, A., Donsbach, A., Horne, T.N., Lahav, M., MacDonald, R., Michaels, R.B., Narayanan, A., Pushkarna, M., Riley, J., Santana, A., Shi, L., Sweeney, R., Weaver, P., Yuan, P., and Morris, M.R. LaMPost: Design and Evaluation of an AI-assisted Email Writing Prototype for Adults with Dyslexia. *Proceedings of ASSETS 2022*. **Best Paper Nominee**.

Cai, S., Venugopalan, S., Tomanek, K., Narayanan, A., Morris, M.R., and Brenner, M. Context-Aware Abbreviation Expansion Using Large Language Models. *Proceedings of NAACL 2022*.

Zhang, L., Shao, J., Liu, A.A., Jiang, L., Stangl, A., Fourney, A., Morris, M.R., and Findlater, L. Exploring Interactive Sound Design for Auditory Websites. *Proceedings of CHI 2022*.

Mack, K., Cutrell, E., Lee, B., and Morris, M.R. Designing Tools for High-Quality Alt Text Authoring. *Proceedings of ASSETS 2021*. **Best Paper Nominee**.

Stangl, A., Verma, N., Fleischmann, K.R., Morris, M.R. and Gurari, D. Going Beyond One-Size-Fits-All Image Descriptions to Satisfy the Information Wants of People Who are Blind or Have Low Vision. *Proceedings of ASSETS 2021*.

Jain, D., Junuzovic, S., Ofek, E., Sinclair, M., Porter, J.R., Yoon, C., Machanavajhala, S., and Morris, M.R. Towards Sound Accessibility in Virtual Reality. *Proceedings of ICMI 2021*.

Jain, D., Junuzovic, S., Ofek, E., Sinclair, M., Porter, J.R., Yoon, C., Machanavajhala, S., and Morris, M.R. A Taxonomy of Sounds in Virtual Reality. *Proceedings of DIS 2021*. **Best Paper Award**.

Barocas, S., Guo, A., Kamar, E., Krones, J., Morris, M.R., Vaughan, J.W., Wadsworth, D., and Wallach, H. Designing Disaggregated Evaluations: Choices, Considerations, and Tradeoffs. *Proceedings of AIES 2021*.

Zhang, L., Jiang, L., Washington, N., Liu, A.A., Shao, J., Fourney, A., Morris, M.R., and Findlater, L. Social Media through Voice: Synthesized Voice Qualities and Self-Presentation. *Proceedings of CSCW 2021*.

Ali, A.X., Morris, M.R., and Wobbrock, J.O. "I am Iron Man": Priming Improves Learnability and Memorability of User-Elicited Gestures. *Proceedings of CHI 2021*.

Park, J.S., Bragg, D., Kamar, E., and Morris, M.R. Designing an Online Infrastructure for Collecting AI Data from People with Disabilities. *Proceedings of ACM FAccT 2021*.

Mack, K., Bragg, D., Morris, M.R., Bos, M.W., Albi, I., and Monroy-Hernández, A. Social App Accessibility for Deaf Signers. *Proceedings of CSCW 2020*.

Kane, S., Guo, A., and Morris, M.R. Sense and Accessibility: Understanding People with Physical Disabilities' Experiences with Sensing Systems. *Proceedings of ASSETS 2020*.

Kameswaran, V., Fiannaca, A., Kneisel, M., Karlson, A., Cutrell, E., and Morris, M.R. Understanding In-Situ Use of Commonly Available Navigation Technologies by People with Visual Impairments. *Proceedings of ASSETS 2020*.

Mott, M., Tang, J., Kane, S., Cutrell, E., and Morris, M.R. "I just went into it assuming that I wouldn't be able to have the full experience": Understanding the Accessibility of Virtual Reality for People with Limited Mobility. *Proceedings of ASSETS 2020*.

Palani, S., Fourney, A., Williams, S., Larson, K., Spiridonova, I., Morris, M.R. An Eye Tracking Study of Web Search by People with and without Dyslexia. *Proceedings of SIGIR 2020*.

Stangl, A., Morris, M.R., and Gurari, D. "Person, Shoes, Tree. Is the Person Naked?" What People with Vision Impairments Want in Image Descriptions. *Proceedings of CHI 2020*.

Zolyomi, A., Begel, A., Waldern, J.F., Tang, J., Barnett, M., Cutrell, E., McDuff, D., Andrist, S., and Morris, M.R. Managing Stress: The Needs of Autistic Adults in Video Calling. *Proceedings of CSCW 2019*. **Best Paper Honorable Mention**.

Bragg, D., Koller, O., Bellard, M., Berke, L., Boudreault, P., Braffort, A., Caselli, N., Huenerfauth, M., Kacorri, H., Verhoef, T., Vogler, C., and Morris, M.R. Sign Language Recognition, Generation, and Translation: An Interdisciplinary Perspective. *Proceedings of ASSETS 2019*. **Best Paper Award**.

Vtyurina, A., Fourney, A., Morris, M.R., Findlater, L., and White, R. VERSE: Bridging Screen Readers and Voice Assistants for Enhanced Eyes-Free Web Search. *Proceedings of ASSETS 2019*. **Best Paper Nominee**.

Saha, M., Fiannaca, A., Kneisel, M., Cutrell, E., and Morris, M.R. Closing the Gap: Designing for the Last-Few-Meters Wayfinding Problem for People with Visual Impairments. *Proceedings of ASSETS 2019*.

Gleason, C., Carrington, P., Cassidy, C., Morris, M.R., Kitani, K.M., and Bigham, J.P. "It's almost like they're trying to hide it": How User-Provided Image Descriptions Have Failed to Make Twitter Accessible. *Proceedings of The Web Conference (WWW) 2019*.

Zhao, Y., Cutrell, E., Holz, C., Morris, M.R., Ofek, E., and Wilson, A.D. SeeingVR: A Set of Tools to Make Virtual Reality More Accessible to People with Low Vision. *Proceedings of CHI 2019*.

Li, Q., Morris, M.R., Fourney, A., Larson, K., and Reinecke, K. The Impact of Web Browser Reader Views on Reading Speed and User Experience. *Proceedings of CHI 2019*.

Ali, A., Morris, M.R., and Wobbrock, J.O. Crowdlicit: A System for Conducting Distributed End-User Elicitation and Identification Studies. *Proceedings of CHI 2019.*

Ali, A., Morris, M.R., and Wobbrock, J.O. Crowdsourcing Similarity Judgments for Agreement Analysis in End-User Elicitation Studies. *Proceedings of UIST 2018*.

Morris, M.R., Johnson, J., Bennett, C., and Cutrell, E. Rich Representations of Visual Content for Screen Reader Users. *Proceedings of CHI 2018*.

Morris, M.R., Fourney, A., Ali, A., and Vonessen, L. Understanding the Needs of Searchers with Dyslexia. *Proceedings of CHI 2018*.

Guinness, D., Cutrell, E., and Morris, M.R. Caption Crawler: Enabling Reusable Alternative Text Descriptions using Reverse Image Search. *Proceedings of CHI 2018*. **Best Paper Honorable Mention.**

Zhao, Y., Bennett, C., Benko, H., Cutrell, E., Holz, C., Morris, M.R., and Sinclair, M. Enabling People with Visual Impairments to Navigate Virtual

Reality with a Haptic and Auditory Cane Simulation. *Proceedings of CHI 2018*.

Bennett, C., E., J., Mott, M., Cutrell, E., and Morris, M.R. How Teens with Visual Impairments Take, Edit, and Share Photos on Social Media. *Proceedings of CHI 2018*.

Mott, M., E., J., Bennett, C., Cutrell, E., and Morris, M.R. Understanding the Accessibility of Smartphone Photography for People with Motor Impairments. *Proceedings of CHI 2018*.

Fiannaca, A., Paradiso, A., Campbell, J., and Morris, M.R. Voicesetting: Voice Authoring UIs for Improved Expressivity in Augmentative Communication. *Proceedings of CHI 2018*.

Salisbury, E., Kamar, E., and Morris, M.R. Toward Scalable Social Alt Text: Conversational Crowdsourcing as a Tool for Refining Vision-to-Language Technology for the Blind. *Proceedings of HCOMP 2017*. **Best Paper Award**.

Morris, M.R., Bigham, J.P., Brewer, R., Bragg, J., Kulkarni, A., Li, J., and Savage, S. Subcontracting Microwork. *Proceedings of CHI 2017*.

MacLeod, H., Bennett, C., Morris, M.R., and Cutrell, E. Understanding Blind People's Experiences with Computer-Generated Captions of Social Media Images. *Proceedings of CHI 2017*.

Mott, M., Williams, S., Wobbrock, J.O., and Morris, M.R. Improving Dwell-Based Gaze Typing with Dynamic, Cascading Dwell Times. *Proceedings of CHI 2017*.

Zhang, X., Kulkarni, H., and Morris, M.R. Smartphone-Based Gaze Gesture Communication for People with Motor Disabilities. *Proceedings of CHI 2017*.

Sobel, K., Fiannaca, A., Campbell, J., Kulkarni, H., Paradiso, A., Cutrell, E., and Morris, M.R. Exploring the Design Space of AAC Awareness Displays. *Proceedings of CHI 2017*. **Best Paper Honorable Mention.**

Feit, A., Williams, S., Toledo, A., Paradiso, A., Kulkarni, H., Kane, S., and Morris, M.R. Toward Everyday Gaze Input: Accuracy and Precision of Eye Tracking and Implications for Design. *Proceedings of CHI 2017*. **Best Paper Honorable Mention.**

Rong, X., Fourney, A., Brewer, R., Morris, M.R., and Bennett, P. Managing Uncertainty in Time Expressions for Virtual Assistants. *Proceedings of CHI 2017*. **Best Paper Honorable Mention.**

Fourney, A., Morris, M.R., and White, R. Web Search as a Linguistic Tool. *Proceedings of WWW 2017*.

Kane, S., Morris, M.R., Paradiso, A., and Campbell, J. "At times avuncular and cantankerous, with the reflexes of a mongoose": Understanding Self-Expression through Augmentative and Alternative Communication Devices. *Proceedings of CSCW 2017*.

Fiannaca, A., Paradiso, A., Shah, M., and Morris, M.R. AACrobat: Using Mobile Devices to Lower Communication Barriers and Provide Autonomy with Gaze-Based AAC. *Proceedings of CSCW 2017*. **Best Paper Honorable Mention**.

Sobel, K., Kovacs, G., McQuillen, G., Cross, A., Chandrasekaran, N., Riche, N.H., Cutrell, E., and Morris, M.R. EduFeed: A Social Feed to Engage Preliterate Children in Educational Activities. *Proceedings of CSCW 2017*.

Morris, M.R., Perkins, A., Yao, C., Bahram, S., Bigham, J.P., and Kane, S. "With most of it being pictures now, I rarely use it": Understanding Twitter's Evolving Accessibility to Blind Users. *Proceedings of CHI 2016*.

Brewer, R., Morris, M.R., and Piper, A.M. "Why would anybody do this?": Older Adults' Understanding of and Experiences with Crowdwork. *Proceedings of CHI 2016*.

Morris, M.R., Begel, A., and Wiedermann, B. Understanding the Challenges Faced by Neurodiverse Software Engineering Employees: Towards a More Inclusive and Productive Technical Workforce. *Proceedings of ASSETS 2015*. **Best Paper Award**.

Brady, E., Morris, M.R., and Bigham, J.P. Gauging Receptiveness to Social Microvolunteering. *Proceedings of CHI 2015*. **Best Paper Nominee**.

Kim, J., Glassman, E., Monroy-Hernández, A., and Morris, M.R. RIMES: Embedding Interactive Multimedia Exercises in Lecture Videos. *Proceedings of CHI 2015*.

Glassman, E., Kim, J., Monroy-Hernández, A., and Morris, M.R. Mudslide: A Spatially Anchored Census of Student Confusion for Online Lecture Videos. *Proceedings of CHI 2015*. **Best Paper Nominee**.

Zyskowski, K., Morris, M.R., Bigham, J.P., Gray, M.L., and Kane, S. Accessible Crowdwork? Understanding the Value in and Challenge of Microtask Employment for People with Disabilities. *Proceedings of CSCW 2015*.

Williams, M., Roseway, A., O'Dowd, C., Czerwinksi, M., and Morris, M.R. SWARM: An Actuated Wearable for Mediating Affect. *Proceedings of TEI 2015*.

Ammari, T., Morris, M.R., and Schoenebeck, S.Y. Accessing Social Support and Overcoming Judgment on Social Media among Parents of Children with Special Needs. *Proceedings of ICWSM 2014*.

Rzeszotarski, J. and Morris, M.R. Estimating the Social Costs of Friendsourcing. *Proceedings of CHI 2014*. **Best Paper Award**.

De Choudhury, M., Morris, M.R., and White, R. Seeking and Sharing Health Information Online: Comparing Search Engines and Social Media. *Proceedings of CHI 2014*.

Morris, M.R. Social Networking Site Use by Mothers of Young Children. *Proceedings of CSCW 2014*.

Morris, M.R., Inkpen, K., and Venolia, G. Remote Shopping Advice: Enhancing In-Store Shopping with Social Technologies. *Proceedings of CSCW 2014*.

Oeldorf-Hirsch, A., Hecht, B., Morris, M.R., Teevan, J., and Gergle, D. To Search or to Ask: The Routing of Information Needs between Traditional Search Engines and Social Networks. *Proceedings of CSCW 2014*.

Kane, S., Morris, M.R., and Wobbrock, J.O. Touchplates: Low-Cost Tactile Overlays for Visually Impaired Touchscreen Users. *Proceedings of ASSETS 2013*.

Jeong, J-W., Morris, M.R., Teevan, J., and Liebling, D. A Crowd-Powered Socially Embedded Search Engine. *Proceedings of ICWSM 2013*.

Kairam, S., Morris, M.R., Teevan, J., Liebling, D., and Dumais, S.T. Leveraging Social Media to Support Search over Trending Events. *Proceedings of ICWSM 2013*. **Best Paper Honorable Mention.**

Fourney, A. and Morris, M.R. Enhancing Technical Q&A Forums with CiteHistory. *Proceedings of ICWSM 2013*.

Brady, E., Morris, M.R., Zhong, Y., White, S., and Bigham, J. Visual Challenges in the Everyday Lives of Blind People. *Proceedings of CHI 2013*.

Morris, M.R. Collaborative Search Revisited. *Proceedings of CSCW 2013*.

Brady, E., Zhong, Y., Morris, M.R., and Bigham, J. Investigating the Appropriateness of Social Network Question Asking as a Resource for Blind Users. *Proceedings of CSCW 2013*.

Yang, J., Counts, S., Morris, M.R., and Hoff, A. Microblog Credibility Perceptions: Comparing the United States and China. *Proceedings of CSCW 2013*.

Morris, M.R. Web on the Wall: Insights from a Multimodal Interaction Elicitation Study. *Proceedings of Interactive Tabletops & Surfaces 2012*.

Hecht, B., Teevan, J., Morris, M.R., and Liebling, D. SearchBuddies: Bringing Search Engines into the Conversation. *Proceedings of ICWSM 2012*.

Morris, M.R., Counts, S., Hoff, A., Roseway, A., and Schwarz, J. Tweeting is Believing? Understanding Microblog Credibility Perceptions. *Proceedings of CSCW 2012*. **Best Paper Honorable Mention.**

Bragdon, A., DeLine, R., Hinckley, K., and Morris, M.R. Code Space: Combining Touch, Devices, and Skeletal Tracking to Support Developer Meetings. *Proceedings of ITS 2011*. **Lasting Impact Award.**

Kane, S., Morris, M.R., Perkins, A., Wobbrock, J., Wigdor, D., and Ladner, R. Access Overlays: Improving Non-Visual Access to Large Touch Screens for Blind Users. *Proceedings of UIST 2011*.

Yang, J., Morris, M.R., Teevan, J., Adamic, L., and Ackerman, M. Culture Matters: A Survey Study of Social Q&A Behavior. *Proceedings of ICWSM 2011*.

Schwarz, J. and Morris, M.R. Augmenting Web Pages and Search Results to Support Credibility Assessment. *Proceedings of CHI 2011*.

Moraveji, N., Morris, M.R., Morris, D., Czerwinski, M., and Riche, N. ClassSearch: Facilitating the Development of Web Search Skills through Social Learning. *Proceedings of CHI 2011*. **Best Paper Nominee.**

Teevan, J., Ramage, D., and Morris, M.R. #TwitterSearch: A Comparison of Microblog Search and Web Search. *Proceedings of WSDM 2011*.

Isenberg, P., Fisher, D., Morris, M.R., Inkpen, K., and Czerwinski, M. An Exploratory Study of Co-located Collaborative Visual Analytics around a Tabletop Display. *Proceedings of IEEE VAST 2010*, 179-186. **Best Paper Honorable Mention.**

Morris, M.R., Wobbrock, J., and Wilson, A. Understanding Users' Preferences for Surface Gestures. *Proceedings of Graphics Interface 2010*, 261-268.

Morris, M.R., Teevan, J., and Panovich, K. What Do People Ask Their Social Networks, and Why? A Survey Study of Status Message Q&A Behavior. *Proceedings of CHI 2010*, 1739-1748.

Morris, M.R., Lombardo, J., and Wigdor, D. WeSearch: Supporting Collaborative Search and Sensemaking on a Tabletop Display. *Proceedings of CSCW 2010*, 401-410.

Amershi, S., Morris, M.R., Moraveji, N., Balakrishnan, R., and Toyoma, K. Multiple Mouse Text Entry for Single-Display Groupware. *Proceedings of CSCW 2010*, 169-178. **Best Paper Nominee.**

Freeman, D., Benko, H., Morris, M.R., and Wigdor, D. ShadowGuides: Visualizations for In-Situ Learning of Multi-Touch and Whole-Hand Gestures. *Proceedings of Tabletop 2009*, 183-190.

Paul, S. and Morris, M.R. CoSense: Enhancing Sensemaking for Collaborative Web Search. *Proceedings of CHI 2009*, 1771-1780. **Best Paper Nominee.**

Wobbrock, J., Morris, M.R., and Wilson, A. User-Defined Gestures for Surface Computing. *Proceedings of CHI 2009*, 1083-1092. **Best Paper Nominee.**

Fiebrink, R., Morris, D., and Morris, M.R. Dynamic Mapping of Physical Controls for Tabletop Groupware. *Proceedings of CHI 2009*, 471-480.

Buscher, G., Cutrell, E., and Morris, M.R. What Do You See When You're Surfing? Using Eye Tracking to Predict Salient Regions of Web Pages. *Proceedings of CHI 2009*, 21-30.

Teevan, J., Morris, M.R., and Bush, S. Discovering and Using Groups to Improve Personalized Search. *Proceedings of WSDM 2009*, 15-24

Morris, M.R., Brush, A.J.B., and Meyers, B. A Field Study of Knowledge Workers' Use of Interactive Horizontal Displays. *Proceedings of IEEE Tabletops and Interactive Surfaces 2008,* 113-120.

Amershi, S. and Morris, M.R. CoSearch: A System for Co-located Collaborative Web Search. *Proceedings of CHI 2008*, 1647-1656.

Morris, D., Morris, M.R., and Venolia, G. SearchBar: A Search-Centric Web History for Task Resumption and Information Re-finding. *Proceedings of CHI 2008*, 1207-1216.

Morris, M.R. and Horvitz, E. SearchTogether: An Interface for Collaborative Web Search. *Proceedings of UIST 2007*, 3-12. **Lasting Impact Award**.

Morris, M.R., Brush, A.J.B., and Meyers, B. Reading Revisited: Evaluating the Usability of Digital Display Surfaces for Active Reading Tasks. *Proceedings of IEEE Tabletop 2007*, 79-86. **Lasting Impact Award**.

Piper, A.M., O'Brien, E., Morris, M.R., and Winograd, T. SIDES: A Cooperative Tabletop Computer Game for Social Skills Development. *Proceedings of CSCW 2006*, 1-10.

Morris, M.R., Huang, A., Paepcke, A., and Winograd, T. Cooperative Gestures: Multi-User Gestural Interactions for Co-located Groupware. *Proceedings of CHI 2006*, 1201-1210.

Morris, M.R., Paepcke, A., Winograd, T., and Stamberger, J. TeamTag: Exploring Centralized versus Replicated Controls for Co-located Tabletop Groupware. *Proceedings of CHI 2006*, 1273-1282.

Morris, M.R., Paepcke, A., and Winograd, T. TeamSearch: Comparing Techniques for Co-Present Collaborative Search of Digital Media. *The First IEEE International Workshop on Horizontal Interactive Human-Computer Systems*, January 2006, 97-104.

Ryall, K., Morris, M.R., Everitt, K., Forlines, C., and Shen, C. Experiences with and Observations of Direct-Touch Tabletops. *The First IEEE International Workshop on Horizontal Interactive Human-Computer Systems*, January 2006, 89-96.

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Kreiss, E., Venugopalan, S., Kane, S., and Morris, M.R. Practical Challenges for Investigating Abbreviation Strategies. *CHI 2023 Workshop on Intelligent and Interactive Writing Assistants*.

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U.S. Patent Number 7162473

2007 *Search-Centric Hierarchical Browser History*
Morris, D., Morris, M., and Venolia, G.
U.S. Patent Number 8090740

2008 *Using Related Users' Data to Enhance Web Search*
Morris, M., Teevan, J., Mickens, J., and Amershi, S.
U.S. Patent Number 8244721

2008 *Gestures, Interactions, and Common Ground in a Surface Computing Environment*
Sands, I., Butler, A., Benko, H., Kunz, B., Morris, M., Wilson, A., Jones, D., LeProwse, S., Horvitz, E., Russ, K., Izadi, S., Hodges, S., and Hinckley, K.
U.S. Patent Number 9134798

2009 *System and Interface for Co-Located Collaborative Web Search*
Morris, M. and Amershi, S.
U.S. Patent Number 8266139

2009 *Mapping of Physical Controls for Surface Computing*
Fiebrink, R., Morris, D., and Morris, M.
U.S. Patent Number 8264455

2009 *Linking Digital and Paper Documents*
Brush, A.J., Everitt, K., Morris, M., and Wilson, A.
U.S. Patent Number 8286068

2009 *Using Physical Objects in Conjunction with an Interactive Surface*
Hartmann, B., Wilson, A., Benko, H., and Morris, M.
U.S. Patent Number 8427424

2010 *Interactive Search Results Page*
Morris, M., Counts, S., Roseway, A., and Schwarz, J.
U.S. Patent Number 9292602

2013 *Automated Bibliography Generation*
Fourney, A. and Morris, M.
U.S. Patent Number 9462034

2013 *Providing Crowdsourced Answers to Information Needs Presented by Search Engine and Social Networking Application Users*
Teevan, J., Dumais, S., Bernstein, M.S., Horvitz, E., Morris, M., Jeong, J., and Liebling, D.
U.S. Patent Number 9424354

2013 *Collaborative Mobile Interaction*
Azenkot, S., Morris, M., Teevan, J., and Liebling, D.
U.S. Patent Number 9537908

2015 *Immersive Telepresence*
Inkpen, K., Morris, M., Venolia, G., Tang, J., and De Greef, L.
U.S. Patent Number 9591260

2015 *Proxies for Speech Generating Devices*
Fiannaca, A., Morris, M., Campbell, J., Beavers, J., Kulkarni, H., Paradiso, A., and Shah, M.
U.S. Patent Number 9679497

2017 *Proxemic Interfaces for Exploring Imagery*
Joshi, M., Morris, M., and Rector, K.
U.S. Patent Number 9792835

2018 *Designating Automated Agents as Friends in a Social Network Service*
Morris, M., Teevan, J., Hecht, B., Liebling, D.
U.S. Patent Number 9929982

2018 *Modular Wearable Device for Conveying Affective State*
O'Dowd, C., Roseway, A., Czerwinski, M., Morris, M., and Williams, M.
U.S. Patent Number 9934697

2018 *Obtaining Remote Shopping Advice*
Morris, M., Inkpen, K., Venolia, G.
U.S. Patent Number 10068275

2018 *Directed Personal Communication for Speech Generating Devices*
Campbell, J., Paradiso, A., Beavers, J., Shah, M., Morris, M., Fiannaca, A., and Kulkarni, H.
U.S. Patent Number 10148808

2019 *Facilitating Awareness and Conversation Throughput in an Augmentative and Alternative Communication System*
Campbell, J., Paradiso, A., Beavers, J., Shah, M.E., Morris, M., Fiannaca, A., Kulkarni, H.
U.S. Patent Number 10262555

2019 *Automated E-Tran Application*
Zhang, X., Kulkarni, H., and Morris, M.
U.S. Patent Number 10353475

2020 *Apparatus for Use in a Virtual Reality System*
Cutrell, E., Holz, C., Benko, H., Sinclair, M., Morris, M., Zhao, Y., and Bennett, C.
U.S. Patent Number 10551940

AWARDS AND HONORS

2023 ACM UIST Best Paper Award
2023 AMiner AI 2000 Most Influential Scholar in HCI Award
2022 ACM ASSETS Best Paper Nominee
2021 ACM DIS Best Paper Award
2021 ACM ASSETS Best Paper Nominee
2020 **ACM Fellow**
2020 Interactive Surfaces & Spaces Lasting Impact Award
2020 **ACM SIGCHI Academy**
2020 AMiner Influential Scholar Award ([most-cited in HCI from 2009 - 2019](#))
2019 ACM ASSETS Best Paper Award
2019 ACM ASSETS Best Paper Nominee (x2)
2019 ACM CSCW Best Paper Honorable Mention
2019 Microsoft Ability Award for "Innovating for the Future"
2018 ACM UIST Lasting Impact Award
2018 ACM CHI Best Paper Nominee
2017 ACM Distinguished Member for Scientific Contributions to Computing
2017 AAAI HCOMP Best Paper Award

2017	ACM CHI Best Paper Nominee (x3)
2017	ACM CSCW Best Paper Honorable Mention
2016	Interactive Surfaces & Spaces Lasting Impact Award
2015	ACM ASSETS Best Paper Award
2015	ACM CHI Best Paper Nominee (x2)
2014	ACM CHI Best Paper Award
2013	National Academy of Engineering, Frontiers of Engineering
2013	AAAI ICWSM Best Paper Honorable Mention
2012-2014	Microsoft Senior Leader "Bench" program for high-potential employees
2012	ACM Senior Member
2012	ACM CSCW Best Paper Honorable Mention
2011	ACM CHI Best Paper Nominee
2011	Big Think Delphi Fellow
2010	IEEE VAST Best Paper Honorable Mention
2010	ACM CSCW Best Paper Nominee
2009-2011	Microsoft R&D development program for high-potential employees
2009	*TechFlash* 100 Notable Women in Seattle Technology
2009	ACM CHI Best Paper Nominee
2008	***MIT Technology Review* TR35**
2007	CRA-W Profile of the Month
2005	Stanford CS Department Student Service Award
2002	Stanford CS Department Student Service Award
2001	National Science Foundation Fellowship
2001	AT&T Labs Fellowship
2001	Lucent Graduate Research Program for Women Fellowship (declined)
2001	National Physical Science Consortium Fellowship (declined)
2001	Susan Colver Rosenberger Prize (Brown University CS service award)
2001	Phi Beta Kappa honor society
2000	CRA Outstanding Undergraduate Award, Honorable Mention
2000	Microsoft National Women's Technical Scholarship
1997	National Merit Scholar

PROFESSIONAL ACTIVITIES

general chair	CSCW 2016, conference co-chair
program chair	CHI 2018, "health, accessibility, and aging" papers committee co-chair
	ASSETS 2017, papers co-chair
	CSCW 2014, program co-chair
	ITS (now "Interactive Surfaces & Spaces") 2012, program co-chair
	CHI 2011, "interaction beyond the individual" papers committee co-chair
	CHI 2009, technical program co-chair
program committee member ("AC")	ASSETS 2016, 2019, 2022, 2023
	CHI 2006, 2009, 2012, 2020
	CSCW 2010, 2013
	HCOMP 2015

ITS (now "Interactive Surfaces & Spaces") 2007, 2008, 2009
UIST 2007, 2008, 2012, 2014, 2015

editorial board TOCHI (ACM Transactions on Computer-Human Interaction) (2012 – 2019)

steering committee member CHI (2017 – 2018)
CSCW (2012 –2015)

board member CRA-WP (formerly CRA-W) (2019 – present)
- *co-chair of the 2020 CRA-URMD Grad Cohort workshop*
- *co-creator and co-chair of the Skip Ellis Award*

ACM Journal on Responsible Computing (2022 – present)
- advisory board member

AImpower.org (2022 – present)
- advisory board member

other conference organizational roles UIST 2023, doctoral symposium co-chair
UIST 2018, doctoral symposium chair
UIST 2017, doctoral symposium chair
ASSETS 2017, doctoral symposium faculty panelist
UIST 2014, doctoral symposium faculty panelist
ASSETS 2013, local arrangements co-chair
ASSETS 2012, doctoral symposium faculty panelist
UIST 2010, doctoral symposium faculty panelist
CSCW 2008, co-chair of demonstrations program
ITS 2008, North American publicity chair
UIST 2005, co-chair of student volunteers

workshop organizer Architecting Novel Interactions with Generative AI Models
Held in conjunction with UIST 2023
(co-organizer with M.S. Berstein, J.S. Park, S. Amershi, L. Chilton, M.L. Gordon)

Viz Wiz Grand Challenge
Held in conjunction with CVPR 2021
(co-organizer with D. Gurari, E. Cutrell, J.P. Bigham, A. Stangl)

VizWiz Grand Challenge
Held in conjunction with CVPR 2020
(co-organizer with D. Gurari, E. Cutrell, J.P. Bigham, A. Stangl, Y. Zhao)

Addressing the Accessibility of Social Media
Held in conjunction with CSCW 2019
(co-organizer with C. Gleason, P. Carrington, L. Chilton, B. Gorman, H. Kacorri, A. Monroy-Hernández, G. Tigwell, and S. Wu)

AI Fairness for People with Disabilities
Held in conjunction with ASSETS 2019
(co-organizer with S. Trewin, S. Azenkot, S. Branham, N. Bleuel, P. Jenkins, J. Bigham, W. Lasecki)

Mixed Reality and Accessibility
Held in conjunction with ISMAR 2019
(co-organizer with Y. Zhao, S. Azenkot, S. Feiner, L. Findlater, H. Regenbrecht, M. Mott, Y. Shi, & C. Yu)

Workshop on Disability, Bias, and AI
AI Now Institute, March 2019
(co-organizer with Kate Crawford and Megan Lawrence)

AI for Accessibility Sign Language Recognition & Translation Workshop
Microsoft, February 2019
(co-organizer with Danielle Bragg and Mary Bellard)

University of Washington & Microsoft Research Summer Institute 2016
Expanding Accessibility Research
(co-organizer with R. Ladner)

Workshop on Social Media Question Asking
Held in conjunction with CSCW 2013
(co-organizer with M. Ackerman, L. Adamic, N. Ellison, D. Gergle, B. Hecht, C. Lampe, and J. Teevan)

University of Washington & Microsoft Research Summer Institute 2012
Crowdsourcing Personalized Online Education
(co-organizer with E. Horvitz, D. Weld, and Mausam)

Social Search Social
Held in conjunction with CSCW 2012 and WSDM 2012

3rd International Workshop on Collaborative Information Retrieval
Held in conjunction with CIKM 2011
(co-organizer with: Golovchinksy, G., Pickens, J., and Luna, J.M.F.)

2nd International Workshop on Collaborative Information Retrieval
Held in conjunction with CSCW 2010
(co-organizer with: Golovchinsky, G. and Pickens, J.)

1st International Workshop on Collaborative Information Retrieval
Held in conjunction with JCDL 2008.
(co-organizer with: Pickens, J. and Golovchinsky, G.)

panel organizer	Centering Disability Perspectives in Algorithmic Fairness, Accountability, and Transparency, ACM FAT* 2020 (co-organizer with Givens, A.)
	The Imposter Panel, Grace Hopper Celebration of Women in Computing 2009 (co-organizer with: Iqbal, S. and Karlson, A.)
reviewer	CHI 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2022
	CSCW 2004, 2006, 2008, 2010, 2011, 2014, 2015, 2017, 2019
	Graphics Interface 2004, 2005, 2011
	ECSCW 2009
	Eurographics Symposium on Computational Aesthetics 2007
	Exploratory Search & HCI Workshop 2006
	HCI Journal
	Human-Computer Interaction and Information Retrieval Workshop 2008
	ICWSM 2011 *(program committee member)*
	IEEE Computer Graphics and Applications
	Information Processing and Management
	InfoViz 2007, 2008
	Interact 2007, 2011
	ISCRAM 2012
	ITS (Tabletop) 2007, 2008, 2009, 2010, 2012, 2014
	NSF grant reviewing panel (cyber-human systems program) 2020
	Pervasive 2006, 2007
	SIGGRAPH 2006
	TOCHI
	Ubicomp 2005, 2008, 2017
	Universal Access in the Information Society (UAIS) 2019
	UIST 2004, 2005, 2006, 2007, 2008, 2009, 2012, 2013, 2016, 2019, 2021
	VIS 2020
	WWW 2012 *(program committee member)*
student volunteer	SIGGRAPH 2004
	UIST 2003
	Interact 2003
departmental service	HCI Steering Committee, Google (2023 – present)
	Leadership Team Member, Microsoft Research Redmond Lab (2020 – present)
	Chair, Microsoft Research Dissertation Grant Program (2017 – present)
	Stanford CS PhD Admissions Committee (2003 – 2004)
	Stanford CS PhD Program Committee (2002 – 2003)
	Stanford CS PhD Student Representative (2001 – 2002)
	Stanford CS PhD Recruiting Weekend Organizer (2002 – 2006)

RESEARCH ADVISEES & INTERNS

2023	Sarah Pratt (University of Washington, *Google intern*)

2022 - present   Kelly Avery Mack (University of Washington, *thesis committee*)
2022 - 2023   Elisa Kreiss (Stanford University, *Google intern, thesis committee*)
2021-2022   Steven Goodman (University of Washington, *Google intern*)
2020   Kelly Avery Mack (University of Washington, *MSR intern*)
2020   Dhruv Jain (University of Washington, *MSR intern*)
2020 - present   Joon Sung Park (UIUC/Stanford, *MSR intern*)
2020 - 2021   Anne Spencer Ross (University of Washington, *thesis committee*)
2019 - 2020   Anhong Guo (Carnegie Mellon University, *thesis committee*)
2019 - 2020   Cole Gleason (Carnegie Mellon University, *thesis committee*)
2019   Megan Hofmann (Carnegie Mellon University, *intern*)
2019   Srishti Palani (University of California, San Diego, *intern*)
2019 & 2021   Vaishnav Kameswaran (University of Michigan, *intern*)
2019   Anhong Guo (Carnegie Mellon University, *MSR intern*)
2018 - 2020   Abdullah Ali (University of Washington, *thesis committee*)
2018   Manaswi Saha (University of Washington, *MSR intern*)
2018   Anne Spencer Ross (University of Washington, *MSR intern*)
2018   Stephanie Valencia (Carnegie Mellon University, *MSR intern*)
2018   Sasha Vtiurina (University of Waterloo, *MSR intern*)
2018   Xiaoyi Zhang (University of Washington, *thesis committee*)
2017 - 2018   Martez Mott (University of Washington, *thesis committee*)
2017   Cole Gleason (Carnegie Mellon University, *MSR intern*)
2017   Darren Guinness (University of Colorado Boulder, *MSR intern*)
2017   Abdullah Ali (University of Washington, *MSR intern*)
2017 & 2018   Yuhang Zhao (Cornell University, *MSR intern*)
2017   Cynthia Bennett (University of Washington, *MSR intern*)
2017   Jazette Johnson (Vanderbilt University, *MSR intern*)
2017   Laura Vonessen (University of Washington, *MSR intern*)
2017 – 2018   Danielle Bragg (University of Washington, *thesis committee*)
2016   Robin Brewer (Northwestern University, *MSR intern*)
2016 & 2017   Xiaoyi Zhang (University of Washington, *MSR intern*)
2016   Kiley Sobel (University of Washington, *MSR intern*)
2016   Elliot Salisbury (University of Southampton, *MSR intern*)
2016   R. Michael Winters (Georgia Tech, *MSR intern*)
2016   Anna Feit (Aalto University, *MSR intern*)
2016 - 2017   Robin Brewer (Northwestern University, *thesis committee*)
2015 & 2016   Alexander Fiannaca (University of Washington, *MSR intern*)
2015 & 2017   Martez Mott (University of Washington, *MSR intern*)
2015   Lilian de Greef (University of Washington, *MSR intern*)
2015   Kyle Rector (University of Washington, *MSR intern*)
2015   Galen McQuillen (Harvard University, *MSR intern*)
2015   Geza Kovacs (Stanford University, *MSR intern*)
2015   Catherine Yao (Tesla STEM High School, *MSR intern*)
2014 - 2015   Michele Williams (Univ. of Maryland Baltimore County, *thesis committee*)
2014   Juho Kim (MIT, *MSR intern*)
2014   Elena Glassman (MIT, *MSR intern*)
2014   Michele Williams (University of Maryland Baltimore County, *MSR intern*)
2013 - 2014   Kathryn Zyskowski (University of Washington, *MSR intern*)
2013   Jeffrey Rzeszotarski (CMU, *MSR intern*)

2013 - 2015	Hwajung Hong (Georgia Tech, *thesis committee*)
2013 - 2015	Erin Brady (University of Rochester, *thesis committee*)
2012	Shiri Azenkot (University of Washington, *MSR intern*)
2012	Jin-Woo Jeong (Hanyang University, *MSR intern*)
2012	Adam Fourney (University of Waterloo, *MSR intern*)
2012 - 2014	Matt Bonner (Georgia Tech, *thesis committee*)
2010	Brent Hecht (Northwestern University, *MSR intern*)
2010	Shaun Kane (University of Washington, *MSR intern*)
2010	Julia Schwarz (Carnegie Mellon, *MSR intern*)
2009	Katrina Panovich (MIT, *MSR intern*)
2009	Neema Moraveji (Stanford University, *MSR intern*)
2008	Sharoda Paul (Penn State University, *MSR intern*)
2008	Georg Buscher (German Research Center for AI, *MSR intern*)
2008	Björn Hartmann (Stanford University, *MSR intern*)
2007	Saleema Amershi (University of Washington, *MSR intern*)
2007	Katherine Everitt (University of Washington, *MSR intern*)
2005 - 2006	Anthony Cassanego (Stanford University, *Stanford CURIS program*)
2004 - 2005	Anne Marie Piper (Stanford University, *Stanford Master's thesis*)
2005	Chalmers Wang (Stanford University, *Stanford CURIS program*)
2005	Anqi Huang (Harvard University, *Stanford research intern*)

INVITED TALKS

Feb. 2024	*AGI is Coming… Is HCI Ready?* Georgia Tech, HCC seminar
Jan. 2024	*AGI is Coming… Is HCI Ready?* University of Wahington, dub seminar
Jan. 2024	*AGI is Coming… Is HCI Ready?* University of British Columbia
Dec. 2023	*Application Building using LLMs*, NeurIps 2023 (panelist)
Dec. 2023	*AGI is Coming… Is HCI Ready?* University of Pennsylvania, Grace Hopper Distinguished Lecture in Computer and Information Sciences
Oct. 2023	*AGI is Coming… Is HCI Ready?* University of Michigan, CS Dept seminar
Oct. 2023	*AGI is Coming… Is HCI Ready?* ACM UIST 2023, "Visions" Keynote
July 2023	*Beyond RLHF: A Human-Centered Approach to AI Development and Evaluation*, ICML 2023 Workshop on AI & HCI (keynote)
May 2023	*AI, Disability Activism, and the Arts*, Stanford Human-Centered AI Spring Symposium on Creativity in the Age of AI
May 2023	*Scientists' Perspectives on the Potential for Generative AI in their Fields*, Office of Naval Research
Feb. 2023	*AI and Intelligent User Agents* (panelist), Future of Interface Workshop
Nov. 2022	*Accessibility as a North Star Challenge for Human-Centered AI Research*, Stanford Human-Centered AI Fall Conference
April 2021	*Accessibility as an Opportunity and Challenge for Intelligent User Interfaces*, Intelligent User Interfaces (keynote)
Jan. 2021	*Why XR Needs Accessibility*, CES 2021 (panelist)
Nov. 2020	*Collaboration as a Lens for Inclusive Technical Innovation,* Computer Science Seminar, Princeton University
Nov. 2020	*AI & Accessibility: Ethical Considerations*, Rackham Faculty Allies Lecture, University of Michigan

Oct. 2020	*Collaboration as a Lens for Inclusive Technical Innovation*, Computer Science Distinguished Lecture Series, Columbia University
Oct. 2020	*A Celebration of Systems Research in Collaborative and Social Computing,* ACM UIST 2020 & ACM CSCW 2020 Joint Plenary Panel (panelist)
August 2020	*Accessible Information Seeking*, ACM CHIIR keynote
June 2020	*Hybrid Intelligence for Image Accessibility*, CVPR 2020 VizWiz Workshop
May 2020	*Our Responsibility: Disability, Bias, and AI*, Microsoft Ability Summit 2020
March 2020	*AI & Accessibility: Ethical Considerations*, University of Texas at Austin
Nov. 2019	*Making VR Inclusive for People with Low Vision*, W3C Workshop on Inclusive Design for Immersive Web Standards
Oct. 2019	*AI & Accessibility: Ethical Considerations*, University of Washington
August 2019	*AI & Accessibility: Ethical Considerations*, Allen Institute for Artificial Intelligence (AI2)
June 2019	*AI & Accessibility: Ethical Considerations,* annual meeting of the National Association of State Developmental Disabilities Directors (keynote)
April 2019	*AI & Accessibility: Ethical Considerations*, Stanford University
March 2019	*Combining Human and Machine Intelligence to Describe Images to People with Visual Impairments,* Adobe Research
March 2019	*"Internships" & "Your Professional Persona"*, CRA-URMD grad cohort
March 2019	*Privacy, Ethics, and People with Disabilities in the Age of AI*, CSUN Assistive Technology Conference (panelist)
Jan. 2019	*Accessible Virtual Reality*, Unity Technologies
Nov. 2018	*Combining Human and Machine Intelligence to Describe Images to People with Visual Impairments.* Northwestern University, Segal Seminar.
Nov. 2018	*Navigating a Career in HCI Research.* Brown University CS Dept. Seminar
Sept. 2018	*Will Artificial Intelligence Eliminate Accessibility Barriers?* Grace Hopper Celebration of Women in Computing (panelist)
May 2018	*Combining Human and Machine Intelligence to Describe Images to People with Visual Impairments.* Psych. Dept. Seminar, University of Washington
April 2018	*Computing for All: Research in Accessibility, Learning, and Emerging/Developing Countries.* CHIMe workshop (panelist).
Oct. 2017	*Combining Human and Machine Intelligence to Describe Images to People with Visual Impairments*, HCOMP 2017 GroupSight Workshop keynote
Oct. 2017	*Combining Human and Machine Intelligence to Describe Images to People with Visual Impairments*, Howard University
Oct. 2017	*Combining Human and Machine Intelligence to Describe Images to People with Visual Impairments*, University of Colorado Boulder
May 2017	*Enhancing the Throughput and Expressivity of Augmentative and Alternative Communication Technologies for People with ALS*, MIT
April 2017	*Enhancing the Throughput and Expressivity of Augmentative and Alternative*
March 2017	*Communication Technologies for People with ALS*, NYU Abu Dhabi
Nov. 2016	*Reframing AAC Technologies as CSCW Systems*, University of Michigan MISC (Interactive & Social Computing) Speaker Series
Nov. 2016	*Enhancing the Throughput and Expressivity of Augmentative and Alternative Communication Technologies for People with ALS*, U.C. Berkeley EECS Department Colloquium
Nov. 2016	*Enhancing the Throughput and Expressivity of Augmentative and Alternative Communication Technologies for People with ALS*, Cornell Tech

July 2016	*Enhancing the Throughput and Expressivity of Augmentative and Alternative Communication Technologies for People with ALS*, Columbia University
June 2016	*Supporting Neurodiverse Software Engineers*, Seattle Children's Hospital
March 2016	*Supporting Neurodiverse Software* Engineers, AccessComputing Capacity Building Institute
Feb. 2016	*Supporting Neurodiverse Software Engineers*, SAP Autism at Work Summit
Feb. 2015	*Collaborative Web Search: Towards Next-Generation Information-Seeking Experiences*, University of Toronto (Sanders Series Lecture)
Nov. 2014	*Collaborative Web Search: Towards Next-Generation Information-Seeking Experiences*, Harvard University
Sept. 2014	*Credibility Perceptions of Content Contributors and Consumers in Social Media*, ASIS&T 2014 (panelist)
June 2014	*Collaborative Web Search: Toward Next-Generation Information-Seeking Experiences*, CDVE 2014 (Conference on Computer Design, Visualization, and Engineering) (keynote)
April 2014	*Friendsourcing vs. Crowdsourcing*, General Electric Global Research
April 2014	*Friendsourcing vs. Crowdsourcing*, Brown University
March 2014	*Socially Embedded Search Engines*, CWIC Southern California (keynote)
January 2014	*Friendsourcing vs. Crowdsourcing*, University of Illinois Urbana-Champaign *Socially Embedded Search Engines,* Northwestern University, TSB Distinguished Colloquium Speaker Series
Sept. 2013	*Socially Embedded Search Engines,* Carnegie Mellon University
August 2013	*Microblog Credibility Perceptions,* Twitter
June 2013	*Socially Embedded Search Engines*, Facebook
April 2013	*Microblog Credibility Perceptions*, Stanford University
Nov. 2012	*Socially Embedded Search Engines,* Brown University
Oct. 2012	*Publishing Your Research,* Grace Hopper Celebration of Women in Computing
April 2012	*Publishing Your Research,* CRA-W Graduate Cohort Workshop
Jan. 2012	*What Do People Ask Their Social Networks, and Why?*, Stanford University
Nov. 2011	*Publishing Your Research,* Grace Hopper Celebration of Women in Computing
Nov. 2011	*What if computer science was not just about technology?*, Grace Hopper Celebration of Women in Computing (panelist)
Oct. 2011	*When Search is Not Solitary: Perspectives on Social and Collaborative Search* CIKM 2011 (panelist)
Feb. 2011	*iRoom Project Retrospective,* Stanford University, HCI:20 Celebration
Oct. 2010	*What Do People Ask Their Social Networks, and Why?*, University of Pennsylvania
Oct. 2010	*The Real Time and Social Search Landscape*, SMX East 2010 (panelist)
Oct. 2010	*The Social Networking Revolution,* Grace Hopper Celebration of Women in Computing (panelist)
Oct. 2010	*New Directions in HCI: Collaborative & Social Search,* Grace Hopper Celebration of Women in Computing (panelist)
June 2010	*What Do People Ask Their Social Networks, and Why?,* Facebook
Dec. 2008	*New Tools for Enabling Collaborative Web Search*, Brown University
Nov. 2008	*New Tools for Enabling Collaborative Web Search*, Stanford University
Sept. 2008	*New Tools for Enabling Collaborative Web Search,* MIT
Sept. 2008	*Innovations in Information Technology,* EmTech Emerging Technologies Conference (panelist)

March 2008	*Career Paths in Industrial Research & Development,* CRA-W Grad Cohort for Women (panelist)
Feb. 2008	*New Tools for Enabling Collaborative Web Search,* University of Washington
Feb. 2006	*Supporting Effective Interaction with Tabletop Groupware,* University of Washington
Feb. 2006	*Supporting Effective Interaction with Tabletop Groupware,* Microsoft Research
Feb. 2006	*Supporting Effective Interaction with Tabletop Groupware,* IBM Almaden Research Center
Dec. 2005	*Interactive Walls and Tables,* Stanford University
June 2005	*Designing Tabletop Interfaces,* University of Washington
March 2005	*Designing Tabletop Interfaces,* PARC
Feb. 2005	*Designing Tabletop Interfaces,* Accenture Technology Labs
Jan. 2005	*Designing Tabletop Interfaces,* Stanford University
May 2003	*Virtual Desktop Usage Strategies and Their Implications for Design,* PARC

SELECTED PRESS

April 2023	ChatGPT Agents are Better at Simulated Role-Play than Humans. *New Scientist.*
April 2023	Could AI Write Super-Intelligent Video Game Characters? *The Guardian*
May 2022	Industry Leaders in Signal Processing and Machine Learning; *IEEE Signal Processing*
Aug. 2021	People of ACM – Merrie Morris; *ACM Newsletter*
Jan. 2021	Ability and Accessibility in AI; *The Radical AI Podcast*
Oct. 2020	Accessibility and Computer Vision; *#TWIML AI Podcast*
Oct. 2020	Microsoft and Partners Aim to Shrink the "Data Desert" Limiting Accessible AI; TechCrunch
Jan. 2020	Virtual Reality Has an Accessibility Problem; *Scientific American*
Jan. 2020	How to Design AI that Eliminates Disability Bias; *Financial Times*
April 2019	Microsoft is making VR better for those with vision problems; *Engadget*
May 2018	"The Radical Frontier of Inclusive Design"; *Fast Company*
March 2018	"Microsoft's Mad Scientists are Making AR more Tactile"; *Engadget*
March 2018	"Crazy Microsoft is the Best Microsoft"; *Fast Company*
Feb. 2018	"Virtual Reality Walking Stick Tutors Blind People to Cross Roads"; *New Scientist*
Feb. 2017	"Microsoft App Helps People with ALS Speak Using Just Their Eyes"; *New Scientist*
January 2015	"You Can Control This Heated Scarf With Your Smartphone"; *Time*
January 2015	"Microsoft Researchers Get Wrapped Up in Smart Scarf"; *MIT Technology Review*
April 2014	"Research Shows Baby Photos Not Really Taking Over Your Facebook Newsfeed"; *ABC News*
April 2014	"Science Says: The Baby Madness on Your Facebook Feed is an Illusion"; *Wired*

Feb. 2014   "New Study Finds That Moms Aren't as Annoying on Facebook as You Thought"; *Slate*

Dec. 2012   "Questioning the network: The year in social media research"; *Nieman Journalism Lab*

March 2012   "How to Make Your Tweets More Trustworthy"; *Mashable*

March 2012   "Think fast: Is that tweet true or false? How we use credibility cues to make decisions."; *Nieman Journalism Lab*

Feb. 2012   "Social Search Social Builds Bridges"; *Microsoft Research Blog*

Nov. 2011   "Microsoft's Code Space project combines Kinect, touchscreens for awesome meetings"; *VentureBeat*

Nov. 2011   "Microsoft outlines Code Space, looks to include Kinect in conference rooms, PTA meetings"; *Engadget*

Feb. 2010   "What Do People Ask Their Social Networks?"; *GigaOM*

Jan. 2010   "Touchscreen Merges the Real and Digital Worlds"; *New Scientist*

Sept. 2009   "Microsoft to Add 'Ping' to Bing to Share Search Results"; *PCWorld*

April 2009   "Microsoft Tries to Get a Grip on Touch Computing with Surface"; *Scientific American*

April 2009   "Mixing Real and Virtual Controls"; *Technology Review*

April 2009   "Microsoft Puts Finger on Better Gestures"; *CNET*

Jan. 2009   "Microsoft Searches for Group Advantage"; *Technology Review*

Nov. 2008   "The Online Search Party: A Way to Share the Load"; *The New York Times*

Oct. 2008   "Search Engines Show Off Their Social Side"; *New Scientist*

Aug. 2008   "2008 Young Innovator: Searching Websites Jointly"; *Technology Review*

March 2008   "Searching as a Team"; *Technology Review*

March 2008   "Microsoft Research Shows New Search Projects"; *Seattle Post-Intelligencer*

March 2008   "Microsoft Shows Off Collaborative Search Tools"; *InfoWorld*

June 2008   "Microsoft Plug-In Lets Users Try Group Search"; *CNET*

June 2008   "Microsoft Research's SearchTogether Project Looks Promising"; *ars technica*