

# Sarah M. Reeder

PhD Student | Carnegie Mellon University | smreeder@cmu.edu | sarahreeder.com

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## Research Interests

I am interested in storytelling as it pertains to heritage and sense of place. I understand heritage as a living thing that is recreated rather than passed on, and therefore technology cannot truly preserve heritage in a static form. Rather, designing for heritage means creating opportunities for sharing, and storytelling is one way in which this recreation of heritage can occur. My interest in sustainable interaction design ties in with utilizing heritage values to help connect people with place. I am also interested in design education theory and human-robot interaction.

## Education

<b>Carnegie Mellon University</b> School of Computer Science Doctor of Philosophy in Human Computer Interaction	Pittsburgh, PA	May 2016
<b>Indiana University</b> School of Informatics and Computing Master of Science in Human-Computer Interaction Design Final GPA: 3.936 / 4.0	Bloomington, IN	Aug 2011
<b>Miami University</b> School of Engineering and Applied Science Bachelor of Science in Systems Analysis Final GPA: 3.09 / 4.0	Oxford, OH	May 2003

## Awards

<b>Disney Memorial Pausch Fellowship</b> A full one year fellowship, awarded to two graduate students, one in Computer Science and one in Fine Arts, to bridge art and technology	<i>Fellowship Recipient</i>	Aug 2011
<b>Women in Science Programs</b> To cover travel expenses to attend Designing Interactive Systems (DIS) 2010	<i>Scholarship Recipient</i>	Aug 2010
<b>Women in Informatics and Computing</b> For service to the WIC student group and "promise" for the future	<i>Woman of the Year Award</i>	May 2010
<b>OzCHI 24-Hour Student Design Competition</b> Second place team award to assist with travel expenses to participate in the final, onsite round of the 24 hour student design competition at Australian Computer Human Interaction Conference (OzCHI)	<i>Second Place Travel Award</i>	Nov 2009
<b>Grace Hopper Conference</b> To cover travel expenses to attend Grace Hopper Celebration of Women in Computing Conference (GHC) in Keystone, Colorado	<i>Scholarship Recipient</i>	Oct 2008

## Professional Experience

- Programming Analyst** Bloomington, IN Sept 2005-Aug 2011  
Indiana University, Office of the Bursar
- Design and maintain Office of the Bursar Web site (bursar.indiana.edu), develop integrated content management system for selected pages within the web site, and analyze web site statistics annually
  - Conduct usability testing on select site features
- Office Assistant** Bloomington, IN Oct 2004-Sept 2005  
Indiana University, UITS Finance Office
- Support Finance Office staff with account reconciliation and archiving, assist with creation of client budgeting reports in MS Excel, and develop online product ordering application written in ColdFusion
- Department Manager** Centerville, OH July 2003-Aug 2004  
United Art and Education
- Plan and implement departmental merchandising and display, oversee associates by shift, and contribute to quarterly associate review reports

## Research

### Publications

#### **Designing a robot through prototyping in the wild**

Selma Šabanović, Sarah Reeder, Bobak Kechavarzi, and Zachary Zimmerman. 2011. In Proceedings of the 6th international conference on Human-robot interaction (HRI '11). ACM, New York, NY, USA, 239-240. (Late breaking report, poster)

#### **Breakbot: a social motivator for the workplace**

Sarah Reeder, Lorelei Kelly, Bobak Kechavarzi, and Selma Šabanović. 2010. In Proceedings of the 8th ACM Conference on Designing Interactive Systems (DIS '10). ACM, New York, NY, USA, 61-64. (Short paper. Acceptance rate: 25%)

#### **StoryTime: experiencing place through history**

Lorelei Kelly, Sarah Reeder, Xuan Wang, and Susan Coleman Morse. 2009. In Proceedings of the 21st Annual Conference of the Australian Computer-Human Interaction Special Interest Group: Design: Open 24/7 (OZCHI '09). ACM, New York, NY, USA, 429-430. (Student design competition short paper. Second place.)

### Presentations, Posters, and Workshops

#### **Cultivating Heritage: the role of reflection in keeping history alive** May 2011

A position paper for the workshop “Bridging Practices, Theories, and Technologies to Support Reminiscence” at ACM SIG Computer Human Interaction (CHI) in Vancouver, Canada

#### **Designing a robot through prototyping in the wild** Mar 2011

Designed the poster for this late breaking report, presented by Dr. Šabanović at the ACM/IEEE International Conference on Human-Robot Interaction (HRI)

#### **Breakbot: A social motivator for the workplace** Aug 2010

A short paper presentation in the session “Mind Your Body” at Designing Interactive Systems (DIS) conference in Aarhus, Denmark

#### **Heritage Stories: Connecting with the past** Aug 2010

A position paper presentation for the workshop “Heritage Inquiries: A Designerly Approach to Human Values” at Designing Interactive Systems (DIS)

#### **Experience Radar & StoryTime** Nov 2009

Two 24-hour student design competition team posters for the Australian Computer Human Interaction conference (OzCHI) in Melbourne, Australia

## Works in Progress

### Understanding Health Literacy

*Sarah Reeder, Steven Dow, Jodi Forlizzi*

This study investigates how adults understand health, health practices, and beliefs in order to inform the design of a family focused health technology for the home. In-home interviews will be conducted with participants in the Pittsburgh area, and insights from the data we gather will guide future studies.

### Perceptions of Public Objects and Materials

*Stacey Kuznetsov, Sarah Reeder, Haakon Faste, Eric Paulos*

By engaging participants through photography, this study aims to explore how objects placed in public spaces are noticed and understood. Themes that emerge could help to inform the design of sensing technologies for use in public spaces.

### Just Dewey it: Prototyping and in situ evaluation of a socially assistive robot for the office

*Selma Šabanović, Bobak Kechavarzi, Sarah Reeder*

This group research project at R-House lab examines the effect of creature-like behaviors on compliance with break management reminders. A continuation of the Dewey project, the study compares the affects of behavior-like and alarm-like robots on worker compliance to an embodied reminder system.

### Improving as a Designer: The Importance and Practice of Deliberate Reflection

*Sarah Reeder, Erik Stolterman*

This study will examine the theories we propose regarding the practice of reflection in the field of Design.

## Service

### Women in Informatics and Computing (WIC)

President

May 2009-Aug 2011

- Organize and moderate monthly steering committee meetings with faculty, graduate & undergraduate students, and staff
- Plan or assist with monthly social, professional, or academic related events
- Write and moderate discussion of amendments to group constitution

Communications Chair

May 2008-June 2009

- Create and distribute posters and other media for advertising WIC events
- Set up Twitter feed, Facebook group page and Google group to improve digital communication
- Manage the steering committee and membership mailing lists

### Mentor for INFO-541 Interaction Design Practice

Aug-Dec 2010

Indiana University School of Informatics and Computing

### Reviewer for NCWIT Aspirations in Computing Award

National Award

Nov 2011

Indiana Regional Award

Nov 2010

### Australian Computer-Human Interaction

Melbourne, Australia

Nov 2009

Student Volunteer

### Bloomington, Indiana Alumnae Chapter of KΔ

Vice president – membership

Mar 2010-Mar 2011

President

Mar 2008-Mar 2010

### Indiana Celebration of Women in Computing

Spencer, Indiana

Jan 2008

Birds of a feather discussion group leader

## Teaching Experience

**Interaction Design Practice Mentor**                      Bloomington, IN                      Aug-Dec 2010  
Indiana University, School of Informatics and Computing

- Advise student teams as they learn to practice interaction design
- Grade and critique student group work

**Supplemental Instruction Leader**                      Oxford, OH                      Aug-Dec 2002  
Miami University, Learning Assistance Center

- Lead student study sessions for undergraduate course, Computer Architecture
- Collaborate with course professor on teaching strategies and student response

## Memberships

Association for Computing Machinery (ACM)	July 2009-present
ACM's Women in Computing (ACM-W)	July 2010-present
ACM Special Interest Group on Computer Human Interaction	Aug 2008-present
Kappa Delta Sorority (KΔ)	2001-present
National Society of Collegiate Scholars	2001-2003

## Skill Set

### Research Methods

Card sorting, cognitive walkthroughs, cultural probes, diary studies, ethnographic observations, experience sampling methods, focus groups, interviews, product reaction cards, surveys

### Programming Languages

C++, C#, ColdFusion, CSS, Flash Action Script, HTML, Java, JavaScript, MySQL, PHP, Scheme, SQL, Visual Basic, XHTML, XML

### Certificates

GIAC Web Application Security (GWAS) Certificate                      Mar 2008