

# Haoqi Zhang

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CONTACT INFORMATION	Northwestern University Delta Lab Design, Technology, & Research EECS & Segal Design Institute Evanston, IL 60208	(917) 445-2626 <a href="http://delta.northwestern.edu">http://delta.northwestern.edu</a> <a href="http://dtr.northwestern.edu">http://dtr.northwestern.edu</a> <a href="http://haoqizhang.com">http://haoqizhang.com</a> <a href="mailto:hq@northwestern.edu">hq@northwestern.edu</a>
RESEARCH INTERESTS	My research bridges the fields of Social & Crowd Computing, Human-Computer Interaction, Artificial Intelligence, and Decision Science.  My work integrates design, technology, and research to advance the construction of socio-technical ecosystems that promote desired behaviors and outcomes at scale.	
APPOINTMENTS	<b>Northwestern University</b> , Evanston, IL <i>Allen K. and Johnnie Cordell Breed Junior Professor of Design</i>	9/2015 to present
	<b>Northwestern University</b> , Evanston, IL <i>Assistant Professor, EECS and Segal Design Institute</i>	9/2013 to present
	<b>MIT CSAIL</b> , Cambridge, MA <i>Postdoctoral Associate, User Interface Design Group</i>	9/2012 to 7/2013
	<b>Microsoft Research</b> , Redmond, WA <i>Research Intern, Adaptive Systems and Interaction Group</i>	5/2010 to 8/2010
EDUCATION	<b>Harvard University</b> , Cambridge, MA Ph.D. in Computer Science, September 2012 Thesis: <i>Computational Environment Design</i> Advisor: David C. Parkes  <b>Harvard College</b> , Cambridge, MA A.B. in Computer Science and Economics with highest honors, June 2007 Thesis: <i>Policy Teaching through Reward Function Learning</i>	
HONORS AND AWARDS	Office of the Provost Award for Digital Learning, 2016. Murphy Society Award for Advancing Undergraduate Engineering, 2014, 2015, 2016. HCOMP Notable Paper Award, 2013. CHI Best Paper Award Honorable Mention, 2012, 2013. NSF Graduate Research Fellowship, 2011-2012. NDSEG Fellowship, 2008-2011. Derek C. Bok Award for Excellence in Teaching of Undergraduates at Harvard, 2009. Certificate of Distinction in Teaching at Harvard, received five times from 2005-2009. Thomas Temple Hoopes Prize for senior thesis at Harvard, 2007.	
CONFERENCE AND JOURNAL PAPERS	Haoqi Zhang, Matthew W. Easterday, Elizabeth Gerber, Daniel Rees Lewis, and Leesha Maliakal. Agile Research Studios: Orchestrating Communities of Practice to Advance Research Training at Scale. In <i>Proceedings of the 20th ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '17)</i> , 2017.	

Yongsung Kim, Aaron Shaw, Haoqi Zhang, and Elizabeth Gerber. Understanding Trust amid Delays in Crowdfunding. In *Proceedings of the 20th ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '17)*, 2017.

Yongsung Kim, Emily Harburg, Shana Azria, Aaron Shaw, Elizabeth Gerber, Darren Gergle, and Haoqi Zhang. Studying the Effects of Task Notification Policies on Participation and Outcomes in On-the-go Crowdsourcing. In *Proceedings of the AAAI Conference on Human Computation and Crowdsourcing (HCOMP '16)*, 2016.

Katherine Lin, Henry Spindell, Scott Cambo, Yongsung Kim, and Haoqi Zhang. Habit-sourcing: Sensing the Environment through Immersive, Habit-Building Experiences. In *Proceedings of the 29th Symposium on User Interface Software and Technology (UIST '16)*, 2016.

Joshua Hibsichman and Haoqi Zhang. Telescope: Fine-Tuned Discovery of Interactive Web UI Feature Implementation. In *Proceedings of the 29th Symposium on User Interface Software and Technology (UIST '16)*, 2016.

Josh Hibsichman and Haoqi Zhang. Unravel: Rapid Web Application Reverse Engineering via Interaction Recording, Source Tracing, and Library Detection. In *Proceedings of the 28th Symposium on User Interface Software and Technology (UIST '15)*, 2015.

Kevin Chen and Haoqi Zhang. Remote Paper Prototype Testing. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI '15)*, 2015.

Anant Bhardwaj, Juho Kim, Steven P. Dow, David Karger, Sam Madden, Robert C. Miller, Haoqi Zhang. Attendee-sourcing: Exploring the Design Space of Community-Informed Conference Scheduling. In *Proceedings of the AAAI Conference on Human Computation and Crowdsourcing (HCOMP '14)*, 2014.

Aaron Shaw, Haoqi Zhang, Andrés Monroy-Hernández, Sean Munson, Benjamin Mako Hill, Elizabeth Gerber, Peter Kinnaird, and Patrick Minder. Computer Supported Collective Action. *interactions*, 21, 2, March 2014.

Lydia B. Chilton, Juho Kim, Paul André, Felicia Cordeiro, James Landay, Dan Weld, Steven P. Dow, Robert C. Miller, and Haoqi Zhang. Frenzy: Collaborative Data Organization for Creating Conference Sessions. *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI '14)*, pp. 1255–1264, 2014. Best Paper Award Honorable Mention.

Robert C. Miller, Haoqi Zhang, Eric Gilbert, and Elizabeth Gerber. Pair Research: Matching People for Collaboration, Learning, and Productivity. *Proceedings of the 17th ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '14)*, 2014.

Paul André, Haoqi Zhang, Juho Kim, Lydia B. Chilton, Steven P. Dow, and Robert C. Miller. Community clustering: Leveraging an academic crowd to form coherent conference sessions. In *Proceedings of the 1st AAAI Conference on Human Computation and Crowdsourcing (HCOMP '13)*, 2013. Notable Paper Award.

Haoqi Zhang, Eric Horvitz, and David C. Parkes. Automated Workflow Synthesis. In *Proceedings of the 27th AAAI Conference on Artificial Intelligence (AAAI '13)*, 2013.

Juho Kim, Haoqi Zhang, Paul André, Lydia Chilton, Wendy MacKay, Michel Beaudouin-

Lafon, Robert C. Miller, Steven P. Dow. Cobi: A Community-Informed Conference Scheduling Tool. In *Proceedings of the 26th Symposium on User Interface Software and Technology (UIST '13)*, 2013.

Haoqi Zhang, Edith Law, Robert C. Miller, Krzysztof Z. Gajos, David C. Parkes, and Eric Horvitz. Human Computation Tasks with Global Constraints. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI '12)*, pp. 217–226, 2012. Best Paper Award Honorable Mention.

Haoqi Zhang, Eric Horvitz, Yiling Chen, and David C. Parkes. Task Routing for Prediction Tasks. To appear in *Proceedings of the 11th International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS '12)*, 2012.

Ian A. Kash, John K. Lai, Haoqi Zhang, and Aviv Zohar. Economics of BitTorrent Communities. In *Proceedings of the 21st International Conference on World Wide Web (WWW '12)*, 2012.

Jon Noronha, Eric Hysen, Haoqi Zhang, and Krzysztof Z. Gajos. PlateMate: Crowdsourcing Nutrition Analysis from Food Photographs. In *Proceedings of the 24th Symposium on User Interface Software and Technology (UIST '11)*, pp. 1–11, 2011.

Edith Law and Haoqi Zhang. Towards Large-Scale Collaborative Planning: Answering High-Level Search Queries Using Human Computation. In *Proceedings of the 25th AAAI Conference on Artificial Intelligence (AAAI '11)*, pp. 1210–1215, 2011.

Yiling Chen, Jerry Kung, David C. Parkes, Ariel Procaccia, and Haoqi Zhang. Incentive Design for Adaptive Agents. In *Proceedings of the 10th International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS '11)*, pp. 627–634, 2011.

Pavithra Harsha, Cynthia Barnhart, David C. Parkes, and Haoqi Zhang. Strong Activity Rules for Iterative Combinatorial Auctions. In *Computers & Operations Research*, vol. 37, no. 7, pp. 1271–1284, 2010.

Haoqi Zhang, Yiling Chen, and David C. Parkes. A General Approach to Environment Design with One Agent. In *Proceedings of the 21st International Joint Conference on Artificial Intelligence (IJCAI '09)*, pp. 2002–2008, 2009.

Haoqi Zhang, David C. Parkes, and Yiling Chen. Policy Teaching Through Reward Function Learning. In *Proceedings of the 10th ACM Conference on Electronic Commerce (EC '09)*, pp. 295–304, 2009.

Haoqi Zhang and David C. Parkes. Value-based Policy Teaching with Active Indirect Elicitation. In *Proceedings of the 23rd AAAI Conference on Artificial Intelligence (AAAI '08)*, pp. 208–214, 2008. Oral presentation and poster paper.

WORKSHOP  
PAPERS AND  
DEMOS

Yongsung Kim, Emily Harburg, Shana Azria, Elizabeth Gerber, Darren Gergle, Haoqi Zhang. Enabling Physical Crowdsourcing On-the-go with Context-Sensitive Notifications. *HCOMP Work-in-Progress*, 2015.

Emily Harburg, Yongsung Kim, Elizabeth Gerber, and Haoqi Zhang. CrowdFound: A Mobile Crowdsourcing System to Find Lost Items On-the-Go. *CHI Work-in-Progress*, 2015.

Haoqi Zhang, Paul André, Lydia Chilton, Juho Kim, Steven P. Dow, Robert C. Miller,

Wendy MacKay, and Michel Beaudouin-Lafon. Cobi: Communitysourcing Large-Scale Conference Scheduling. Demo at *CHI Interactivity (CHI '13)*, 2013.

Haoqi Zhang, John Lai, and Moritz Baecher. Hallucination: a Mixed-Initiative Approach for Efficient Document Reconstruction. In *Proceedings of the AAAI workshop on Human Computation (HCOMP '12)*, 2012.

Andrew Mao, Yiling Chen, Krzysztof Gajos, David Parkes, Ariel Procaccia, and Haoqi Zhang. TurkServer: Enabling Synchronous and Longitudinal Online Experiments. In *Proceedings of the AAAI workshop on Human Computation (HCOMP '12)*, 2012.

Beatrice Liem, Haoqi Zhang, and Yiling Chen. An Iterative Dual Pathway Structure for Speech-to-Text Transcription. In *Proceedings of the AAAI workshop on Human Computation (HCOMP '11)*, 2011.

Ian A. Kash, John K. Lai, Haoqi Zhang, and Aviv Zohar. Economics of BitTorrent Communities. In *Proceedings of the 6th Workshop on the Economics of Networks, Systems, and Computation (NetEcon '11)*, 2011.

Haoqi Zhang, Eric Horvitz, Yiling Chen, and David C. Parkes. Task Routing for Prediction Tasks. In the *ACM EC Workshop on social computing and user-generated content*, 2011.

Haoqi Zhang, Eric Horvitz, Robert C. Miller, and David C. Parkes. Crowdsourcing General Computation. In the *CHI workshop on crowdsourcing and human computation*, 2011. Also available as Microsoft Research Technical Report MSR-TR-2011-6.

Eric Huang, Haoqi Zhang, David C. Parkes, Krzysztof Z. Gajos, and Yiling Chen. Toward Automatic Task Design: A Progress Report. In *Proceedings of the KDD workshop on Human Computation (HCOMP '10)*, 2010.

Haoqi Zhang and David C. Parkes. Enabling Environment Design via Active Indirect Elicitation. In *the 4th Multidisciplinary Workshop on Advances in Preference Handling (MPREF '08)*, 2008.

PHD THESIS Haoqi Zhang. Computational Environment Design. Ph.D. dissertation, *Harvard University*, 2012.

UNDERGRADUATE THESIS Haoqi Zhang. Policy Teaching through Reward Function Learning. Undergraduate thesis in Computer Science and Economics, *Harvard University*, 2007. Thomas Temple Hoopes Prize Winning Thesis.

INVITED TALKS Advancing Research Training with Agile Research Studios. *Northwestern Learning, Teaching, and Assessment Forum*, Evanston, IL, Nov 2016.  
Design, Technology, and Research. *Northwestern Mobile Meetup*, Evanston, IL, Feb 2015.

Crowds, Communities, and Mixed-Initiative Systems. *Microsoft Faculty Summit*, Bellevue, WA, July 2014.

Crowds, Communities, and Mixed-Initiative Systems. *Northwestern Institute on Complex Systems*, Evanston, IL, May 2014.

Crowds, Communities, and Mixed-Initiative Systems. *AAAS Annual Meeting*, Chicago, IL, Feb 2014.

Crowds, Communities, and Mixed-Initiative Systems. *CMU Human Computer Interaction Institute*, Pittsburg, PA, October 2013.

Crowds, Communities, and Mixed-Initiative Systems. *MIT Center for Collective Intelligence*, Cambridge, MA, May 2013.

Task Routing for Prediction Tasks. *Northwestern Theory Group*, Evanston, IL, November 2011.

Human Computation with Global Constraints: A Case Study. *Stanford HCI Group*, Stanford, CA, October 2011.

Human Computation with Global Constraints: A Case Study. *University of Washington AI Group and DUB Group*, Seattle, WA, October 2011.

Crowdsourcing Complex Tasks. *UC San Diego Graphics and Vision Lab*, San Diego, CA, October 2011.

Task Routing for Prediction Tasks. *Caltech Rigorous Systems Research Group*, Pasadena, CA, October 2011.

Crowd 2.0: Collaborative Planning, Task Routing. *UC Berkeley Institute of Design*, Berkeley, CA, June 2011.

Crowd 2.0. *MIT User Interface Design Group*, Cambridge, MA, May 2011.

Mobi: Crowdsourcing event planning; Principles of Task Routing. *MIT Human Dynamics Laboratory*, Cambridge, MA, November 2010.

A General Approach to Environment Design. *MIT SENSEable City Lab*, Cambridge, MA, November 2009.

A General Approach to Environment Design. *Harvard Cooperation Group, Berkman Center for Internet and Society*, Cambridge, MA, October, 2009.

Enabling Environment Design via Active Indirect Elicitation. *MIT Economics Theory Lunch*, Cambridge, MA, October 2008.

TEACHING	EECS 395/495: Design, Technology, and Research <i>Instructor, Program Director</i>	Spring 2014–present
	EECS 395/495: Social & Crowd Computing, Northwestern <i>Instructor</i>	Fall 2014, Fall 2015
	DSGN 401-2: Interaction Design, Northwestern <i>Instructor</i>	Winter 2015, Winter 2016
	EECS 330: Human Computer Interaction, Northwestern <i>Instructor</i>	Winter 2014
	EECS 101: Intro to Computer Science for Everyone, Northwestern	Fall 2013, Fall 2014

*Instructor*

6.831: User Interface Design and Implementation, MIT Spring 2013  
*Instructor*

Derek Bok Center for Teaching and Learning, Harvard 2009–2011  
*Teaching Consultant*

PHD RESEARCH ADVISING	Leesha Maliakal <span style="float: right;">Fall 2016 to present</span> - Advise research in agile research studios.
	Yongsung Kim <span style="float: right;">Fall 2014 to present</span> - Advise research in physical crowdsourcing.
	Josh Hibsichman <span style="float: right;">Fall 2014 to present</span> - Advise research on readily available learning experiences.
	Emily Harburg <span style="float: right;">Summer 2014 to Spring 2015</span> - Advised research on crowdsourced lost and found for TSB rotation.
	Scott Cambo <span style="float: right;">Spring 2015 to Summer 2015</span> - Advised research on on-the-go citizen science for TSB rotation.
	Julian Vicens (visiting student) <span style="float: right;">Summer 2016</span> - Advised summer research on “Patterns: Teaching the Scientific Method through a Citizen Science application”
UNDERGRADUATE RESEARCH ADVISING	Aaron Leon <span style="float: right;">Spring 2017 to present</span> - Advise research on “Scaffolded Exercises on Professional Code Examples.”
	Eunice Lee <span style="float: right;">Spring 2017 to present</span> - Advise research on “Collective Narratives.”
	Allison Sun and Jennie Werner <span style="float: right;">Fall 2016 to present</span> - Advise research on “Collective Experience API.”
	Meg Grasse and Alex Kaldjian <span style="float: right;">Fall 2016 to present</span> - Advise research on “McGonagall: Transfiguring Mixed-Fidelity Paper Prototypes to Remotely Test Mobile App Experiences.”
	Sarah Lim <span style="float: right;">Fall 2016 to present</span> - Advise research on “Ply: Visual Regression Pruning for Web Inspection.” - Accepted to CHI 2017 Student Research Competition (SRC).
	Sasha Weiss <span style="float: right;">Spring 2016 to present</span> - Advise research on “Context-Aware Micro-reminders.”
	Kapil Karg <span style="float: right;">Winter 2016 to present</span> - Advise research on “4X: Scaffolding Low-Effort Sensing.”
	Sehmon Burnam <span style="float: right;">Spring 2017</span> - Advise research on “Understanding and Promoting Collective Skill Growth in Learning Communities.”

- Bomani McClendon and Sameer Srivastava Winter 2016 to present  
 - Advise research on “Research Planning System.”
- Jon Rovira Winter 2016 to present  
 - Advise research on “Intelligent Code Matching: Using Professional Examples to Help Novice Programmers Write Better Code.”
- Aaron Loh Fall 2015  
 - Advise research on “Scaffolding Low-Effort Sensing.”
- Shana Azria Fall 2015 to Winter 2016  
 - Advise research on “Context-Aware Micro-reminders.”
- Sarah Lim and Christina Kim Fall 2015 to Spring 2016  
 - Advise research on “Dynamic Tutorials: Using Professional Web Examples to Providing When-To-Do Intuitions.”
- Nicole Zhu and Michael Wang Fall 2015 to present  
 - Advise research on “Reverse Engineer Professional Web Layouts for Authentic Learning.”
- Katie George, Greg Kim, Nikhil Pai, and Alex Wang Fall 2015 to Winter 2017  
 - Advise research on “On-demand Action Plans for Personal Projects”
- Katherine Lin, Hyung-Soon Kim, and Alaina Kafkes Spring 2016 to Winter 2017  
 - Advise research on “Scaffolding Habitsourcing: Interactions and Methods.”
- Katherine Lin and Henry Spindell Spring 2015 to Spring 2016  
 - Advise research on “Habitsourcing: Build personal habits with immersive experiences that collect environmental data.”  
 - Work led to paper “Habitsourcing: Sensing the Environment through Immersive, Habit-Building Experiences” at *UIST '16*.
- Shawn Caeiro and Jennie Werner Fall 2015 to present  
 - Advise research on “Physical Games with a Purpose.”
- Kevin Chen, Ryan Madden, and Shannon Nachreiner Fall 2015 to present  
 - Advise research on “Collective Experience API.”
- Leesha Maliakal, Scott Cambo, Christina Kim Winter 2015 to present  
 - Advise research on “Crowdcheer: motivating marathon runners with timely cheers from the crowd.”  
 - Work led to presentation at Grace Hopper 2015 Student Research Competition (2nd place) on “CrowdCheer: Situational Crowdsourcing of Motivation for Runners”
- Frank Avino and Henry Spindell Winter 2015 to Spring 2015  
 - Advised research on “RinkTalk: parentsourcing event detection at hockey games to support coaches and players.”
- Kalina Silverman Fall 2014 to Spring 2015  
 - Advised research on “Big Talk: An online platform for deep, meaningful interactions between people.”
- Zachary Allen Spring 2014 to Spring 2015

- Advised research on “Engage with a purpose: using mobile and wearable devices to promote exploration and discovery.”
- Work led to presentation at ACM CHI Student Research Competition (3rd place) on “GAZE: Using Mobile Devices to Promote Discovery and Data Collection.”, CHI 2015.

Philip House, Alex Hollenbeck, Ben Rothman, Sarah Lim Spring 2014 to Spring 2015

- Advised research on “Programming with a purpose.”
- Prototyped a web application that teaches Bootstrap components. Students contribute to generating CSS style guides while learning.

Corey Grief Spring 2014 to Winter 2015

- Advised research on “Secrets: information sharing through quests.”
- Developed and studied a system that supports people sharing tips/secrets with others who complete tasks to access information.

Kevin Chen Spring 2014

- Advised research on “Glass Prototyping: using Google Glass as a lens for testing mobile application prototypes.”
- Work led to paper “Remote Paper Prototype Testing” at *CHI '15*.

Stephen Chan, Nicole Zhu Winter 2013 to Spring 2015

- Advised research on “Low-effort crowdsourcing.”
- Co-developed iOS app *Tapshare*, which allows for low-effort, participatory community-sensing through simple gestures such as Knocks. Also led design and needfinding efforts.

Jonah Ruffer Spring 2014

- Advised research on “Waitsourcing: using dead time for crowd work.”
- Developed ‘I spy’ games for waiting at bus stops. Games collect as a by-product a rich dataset of photos and census information.

Nicholas Scoliard Spring 2014

- Advised research on “Crowdsourcing desirable walking paths.”
- Developed iOS app for collecting and presenting desirable walking routes around campus.

Joey Rafidi Fall 2012 to Spring 2013

- Co-advised research on “Crowdcierge: Real-time Trip Planning with the Crowd.”
- Work led to presentation at CHI Undergraduate Student Research Competition (tied for 2nd place), *CHI '13*

Andy Cooper Fall 2012

- Co-advised UAP research on “True Rank: Improving College Basketball Rankings.”
- Developed an user interface to visualize upsets in non-transitive rankings and allow users to contribute their opinions about the outcome.

Jon Noranha and Eric Hysen Spring 2011

- Co-advised research on “Crowdsourcing Nutritional Analysis.”
- Work led to paper “PlateMate: Crowdsourcing Nutrition Analysis from Food Photographs” in *UIST '11*.

Beatrice Liem Fall 2010 to Spring 2011

- Co-advised undergraduate thesis, “Designing a Transcription Game.”



- Work led to paper “An Iterative Dual Pathway Structure for Speech-to-Text Transcription” in *HCOMP '11*.

Jerry Kung Summer 2009 to Spring 2011  
 - Co-advised undergraduate thesis, “Incentive Design for Adaptive Agents.”  
 - Work led to paper “Incentive Design for Adaptive Agents” in *AAMAS '11*.

Eric Huang Summer 2009 to Spring 2010  
 - Co-advised undergraduate thesis, “Automatic Task Design on Amazon Mechanical Turk.”  
 - Work led to paper “Toward Automatic Task Design: A Progress Report” in *HCOMP '10*.

Dylan Lake Summer 2009  
 - Co-advised summer research on “k-Implementation with Unknown Rewards.”  
 - Work extended results from *EC '09* policy teaching paper to a multi-agent setting.

SELECT STUDENT HONORS DTR students, Undergraduate Research Grant, awarded 19 times between 2014–2016.

Josh Hibschman, Segal Design Cluster Fellowship, 2016.

Sarah Lim, Google Lime Scholarship, 2016.

Yongsung Kim, Segal Design Cluster Fellowship, 2015.

Leesha Maliakal, Grace Hopper Student Research Competition, 2nd Place, 2015.

Yongsung Kim, CHI Student Research Competition, 1st Place, 2015.

Zachary Allen, CHI Student Research Competition, 3rd Place, 2015.

Kalina Silverman, OZY Genius Award, 2015.

Kevin Chen, KPCB Fellow, 2015.

Emily Harburg, NSF Graduate Student Fellowship, 2014.

FUNDING

Haoqi Zhang, Matt Easterday, and Liz Gerber. Agile Research Studios: Scaling Cognitive Apprenticeship to Advance Undergraduate and Graduate Research Training in STEM. *NSF Cyberlearning*, 2016-2019, \$549,944.

Haoqi Zhang and Darren Gergle. Coordination of Opportunistic Actions to Produce Globally Effective Behaviors for Physical Crowdsourcing. *NSF Cyber-Human Systems*, 2016-2019, \$496,380.

Haoqi Zhang and Liz Gerber. Pair Research: Matching People for Collaboration, Learning, and Productivity. *Northwestern's Office of the Provost Award for Digital Learning*, 2016–2017, \$20,000.

Haoqi Zhang. Remote Paper Prototype Testing. *NSF CISE Research Initiation Initiative*, 2015–2017, \$147,536.

Haoqi Zhang. Design, Technology, and Research. *Northwestern's Murphy Society Grant*, 2014-2016, \$70,000.

Haoqi Zhang, Aaron Shaw, and Elizabeth Gerber. Sharing Human-powered Mobility to Improve Societal Efficacy and Efficiency. *Microsoft Fuse Labs Research Award*, 2014-2015, \$25,000.

PROFESSIONAL  
ACTIVITIES

Member, HCOMP Steering Committee, 2014–present

Co-chair, HCOMP Doctoral Consortium, 2016

Mentor, HCOMP Doctoral Consortium, 2014, 2015

Co-organizer, CrowdCamp, 2014, 2015

Scheduling Chair, CHI & CSCW, 2013, 2014

Chair, HCOMP Works-in-Progress and Demo track, 2014

Co-organizer, Human Computation Workshop (HCOMP), 2011, 2012

Co-editor & advisor, CrowdResearch.org blog, 2011–2016.

Program committee: Conference on Computer-Supported Cooperative Work and Social Computing (CSCW) 2018; Collective Intelligence (CI) 2017; Conference on Artificial Intelligence (AAAI) 2014; International Conference on World Wide Web (WWW) 2014, 2017; International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS) 2014; International Joint Conferences on Artificial Intelligence (IJCAI) 2013; Conference on Human Computation and Crowdsourcing (HCOMP) 2013, 2014, 2017; NIPS Workshop on Computational Social Science & the Wisdom of Crowds 2011; North East Student Colloquium on Artificial Intelligence 2010.

Refereeing: Machine Learning (ML) 2012; Artificial Intelligence (AIJ) 2012; ACM Symposium on User Interface Software and Technology (UIST) 2012, 2013, 2014; ACM Conference on Human Factors in Computing Systems (CHI) 2011, 2012, 2013, 2014, 2015, 2016; ACM Conference on Computer Supported Collaborative Work and Social Computing (CSCW) 2015, 2017; ACM Transactions on Computer-Human Interaction (TOCHI) 2013; IEEE Internet Computing 2012; Transactions on Economics and Computation (TEAC) 2012; International Conference on World Wide Web (WWW) 2010, 2015, 2016; Journal of Autonomous Agents and Multi-Agent Systems (JAAMAS) 2009; Journal of Artificial Intelligence Research (JAIR) 2009, 2015, 2016; International Journal on Human Computer Studies (IJHCS) 2016, 2017.

UNIVERSITY AND  
DEPARTMENTAL  
SERVICE

Member, CS+X strategic committee, Northwestern CS, 2016–present.

Co-chair, CS search planning committee, Northwestern CS, 2016.

CS curriculum committee, Northwestern CS, 2015–present.

URG selection committee, Northwestern University, 2015–present.

Director, Design Technology and Research, 2014–present.

Co-chair, Northwestern NICO working group on Internet and Society, 2014–present.

Organizer, Segal Design Seminar Series, 2013–present.

Segal research council, Northwestern University, 2013–present.

TSB admissions committee, Northwestern TSB, 2013–present.

Mentor & judge, WildHacks, 2016.

Theory search committee, Northwestern University, 2013.