



Curriculum Vitae

Ronald Michael Baecker

1 September 2011

PERSONAL DATA

Current Position: Professor
Technologies for Aging Gracefully Lab (TAGlab)
Dept. of Computer Science and Knowledge Media Design Institute
University of Toronto
Bahen Building Room 7228
Toronto, Ontario M5S 2E4
Phone: (416) 978-6983
FAX: (416) 978-5634
E-mail: ron@taglab.ca

Current Home Address: 41 Spruce Street #5
Toronto, Ontario M5A 2H8
Phone: (416) 925-3364

Citizenship and residency: U.S. citizen, permanent resident of Canada

EDUCATION

Ph.D., Computer Science, Department of Electrical Engineering, M.I.T., June 1969.
Studied mathematics at University of Heidelberg, Germany, Nov. 1964 to July 1965. No degree.
M.S., Electrical Engineering, M.I.T., September 1964.
B.S., Physics, M.I.T., June 1963.

POSITIONS HELD

Professor of Computer Science (cross-appointed to Electrical and Computer Engineering), University of Toronto, 1989-present.

Director, Technologies for Aging Gracefully Laboratory (TAGlab), University of Toronto, 2009-present.

Bell University Laboratories Chair in Human-Computer Interaction, Univ. of Toronto, 1 Jan. 2002 - 31 Dec. 2011.

Adjunct Scientist, Toronto Rehabilitation Institute, September 2007-present.

Affiliate Scientist with the Kunin-Lunenfeld Applied Research Unit of Baycrest, December 2004-present.

Chairman of the Board, Captual Technologies Inc., 2008-2011.

Interim Director, Knowledge Media Design Institute, Univ. of Toronto, 1 Aug. 2008-31 Dec. 2009.
Chief Scientist, Knowledge Media Design Institute, Univ. of Toronto, 1 Jan. 1999-30 June 2009.
Visiting Professor, Cognitive Neuroscience Division, Taub Institute, Columbia University College of Physicians and Surgeons, February-May 2006.
Founder and CEO, Expresto Software Corp., 1 May 1998-31 Oct 2002.
Principal Researcher, Information Technology Research Centre, 1990-2000.
Founding Director, Knowledge Media Design Institute, University of Toronto, 1 July 1996-31 Dec. 98.
Visiting Professor, The Media Laboratory, M.I.T., spring 1993.
Visiting Professor, Dept. of Computer Science & Faculty of Commerce, Univ. of British Columbia, winter 1993.
Chairman of the Board, Human Computing Resources Corporation (HCR), 1977-90.
Senior Visiting Scholar, Human Interface Group, Adv. Tech. Div., Apple Computer, Feb.-July 89.
Associate Prof. of Computer Science, Elec. Eng., and Mgmt (tenured), Univ. of Toronto, 1985-89.
Founder and CEO, Human Computing Resources Corporation (HCR), 1976-78 (part time), 1978-81 (half time), 1981-84 (full time).
Adjunct Associate Professor, Department of Computer Science, University of Toronto, 1983-85.
Director or Co-Director, Dynamic Graphics Project, Computer Systems Research Institute, University of Toronto, 1972-81, 1985-present.
Associate Professor (tenured), Department of Computer Science, also Electrical Engineering Dept., University of Toronto, 1975-78 (full time), 1978-81 (half time), 1981-83 (on leave).
Assistant Professor, Department of Computer Science, University of Toronto, 1972-75.
Summer Staff Member, Learning Research Group, Xerox Palo Alto Research Center, summer 1974.
Visiting Assistant Professor, Department of Computer Science, University of Maryland, 1971-72.
Commissioned Officer, U.S. Public Health Service, Division of Computer Research and Technology, National Institutes of Health, 1969-71.
Ph.D. Thesis Student, M.I.T. Projects MAC and Lincoln Laboratory, 1966-69.
Summer Staff Member, Computer Graphics Section, M.I.T. Lincoln Laboratory, 1966-67.
M.Sc. Thesis Student, Cognitive Information Processing Group, M.I.T., 1963-64.
B.Sc. Thesis Student, Communications Biophysics Laboratory, M.I.T., spring 1963.
Technician, Communications Biophysics Laboratory, M.I.T., 1961-62.
Research Assistant, Brookhaven National Laboratory, summer 1962.
Research Assistant, Pittsburgh Plate Glass Research Labs, summer 1961.
Research Assistant, Koppers Company Research Labs, summer 1960.

HONOURS AND AWARDS

Together with Alex Levy, Aakash Sahney, and Kevin Tonon, second place recipient of the 2011 University of Toronto Inventor of the Year Award in the Information and Computer Technology, Social Sciences and Humanities category.

Awarded the 2007 Leadership Award of Merit from the Ontario Research and Innovation Optical Network (ORION) in June 2007.

Awarded the Canadian Human Computer Communications Society Achievement Award in May 2005.

Elected to the ACM SIGCHI CHI Academy in February 2005.

Named as one of 60 Pioneers in Computer Graphics by ACM SIGGRAPH, and honoured with a photographic collection exhibited at SIGGRAPH'98 and later at the Boston Computer Museum, July 1998.

ENTREPRENEURIAL AND MANAGEMENT EXPERIENCE AND ACCOMPLISHMENTS

My responsibilities have included the leadership and management of two start-up software companies, a "virtual non-profit foundation" distributing open source software, a Canada-wide research network, a campus-wide research institute, and two departmental research laboratories. Responsibilities have included market and product planning; R&D management; financial planning and management; marketing and sales, fund raising via grants, contracts, and venture capital; contract negotiation; and recruiting and personnel management. I was also recently instrumental in the creation of a two other software companies.

Significant Entrepreneurial and Management Contributions

(Most significant accomplishments indicated by **).

(**) I originated the concept, founded, and became of the first Director of the Technologies for Aging Gracefully laboratory (TAGlab), a world-class laboratory dedicated towards research for the journey through life, 2009-present.

(**) I originated the concept, developed the strategy, successfully negotiated with the University, and led the execution of the first official open source software release from the University of Toronto — ePresence Interactive Media, operating as a kind of "virtual non-profit foundation" within the university, 2004-2008. I was then instrumental in spinning out a company (now called Captual Technologies Inc.) to develop and market ePresence solutions worldwide, 2008-present, and am serving as founding Chairman of the Board until we sold the company to Desire2Learn early in 2011.

(**) I founded and became the first Director of the Knowledge Media Design Institute (KMDI) of the University of Toronto, 1995-1998. KMDI is a multi-disciplinary distributed research and teaching community of over 70 faculty at U of T who share interests in using computer, communications, and media technologies to enhance communications, creativity, learning, and knowledge building of individuals and communities. I continued to provide intellectual leadership to the institute as its Chief Scientist, 1998-present. Currently, as Interim Director for 2008-9, I am negotiating the acquisition of the institute by a new faculty, and trying to orchestrate a turn-around to lead to a new period of growth.

(**) I originated the concept, built the team, led the development of the proposal and the recruiting of industrial sponsors, and served as the PI of a successful proposal for an NSERC Research Network entitled the Network for Effective Collaboration Through Advanced Research (NECTAR). Seeking the funding began in 2002. NECTAR has provided \$5.5M in research funding for 13 investigators at 6 Canadian universities over the period 2004-9.

I founded Expresto Software Corp. in 1998 to commercialize digital video authoring and publishing technology developed by my research group at the University. I successfully negotiated a win-win technology-transfer agreement with the University; raised initial seed capital of over \$1,000,000; and led the company in its early stages, including the development of its business definition, marketing, product development, and service offering strategies. In 2002 I negotiated the graceful wind-down and sale of the company and its major asset, with some return to the shareholders. 1998-2002.

(**) I founded with an investment of \$11,000, led, and built a successful, world class, multi-million dollar software company, HCR (formerly, Human Computing Resources) Corporation in 1976. Between 1978 and 1982, although no other money had been invested, I led the company through growth of 100% per annum to annual revenues of \$1.3 million, and to a position as one of the world's premiere companies specializing in UNIX-based software. With the help of venture capital, HCR grew to 1984 annual revenues of \$4 million. I hired a new President to run the company in 1984. We sold HCR to the Santa Cruz Operation (SCO) in 1990, and it continued as SCO Canada until early 1996.

(**) I named the Dynamic Graphics Project of the Computer Systems Research Institute of the University of Toronto, and built it into a world class laboratory doing research on interactive computer graphics and human-computer interaction, 1972-81, and led it through a phase of significant growth, 1985-91.

I served as Chair or Co-Chair of six major international professional conferences, Usenix Summer '79, Graphics Interface '82, Human Factors in Computing Systems + Graphics Interface (CHI+GI) '87, Computer Supported Cooperative Work (CSCW) '92, The Internet: Beyond the Year 2000 (1996), and Open Source and Free Software (2004). These conferences were run with minimal paid staff (usually one person) and volunteer organizations of 25-100 individuals each that I recruited and led.

I directed and curated a retrospective exhibition of 20 years of work in interactive computer graphics and human-computer interaction at the University of Toronto, Koffler Student Centre, May 1987; and led the team responsible for a 2-day Research Workshop and 40 year Reunion of the Dynamic Graphics Project, (DGPis40), May 2008.

RESEARCH

Summary of Research Interests

Human-computer interaction and user interface design
Technology for aging gracefully, including cognitive prostheses such as electronic memory aids
Computer applications in education
Computer-supported cooperative learning
Multimedia
Software visualization
Groupware and computer-supported cooperative work
Computer animation and interactive computer graphics
Computer literacy
Entrepreneurship and the management of small business
Research management and the stimulation of innovation
Social implications of computing, especially the issue of responsibility
The history of computing

Significant Research Contributions (*Most significant accomplishments underlined*).

Interactive computer animation. I developed, as a Ph.D. student at MIT Lincoln Laboratory from 1966 through 1969, the first comprehensive conceptual framework for computer animation, embodied in Genesys — the first significant interactive computer animation system. This work helped launch the field of computer animation, now a several billion dollar a year industry. Later, in the late 1980s, I worked on the problem of exploiting computer animation for the benefit of enhanced human-computer interaction, leading to the widely cited technique of animated icons.

I developed, as a Ph.D. student, the first comprehensive conceptual framework for computer animation and the first significant interactive computer animation system, at M.I.T. Lincoln Lab, 1966-71, and documented the result on film, 1969-71. (*Publications B1, D2, H4, K1*)

Together with students, I continued Ph.D. research into the development and use of conversational extensible languages for computer animation, and, in Smalltalk, built a novel computer animation system for children, at the Xerox Palo Alto Research Center, 1974. (*Publication C3*)

I developed, together with colleagues, a broad concept of uses of animation at the interface, and then guided the realization and testing of one specific manifestation, the animated icon, 1988-90. (*Publications B3, D22, P1, P2*)

Software visualization (SV). In the early- to mid-70s I began to focus more on software visualization, and produced one of the first profound demonstrations of the potential of computer animation to portray and elucidate computer program behaviour — the half hour film, Sorting Out Sorting (1981). This movie is widely acknowledged as the seminal contribution that launched the field of algorithm animation. I also developed, together with designer Aaron Marcus, a systematic approach to enhancing the presentation and readability of computer program source code through applying graphic design principles,

documented in a 1990 book. Together with colleagues and students, I also developed, from 1981 through 1992, a comprehensive, influential, and much cited conceptual framework for SV.

Together with students and colleagues, I devised and demonstrated a novel technique for using computer animation to portray the behaviour of models of transportation systems, 1974-77. (*Publications C2, C4, K3, K4*)

I produced, with the assistance of staff, the half hour film — *Sorting Out Sorting*, one of the first profound demonstrations of the potential of computer animation to portray and elucidate computer program behaviour, 1971-81. (*Publications B7, C13, D3, D4, G2, J5, K2*)

I developed, together with Aaron Marcus, a systematic and comprehensive new approach to enhancing the presentation of computer program source code through the application of graphic design principles, 1982-88. (*Publications A2, B6, D15, D16, D17, D18, H5*)

Together with colleagues and students, I formulated comprehensive conceptual frameworks for software visualization, 1981-92. (*Publications B5, B8, C13, C12, D14, D25, J7*)

I created, together with students, a methodology for constructing powerful yet unobtrusive systems for the visualization of programs in particular programming languages, and then applied it to the LOGO language, 1988-94. (*Publications C13, D19, D28, E1*)

Collaboration technologies, especially for multimedia authoring and publishing. In the early 1990s, I participated in two important research projects on telepresence, and guided an NSERC Strategic Grant on collaborative writing. This work included developing both a new understanding of how people write collaboratively and also a new system for collaborative writing. Since then, and through the present day, I have been developing, together with students, colleagues and staff, two innovative collaborative multimedia technologies. In the first case, we were the first group to employ hierarchically structured multimedia for the interactive authoring of digital video and other dynamic visual presentations, and the first to apply such a system to the creation of materials for software support and training [D45]. More recently, we have worked on the use of highly interactive webcasting with structured archives as an environment for collaborative learning [D62-64, D59, D56-57, D53-D54, D50-D51, D47, E29, E22, E13-14, E11, D11-12, F5]. Our contributions include the support of structured, navigable, searchable, taggable, and embeddable archives [D62, D48, D46, E23, E10], work on the use of speech recognition technology in creating lecture transcripts [D66, D64, D59, D56-D57, E25], and the first attempt to seamlessly integrate webcasting and conferencing technologies [D63, E24, E17].

I assisted 2 colleagues with a Strategic Grant investigating the development and evaluation of video, audio, and computer technologies to facilitate the real-time collaboration of individuals working at a distance, 1989-92. (*Publications D21, D29, D30, F4*)

Together with colleagues, I guided a Strategic Grant on collaborative writing, including developing and testing a new understanding of how people write collaboratively and novel prototypes of collaborative writing technology, 1990-96. (*Publications B4, D26, D31, D35, D39, G4*)

I led a team producing a comprehensive body of research on bridging the gap between what users know and what they need to know, 1998-present. (*Publications C14, D45, D44, D43, H8, L4, L5*)

Together with students and staff, I developed an innovative approach to using computer-based multimedia to authoring motion pictures and other dynamic visual presentations; created a related innovative approach to highly interactive webcasting with structured archives (ePresence Interactive Media; see <http://epresence.tv/>); applied both in novel ways to education, training, and support, 1991-present. (*Publications B12, B11, B9, D66, D63, D62, D59, D57, D56, D54, D53, D51, D50, D48, D47, D46, D45, D39, D37, D36, D33, E29, E28, E25, E24, E23, E22, E17, E16, E14, E13, E11, E10, E7, E6, E4, E3, F5*)

Technology for aging gracefully. My current research programme focuses on the design of technologies for aging gracefully, including electronic memory aids and other cognitive prostheses. This has concluded important work on the use of participatory design with individuals with severe cognitive impairments such as anterograde amnesia [D52, D49, E18, B16, B13], research on memory aids as collaboration technology [D67], the development of a method for creating multimedia biographies for

individuals with Alzheimer's disease and their families [C17, C15, E33, E27, E21, E15, E12, B14], the testing of the value of such biographies [C16, C15, D61, E26, E20], work on the human factors of cell phones [D65, E19], the development of cell phone software for aiding name recall [E32, E30], work the lifelogging technology SenseCam [E34], and the creation of a comprehensive taxonomy for guiding work in this field [D60, E31, E18, J9].

Other research projects.

I carried out an extensive critical survey of computer use in adverse drug reaction data handling, and proposed a sweeping program of future R&D, at the U.S. National Institutes of Health, 1971-72. (Publication C1)

I specified and prototyped, together with students, the first highly congenial user interface for electronic newspaper page makeup, 1975-76. (Publications C6, G1)

Together with students, I created novel computer systems for the motion analysis of video tape records, 1977-92. (Publications C11, D27, D32, J6)

I developed, together with students, a time-based interface for email management and visualization, 1994-1998. (Publication D38)

I guided a program of research on Web technologies, Web user interfaces, and Web-based virtual communities, 1996-present. (Publications D40, D41, D42, E5)

I guided, together with colleagues, research on interactive system design and evaluation methodologies 1996-present. (Publications B15, D58, D55, D39)

Finally, I initiated research on open source software commercialization strategies, 2004-present. (Publications E16, L6)

Recent Grants and Contracts

Baecker, R.M., Google Research Award, Tablet Computers as Windows on the World of People and Books, U.S. \$50,000, 2011

Baecker, R.M., Connaught Innovation Award, University of Toronto, \$75,000, 2011.

Baecker, R.M., Assistive Technology for Cognition and Communication, NSERC Discovery Grant, \$34,000 per year, 2010-2015.

Baecker, R.M., Google Research Award, Context-Aware Mobile Communication Aids, U.S. \$50,000, 2010.

Booth, K., Baecker, R.M. and 48 others, Networks of Centers of Excellence Award, Graphics, Animation, and New Media Canada (GRAND), \$25,125,000, 2010-2014.

Coyte, P., Baecker, R.M., and 25 others, Health Care, Technology, and Place (HCTP): A Strategic Training Initiative. CIHR Training Grant, \$1,900,000, 2009-2015.

Chau, T. Baecker, R.M., and 9 others, Collaborative Academic Rehabilitation Engineering (CARE), NSERC Collaborative Research and Training Experience (CREATE) Program Grant, \$1,650,000, 2009-2015.

Graham, T.C.N., Gutwin, C., and Baecker, R.M., NSERC Strategic Grant, Technology for Rich Group Interaction in Networked Games, \$482,000, 2008-2011.

Baecker, R.M., Black, S. DeLara, E., Rochon, E., and Ryan, D., Context-aware Mobile Devices and Wireless Services as Cognitive Aids for Senior Citizens, NSERC Collaborative Research and Development Grant, \$214,000 (+matching funds in cash and in-kind contributions from Bell Canada, Google, and MyVoice Inc.), 2008-2012.

Baecker, R.M., and 12 others, Strategic Network Enhancement Initiative Proposal, NSERC, \$300,000, 2007-March 2009.

Baecker, R.M., Stern, Y., and Black, S., Research Comparing and Contrasting SenseCam “External Episodic Visual Memories” with Authored Multimedia Biographies, Microsoft Research Cambridge (U.K.) Gift in Support of Research, \$105,000, 2007-2010.

Baecker, R.M., Black, S. DeLara, E., Rochon, E., and Ryan, D., Context-aware Mobile Devices and Wireless Services as Cognitive Aids for Senior Citizens, Bell University Laboratories (BUL) Grant, \$75,000, 2007-2008.

Baecker, R.M. Research on Internet-based Multimedia to Enhance the Multi-campus Delivery & Use of CS Undergraduate Course Content, University of Toronto Student Experience Fund, \$50,000, 2007-2008.

Baecker, R.M. Innovative Deployment of Webcasting & Audioconferencing for Tri-campus Education, University of Toronto Courseware Development Fund, \$17,000, 2006.

Baecker, R.M., Knowledge Media Design Methods, NSERC Discovery Grant, \$36,000 per year, 2005-2010.

Baecker, R.M. and Marziali, E., Internet Multimedia Technology to Support Alzheimer’s Caregivers and Families, Alzheimer’s Association, U.S.\$185,130, 2004-7.

Baecker, R.M., and 13 others, Network for Effective Collaboration Technologies through Advanced Research, NSERC Research Networks Grant Application, total of \$4,465,811 provided by NSERC, \$1,116,452 provided by industrial sources, yielding roughly \$100,000 per year for my research, 2004-March 2009.

Baecker, R.M., Chignell, M., and Sheffel-Dunand, D., Audio Spaces for Internet Multimedia Webcast Communications: Implementation and Evaluation, \$76,475 in 2004, \$56,000 in 2005.

Baecker, R.M., Moore, G., and Spero, L., ePresence Laboratory, Bell University Laboratories Grant, \$136,000, 2001-2003.

Baecker, R.M., Interface Design for Managing Complexity, NSERC Discovery Grant, \$36,000 per year, 2001-2005.

Chignell, M., Baecker, R.M., and Spence, I., Personalization Technologies for Knowledge Management and Digital Libraries, Communications and Information Technology Ontario (CITO) Grant, total of \$100,000, including \$30,000 to my group, 2000-2002.

Baecker, R.M. and Moore, G., eSeminar-Meeting Environment, Bell University Laboratories Grant, \$184,000, 2000-2001.

Schraefel, M.C. and Baecker, R.M., User-Sensitive, Video-Enabled Software Help Systems, Bell University Laboratories Grant, \$138,000, 2000-2001.

Mendelzon, A., Baecker, R.M., Chignell, M., and Clarke, C., Personal Information Management, Ontario Centres of Excellence Communications and Information Technology Ontario (CITO) Grant, total of \$260,000, including \$80,000 to my group, 1998-2000.

Baecker, R.M., Designing Knowledge Media, NSERC Operating Grant, \$31,000 per year, 1997-2001.

Baecker, R.M., “Design and Evaluation of Multimedia Tools,” Federal Networks of Centres of Excellence TeleLearning Research Network, total of \$70,000, 1995-99.

Baecker, R.M., “Technology and Application of Collaborative Multimedia in Telelearning,” Federal Networks of Centres of Excellence TeleLearning Research Network, total of \$220,000, 1995-99.

Mendelzon, A., Baecker, R.M., and Chignell, M., “Information Access and Interpersonal Communications on the Internet,” Ontario Centre of Excellence Information Technology Research Centres (ITRC) Grant, total of \$360,000, including \$90,000 to my group, 1995-98.

Calvert, T., Baecker, R.M., et al., “A Cognitive Basis for the Design of Knowledge-based Interfaces to Complex Systems,” Federal Networks of Centres of Excellence Institute for Research on Intelligent Systems (IRIS) Grant, total of \$100,000 to my group, 1994-98.

Baecker, R.M., "Improving Human-Computer Interaction Through Dynamic Multi-Media," NSERC Operating Grant, \$25,000 per year, 1993-97.

Baecker, R.M. and Chignell, M., "Multimedia Information Visualization of Complex Systems," Ontario Centre of Excellence Information Technology Research Centre (ITRC) Grant, total of \$132,000, 1993-95.

Baecker, R.M., "Research on Interactive Movie Authoring and Design," CulTech Collaborative Research Centre Grant, \$24,000, 1993-94.

Baecker, R.M., Greenberg, S., Mantei, M.M., Scardamalia, M.L., Hirst, G.J., "Collaborative Writing and Shared Documents in Computer Supported Cooperative Work," NSERC Strategic Grant, \$120,000 per year, 1992-95.

Baecker, R.M., Greenberg, S., Mantei, M.M., Scardamalia, M.L., Hirst, G.J., "Collaborative Writing and Shared Documents in Computer Supported Cooperative Work Equipment," NSERC Strategic Equipment Grant, \$93,101, 1992-93.

Calvert, T., Baecker, R.M., et al. "Design and Human Interfaces," Federal Networks of Centres of Excellence IRIS Grant, total of \$159,000 to my group, 1990-94.

Baecker, R.M., "Video Annotation and Analysis Tools," Ontario Telepresence Project Grant, \$19,000 per year, 1992-93.

Mantei, M.M., Baecker, R.M., et al., "Designing for Users with Animated CASE Tools," Ontario Centre of Excellence Information Technology Research Centre Grant, total of \$100,000, 1991-93.

Mantei, M.M., Baecker, R.M., et al., "Video Enhanced Computer Supported Cooperative Work," NSERC Strategic Grant, \$95,00 per year, 1989-92.

Baecker, R.M. and Buxton, W., Grant-in-aid of Research of the Dynamic Graphics Project, Apple Computer, total of \$188,000 + over \$150,000 of hardware and software, 1988-92.

Baecker, R.M., Buxton, W., et al., "Telepresence Research," Ontario Centre of Excellence Information Technology Research Centre Grant, total of \$62,000, 1990-91.

Mantei, M.M., Baecker, R.M., et al., "Video Enhanced Computer Supported Cooperative Work Installation," NSERC Strategic Equipment Grant, total of \$87,00, 1989.

Baecker, R.M., Mantei, M.M., Buxton, W., Danahy, J. , and Booth, K. "Novel Human-Computer Interaction Techniques", Information Technology Research Centre Grant, total of \$165,000, 1988-90.

Baecker, R.M., Fournier, A. et al., Grant-in-aid of Research of the Dynamic Graphics Project, Silicon Graphics, \$39,000 of hardware and software, 1988.

Buxton, W. and Baecker, R.M., Grant-in-aid of Research of the Dynamic Graphics Project, Xerox Corporation, \$37,000 of hardware and software maintenance and support, 1988.

Baecker, R.M., Fournier, A., Muter, P., and Spence, I., "Enhanced Processing of Visual Displays", NSERC Strategic Grant, \$95,000 per year, 1985-88.

Baecker, R.M., Fournier, A., Muter, P. , and Spence, I., "Multiple Work Stations", NSERC Strategic Equipment Grant, total of \$30,000, 1985.

Baecker, R.M. and Marcus, A., "Enhancing the Presentation of Computer Program Source Text", U.S. Defense Advanced Research Projects Agency contract, total of U.S. \$525,000, 1982-85.

PUBLICATIONS AND PATENTS

Career Publication Count	
Scholarly books (authored)	1
Scholarly books (edited)	3
Chapters in books	17
Papers in refereed journals	17
Papers in refereed conferences	72
Major invited contributions	6
Other conference abstracts/posters/contributions	45
Other publications	40

Books

- A4.** Baecker, R.M., Grudin, J., Buxton, W., and Greenberg, S. (1995). *Readings in Human Computer Interaction: Toward the Year 2000*, Morgan Kaufmann Publishers, 950 pp., including 190 pp. of original interpretive material.
- A3.** Baecker, R.M. (1993). *Readings in Groupware and Computer Supported Cooperative Work: Software to Facilitate Human-Human Collaboration*, Morgan Kaufmann Publishers, 882 pp., including 60 pp. of original interpretive material.
- A2.** Baecker, R.M. and Marcus, A. (1990). *Human Factors and Typography for More Readable Programs*, ACM Press, Addison-Wesley Publishing Company, 346 pp.
- A1.** Baecker, R.M. and Buxton, W. (1987). *Readings in Human Computer Interaction: A Multidisciplinary Approach*, Morgan Kaufmann Publishers, 738 pp., including 150 pp. of original interpretive material.

Articles in Books

- B17.** Birnholtz, J., Baecker, R.M., Laughton, S., Mak, C., Causey, R., Ranking, K., and Wolf, P. (2011) Building Bridges: Combining Webcasting and Videoconferencing in a Multi-campus University Course. In Magoulas, G.D. (Ed.), *E-Infrastructures and Technologies for Lifelong Learning: Next Generation Environments*, IGI Global, 234-252.
- B16.** Massimi, M. and Baecker, R.M. (2008). An Empirical Study of Seniors' Perceptions of Mobile Phones as Memory Aids, In Mihailidis, A., Boger, J., Kautz, H., and Normie, L. (Eds.), *Technology and Aging*, IOS Press, 59-66.
- B15.** Baecker, R.M. (2008). Man-Computer Symbiosis. In Erickson, T. and McDonald, D. (Eds.), *HCI Remixed*, MIT Press, 19-22.
- B14.** Cohene, T., Baecker, R.M., Marziali, E., and Mindy, S. (2007). Memories of a Life: A Design Case Study for Alzheimer's Disease. In Lazar, J. (Ed.), *Universal Usability*, John Wiley & Sons, 357-387.
- B13.** Wu, M., Baecker, R.M., and Richards, B. (2007). Designing a Cognitive Aid for and with People who have Anterograde Amnesia. In Lazar, J. (Ed.), *Universal Usability*, John Wiley & Sons, 317-356.
- B12.** Baecker, R.M., Fono, D., and Wolf, P. (2007). Towards a Video Collaboratory. In Goldman, R., Pea, R., Barron, B., and Derry, S. (Eds.), *Video Research in the Learning Sciences*, Laurence Erlbaum, 461-78.
- B11.** Zijdemans, A., Moore, G., Baecker, R.M., and Keating, D.P. (2006). ePresence Interactive Media and Webforum 2001: An Accidental Case Study on the Use of Webcasting as a VLE for Early Child Development. In Weiss, J., Nolan, J., and Trifonas, P. (Eds.), *International Handbook of Virtual Learning Environments*, Kluwer, 1395-1428.
- B10.** Moore, G. and Baecker, R.M. (2006). The Knowledge Media Design Institute: An Adventure in Interdisciplinarity. In Stephan, P.F. (Ed.), *Knowledge Media Design — Theorie, Methodik, Praxis*, Oldenbourg Verlag, 409-420.
- B9.** Baecker, R.M. and Posner, I. (1999). Children as Digital Motion Picture Authors. In Druin, A. (Ed.), *The Design of Children's Technology*, Morgan Kaufmann, 169-200.

- B8.** Baecker, R.M. (1998). The Early History of Software Visualization. In Stasko, J., Domingue, J., Brown, M., and Price, B. (Eds.), *Software Visualization: Programming as a Multimedia Experience*. MIT Press, 29-34.
- B7.** Baecker, R.M. (1998). *Sorting Out Sorting: A Case Study of Software Visualization for Teaching Computer Science*. In Stasko, J., Domingue, J., Brown, M., and Price, B. (Eds.), *Software Visualization: Programming as a Multimedia Experience*. MIT Press, 369-381.
- B6.** Baecker, R.M. and Marcus, A. (1998). Printing and Publishing C Programs. In Stasko, J., Domingue, J., Brown, M., and Price, B. (Eds.), *Software Visualization: Programming as a Multimedia Experience*. MIT Press, 45-61.
- B5.** Price, B., Baecker, R.M., and Small, I. (1998). An Introduction to Software Visualization. In Stasko, J., Domingue, J., Brown, M., and Price, B. (Eds.), *Software Visualization: Programming as a Multimedia Experience*. MIT Press, 3-27.
- B4.** Posner, I.R., Mitchell, A., and Baecker, R.M. (1996). Learning to Write Together. Appears in *Computer Supported Cooperative Writing* (R. Rada, Editor), Academic Press, 161-185.
- B3.** Baecker, R.M. and Small, I. S. (1990). Animation at the Interface, appears in *The Art of Human-Computer Interface Design* (B. Laurel, Editor), Addison-Wesley, 251-267.
- B2.** Baecker, R.M. (1980). Human-Computer Interactive Systems: A State-of-the-art Review, *Proceedings Second International Conference on the Processing of Visible Language*, Sept. 1979, appears in *Processing of Visible Language 2* (Paul A. Kolers, Merald E. Wrolstad, and Herman Bouma, Editors), Plenum Press, New York, 423-443.
- B1.** Baecker, R.M. (1974). GENESYS -- Interactive Computer-Mediated Animation, appears in *Computer Animation* (John Halas, Editor), Hastings House, New York, 97-115.

Patents and Patent Applications

- P3.** Smith, E.J.M. and Baecker, R.M., System and Method for Publishing, Updating, Navigating, and Searching Documents Containing Digital Video Data, U.S. Patent Application filed Dec. 2001, abandoned in 2005.
- P2.** Baecker, R.M. and Small, I.S., Content-Based Depiction of Computer Icons, U.S. Patent Number 5,479,602, Dec. 26, 1995.
- P1.** Baecker, R.M. and Small, I.S., Method for Generating and Displaying Content-Based Depictions of Computer-Generated Objects, U.S. Patent Number 5,586,237, Dec. 17, 1996.

Papers In Refereed Journals

- C17.** Smith, K.L., Crete-Nishihata, M., Damianakis, T., Baecker, R.M, and Marziali, E. (2009). Multimedia Biographies: A Reminiscence and Social Stimulus Tool for Persons with Cognitive Impairment. *Journal of Technology in Human Services* 27, 287-306.
- C16.** Damianakis, T., Crete-Nishihata, M., Smith, K.L., Baecker, R.M, & Marziali, E. (2009). The psychosocial impacts of multimedia biographies on persons with cognitive impairments. *The Gerontologist*, 50, 23-50.
- C15.** Massimi, M., Berry, E., Browne, G., Smyth, G., Watson, P., and Baecker, R.M. (2008). An Exploratory Case Study of the Impact of Ambient Biographical Displays on Identity in a Patient with Alzheimer's Disease, *Neuropsychological Rehabilitation* 18(5-6), 742-765.
- C14.** McGrenere, J., Baecker, R.M., and Booth, K.S. (2007). A Field Evaluation of an Adaptable Two-Interface Design for Feature-Rich Software, *ACM Transactions on CHI* 14(1), Article 3, 1-43.
- C13.** Baecker, R.M., DiGiano, C., and Marcus, A. (1997). Software Visualization for Debugging, *Communications of the ACM* 40(4), April 1997, 44-54.

- C12.** Price, B.A., Baecker, R.M., and Small, I.S. (1993). A Principled Taxonomy of Software Visualization, *Journal of Visual Languages and Computing*, 4(3), September 1993, 211-266.
- C11.** Baecker, R.M., Miller, D., and Reeves, W. (1981). Towards a Laboratory Instrument for Motion Analysis, *Computer Graphics*, Vol. 15, No. 2, August, 191-197.
- C10.** Buxton, W., Reeves, W., Fedorkow, G., Smith, K.C., and Baecker, R.M. (1980). A Microcomputer-Based Conducting System, *The Computer Music Journal*, Vol. 4, No. 1.
- C9.** Buxton, W., Sniderman, R., Reeves, W., Patel, S., and Baecker, R.M. (1979). The Evolution of the SSSP Score Editing Tools, *The Computer Music Journal*, Vol. 3, No. 4, 14-25, 60 (Reprinted in C. Roads and J. Strawn (Editors), *Foundations of Computer Music*, MIT Press, 1985, 376-402).
- C8.** Baecker, R.M. (1979). Digital Video Display Systems and Dynamic Graphics, *Computer Graphics*, Vol. 13, No. 2, August, 48-56 (Reprinted in J.C. Beatty and K.S. Booth (Editors), *Tutorial: Computer Graphics*, Second Edition, IEEE Computer Society, 1982, 522-530).
- C7.** Buxton, W., Reeves, W., Baecker, R.M., and Mezei, L. (1978). The Use of Hierarchy and Instance in a Data Structure for Computer Music, *The Computer Music Journal*, Vol. 2, No. 4, 10-20 (Reprinted in C. Roads and J. Strawn (Editors), *Foundations of Computer Music*, MIT Press, 1985, 443-466).
- C6.** Baecker, R.M. (1982). Sizing and Positioning Rectangles, *ACM Transactions on Graphics*, Vol 1, No. 2, April, 184-185.
- C5.** Baecker, R.M. (1981). Introduction to the Video Panel Session on Interactive Systems, *Computer Graphics*, Vol. 15, No. 3, August, 121-122.
- C4.** Baecker, R.M., Hauer, E., and Bunt, P.D. (1977). Computer Animated Simulation of Taxi Dispatching Strategies, *Transportation Research Record* 657, Transportation Research Board, National Research Council, Washington, D.C., 14-19.
- C3.** Baecker, R.M. (1976). A Conversational Extensible System for the Animation of Shaded Images, *Computer Graphics*, Vol. 10, No. 2, 32-39.
- C2.** Baecker, R.M. and Horsley, T. (1975). Computer-Animated Simulation Models: A Tool for Transportation Planning, *Transportation Research Record* 557, Transportation Research Board, National Research Council, Washington, D.C., 33-44.
- C1.** Baecker, R.M. (1974). A Study of Automated Information Processing Systems in Drug Reaction Surveillance and Reaction Prevention, *Computers and Biomedical Research*, Vol. 7, No. 5, October, 457-488.

Full Papers In Refereed Conference Proceedings

- D72.** Massimi, M. and Baecker, R.M. (2011). Dealing with Death in Design: Developing Systems for the Bereaved, *Proc. ACM SIGCHI 2011*, 1001-1010.
- D71.** Wu, M., Baecker, R.M., and Richards, B. (2010). Field Evaluation of a Collaborative Memory Aid for Persons with Amnesia and their Family Members, *Proc. ACM ASSETS 2010*, 51-58.
- D70.** Shim, N., Baecker, R.M., and Birnholtz, J. (2010). TableTalk Poker: An Online Social Gaming Environment for Seniors, *Proceedings Future Play 2010*, 98-104.
- D69.** Massimi, M. and Baecker, R.M. (2010). A Death in the Family: Opportunities for Designing Technologies for the Bereaved, *Proc. ACM SIGCHI 2010*, nominee for best paper award, honorable mention, 1821-1830.
- D68.** Blume, L., Baecker, R.M., Collins, C., and Donohue (2009). A "Communication Skills for Computer Scientists" Course, *Proceedings of the 14th Annual Conference on Innovation and Technology in Computer Science Education (ITICSE)*, Paris, July 2009, 65-69.
- D67.** Wu, M., Birnholtz, J., Baecker, R.M., Richards, B., and Massimi, M. (2008). Collaborating to Remember: A Distributed Cognition Account of Families Coping with Memory Impairments, *Proc. ACM SIGCHI 2008*, 825-834

- D66.** Munteanu, C., Baecker, R.M., and Penn, G. (2008). Collaborative Editing for Improved Usefulness and Usability of Transcript-Enhanced Webcasts, *Proc. ACM SIGCHI 2008*, 373-382
- D65.** Massimi, M., Baecker, Ronald M., and Wu, M. (2007). Using Participatory Activities with Seniors to Critique, Build, and Evaluate Mobile Phones, *Proc. Ninth International ACM SIGACCESS Conference on Computers and Accessibility*, Tempe Arizona, October 2007, 155-162.
- D64.** Munteanu, C., Penn, G., and Baecker, R.M. (2007). Web-Based Language Modelling for Automatic Lecture Transcription. *Proceedings of the Tenth European Conference on Speech Communication and Technology - EuroSpeech / Eighth INTERSPEECH*, Antwerp, Belgium, August 2007, 2353 – 2356.
- D63.** Baecker, R.M., Birnholtz, Causey, R., & Laughton, S. (2007). Webcasting Made Interactive: Integrating Real-time Videoconferencing in Distributed Learning Spaces. *Proc. HCI International 2007: Human Interface and the Management of Information — Part II*, Beijing, P.R. China, Springer, 269-278.
- D62.** Baecker, R.M., Fono, D., Blume, L., & Collins, C. (2007). Webcasting Made Interactive: Persistent Chat for Text Dialogue During and About Learning Events. *Proc. HCI International 2007: Human Interface and the Management of Information — Part II*, Beijing, P.R. China, Springer, 260-268.
- D61.** Baecker, R.M., Marziali, E., Chatland, S., Easley, K., Crete, M., and Yeung, M. (2007). Multimedia Biographies for Individuals with Alzheimer's Disease and Their Families, *Proc. 2nd International Conference on Technology and Aging*, June 2007.
- D60.** Baecker, R.M. (2007). A Taxonomy of Technology for Cognition, *Proc. 2nd International Conference on Technology and Aging*, June 2007.
- D59.** Munteanu, C., Penn, G., Baecker, R., Penn, G., and Zhang, Yuecheng (2006). Automatic Speech Recognition for Webcasts: How Good is Good Enough and What to Do When It Isn't, *Proc. Eighth Int'l. Conference on Multimodal Interfaces — ICMI 2006*, Banff, Alberta, November, 39-42.
- D58.** Tohidi, M., Buxton, W., Baecker, R.M., and Sellen, A. (2006). User Sketches: A Quick, Inexpensive, and Effective Way to Elicit More Reflective User Feedback, *Proc. NordiCHI 2006*, Oslo, Norway, October, 105-114.
- D57.** Munteanu, C., Baecker, R., Penn, G., Toms, E., and James, D. (2006). Measuring the Acceptable Word Error Rate of Machine-Generated Webcast Transcripts, *Proc. Ninth Int'l. Conference on Spoken Language Processing - INTERSPEECH / ICSLP*, Pittsburgh, Pennsylvania, September, 157-160.
- D56.** Munteanu, C., Baecker, R.M., Penn, G., Toms, E. and James, D. (2006). The Effect of Speech Recognition Accuracy on the Usefulness and Usability of Webcast Archives, *Proc. ACM SIGCHI 2006*, Montreal, P.Q. (Best Paper Nomination), 493-502.
- D55.** Tohidi, M., Buxton, W., Baecker, R.M., and Sellen, A. (2006). Getting the Right Design and the Design Right: Testing Many is Better than One, *Proc. ACM SIGCHI 2006*, Montreal, P.Q., 1243-1252.
- D54.** Schick, R., Baecker, R.M., and Scheffel-Dunand, D. (2005). Bimodal Text and Speech Conversation During On-line Lectures, *Proc. ED-MEDIA 2005*, June 27-July 2, 2005, Montreal, P.Q., 822-829.
- D53.** Toms, E.G., Dufour, C., Lewis, J. and Baecker, R.M. (2005). Assessing Tools for Use with Webcasts, *Proc. ACM-IEEE Joint Conference on Digital Libraries*, June 7-11, 2005, Denver, CO, 79-88.
- D52.** Wu, M., Baecker, R.M., and Richards, B. (2005). Participatory Design of an Orientation Aid for Amnesics, *Proc. ACM SIGCHI 2005*, April 2-7, 2005, Portland, OR. (Best Paper Nomination), 511-520.
- D51.** Baecker, R.M., Wolf, P. and Rankin, K. (2004). The ePresence Interactive Webcasting System: Technology Overview and Current Research Issues, *Proc. Elearn 2004*.
- D50.** Rankin, K., Baecker, R.M., and Wolf, P. (2004). ePresence: An Open Source Interactive Webcasting and Archiving System for eLearning, *Proc. Elearn 2004*.
- D49.** Wu, M., Richards, B., and Baecker, R.M. (2004). Participatory Design with Individuals Who Have Amnesia. *Proc. PDC 2004*, 214-223.

- D48.** Baecker, R.M. (2003). A Principled Design for Scalable Internet Visual Communications with Rich Media, Interactivity, and Structured Archives. *Proc. CASCON 2003*, 83-96.
- D47.** Baecker, R.M., Moore, G., & Zijdemans, A. (2003). Reinventing the Lecture: Webcasting Made Interactive. *Proc. HCI International 2003*, June 2003, Lawrence Erlbaum Associates, Volume 1, 896-900.
- D46.** Baecker, R.M. and Smith, E. (2003). Modularity and Hierarchical Structure in the Digital Video Lifecycle, *Proceedings of Graphics interface 2003*, June 2003, 217-224.
- D45.** Baecker, R.M. (2002). Showing Instead of Telling. *Proc. of ACM SIGDOC 2002*, 10-16.
- D44.** McGrenere, J., Baecker, R.M., and Booth, K. (2002). An Evaluation of Multiple Interfaces: A Design Solution for Bloated Software, *Proceedings ACM SIGCHI 2002*, Apr. 2002, 163-170.
- D43.** Baecker, R.M., Booth, K., Jovicic, S., McGrenere, J., and Moore, G. (2000). Bridging the Gap Between What Users Know and What They Need to Know, *Proceedings ACM CUU2000 Conference on Universal Usability*, Nov. 2000, 17-23.
- D42.** Abrams, D., Baecker, R.M., and Chignell, M. (1998). Information Archiving with Bookmarks: Personal Web Space Construction and Organization, *Proceedings ACM SIGCHI '98*, 41-48.
- D41.** Long, B. and Baecker, R.M. (1997). Agora: Shaping Social Space from Information Space, *Proceedings of WebNet'97*, AACE, 1997.
- D40.** Long, B. and Baecker, R.M. (1997). A Taxonomy of Internet Communication Tools, *Proceedings of WebNet'97*, AACE, 1997.
- D39.** Posner, I., Baecker, R.M., and Mitchell, A. (1997). Evaluating Real Users Using Real Software Performing Real Tasks, in Real Contexts, In *Design of Computing Systems: Proceedings of HCI International '97*, Volume 2, Elsevier, 1997, 597-600.
- D38.** Yiu, K., Baecker, R.M., Silver, N., and Long, B. (1997). A Time-based Interface for Electronic Mail and Task Management, In *Design of Computing Systems: Proceedings of HCI International '97*, Volume 2, Elsevier, 1997, 19-22.
- D37.** Posner, I., Baecker, R.M., and Homer, B. (1997). Children Learning Filmmaking with Multimedia Tools, *Proceedings of Ed-Media'97*, 1997.
- D36.** Baecker, R.M., Rosenthal, A., Friedlander, N., Smith, E., and Cohen, A. (1996). A Multimedia System for Authoring Motion Pictures, *Proceedings of ACM Multimedia'96*, November 1996, 31-42. (Reprinted in Jaffay, K. and Zhang, H.J. *Readings in Multimedia Computing and Networking*. Morgan Kaufmann Publishers, 2002, 836-847.)
- D35.** Mitchell, A., Posner, I.R., and Baecker, R.M. (1995). Learning to Write Together Using Groupware. *Proceedings CHI'95*, April 1995, 288-295.
- D34.** Baecker, R.M., A New Approach to a University "Computer Literacy" Course (1995). *Proceedings 12th International Conference on Technology and Education*, March 1995, 247-249.
- D33.** Rosenthal, A.J. and Baecker, R.M. (1994). Multimedia for Authoring Motion Pictures, *Proceedings Graphics Interface '94*, 133-140.
- D32.** Harrison, B., Owen, R., and Baecker, R.M. (1994). Timelines: An Interactive System for the Collection and Visualization of Temporal Data, *Proceedings Graphics Interface '94*, 141-148.
- D31.** Baecker, R.M., Nastos, D., Posner, I.R., and Mawby, K.L. (1993). The User-Centred Iterative Design of Collaborative Writing Software, *Proceedings INTERCHI '93*, 399-405, 541.
- D30.** Harrison, B.L., Chignell, M.H., and Baecker, R.M. (1992). Do Perceptions Match Reality? A Comparison of Objective and Subjective Measures in Video Mediated Communication, *Proceedings 25th Annual Conf. Human Factors Assoc. of Canada*, Hamilton, Ont., 25-28 October, 35-41.
- D29.** Harrison, B.L., Chignell, M.H., and Baecker, R.M. (1992). Out of Site, Still in Mind? A Case Study in Video Mediated Communication, *Proceedings Human Factors Society 36th Annual Conference*, Atlanta, GA, 12-16 October, 242-246.

- D28.** DiGiano, C.J., and Baecker, R.M. (1992). Program Auralization: Sound Enhancements to the Programming Environment, *Proceedings Graphics Interface '92*, Vancouver, B.C., 11-15 May, 44-52.
- D27.** Harrison, B.L. and Baecker, R.M. (1992). Designing Video Annotation and Analysis Systems, *Proceedings Graphics Interface '92*, Vancouver, B.C., 11-15 May, 157-166.
- D26.** Posner, I.R., and Baecker, R.M. (1992). How People Write Together, *Proceedings 25th Hawaii International Conference on System Sciences*, Vol. IV, 7-10 January, 127-138.
- D25.** Price, B.A., Small, I. S., and Baecker, R.M. (1992). A Taxonomy of Software Visualization, *Proceedings 25th Hawaii International Conference on System Sciences*, Vol. II, 7-10 January, 597-606.
- D24.** Papper, M., Danahy, J., and Baecker, R.M. (1991). Predictable Modelling Interaction Using High-Level Constraints: Making Objects Behave as They Would in Our Environment, *Proceedings Assoc. for Computer Aided Design in Architecture (Acadia '91)*, Los Angeles, October, 211-222.
- D23.** Price, B.A. and Baecker, R.M. (1991). The Automatic Animation of Concurrent Programs, *Proceedings 1st Int'l. Workshop on Computer-Human Interfaces*, Moscow, August, 128-137.
- D22.** Baecker, R.M., Small, I. S., and Mander, R. (1991). Bringing Icons to Life, *Proceedings ACM SIGCHI CHI '91*, New Orleans, May, 1-6.
- D21.** Mantei, M.M., Baecker, R.M., Sellen, A.J., Buxton, W.A.S., Milligan, T., and Wellman, B. (1991). Experiences in the Use of a Media Space, *Proceedings ACM SIGCHI CHI '91*, New Orleans, May, 203-208.
- D20.** Baecker, R.M., Mantei, M.M., Buxton, W.A.S., and Fiume, E.L. (1991). The University of Toronto Dynamic Graphics Project, A CHI '91 Lab Overview, *Proceedings ACM SIGCHI CHI '91*, New Orleans, May, 467-468.
- D19.** Baecker, R.M. and Buchanan, J. (1990). A Programmer's Interface: A Visually Enhanced and Animated Programming Environment, *Proceedings 23rd Hawaii International Conference on System Sciences*, 2-5 January, 531-540.
- D18.** Baecker, R.M. (1988). Enhancing Program Readability and Comprehensibility with Tools for Program Visualization, *Proceedings 10th International Conference on Software Engineering*, Singapore, 11-15 April 356-366.
- D17.** Baecker, R.M. and Marcus, A., Design Principles for the Enhanced Presentation of Computer Program Source Text, Human Factors in Computing Systems, *Proceedings ACM SIGCHI CHI '86*, Boston, April 1986, 51-58.
- D16.** Baecker, R.M. and Marcus, A., On Enhancing the Interface to the Source Code of Computer Programs, Human Factors in Computing Systems, *Proceedings ACM SIGCHI CHI '83*, Boston, Dec. 1983, 251-255.
- D15.** Marcus, A. and Baecker, R.M., On the Graphic Design of Program Text, *Proceedings Graphics Interface 82*, Toronto, May 19-21, 1982, 303-311.
- D14.** Herot, C.F., Brown, G.P., Carling, R.T., Friedell, M., Kramlich, D., and Baecker, R.M., An Integrated Environment for Program Visualization, *Automated Tools for Information Systems Design*, Proceedings IFIP Working Conference, New Orleans, USA, Jan. 26-28, 1982, H.-J. Schneider and A.I. Wasserman (Editors), North-Holland, 237-259.
- D13.** Baecker, R.M., Towards an Effective Characterization of Graphical Interaction, *Methodology of Interaction*, Proceedings IFIP Workshop, Seillac, France, May 1979, Guedj, R.A., et al. (Editors), North-Holland, 1980, 127-147 (Reprinted in A.I. Wasserman (Ed.), *Tutorial: Software Development Environments*, IEEE Comp. Soc., 1981, 314-334).
- D12.** Buxton, W., Reeves, W., Fedorkow, G., Smith, K.C., and Baecker, R.M., A Computer-Based System for the Performance of Electroacoustic Music, *Proceedings Audio Engineering Society Convention*, 64th Convention, Nov. 1979.
- D11.** Baecker, R.M. and Duff, T.D.S., A Programming Environment for Conversational Dynamic Modelling, *Proceedings 1979 Summer Computer Simulation Conference*, July 1979, 32-39.

- D10.** Baecker, R.M., Buxton, W., and Reeves, W., Towards Facilitating Graphical Interaction: Some Examples from Computer-Aided Musical Composition, *Proceedings Sixth NRC Man-Computer Communications Conference*, May 29-30, 1979, 197-207.
- D9.** Reeves, W., Buxton, W., Pike, R., and Baecker, R.M., Ludwig: An Example of Interactive Computer Graphics in a Score Editor, *ibid.*
- D8.** Buxton, W., Fedorkow, G., Reeves, W., Smith, K.C., Baecker, R.M., Ciamaga, G., and Mezei, L., An Overview of the Structured Sound Synthesis Project, *Proceedings Third International Conference on Computer Music*, November, 1978.
- D7.** Tsotsos, J., Baecker, R.M., Mylopoulos, J., Reeves, W., Covvey, H.D., and Wigle, E.D., An Interactive Knowledge-Based Approach to Ventricular Image Analysis, *Proceedings International Conference on Computers in Cardiology*, Rotterdam, Sept. 29-Oct. 1, 1977.
- D6.** Baecker, R.M., Interactive Graphics as a Vehicle for the Enhancement of Human Creativity, *Proceedings Fifth NRC Man-Computer Communications Conference*, May 26-27, 1977, 93-101.
- D5.** Baecker, R.M., A Computer Animation Facility for Research and Educational Filmmaking: Design and Application, *Proceedings Fourth NRC Man-Computer Communications Conference*, May 26-27, 1975, 19.1-19.11.
- D4.** Baecker, R.M., Two Systems which Produce Animated Representations of the Execution of Computer Programs, *SIGCSE Bulletin*, Vol. 7, No. 1, February, 1975, 158-167.
- D3.** Baecker, R.M., Towards Animating Computer Programs: A First Progress Report, *Proceedings Third NRC Man-Computer Communications Conference*, May 30-31, 1973, 4.1-4.10.
- D2.** Baecker, R.M., Picture-Driven Animation, *Proceedings 1969 Spring Joint Computer Conference*, May 1969, 273-288 (Reprinted in H. Freeman (Editor), *Tutorial and Selected Readings in Interactive Computer Graphics*, IEEE Computer Society, 1980, 332-347).
- D1.** Baecker, R.M., Experiments in On-Line Graphical Debugging: The Interrogation of Complex Data Structures, *Prof. First Hawaii International Conference on the System Sciences*, Jan, 1968, 128-129. (Proceedings contain only a summary of the paper.)

Recent Refereed Conference Short Papers, Posters, Talks, and Demonstrations

- E45.** Demmans Epp, C., Campigotto, R., Levy, A., and Baecker, R.M. (2011). MarcoPolo: Context-Sensitive Mobile Communication Support, *Proc. FICCDAT 2011*.
- E44.** Benjamin, A., David, J., Baecker, R.M., Gromala, D., Birnholtz, J., Furlan, A., and Boscart, V. (2011). Understanding and Reducing Isolation due to Chronic Pain, *Proc. FICCDAT 2011*.
- E43.** David, J., Benjamin, A., Baecker, R.M., Gromala, D., and Birnholtz, J. (2011). Living with Pain, Staying in Touch: Exploring the Communication Needs of Older Adults with Chronic Pain, *Proc. ACM SIGCHI 2011*, 1219-1224.
- E42.** Baecker, R.M., Benjamin, A., Moffatt, K., Macaranas, E., Shihipar, T., Massimi, M., Ptak, D., David, J., Birnholtz, J., Gromala, D., Furlan, V., and Boscart, V. (2010). Connecting Physically and Socially Isolated Individuals to their Families, *Proc. Group'10 Workshop on Connecting Families: New Technologies, Family Communication, and the Impact on Domestic Space*.
- E41.** Snelgrove, W.X. and Baecker, R.M. (2010). A System for the Collaborative Reading of Digital Books with the Partially Sighted, *Proc. BooksOnline'10*.
- E40.** Baecker, R.M., Levy, A., Massimi, M., Tonon, K., Watson, M., Fenwick, K., Scott, W., Rochon, E., Mulholland, D., Laird, L., Black, S.E., Moffatt, K., Poorshahid, G. (2010). Context-aware Mobile Phones to Aid Seniors with Word Recall and Production, *Proc. International Society for Gerontechnology 7th World Conference*.

- E39.** Baecker, R.M., Shim, N., Tonon, K., Pandeliev, V., Birnholtz, J., Stern, Y., Steinerman, J.R., Moffatt, K. (2010). "Serious" Online Gaming Environments to Enhance Brain Fitness in Senior Citizens, *Proc. International Society for Gerontechnology 7th World Conference*.
- E38.** Pandeliev, V. and Baecker, R.M. (2010). A Framework for the Evaluation of Mental Fitness Games, *Proc. 6th Annual Games for Health Conference*.
- E37.** Tonon, K. and Baecker, R.M. (2010). GameSoup: A Two-Stage Game Development Environment, *Proc. Future Play 2010*.
- E36.** Pandeliev, V. and Baecker, R.M. (2010). A Framework for the Online Evaluation of Serious Games. *Proc. Future Play 2010*.
- E35.** Baecker, R.M. (2010). Technologies for Aging Gracefully: A Systematic Design Space, *Workshop on Interactive Systems in Healthcare*, April 2010.
- E34.** Baecker, R.M., Crete-Nishihata, M., Ptak, D., Brickman, A., Turner, G., Black, S.E., and Steinerman, J. (2009). Assessing the Cognitive and Psychosocial Impact of Two SenseCam Media Formats on Persons with MCI and Mild AD, *SenseCam 2009: Clinical and Technical Advances and the Future of SenseCam Research*, October 2009.
- E33.** Marziali, E., Baecker, R.M. Chatland, S., Crete-Nishihata, M., Smith, K., Damianikis, T., Cohene, T., Easley, K., Yeung, M. (2009). The Psychosocial Impact of Multimedia Digital Biographies (MBs) on Persons with Cognitive Impairment, *XIXth IAGG World Congress of Gerontology and Geriatrics*, July 2009.
- E32.** Baecker, R.M. Fenwick, K., Massimi, M., Black, S., Rochon, E., and Ryan, D. (2009). Cell Phone Software to Aid Senior Citizens in Recalling Names, *XIXth IAGG World Congress of Gerontology and Geriatrics*, July 2009.
- E31.** Baecker, R.M. (2009). Technology in Support of Healthy Aging — Innovations in the Design of Electronic Cognitive Prostheses, *The Greying Nation Conference*, June 2009.
- E30.** Fenwick, K., Massimi, M., Baecker, R.M., Black, S., Tonon, K., Munteanu, C., Rochon, E., and Ryan, D. (2009). Cell Phone Software Aiding Name Recall, *Proc. CHI 2009*, 4279-4284.
- E29.** Birnholtz, J.B., Mak, C., Greenberg, S., and Baecker, R.M. (2008). Attention by Proxy? Issues in Audience Awareness for Webcasts to Distributed Groups, *Proc. CHI 2008*, 103-106.
- E28.** Baecker, R.M., Wolf, P., Rankin, K., Causey, R. (2007). ePresence Interactive Media: An Open Source eLearning Infrastructure and Web Portal for Interactive Webcasting, Videoconferencing, and Rich Media Archiving, Poster Presentation, *Proc. HCI International 2007*, July 2007.
- E27.** Baecker, R.M., Marziali, E., Chatland, S., Crete-Nishihata, M., Easley, K., and Yeung, M. (2007). Multimedia Biographies to Enhance AD or MCI Quality of Life. *Proc. International Conference on the Prevention of Dementia*, Poster, June 2007.
- E26.** Marziali, E., Cohene, T., and Baecker, R.M. (2006), Alzheimer's Patient's Response to a Video Family History: A Case Study, *Gerontological Society of America's 59th Annual Scientific Meeting*, November 2006.
- E25.** Munteanu, C., Zhang, Yuecheng, Baecker, R.M., and Penn, G. (2006). Wiki-like Editing of Imperfect Computer-generated Webcast Transcripts, *Proc. CSCW2006*, Conference Supplement, Nov. 2006, 83-84.
- E24.** Causey, R., Birnholtz, J.B., and Baecker, R.M. (2006). Increasing Awareness of Remote Audiences in Webcasts, *Proc. CSCW2006*, Conference Supplement, Nov. 2006, 59-60.
- E23.** Fono, D. and Baecker, R.M. (2006). Structuring and Supporting Persistent Chat Conversations, *Proc. CSCW2006*, Nov. 2006, 455-458.
- E22.** Baecker, R.M., Rankin, K., and Wolf, P. (2006). Interactive Webcasting + Audioconferencing + Media Archiving for Medical eLearning, , *Proc. MedNet 2006*, October 2006.

- E21.** Baecker, R.M., Marziali, E., Cohene, T., Mindy, S., Ramdeen, K., and Chatland, S. (2006). Multimedia Biographies for Individuals with Alzheimer's Disease and their Families, *Proc. MedNet 2006*, October 2006.
- E20.** Baecker, R.M., Marziali, E., Ramdeen, K., and Chatland, S. (2006). Dementia Patients' Responses to Videod Family Histories, *Proc. Alzheimer Society of Canada National Conference*, October 2006.
- E19.** Massimi, M. and Baecker, R.M. (2006). Participatory Design Process with Older Users, *Proc. Ubicomp 2006 Workshop on Future Networked Interactive Media Systems and Services for the New-Senior Communities*, September 2006.
- E18.** Baecker, R. (2006). Designing Electronic Memory Aids: A Research Framework, Workshop on Designing for People with Cognitive Impairments, *Proc. ACM CHI 2006*, Montreal, P.Q.
- E17.** Baecker, R.M., Baran, M., Birnholtz, J., Chan, C., Laszlo, J., Rankin, K., Schick, R., and Wolf, P. (2006). Enhancing Interactivity in Webcasts using VoIP, *Proc. ACM CHI 2006*, Montreal, P.Q.
- E16.** Baecker, R.M. (2005). Open Source Strategies for Educational Multimedia, *Proc. ED-MEDIA 2005*, June 27-July 2, 2005, Montreal, P.Q.
- E15.** Cohene, T., Baecker, R.M., and Marziali, E. (2005). Designing Interactive Life Story Multimedia for a Family Affected by Alzheimer's Disease: A Case Study, *Proc. ACM CHI 2005*, April 2-7, 2005, Portland, OR.
- E14.** Dufour, C., Toms, E.G., Lewis, J. and Baecker, R.M. (2005). User Strategies for Handling Information Tasks in Webcasts, to appear in *Proc. ACM CHI 2005*, April 2-7, 2005, Portland, OR, 1343-1346.
- E13.** Dufour, C., Toms, E.G., Bartlett, J., Ferenbok, J., and Baecker, R.M. Exploring User Interaction with Digital Videos (2004). *Proc. Graphics Interface 2004*, London, May 2004.
- E12.** Cohene, T., Baecker, R.M., and Marziali, E. (2004). The Design of Personalized Multimedia Biographies for Persons with Alzheimer's Disease. *CHI 2004 Home Technologies to Keep Elders Connected Workshop*, Vienna, 26 April 2004.
- E11.** Moore, G., Baecker, R.M., Zjidekans, A., and Spero, L., The Four Faces of ePresence, *Association of Internet Researchers Annual Meeting*, Toronto, 16 October 2003.
- E10.** Baecker, R.M., Highly Interactive Webcasting with Structured Archives, *Proceedings of CSCW2002*, Conference Supplement, 175-176.
- E9.** Baecker, R.M., Electronic Memory Prostheses. International Conference on Technology and Aging, Toronto, September 2001.
- E8.** Jovicic, S. and Baecker, R.M. Time-based Visualization and Management of Email. Workshop on History-Keeping in Computer Applications, University of Maryland, December 1999.
- E7.** Baecker, R.M., Posner, I., Jevans, I., Homer, B., Cohen, A., and Poplar, S., A Study of Children Learning to Create Motion Pictures. American Educational Research Association Annual Meeting, Chicago, March 1997.
- E6.** Baecker, R.M., Movie Authoring and Design for Telelearning. First Annual Meeting of the Telelearning Research Network, Montreal, November 1996.
- E5.** Abrams, D. and Baecker, R.M., Human Factors of a Personal Web Information Space. Conference on Designing for the Web: Empirical Studies, Microsoft, October 1996.
- E4.** Cohen, A., Friedlander, N., Baecker, R., and Rosenthal, A. MAD: A Movie Authoring and Design System — Making Classroom Process Visible. *Proceedings of ICLS 96 International Conference on the Learning Sciences*, July 1996.
- E3.** Friedlander, N., Baecker, R.M., Rosenthal, A., Smith, E., and Posner, I., MAD: A Movie Authoring and Design System, *Proceedings of CHI '96*, Vancouver, April 1996.

E2. Baecker, R.M., What Should Be Taught in a University “Computer Literacy” Course?, *Society and the Future of Computing '95*, Durango, CO., June 1995.

E1. DiGiano, C.J., Baecker, R.M., and Owen, R.N., LogoMedia: A Sound-Enhanced Programming Environment for Monitoring Programming Behaviour, *Proceedings of InterCHI '93*, Amsterdam, May 1993, 301-302.

Invited and Non-Refereed Publications

F6. Rankin, K. and Baecker, R.M. (2007). ePresence Interactive Media: Evolution of an Open Source Strategy. The Open Source Business Resource, Talent First Network, <http://www.osbr.ca/ojs/index.php/osbr/issue/view/36>, October 2007.

F5. Baecker, R.M. and Rankin, K. (2005). Open Source Webcasting and Media Archiving Software for E-learning, ACM eLearn Magazine, <http://elearnmag.org>, posted 12 October 2005.

F4. Baecker, R.M., New Paradigms for Computing in the 90's, *Proceedings Graphics Interface '91*, Calgary, Alberta, June 1991, 224-229.

F3. Baecker, R.M., A Vision of Education in User-centered System and Interface Design, *SIGCHI Bulletin* 20(3), January 1989.

F2. Baecker, R.M., From the Animated Student to the Animated Computer to the Animated Film to the Animated Student..., *Proceedings Purdue 1971 Conference on Applications of Computers to Electrical Engineering Education*, April, 1971, 106-113.

F1. Baecker, R.M., Current Issues in Interactive Computer-Mediated Animation, *Proceedings 1970 UAIDE Annual Meeting*, October 1970, 273-288.

Published Films And Videotapes

G4. Baecker, R.M., Glass, G., Mitchell, A., and Posner, I.R. (1994). SASSE: The Collaborative Editor, 8 minute refereed video tape presented at the 1994 ACM Conference on Human Factors in Computing Systems, May 1994, also published in the *SIGGRAPH Video Review 97*.

G3. Baecker, R.M., *The Dynamic Image*, 60 minute colour sound film, Dynamic Graphics Project, University of Toronto, 1987. (Distributed by Morgan Kaufmann, Publishers.)

G2. Baecker, R.M., with the assistance of Dave Sherman, *Sorting out Sorting*, 30 minute colour sound film, Dynamic Graphics Project, University of Toronto, 1981. (Excerpted and “reprinted” in *SIGGRAPH Video Review 7*, 1983.) (Distributed by Morgan Kaufmann, Publishers.)

G1. Baecker, R.M., Tilbrook, D., and Tuori, M., *NEWSWHOLE -- An Interactive Newspaper Pagination System*, 10 minutes, Dynamic Graphics Project, University of Toronto, 1976, refereed and presented at Siggraph 79 (“Reprinted” in *SIGGRAPH Video Review 1*, 1980).

Theses, Technical Reports, and Unpublished Papers and Talks

H8. McGrenere, J., Baecker, R., and Booth, K. Learning to Use Complex Technology: The Importance of User Interface Design. Technical Report CSRG-403, Dept. of Computer Science, Univ. of Toronto, 1999.

H7. Baecker, R.M. The Web of Knowledge Media Design (1997). Unpublished speech given 23 January 1997, http://kmdi.utoronto.ca/rmb/kmdi_talk.pdf.

H6. Hewett, T., Baecker, R.M., Card, S., Carey, T., Gasen, J., Mantei, M., Perlman, G., Strong, G., and Verplank, W., ACM SIGCHI Curricula for Human-Computer Interaction, Report of the ACM Special Interest Group on Computer-Human Interaction Curriculum Development Group, 1992.

H5. Baecker, R.M., Marcus, A., Arent, M., Longarini, J., Macintosh, A., and Tims, T., *Enhancing the Presentation of Computer Program Source Text*, Final Report of the Program Visualization Project to DARPA, Human Computing Resources Corp. and Aaron Marcus and Assoc., 6 volumes, 1985.

H4. Baecker, R.M., Interactive Computer-Mediated Animation, Ph.D. Thesis, M.I.T. Department of Electrical Engineering, April 1969. Reprinted as M.I.T. *Project MAC TR-61*. Also available as AD 690 887 from the Clearinghouse for Federal Scientific and Technical Information.

H3. Baecker, R.M., Planar Representations of Complex Graphs, *M.I.T. Lincoln Laboratory Technical Note 1967-1*, Lexington, Mass., 1967.

H2. Baecker, R.M., Computer Simulation of Mobility Aids (for the Blind) -- A Feasibility Study, M.S. Thesis, M.I.T. Department of Electrical Engineering, August 1964. Reprinted in the *Research Bulletin of the American Foundation for the Blind*.

H1. Baecker, R.M., Human Discrimination of Auditory Duration, B.S., Physics, M.I.T., June 1963.

Published Abstracts, Summaries And Notes

J9. Baecker, R.M., Designing Technology to Aid Cognition, *Proceedings ACM Assets 2008*, 1-2.

J8. Baecker, R.M., Forty Years of Human-Computer Interaction and Knowledge Media Design: Twelve Challenges to Meet in Fewer than the Next Forty Years, Abstract only, *Proceedings Graphics Interface 2005*, Victoria, B.C., May 2005

J7. Baecker, R.M., Research Issues in Program Visualization, Contribution to Panel on "Multi-dimensional Interfaces for Software Design," *Proceedings Interact '90*, Aug. 1990, 1064-1065.

J6. Baecker, R.M., Miller, D., and Reeves, W., A Prototype Laboratory Instrument for Motion Analysis, *Proc. 7th Canadian Man-Computer Communications Conference*, June 1981.

J5. Baecker, R.M. and Sherman, D., A Computer Animated Explanation of Internal Sorting Methods, *Proceedings 7th Canadian Man-Computer Communications Conference*, June 1981.

J4. Baecker, R.M., Reeves, W., Covvey, H.D., Miller, D., and Galloway, D., Interactive Computer-Aided Analysis of Cardiac Motion Sequences, *Proceedings Workshop on Computer Analysis of Time-Varying Imagery*, Univ. of Pennsylvania, IEEE Computer Society, April 1979.

J3. Baecker, R.M., Towards the Construction of Useful Interactive Graphics Systems, *IEEE/ACM Conf. on Computer Graphics, Pattern Recognition and Data Structure*, Los Angeles, May 1975.

J2. Baecker, R.M. and Guerin, M., A System for Computer Animated Film Production in a Batch Processing Environment, *Second Annual ACM Computer Science Conference*, Feb. 1974, 29.

J1. Baecker, R.M., The Use of LOGO in a 'Computers and Society' Course, *Proceedings of the 1972 ACM Annual Conference*, Aug. 1972, 321.

Other Films And Videotapes Produced

K4. Baecker, R.M., Hill, G., and Tuori, M., *Computer-Animated Simulation of Taxi Dispatching Strategies*, 10 minute sound film, Dynamic Graphics Project, University of Toronto, 1976.

K3. Baecker, R.M. (Producer), *Computer-Animated Transit Models*, 10 minute black-and-white silent film, Dynamic Graphics Project, University of Toronto, 1975.

K2. Baecker, R.M. (Producer), *Program Animation Sampler*, 20 minute black-and-white silent film, Dynamic Graphics Project, University of Toronto, 1974.

K1. Baecker, R.M., Smith, L., and Martin, E., *GENESYS -- An Interactive Computer-Mediated Animation System*, 17 minute colour sound film, M.I.T. Lincoln Laboratory, 1970.

Articles And Interviews

L9. Interview with Ron Baecker, Can Computer Games Improve Brain Fitness, http://youngretired.ca/Fitness/Brain_Fitness/RonBaeckerGames.html, posted 8 July 2011

L8. Interview with Ron Baecker, Life History Videos as a Tool for Caregivers, <http://youngretired.ca/history/LifeVideoTAGLab.html>, posted 8 July 2011

L7. Interview with Ron Baecker, Mike Massimi, Masashi Crete-Nishihata, and Deb Ptak, Digital Technology Eyed in Fight against Alzheimer's, The Globe and Mail Update, <http://www.theglobeandmail.com/news/technology/digital-technology-eyed-brin-fight-against-alzheimers/article1321599/>, 13 October 2009

- L6.** Conversation with Ron Baecker and Michelle Levesque on Open Source, University of Toronto Radio Program entitled Education Ourselves, 5 May 2004.
- L5.** Interview with Ron Baecker on Rewriting the Rules of ... Writing Rules, CanadaComputes.com, 26 Jan. 2001, <http://www.canadacomputes.com/v3/story/1,1017,5455,00.html?tag=81&sb=121>
- L4.** Conversation with Ron Baecker, The Video Manual, Univ. of Toronto Radio: The Innovators, 18 Jan. 2001.
- L3.** In Conversation with Ron Baecker, *Computing Canada*, Vol. 10, No. 26, Dec. 27, 1984, 11-12.
- L2.** Baecker, R.M., Interactive Computer Graphics: Ready for the Big Move in the 1980s, *Canadian Datasystems*, Vol. 12, No. 9, Sept. 1980, 41-47.
- L1.** Baecker, R.M., Computer Animation: An Aid in Visualizing Complex Processes, *Canadian Datasystems*, Vol. 5, No. 3, March 1973, 30-32.

TRAINING OF HIGHLY QUALIFIED PERSONS (HQP's)

My students are or have been professors at the University of Toronto, the University of British Columbia, the University of Alberta, the Ontario Institute of Technology, Nipissing University, the Open University (U.K.), Hong Kong University, the National University of Singapore, Georgia Institute of Technology, and several community colleges. Others are or have been researchers or professional staff at the National Research Council, IBM Canada, IBM U.S., Oracle Corp., Microsoft Research, Microsoft, Google, Sun Microsystems, University of Toronto, McMaster University, Xerox, Nynex, Intel, Nortel, SRI International, Pixar/Disney, Alias Research, ATI, Electronic Arts, Matrox, McGraw-Hill, T-Mobile, Amazon, Intuit, McKinsey Corp., Mark Logic, Silk Road Technology, Caseware international, Artez Interactive, Altamont Computers, Nectarine Group, Sapient, and ISS (Singapore). Others have started or been instrumental in the growth of companies such as SideFX, Data Mirror, Inea, Viigo, and TokBox.

Career Student Numbers		
	In progress	Completed
Undergraduate RAs	2	90 (est.)
M.Sc. and M.A.Sc.	3	43
Ph.D.	4	5
Postdoctoral fellows	1	2

Postdoctoral Fellows Supervised or Co-supervised

Moffatt, Karyn, Technology for Connections Between Remote Grandparents and Grandchildren, 2010-2011

Sundarajan, Binod, Social Networking Technologies for Wireless Services, 2007-8

Birnholtz, Jeremy, Collaboration Technologies for Computer-Supported Cooperative Work, 2005-7

Theses Supervised or Co-supervised

Currently supervising:

- David, Jessica, M.Sc., A Digital Communicating Picture Frame to Support Communication by Individuals in Chronic Pain, 2010-
- Demmans Epp, Carrie, Ph.D., Mobile Devices for Second Language Support, 2010-
- Edwards, P., Ph.D., A Social Media Site for Families, 2010-
- Massimi, Michael, Ph.D., Thanatosensitively Designed Technologies for Bereavement Support, 2007-
- Metland, Matt, M.A.Sc., Mobile Augmentative and Alternative Communication (AAC) Technology, 2011-
- Pandeliev, Velian, Ph.D., topic TBD, 2011-
- Poorshahid, Golnoosh, M.Sc., Context-aware Mobile Language Aids, 2009-

Pandeliev, Velian, M.Sc., A Portal for the Evaluation of Serious Games, July 2011

Snelgrove, X., B.A.Sc., Design and Evaluation of an Accessible System for the Collaborative Reading of Digital Books, May 2011

Kaufman, Liam, B.Sc., OYSTER: Organize Your Studies Efficiently and Rapidly, May 2011

Shim, Nick, M.Sc., A Study of Social Interaction in Online Games for Seniors, Sept. 2010

Wu, Michael, Ph.D. Memory Aids as Collaboration Technology, June 2010

Peterson, Miller, M.Sc., A Study of Media for Lectures Recordings, December 2009

Fenwick, Kent, M.Sc., Design of a Context-aware Name Reminder System, September 2009

Munteanu, Cosmin, Ph.D., Useful Transcriptions of Webcast Lectures, March 2009 (co-supervisor)

Massimi, Michael, M.Sc., Participatory Design of Mobile Phone Software for Seniors, January 2007

Fono, David, M.Sc., Structuring and Supporting Persistent Chat Conversations, M.Sc., October 2006

Tohidi, Maryam, Two New Techniques for User-Centred Interaction Design: Multiple Prototyping and User Sketching, M.Sc., January 2006 (co-supervisor)

Shick, Russ, A Study of Student Conversation in Text and Audio During Webcast Lectures, M.Sc., July 2005

Hoss, Jonathan, Open Source Technology Transfer Strategies: An Analysis of Open Source Business Models Used to Incubate and Commercialize University Software Projects, B.A.Sc., April 2005

Noble, Meredith, Needs Analysis and Preliminary Prototyping for a Context-aware Name Recollection Tool, B.A.Sc., April 2005

Cohene, Tira, The Design of Interactive Life Story Multimedia for an Individual and Family Affected by Alzheimer's Disease, M.Sc., April 2005

Strickland, Krista, A Study of Multimedia Lecture Archives for Mobile and Desktop Computers, M.Sc., Jan. 2005

Wu, Michael, The Participatory Design of an Orientation Aid for People with Amnesia, M.Sc., July 2004

McGrenere, Joanna, The Design and Evaluation of Multiple Interfaces: A Solution for Complex Software, Ph.D., February 2002 (co-supervisor)

Jovicic, Sasha, Implications for the Design of Email Management Software, M.Sc., June 2000

Long, Byron, Shaping Social Space from Information Space, M.Sc., Oct. 1999

Yiu, Kelvin, Time-based Management & Visualization of Personal Electronic Information, M.A.Sc., May 1997

Abrams, David, Human Factors of Personal Web Information Spaces, M.Sc., Jan. 1997

Mitchell, Alex, Communication and Shared Understanding in Collaborative Writing, M.Sc., Jan. 1996.

Silver, Nancy, Time-based Visualizations of Electronic Mail, M.Sc., Jan. 1996.

Rosenthal, Alan J., Computer Support for Authoring Motion Pictures, M.Sc., Oct. 1995.

DiGiano, Christopher, Visualizing Program Behaviour Using Non-speech Audio, M.Sc., Oct. 1992.

Nastos, Dimitrios, A Structured Environment for Collaborative Writing, M.Sc., Oct. 1992.

Wang, Lisa X., Time Line Displays in Video Analysis, B. A.Sc., April 1992.

Posner, Ilona R., A Study of Collaborative Writing, M.Sc., April 1991.

Harrison, Beverly L., The Annotation and Analysis of Video Documents, M.A.Sc., April 1991.

Price, Blaine A., A Framework for the Automatic Animation of Concurrent Programs, M.Sc., Dec. 1990.

Papper, Michael, Using High-Level Constraints to Aid Space Planning Applications in CAD, M.Sc., July 1990.

Lin, Monte M., Real Time Corporation: The Struggle to Become Number One, B.A.Sc., April 1990.

Mintz, Martin, Netron: Survival in the CASE Marketplace, B.A.Sc., April 1990.

Small, Ian S., Program Visualization: Static Typographic Visualization in an Interactive Environment, M.Sc., Feb. 1989.

Buchanan, John W., LOGOmotion: A Visually Enhanced Programming Environment, M.Sc., Sept. 1988.

Small, Ian S., Program Visualization: Enhancing the Readability of COBOL Source Code, B.A.Sc., April 1986.

Green, Mark W., The Design of Graphical User Interfaces, Ph.D., April 1985 (co-supervisor).

Leskowitz, Irene C., An Interactive Display System for Multi-Channel Signals in Three-Dimensional Objects: Applications to Electrocardiology, M.A.Sc., Dec. 1980.

Miller, David H., A Two Dimensional Video Display System, M.A.Sc., Oct. 1980.

Reeves, William T., Quantitative Representations of Complex Dynamic Shape for Motion Analysis, Ph.D., Oct. 1980 (co-supervisor).

Leon Lastra, Gerardo, Scan Conversion and Sampling Algorithms for Two-Dimensional Computer Graphics, M.Sc., Dec. 1979.

Galloway, David, The Modelling of Dynamic Digital Video Display Systems, M.Sc., Oct. 1979.

Green, Mark, A Graphical Input Programming System, M.Sc., Jan. 1979.

Kaden, Neil, Understanding SMALLTALK, M.Sc., Oct. 1978.

Crossey, Sheila, An Interactive Graphical Source Language Debugging System, M.Sc., Oct. 1977.

Tuori, Martin I., Tools and Techniques for Computer-Aided Animation, M.Sc., April 1977.

Fono, Ilan, An Interactive Digital Logic Simulator, M.A.Sc., March 1977.

Tilbrook, David, A Newspaper Pagination System, M.Sc., Oct. 1976.

Reeves, William T., A Device-Independent, General Purpose Graphics System in a Minicomputer Time-Sharing Environment, M.Sc., Jan. 1976.

Duff, Thomas D.S., Simulation and Animation, M.Sc., Jan. 1976.

Yarwood, Edward, Toward Program Illustration, M.Sc., Nov. 1974.

Horsley, Thomas, SIMULOGO: A Student Simulation Language, M.Sc., Oct. 1974.

Heifetz, Eleanor, A Display Technique for Trees, M.Sc., Aug. 1974.

de Boer, J.M., A System for the Animation of Micro-PL/1 Programs, M.Sc., April 1974.

Chan, Kit-Mei, A System for Animating Mini-LOGO Programs, M.Sc., April 1974.

Guerin, Marjorie, A System for Computer Animated Film Production ..., M.Sc., Oct. 1973.

Recent Thesis Committee Memberships

Vogel, D., Direct Pen Input and Hand Occlusion, March 2010.

Collins, C., Interactive Visualizations of Natural Language, December 2009.

Grossman, T., Interaction with Volumetric Displays, July 2008.

Wigdor, D., The Design of Table-Centric Interactive Spaces, April 2008.

Ramos, G., Pressure-Sensitive Pen Interactions, Ph.D., Jan. 2008.

Bezerianos, A., Designs for Single User, Up-front Interaction with Wall-sized Displays, Ph.D., Sept. 2007.

McGuffin, M., An Investigation of Issues and Techniques in Highly Interactive Computational Visualization, Ph.D., April 2007.

Kilgore, R., Visualizing Voice Locations: Amplifying the Effects of Spatial Audio with Simple Displays, D.A.Sc., September 2006.

Coahran, M., Computer-Assisted Bargello Quilt Designs, M.Sc., September 2005.

Vogel, D., Interactive Public Ambient Displays, M.Sc., January 2005.

Gwizda, J., Cognitive Abilities, Interfaces, and Tasks: Effects on Prospective Information Handling in Email, D.A.Sc., June 2004.

Wigdor, D., Chording and Tilting for Rapid, Unambiguous Text Entry to Mobile Phones, M.Sc., Jan. 2004.

Rubick, J., The Design and Evaluation of a Two-handed Drawing Program,. M.Sc., Oct. 1999.

Friedlander, N., Evaluating User Performance in Nonvisual Bullseye Menus, M.Sc., Oct. 1997.

Gujar, A., The Audio Video Server Attendant: Increasing Access and Control of Media Spaces, M.Sc., Oct. 1996.

Kay, R., The Acquisition of Computer Knowledge: A Formative Analysis, Ph.D. at OISE, Dec.1995.

Woodruff, E., Investigating Collaborative Maieutics, Ph.D. at OISE, May 1995.

Kurtenbach, G., The Design and Evaluation of Marking Menus, Ph.D., April 1993.

Halpern-Hamu, C., Direct Manipulation of Robots by the Physically Disabled, Ph.D., Nov. 1992.

Lee, A., Investigations into History Tools for User Support, Ph.D., March 1992.

Mawby, K., Designing Collaborative Writing Tools, M.Sc., October 1991.

Naiman, A., The Use of Grey Scale for Character Display, Ph.D., December 1990.

Recent Fourth Year Research Project Supervisions

Strong, Sarah, Take Me With You Competitor Analysis, August 2011 (with Deb Ptak)

Kaufman, Liam, Oyster: Organize Your Studies Efficiently and Rapidly, April 2011 (with Mike Massimi)

Levy, Alex, Solving Place Detection and Vocabulary Generation Challenges for a Location-Aware AAC Device, December 2009

Crete-Nishihata, Masashi, Lifelogging over the Lifecourse, May 2009

Chan, Ian, ConnectMe: A System to Help People Living in Isolation, May 2009

Dufau, Bastien, ePresence Market Analysis and Testing Strategies, Aug. 2007

Causey, Rhys, Awareness and Interaction in Webcasting Systems, Aug. 2007

Causey, Rhys, Awareness, Voice Conversations, and Interactivity in Webcasting, Dec. 2006

Chen, Sean, Improving Language & Literacy Online: Collaborative Web-based Gaming for Seniors, Apr. 2006

Kaiser, T., Multimedia Help: A Review of the Literature, Dec, 2000.

Straker, A., Web Accessibility: Creativity and Usability, Sept. 2000.

Ortigas, R., Adding Rhyme and Reason to Multimedia Instruction, May 2000.

Rosen, D., A Survey of Computer Support Programs, May 2000.

Matthews, W., Exploring the Media Rich Advertisement, December 1999.

Straker, A., Word Prediction Programs: Evaluating their Effectiveness, Dec. 1999 (with F. Shein).

Bosanac, A., Search Engine Options for a Time-based Email Management System, May 1999.

Mazalek, A., Media Composition, May 1999.

Rosen, D., A Strategic Analysis of Software Opportunities, May 1999.

Mazalek, A., Timeline Views in Digital Movie-Making Applications. Sept. 1998.

Sheryer, P., Accessibility Validation and Integration,. May 1998 (with G. Moore).

Lustgarten, A., Software Visualization of a Logo Interpreter, October 1996.

DeRege, E., The Virtual Communities Project: Exploring the Building of a Virtual Community within the HCI Community, December 1995.

Jevans, I., The Virtual Communities Project: Exploring the Building of a Virtual Community within the Logo Community, December 1995.

Venkatacharya, P., Visualization and Collaboration in the Authoring of Motion Pictures, May 1995.

Bot, D., MAD About Youth: Integrating MAD into the Secondary School Environment, April 1995.

Bot, D., Using Sight and Sound to Animate Program Behaviour, December 1994.

Bellman, T., A Study of Software Auralization, April 1994.

Long, B., A Study of Time-based Display and Management of Electronic Mail, April 1994.

Other current and recent supervisions of HQPs

Campigotto, Rachelle, research staff, Field Studies of Context-aware Mobile Communication Aids, 2010-

Snelgrove, Xavier, summer undergrad, Digital Books for Reading By, To, and With the Visually Impaired, 2010

Elaine Macaranas, Elaine, summer research staff, Industrial Design of Electronic Picture Frames, 2010

Shihpar, Thariq, summer undergrad, Hardware and Software Design of Electronic Picture Frames, 2010

Sahney, Aakash, summer undergrad, Context-aware Mobile Phone Software, 2010-2011 (with Alex Levy)

Kaufman, Liam, summer undergrad, Web Portal for Testing the Efficacy of Mental Fitness Games, 2010

Ing, Garry, research staff, Computer Gaming Interfaces for Seniors, other interaction design projects, 2009-

Levy, Alexander, undergrad, then research staff, Context-aware Cell Phone Software for Word Recall, 2009-2011

Ptak, Deborah, research staff, SenseCam Media for Alzheimer's disease, Take Me With You mobile video app, 2008-

Crete-Nishihata, Masashi, research staff, Multimedia Technologies for Alzheimer's disease, 2006-2010

Shihpar, Thariq, undergrad, Computer Gaming Software, 2009

Leidgens, Janusz, visiting M.Sc. student, Automatic Face Recognition Software, 2009

Fady Akladios, Fady, undergrad, Remote Administration of Cognitive Assessment Software, 2007-9

Smith, Karen, doctoral student, Qualitative Analysis of Multimedia Biography Production and Viewing, 2006-8

Wolf, Peter, research staff, ePresence Interactive Media, 2000-8

Smith, Eric, research staff, ePresence Interactive Media, 2003-8

Xhabija, Dritan, undergrad, ePresence Interactive Media, 2007-8

Vaughan, James, undergrad, ePresence Interactive Media, 2005-8

Reilly, Brendan, undergrad, ePresence Interactive Media, 2006-7

Wu, Lei, undergrad, Tools for Collaboration on Mobile Phones, 2006-7

Mak, Clarissa, undergrad, Collaboration Technology fieldwork, 2006-7

Yeung, Martin, undergraduate, Multimedia Biography Production for Alzheimer's disease, 2005-7

Chatland, Sarah, master's student, Multimedia Biography Production for Alzheimer's disease, 2005-7

Ramdeen, Kristin, undergraduate, Multimedia Biography Production for Alzheimer's disease, 2005-7

Mindy, Simona, undergraduate, Multimedia Biography Production for Alzheimer's disease, 2004-5

Mentor, Health Care Technology and Place Graduate Training Program, 2005-present
Member, Department of Computer Science Breadth Committee, 2004-present
Principal Investigator, Network for Effective Collaboration Technologies through Advanced Research (NECTAR) NSERC Research Network, 2004-2009
Chief Scientist, Knowledge Media Design Institute, 1998-2009
Member, KMDI Executive Committee, 2000-present
Member, Department of Computer Science Time to Completion Committee, 2005-2006
Member, Department of Computer Science Graduate Committee, 2002-2006
Member, KMDI Collaborative Program Committee, 2003-2005
Director, Knowledge Media Design Institute, 1996-1998
Member, Department of Computer Science Senior Promotions Committee, 1997-8
Organizer, Department of Computer Science Colloquium, 1990-1996
Member, Department of Computer Science Undergraduate Committee, 1994-1996
Member, Graduate Studies Review Comm., McLuhan Program in Culture and Technology, 1992-93
Member, Department of Computer Science Faculty Council, 1991-1993
Member, Department of Computer Science Graduate Committee, 1991-1992
Member, ITRC Software Systems and Graphics Area Committee, 1990-1992
Member, Tenure & Search Committees, Computer Sci., Architecture, Education, Eng., and Mgmt., 1989-present
Co-Director, Dynamic Graphics Project Laboratory, 1985-present
Member, Computer Science Ph.D. Breadth Committee, 1990-1991
Organizer, Lecture Series on Computer Supported Cooperative Work, February 1991
Organizer and exhibit curator, The Dynamic Image, Pioneering Computer Graphics at the University of Toronto: A Twenty Year Retrospective, Koffler Student Centre, U of T, May 1987
Organizer, Graphics and Interaction Seminar, 1985-1990

PROFESSIONAL ACTIVITIES

Member

Association for Computing Machinery (ACM)
ACM Special Interest Group on Computers and Human Interaction (SIGCHI)
Canadian Human Computer Communications Society (CHCCS)

Invited Short Course or Tutorial Presenter or Co-Presenter

Strategies for Open Source Development, Adoption, & Deployment, EDUCAUSE, Orlando, Oct. 2005
High-Technology Innovation & Entrepreneurship: Principles and Pitfalls, ACM SIGCHI, April 2004
High-Technology Innovation & Entrepreneurship: Principles and Pitfalls, HCI Int'l., June 2003
High-Technology Innovation & Entrepreneurship: Principles and Pitfalls, ACM SIGCHI, April 2003
Starting a Successful Software Company, CITO, Toronto, June 2002
Frontiers of User Support, ACM SIGCHI, Minneapolis, April 2002
Starting and Running a Successful Software Company, Alberta Research Council, Calgary, June 1997
Managing Software Companies Successfully, UCLA Engineering Extension Program, L.A., Aug. 1996
Starting and Running a Successful Software Company, ITRC, Toronto, June 1996
Starting and Running a Successful Software Company, ITRC, Ottawa, May 1996
Starting and Running a Successful Software Company, ITRC, Toronto, Sept. 1994
Computer Supported Cooperative Work for Medicine, Telemedicine Canada, Sept. 1994
Operating a Successful Software Company, Fundacion Chile, August 1993
The Business of Software, 19th Annual Latin-American Computer Congress, August 1993
Operating a Successful Software Company, UBC Fac. of Commerce Executive Programs, May 1993
Video Enhanced Computer Supported Cooperative Work, Graphics Interface 92
A Multi-Discip. Approach to Human-Computer Interaction: IBM Can. Develop. Lab, May-June 88
Human Computer Interaction: Selected Theories, Technologies, and Techniques, SIGCHI 88
Human Computer Interaction: Selected Theories, Technologies, and Techniques, SIGGRAPH 87

Information Technology: A Tool for Progressive Management, U of T Mgmt. Executive Training 87
Human Computer Interaction: Theories, Technologies, Techniques, and Tools, SIGGRAPH 86
Human Computer Interaction: Theories, Technologies, Techniques, and Tools, Graphics Interface 86
Human Computer Interaction: Theories, Techniques, and Tools, SIGCHI 86
Interactive Technologies, SIGCHI 86
User Interface Design Techniques, Graphics Interface 85
Techniques, Technologies, and Tools, SIGCHI 85 Conference
User Interface Design, Graphics Interface 84
User Interface Design, SIGCHI 83 Conference on Human Factors in Computing Systems
Introduction to Computer Graphics, SIGGRAPH 82
User Interface Design, Graphics Interface 82
Raster Graphics, Seventh CMCSS Conference (1981)
Getting to Know Computers, HCR Course Programs (1979-80)
Raster Graphics, Sixth CMCSS Conference (1979)
Introduction to Computer Graphics, Fifth CMCSS Conference (1977)
Introduction to Computer Graphics, 1977 Canadian Digital Equipment User's Society

Lecturer (mostly invited, some peer reviewed)

2011 May 19, Canadian Perspectives Lecture Series, UTM Seniors Alumni
2011 April 27, Canadian Perspectives Lecture Series, UofT Seniors Alumni
2011 March 22, DCS Faculty Lecture Series
2010 October 22, Google Research
2010 October 21, IBM Research Almaden
2010 June 1, Silver Screens Arts Festival, Toronto
2010 March 3, Overland Club Computer Group, Toronto
2009 December 4, Toronto Rehabilitation Institute Communications Team Research Meeting
2009 December 4, Ryerson University 50+ Computing Club, Toronto
2009 October 2, Psychiatry Rounds, Baycrest
2009 June 18, Neuroscience Rounds, Sunnybrook Health Sciences Centre, Toronto
2009 April 3, Cognitive Neuroscience Seminar, Columbia Univ. College of Physicians and Surgeons, New York
2009 March 12, KMDlat13 Invited Lecture, Toronto
2009 March 5, Microsoft Research Invited Lecture, Redmond WA.
2009 March 4, Univ. of Washington Human-Computer Interaction and Design (DUB) Invited Lecture, Seattle, WA.
2009 March 2, British Columbia Network on Aging Research (BCNAR) Invited Lecture, Vancouver, B.C.
2009 February 9, Center on Research and Education for Aging and Technology (CREATE) Invited Lecture,
University of Miami School of Medicine
2008 October 14, Dalhousie University Department of Computer Science Invited Lecture, Halifax, Canada
2008 October 13, ACM ASSETS Conference on Computers and Accessibility Keynote, Halifax, Canada
2008 June 23, Open University Department of Computer Science Invited Lecture, Milton Keynes, U.K.
2008 June 17, Bloorview Research Institute Seminar Series, Toronto
2008 May 30, DGPis40 Scientific Workshop and Reunion, Toronto
2008 May 13, Video Gaming at University of Toronto: Technical, Social, and Legal Dimensions
2008 May 8, Computer Science and Artificial Intelligence (CSAIL) HCI Seminar, M.I.T., Cambridge Mass.
2008 May 7, Institute for Innovative Computing, Harvard University, Cambridge Mass.
2008 May 2, Health Care Technology and Place Research Retreat, Toronto
2008 Apr. 16, Workshop on Network Services, Communication, and Media, University of Toronto
2008 Mar. 5, Ontario College of Art and Design President's Lecture Series, Toronto
2008 Mar. 3, Baycrest Rotman Research Institute Grand Rounds, Toronto
2008 Mar. 2, University of Toronto Interdisciplinary Society of the Mind
2007 Dec. 18, Toronto Chapter of the ACM Special Interest Group on Human-Computer Interaction
2007 Dec. 17, Toronto Rehabilitation Institute Communications Research Team Seminar
2007 Oct. 15, Alzheimer's Assoc. Everyday Technologies for Alzheimer's Care Research Meeting, Chicago
2007 Oct. 12, Microsoft Research Workshop on Intelligent Systems for Assisted Cognition, Univ. of Rochester
2007 Oct. 3, Ebbinghaus Empire Lecture Series, Dept. of Psychology, Univ. of Toronto
2007 Sept. 21, Baycrest Grand Rounds, Toronto

2007 July 19, Keio University, Japan
2007 July 18, Human Interface Society, Tokyo Japan
2007 May 7, Oracle Corporation
2007 May 4, Stanford University Seminar on People, Computers, and Design
2007 April 26, University of Southern California Distance Education Network
2007 Mar. 22, Sunnybrook Health Sciences Centre Neuroscience Rounds (Toronto)
2007 Mar. 13, Queen's University Department of Computer Science Distinguished Lecture
2007 Mar. 6, Univ. of Waterloo Center for Health Informatics Research Invited Lecture
2007 Mar. 5, Univ. of Waterloo Center for Health Informatics Research Invited Lecture
2007 Feb. 28, Toronto Chapter of the ACM Special Interest Group on Human-Computer Interaction
2006 Oct. 27, Alzheimer's Assoc. Everyday Technologies for Alzheimer's Care Research Meeting (Chicago)
2006 Sept. 5, Visible Languages / Human-Centred Computing Keynote Lecture (Brighton U.K.)
2006 June 15, Society for Teaching and Learning in Higher Education Conference (Toronto)
2006 May 23, Columbia University Dept. of Computer Science Distinguished Lecture (NYCity)
2006 May 18, Columbia University Dept. of Biomedical Informatics invited Lecture (NYCity)
2006 April 5, Usability N.J., PhiCHI, NJ ASIS&T, and Rutgers University Lecture (New Brunswick NJ)
2006 Feb. 9, Columbia University College of Physicians & Surgeons Neuropsychology Seminar (NYCity)
2005 Dec. 8, Sakai Educational Partners Meeting (Austin TX)
2005 Nov. 4, Baycrest Centre for Geriatric Care Neuropsychology Rounds (Toronto)
2005 Oct. 20, Educause Meeting (Orlando FL)
2005 Oct. 17, Baycrest Kunin-Lunenfeld Applied Research Unit (KLARU) 5th Annual Res'ch Day (Toronto)
2005 June 13, ORION Ontario R&E Summit (Toronto)
2005 May 17, Streaming Media East Panel Presentation (NYCity)
2005 May 10, Graphics Interface Achievement Award Lecture
2005 April 20, Baycrest Kunin-Lunenfeld Applied Research Unit (KLARU) Rounds
2005 April 8, Intel Corporation Invited Lecture (Portland OR)
2005 April 6, ACM SIGCHI Panel, Early Work in Human-Computer Interaction at Lincoln Labs (Portland OR)
2005 March 9, University of Paris South Invited Talk (Paris)
2005 March 7, AMI Technology Transfer Workshop (Brussels)
2004 December 3, NET North (Toronto)
2004 June 25, TIDSE Conference Keynote (Darmstadt, Germany)
2004 May 19, Baycrest Centre for Geriatric Care Behavioural Neurology Rounds
2003 Research Centre for Academic Technology Lunchtime Seminar Series
2003 Bell University Laboratories National Conference
2003 Centre for Global eHealth Innovation Seminar
2003 Toronto Chapter of the ACM Special Interest Group on Human-Computer Interaction
2002 University of Toronto Psychology Department Ebbinghaus Empire Seminar
2002 IBM CASCON eLearning Workshop Keynote Address
2002 University of Toronto Computing Insights
2002 IBM Centre for Advanced Visual Studies Colloquium
2002 Slice of Life Conference on Medical Multimedia Keynote Address
2002 Baycrest Kunin-Lunenfeld Applied Research Unit (KLARU) Rounds
2001 Waterloo Centre for Learning and Teaching Through Technology Seminar
2001 National Research Council Colloquium
2001 Ottawa Chapter of the ACM Special Interest Group on Human-Computer Interaction
2001 Vancouver Chapter of the ACM Special Interest Group on Human-Computer Interaction
2001 University of Toronto Department of Computer Science Colloquium
2000 Bell University Laboratories Lecture Series
2000 Toronto Chapter of the Society for Technical Communication
2000 Toronto Chapter of the ACM Special Interest Group on Human-Computer Interaction
1999 Association of Internet Marketing and Sales Professionals
1999 Freedom Forum Conference on High-Technology Trends in Journalism Education
1998 Educational Computing Organization of Ontario Annual Meeting (2 talks)
1997 Knowledge Media Design Institute International Public Lecture Series
1996 First Annual Meeting of the Telelearning Research Network
1996 Open University (U.K.) Knowledge Media Institute Maven of the Month for April

1996 InterActive'96 Multimedia Conference
 1994-5 UBC CICS Computer Science Distinguished Lecture Series
 1994 Toronto Chapter of the ACM Special Interest Group on Human-Computer Interaction
 1993 19th Annual Latin-American Computer Congress
 1993 MIT Media Lab Colloquium
 1992 Georgia Tech Graphics, Visualization, and Usability Centre Distinguished Lecture Series
 1992 Apple External Research Open House
 1991 MacWorld Expo - Toronto
 1991 Prior Data Sciences - ITRC Seminar on Applied Human-Computer Interaction
 1991 Graphics Interface Conference - Calgary, Alberta
 1988 Montreal Chapter of the Canadian Information Processing Society
 1988 Ontario Chapter of the Human Factors Association of Canada
 1988 University of Toronto Dept. of Electrical Engineering Annual Distinguished Lecture
 1986 MIT Media Lab Forum
 1985 CIPS Canadian Computer Conference
 1985 Video Culture Symposium
 1985 IEEE Computer Society Meeting
 1985 UNIX-QUEBEC Meeting
 1984 Canadian Advanced Technology Association Venture Capital Conference
 1983 Association of Canadian Venture Capital Companies Annual Meeting
 1982 Council of Industrial Designers Annual Meeting
 1982 Forum of the Festival International de Television de Monte Carlo
 1981 CIPS Technical Lecture Series
 1981 Computer Culture Exposition
 1979 Festival of Festivals Trade Forum
 1979 MicroAge Microcomputer Exposition
 1979 Computer Culture Exposition
 1977 Canadian Computer Conference
 1976 National Computer Conference
 1975 3rd International Animated Film Festival and Computer Animation Conference
 1974 2nd International Animated Film Festival and Computer Animation Conference
 1972 USA-International Animated Film Festival
 1972 ACM National Conference
 1972 SJCC
 1971 American Film Institute, Washington, D.C.
 1971 Spring Joint Computer Conference (SJCC)
 1968 IEEE Conference
 1968 New York Chapter of Experiments in Art and Technology

Lectures (* indicates recent) at Catholic University, Case Western Reserve Univ., Georgia Tech (*), Harvard Univ., Johns Hopkins Univ., M.I.T. Lincoln Laboratory, M.I.T. Media Laboratory (*), M.I.T. Project MAC, M.I.T. Sloan School of Management (*), McGill Univ., New York Univ., Ontario Institute for Studies in Education (OISE) (*), Ontario College of Art and Design (*), Queens Univ. (*), Rochester Institute of Technology, Simon Fraser Univ., Stanford Univ., Univ. of Alberta, Univ. of British Columbia Dept. of Computer Science (*) and Faculty of Commerce (*), Univ. of Toronto (*), Univ. of Waterloo (*), Univ. of California at Berkeley, Univ. of Chicago, Univ. of Chile (*), Univ. of Connecticut, Univ. of Maryland, Univ. of Pennsylvania (*), Univ. of South Florida, Univ. of Rochester, Univ. of Utah, Univ. of Washington (*), York Univ., the Open Univ. (*), the Univ. of Dundee (*), Univ. of Paris South (*) and Univ. of Trento (Italy) (*).

Also lectures at Apple Computer (*), AT&T Bell Laboratories (*), Bolt Beranek & Newman Co. (*), Computer Image Corp., Digital Equipment Corp. Research Laboratory (*), IBM TJ Watson Research Centers at Hawthorne (*) and at Yorktown Heights, Intel Research Laboratories (*), Lotus Development Corp. (*), Microsoft Research Redmond (*), Microsoft Research Cambridge (U.K.) (*), SMART Technologies (*), Tektronix Research Lab (*), U.S. National Institutes of Health, and the Xerox Palo Alto Research Center.

Invited Participant and Lecturer

2009 CHI Panel on "What Can Interaction Design Learn from Food Design?"
2008 First SenseCam Research Collaborators Meeting
2007 First SenseCam Research Collaborators Meeting
2002 IBM CASCON Panel on HCI Research in Canada
2001 Comdex Canada Panel on The Future of Mobile Devices
2001 IEEE Int. Symposium on Requirements Engineering Panel on Human-Centred Design
2000 Comdex Canada Panel on Critical Issues for the Future of Information Technology
1998 ACM SIGCHI Workshop on Human-Centred Design and Learner-Centred Design
1997 ACM CSCL Panel on CSCL: Where Do We Go From Here?
1995 IBM CASCON Panel on Issues in Computer Science Education
1995 ACM CSCL Panel on Computer Supported Cooperative Work (CSCW) and Learning (CSCL)
1995 ACM SIGCHI Panel on the Apple Design Competition
1994 ACM SIGCHI Workshop on Interaction History
1994 ACM SIGCHI Workshop on Software Visualization
1990 IFIP Interact Conference Panel on Multi-Dimensional Interfaces for Software Design
1984 Usenix Conference on UNIX and Computer Graphics
1979 Second International Conference on the Processing of Visible Language
1979 IFIP SEILLAC-II Workshop on the Methodology of Interaction
1979 U. Indiana School of Journalism Workshop on New Dimensions in Photojournalism
1976 Graphic Arts Technical Foundation Pre-Press Technology Conference
1976 Pittsburgh Workshop on User-Oriented Design of Interactive Graphic Systems
1976 Princeton Workshop on Graphics in Transportation Planning
1973 Boeing Seattle Research Center Workshop on Computer Graphics

Session Organizer and/or Session Chairman

2010 HCTP Annual Interdisciplinary Workshop
2009 GI and NECTAR Panels on NECTAR Research Achievements
2008 CHI Panel on Media Spaces
2006 CHI Workshop on Designing Technology for People with Cognitive Impairments
1998 AERA Panel on Collaborative Learning with Multimedia
CSCL 97, 95
Comdex Canada 96
SIGCHI 89, 95
Graphics Interface 82, 85
SIGGRAPH 81, 86
1981 IEEE Conference and Exposition
Seventh CMCCS Conference (1981)
1970-2 Users of Automated Information Display Equipment Annual and Regional Meetings

Conference Chairman

Conference Chairman, DGPis40, 2008
Conference Chairman, Open Source and Free Software: Concepts, Controversies, Solutions, 2004
Conference Chairman, The Internet: Beyond the Year 2000, 1996
Conference Co-Chairman, CSCW '92
Conference General Co-Chairman, SIGCHI + Graphics Interface (CHI+GI'87)(combined conference)
Panels Chairman, SIGGRAPH 83
Tutorials Chairman, Graphics Interface 82
Conference General Co-Chairman, Graphics Interface 82
Conference General Chairman, Usenix Summer 79

Editorial Boards and Review Committees

Series Editor, Synthesis Lectures on Assistive, Rehabilitative, and Health-Preserving Technologies, Morgan and Claypool, Publishers, 2010
International Scientific Board, World Conference of the International Society for Gerontechnology. 2010
WWW8 Program Committee Track Co-Chair, 1999
Computer Supported Cooperative Learning (CSCL'97) Program Committee, 1997
WebNet'97 Program Committee, 1997
ACM SIGCHI CHI'94 Associate Papers Chair, 1994
IEEE Computer Graphics and Applications, 1987-1992

Other Professional Activities

External Reviewer, Review Panel for the Knowledge Media Institute, The Open University, 1999.
Member, Advisory Council, Canadian Film Centre Medialynx Habitat, 1997-present
Member, Advisory Board, Toronto Local Chapter of ACM SIGCHI, 1994-present
Board Member, CulTech Collaborative Research Centre, 1993-1996
Chairman, Research Advisory Board, CulTech Collaborative Research Centre, 1994-1995
Board Member, McLuhan Program in Culture and Technology, 1990-1994
Member, ACM SIGCHI Curriculum Development Group, 1988-1991
Chair, ACM SIGCHI Officer Elections Nominating Committee, 1988
Member, ACM SIGCHI Conference Planning Committee, 1987-1989

Reviewer

Communications of the ACM, ACM Transactions on Graphics, ACM Transactions on Human-Computer Interaction, ACM Multimedia Systems Journal, ACM SIGCHI Conference, ACM SIGGRAPH Conference, ACM SIGCHI-SIGGRAPH User Interface Software Technology Conference, ACEE EdMedia Conference, ACEE WebNet Conference, IEEE Computer, IEEE Computer Graphics and Applications, Human-Computer Interaction, Hawaii International Conference on the Systems Sciences, Canadian Social Sciences and Humanities Research Council, Canadian Natural Sciences and Engineering Research Council, U.S. National Science Foundation, U.S. Alzheimer's Association, The Gerontologist, International Conference on Gerontechnology.

Consultant/Advisor

Aaron Marcus and Associates, Atex Systems, Baycrest Hospital, Behavioural Team, Bolt Beranek and Newman Company, Computer Corporation of America, DeLorme Mapping's law firm, Holt Software Associates, Incontext Corporation, Interaxis Visual Systems, Klarquist Sparkman LLP, Logicon-Intercomp, Platform Computing Corporation, Simon/Ross + Associates Inc., St. Lawrence Seaway, Techne Knowledge Systems, U.S. National Institutes of Health, Ventures West Technologies, Weil Gotshal & Manges LLP, and Paul, Hastings, Janofsky & Walker LLP.

Specific accomplishments include:

Research and testimony on software patent and litigation matters.
In-depth consulting to a number of software startups.
Evaluations of possible venture capital investments in computer technology companies.
Expert witness testimony on issues relating to software industry, legal, and ethical issues.
An evaluation of the user interface and functionality of a 3D computer animation system.
Advice on the proposed acquisition of a computerized patient record system.
Human factors and graphics expertise for a new traffic control system for the Welland Canal.
Functional specs & product develop. plans for electronic pagination systems for graphic arts suppliers.
A feasibility study of technical document creation in the early days of electronic publishing.