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EDUCATION

2001–2005	Ph.D.	Northwestern University , <i>Doctor of Philosophy</i> , Computer Science.
1996–1999	M.S.	The University of West Florida , <i>Masters of Science</i> , Computer Science.
1991–1996	B.S.	The University of West Florida , <i>Bachelor of Science</i> , Computer Science.

EXPERIENCE

8/1–present	AI Consultant <ul style="list-style-type: none">• <i>Visiting Scholar</i>, MBZUAI (Mohamed bin Zayed University of Artificial Intelligence).• <i>AI Expert</i>, Kantar (Market Research)
7/17–present	Centrum Wiskunde & Infomatica (CWI) , <i>Scientific Advisor</i> , Amsterdam, Netherlands (Remote).
4/21–3/25	Toyota Research Institute (TRI) , <i>Staff Research Scientist</i> , Los Altos, California. <ul style="list-style-type: none">• Leading research creating interventions for decreasing CO₂ output.• Creating Human centered interfaces for BEV & PHEV driving and charging coaching.• Architect and built data science platform for CAN300 vehicle telemetry.
8/20–12/20	Rochester Institute of Technology , <i>Adjunct Instructor</i> , Rochester, New York (Remote).
7/17–6/20	FX Palo Alto Laboratory (FXPAL) , <i>Senior Research Scientist</i> , Palo Alto California. <ul style="list-style-type: none">• Led research in VR, AR, and 360° conferencing.• Applied research in remote sensing to shared work environments products.• Engineered Edge-AI systems and fabricated 3D prototypes for smart enterprise and consumer cameras.
8/16–7/17	Centrum Wiskunde & Infomatica (CWI) , <i>Principal Investigator</i> , Amsterdam Netherlands. <ul style="list-style-type: none">• Built technology for Redbull Playrooms: smart spaces research for BLE activity tracking.• Led team of 7 researchers plus collaborations with BYBORRE fashion and Clever°Frank design.• Won Silver European Design Award 2017, BNO Infograpics Jaarprijs Honorable Mention, FWA June 25 2017.
4/12–4/16	Flickr & Yahoo Labs , <i>Director of Research</i> , San Francisco Bay Area, California. <ul style="list-style-type: none">• Built cross-functional applied research team of 17 PhDs, engineers, and interns in HCI, Data Science, AI, UXR, and Product.• Launched feed recommendation engine (test results showed $\geq 2\times$ lift in day 1, 7, and 28 retention).• Led research at Flickr and co-built the Hadoop Data Science platform.• Cross-managed product and research engineering groups.
7/06–4/12	Yahoo Labs , <i>Scientist</i> , San Francisco Bay Area, California. <ul style="list-style-type: none">• Bootstrapped research in synchronous and second screen interactions.• Launched Zync (synchronous video watch parties in messenger) which obtained 700k MAUs via stealth launch.
2/14–5/14	National University of Singapore , <i>Senior Research Fellow</i> , (Sabbatical). <ul style="list-style-type: none">• Led research group on social and ubiquitous apps for connected trail experiences.• Build mobile app that received National Heritage Board Recognition and Funding.
8/05–6/06	Intelligent Information Laboratory , <i>Postdoc</i> , EECS, Northwestern University. Evanston, Illinois. <ul style="list-style-type: none">• Led architecture on research platform for avatar based news reporting.• Built social asynchronous music platform for karaoke.
12/99–8/01	NASA Ames Research Center , <i>Researcher</i> , Center for Mars Exploration, Moffett Field, California. <ul style="list-style-type: none">• Led UX for CMapTools: a diagrammatic knowledge modeling and sharing toolkit.

ACADEMIC SERVICE

6/24–present	ACM CHI , <i>General Cochair</i> (2026 Barcelona)
1/21–present	ACM CHI , <i>Steering Committee Member</i>
1/21–5/22	ACM CHI , <i>Technical Program Co-chair</i> (2022 New Orleans) <ul style="list-style-type: none">• Designed & ran first fully hybrid CHI program.
1/19–1/21	ACM SIGCHI , <i>VP of Operations</i> <ul style="list-style-type: none">• Designed progressive web app to unify all conference programs into a single accessible extensible application.• Oversaw a half million USD budget for ACM SIGCHI document/video publishing and conference programming.• Led team of 9 volunteers and 8 hired contractors.
7/18–11/19	ACM Computer Support Cooperative Work and Social Computing , <i>Technical Papers Co-Chair</i> Austin TX.
5/17–6/17	ACM Creativity and Cognition , <i>General Co-Chair</i> , Singapore.

TEACHING

Rochester Institute of Technology	Adjunct Professor , (2020) <i>Experience Design for Games & Media</i> (IGME-236), School of Interactive Games and Media
National	Visiting Studio Professor . (2014)

University of Singapore *Digital Wellness for Children*, School of Design & Environment
(Advised Student Projects in Studio, Gave Design Critiques)

Visiting Lecturer. (2014)

Data Visualization, Communications & New Media
(Guest Lecture and ran class project on Geographic Photo Visualization)

Visiting Lecturer. (2014)

Introduction to Communications, New Media & Society,
Communications & New Media
(Guest lecture on Digital Privacy and Expectation)

Northwestern University **Adjunct Professor.** (2005)
News and News Media, Medill School of Journalism.

Teaching Assistant. (2002–2004)

Semantics & Natural Language Understanding
Dr. Larry Birnbaum

Teaching Assistant. (2003–2004)

Practicum in Intelligent Information Systems
Dr. Kristian Hammond

Pensacola State College **Instructor.** (1996–1999)
Computer Graphics I, II, & III (revised department syllabus),
Multimedia Seminar (wrote department syllabus).

The University of West Florida **Instructor.** (1998–1999)
Computer Graphics Applications.
(wrote department syllabus)

Teaching Assistant. (1996–1997)

Introduction To Artificial Intelligence.
Dr. Ken Ford (1996) & Dr. Patrick Hayes (1997).
Contest Organizer for Lego Robotics Competition.

JOURNAL ARTICLES

- R. Krishna, Y. Zhu, O. Groth, J. Johnson, K. Hata, J. Kravitz, S. Chen, Y. Kalantidis, L.-J. Li, D. A. Shamma, M. S. Bernstein, and L. Fei-Fei. Visual genome: Connecting language and vision using crowdsourced dense image annotations. *International Journal of Computer Vision*, 123(1):32–73, 2017
- B. Thomee, D. A. Shamma, G. Friedland, B. Elizalde, K. Ni, D. Poland, D. Borth, and L.-J. Li. Yfcc100m: The new data in multimedia research. *Commun. ACM*, 59(2):6473, jan 2016
- B. Thomee, I. Arapakis, and D. A. Shamma. Finding social points of interest from georeferenced and oriented online photographs. *ACM Trans. Multimedia Comput. Commun. Appl.*, 12(2), jan 2016
- L.-J. Li, D. A. Shamma, X. Kong, S. Jafarpour, R. Van Zwol, and X. Wang. Celebritynet: A social network constructed from large-scale online celebrity images. *ACM Trans. Multimedia Comput. Commun. Appl.*, 12(1), aug 2015
- M. de Sá, D. A. Shamma, and E. F. Churchill. Live mobile collaboration for video production: design, guidelines, and requirements. *Personal and Ubiquitous Computing*, 18(3):693–707, 2014
- D. A. Shamma. Autonomous expressionism: a framework for installation directed network arts. *International Journal of Arts and Technology*, 2(1):62–81, 2009
- C. Albrecht-Buehler, B. Watson, and D. A. Shamma. Visualizing live text streams using motion and temporal pooling. *IEEE Computer Graphics and Applications*, pages 52–59, 2005

- A. J. Cañas, K. M. Ford, J. Coffey, T. Reichherzer, R. Carff, D. A. Shamma, and M. Breedy. Herramientas para construir y compartir modelos de conocimiento basados en mapas conceptuales. *Revista de Informática Educativa*, 13(2):145–158, 2000
- C. Turner, D. A. Shamma, and S. Dobbs. Things that help us think: Mobile robots in ai education. In *IEEE Transactions on Education*, volume CD-ROM Supplement Edition. IEEE Computer Society, 1998

CONFERENCE PUBLICATIONS

- 2025** A. L. S. Filipowicz, D. A. Shamma, V. Mohanty, and C. L. Hogan. Demystifying co2: lessons from nutrition labeling and step counting, 2025
- 2024** J. Fang, N. Arechiga, K. Namikoshi, N. Bravo, C. Hogan, and D. A. Shamma. On llm wizards: Identifying large language models' behaviors for wizard of oz experiments. In *Proceedings of the 24th ACM International Conference on Intelligent Virtual Agents, IVA '24*, New York, NY, USA, 2024. Association for Computing Machinery
- S. M. Lee-Kan, A. L. S. Filipowicz, N. S. Bravo, C. Hogan, and D. A. Shamma. Drivestats: a mobile platform to frame effective sustainable driving displays. In *Adjunct Proceedings of the 26th International Conference on Mobile Human-Computer Interaction, MobileHCI '24 Adjunct*, New York, NY, USA, 2024. Association for Computing Machinery
 - T. Rögglä, D. A. Shamma, J. R. Williamson, I. Viola, S. Rossi, and P. Cesar. A platform for collecting user behaviour data during social vr experiments using mozilla hubs. In *Proceedings of the 16th International Workshop on Immersive Mixed and Virtual Environment Systems, MMVE '24*, page 4144, New York, NY, USA, 2024. Association for Computing Machinery
 - K. Namikoshi, A. Filipowicz, D. A. Shamma, R. Iliev, C. L. Hogan, and N. Arechiga. Using llms to model the beliefs and preferences of targeted populations, 2024
 - K. Namikoshi, D. A. Shamma, R. Iliev, J. Fang, A. Filipowicz, C. L. Hogan, C. Wu, and N. Arechiga. Leveraging language models and bandit algorithms to drive adoption of battery-electric vehicles, 2024
- 2023** A. L. S. Filipowicz, N. S. Bravo, R. Iliev, V. Mohanty, C. C. Wu, and D. A. Shamma. Promoting sustainable charging through user interface interventions. In *Proceedings of the 15th International Conference on Automotive User Interfaces and Interactive Vehicular Applications, AutomotiveUI '23*, page 267279, New York, NY, USA, 2023. Association for Computing Machinery
- 🏆 V. Mohanty, A. L. S. Filipowicz, N. S. Bravo, S. Carter, and D. A. Shamma. Save a tree or 6 kg of co2? understanding effective carbon footprint interventions for eco-friendly vehicular choices. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems, CHI '23*, New York, NY, USA, 2023. Association for Computing Machinery
- A. Filipowicz, S. Carter, N. Bravo, R. Iliev, S. Hakimi, D. A. Shamma, K. Lyons, C. Hogan, and C. Wu. Visual elements and cognitive biases influence interpretations of trends in scatter plots, 2023
- 2022** N. K. Alghamdi, D. A. Shamma, and J. S. Shamma. Analyzing the passivity of the human decision making rule in a congestion game experiment. In *2022 American Control Conference (ACC)*, pages 4826–4831, 2022
- V. Mohanty, A. L. S. Filipowicz, N. S. Bravo, R. Iliev, S. Carter, and D. A. Shamma. Pick your carbon: User perceptions of equivalencies for carbon emissions when selecting rideshares. In *Adjunct Proceedings of the 14th International Conference on Automotive User Interfaces and Interactive Vehicular Applications, AutomotiveUI '22*, page 4852, New York, NY, USA, 2022. Association for Computing Machinery
 - J. R. Williamson, J. O'Hagan, J. A. Guerra-Gomez, J. H. Williamson, P. Cesar, and D. A. Shamma. Digital proxemics: Designing social and collaborative interaction in virtual environments. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems, CHI '22*, New York, NY, USA, 2022. Association for Computing Machinery
 - D. A. Shamma, M. L. Lee, A. L. S. Filipowicz, L. Denoue, K. Glazko, K. Murakami, and K. Lyons. Ev life: A counterfactual dashboard towards reducing carbon emissions of automotive behaviors. In *27th International Conference on Intelligent User Interfaces, IUI '22 Companion*, page 4649, New York, NY, USA, 2022. Association for Computing Machinery
 - A. L. Filipowicz, C. C. Wu, M. L. Lee, D. A. Shamma, S. Hakimi, S. Carter, R. Iliev, T. Harinen, E. Sumner, and C. Hogan. Familiarity plays a unique role in increasing preferences for battery electric vehicle adoption. In *Proceedings of the Annual Meeting of the Cognitive Science Society*, volume 44, 2022
- 2021** J. Williamson, J. Li, V. Vinayagamoorthy, D. A. Shamma, and P. Cesar. Proxemics and social interactions in an instrumented virtual reality workshop. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, CHI '21*, New York, NY, USA, 2021. Association for Computing Machinery
- M. Warren, D. A. Shamma, and P. Hayes. Knowledge engineering with image data in real-world settings. In *Proceedings of the AAAI 2021 Spring Symposium on Combining Machine Learning and Knowledge Engineering (AAAI-MAKE 2021)*, Sanford university, Palo Alto, California, USA, March 2021. AAAI

- 2020** A. S. Gill, S. Cabrero, P. Cesar, and D. A. Shamma. Ai at the disco: Low sample frequency human activity recognition for night club experiences. In *Proceedings of the 1st International Workshop on Human-Centric Multimedia Analysis, HuMA'20*, page 2129, New York, NY, USA, 2020. Association for Computing Machinery
- J. Qian, D. A. Shamma, D. Avrahami, and J. Biehl. Modality and depth in touchless smartphone augmented reality interactions. In *ACM International Conference on Interactive Media Experiences, IMX '20*, page 7481, New York, NY, USA, 2020. Association for Computing Machinery
 - D. A. Shamma, T. Dunnigan, and L. Kennedy. Automatic photo to ideophone manga matching. *CoRR*, abs/2006.06165, 2020
- 2019** D. A. Shamma, J. Marlow, and L. Denoue. Interacting with smart consumer cameras: Exploring gesture, voice, and ai control in video streaming. In *Proceedings of the 2019 ACM International Conference on Interactive Experiences for TV and Online Video, TVX '19*, pages 137–144, New York, NY, USA, 2019. ACM
- D. A. Shamma, T. Dunnigan, Y. Tjahjadi, and J. Doherty. Visualizing gaze presence for 360 cameras. In *Adjunct Proceedings of the 2019 ACM International Conference on Interactive Experiences for TV and Online Video, TVX '19*. ACM, 2019
 - S. Bakhshi, L. Kennedy, E. Gilbert, and D. A. Shamma. Filtered food and nofilter landscapes in online photography: The role of content and visual effects in photo engagement. In *Proceedings of the International AAAI Conference on Web and Social Media*, volume 13, pages 80–90, 2019
- 2018** J. Qian, L. Denoue, J. Biehl, and D. A. Shamma. AI for toggling the linearity of interactions in AR. In *Proceedings of the 2018 Conference on Artificial Intelligence and Virtual Reality, AIVR '18*. IEEE, 2018
- M. Cooper, J. Zhao, C. Bhatt, and D. A. Shamma. Moocex: Exploring educational video via recommendation. In *Proceedings of the 2018 ACM on International Conference on Multimedia Retrieval, ICMR '18*, pages 521–524, New York, NY, USA, 2018. ACM
 - S. Barros, J. Jansen, P. Cesar, T. Rögglä, and D. A. Shamma. Designing the club of the future with data: A case study on collaboration of creative industries. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems, CHI EA '18*, pages CS06:1–CS06:9, New York, NY, USA, 2018. ACM
 - J. Zhao, C. Bhatt, M. Cooper, and D. A. Shamma. Flexible learning with semantic visual exploration and sequence-based recommendation of mooc videos. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, CHI '18*, pages 329:1–329:13, New York, NY, USA, 2018. ACM
- 2017** S. Chancellor, Y. Kalantidis, J. A. Pater, M. De Choudhury, and D. A. Shamma. Multimodal classification of moderated online pro-eating disorder content. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems, CHI '17*, pages 3213–3226, New York, NY, USA, 2017. ACM
- S. Cabrero, J. Jansen, T. Rögglä, J. A. Guerra-Gomez, D. A. Shamma, and P. Cesar. Cwi-ade2016 dataset: Sensing nightclubs through 40 million ble packets. In *Proceedings of the 8th ACM on Multimedia Systems Conference, MMSys'17*, pages 181–186, New York, NY, USA, 2017. ACM
- 2016** J. A. Guerra-Gomez, C. Boulanger, S. Kairam, and D. A. Shamma. Identifying best practices for visualizing photo statistics and galleries using treemaps. In *Proceedings of the International Working Conference on Advanced Visual Interfaces, AVI '16*, pages 60–63, New York, NY, USA, 2016. ACM
- C. Boulanger, S. Bakhshi, J. J. Kaye, and D. A. Shamma. The design, perception, and practice of tablet photography. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems, DIS '16*, pages 84–95, New York, NY, USA, 2016. ACM
 - Barry Brown, Frank Bentley, Saeideh Bakhshi, David A. Shamma. Ephemeral Photowork: Understanding the Mobile Social Photography Ecosystem. In *Proceedings of the 10th International AAAI Conference on Web and Social Media, ICWSM '16*. AAAI. 2016..
 - Lyndon Kennedy, David A. Shamma. How Content, Community, and Engagement Affect the Life Cycles of Online Photo Sharing Groups. In *Proceedings of the 10th International AAAI Conference on Web and Social Media, ICWSM '16*. AAAI. 2016.
 - S. Bakhshi, D. A. Shamma, L. Kennedy, Y. Song, P. de Juan, and J. J. Kaye. Fast, cheap, and good: Why animated gifs engage us. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems, CHI '16*, pages 575–586, New York, NY, USA, 2016. ACM
 - S. Kairam, J. J. Kaye, J. A. Guerra-Gomez, and D. A. Shamma. Snap decisions?: How users, content, and aesthetics interact to shape photo sharing behaviors. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems, CHI '16*, pages 113–124, New York, NY, USA, 2016. ACM

- R. A. Krishna, K. Hata, S. Chen, J. Kravitz, D. A. Shamma, L. Fei-Fei, and M. S. Bernstein. Embracing error to enable rapid crowdsourcing. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, CHI '16, pages 3167–3179, New York, NY, USA, 2016. ACM
- F. R. Bentley, J. J. Kaye, D. A. Shamma, and J. A. Guerra-Gomez. The 32 days of christmas: Understanding temporal intent in image search queries. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, CHI '16, pages 5710–5714, New York, NY, USA, 2016. ACM
- D. A. Shamma, L. Kennedy, J. Li, B. Thomee, H. Jin, and J. Yuan. Finding weather photos: Community-supervised methods for editorial curation of online sources. In *Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing*, CSCW '16, pages 86–96, New York, NY, USA, 2016. ACM
- 2015** J. Bernd, D. Borth, C. Carrano, J. Choi, B. Elizalde, G. Friedland, L. Gottlieb, K. Ni, R. Pearce, D. Poland, K. Ashraf, D. A. Shamma, and B. Thomee. Kickstarting the commons: The yfcc100m and the yli corpora. In *Proceedings of the 2015 Workshop on Community-Organized Multimodal Mining: Opportunities for Novel Solutions*, MMCommons '15, pages 1–6, New York, NY, USA, 2015. ACM
- K. Cheng, L. He, X. Meng, D. A. Shamma, D. Nguyen, and A. Thangapalam. Cozymaps: Real-time collaboration on a shared map with multiple displays. In *Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services*, MobileHCI '15, pages 46–51, New York, NY, USA, 2015. ACM
- M. Kafsi, H. Cramer, B. Thomee, and D. A. Shamma. Describing and understanding neighborhood characteristics through online social media. In *Proceedings of the 24th International Conference on World Wide Web*, WWW '15, pages 549–559, Republic and Canton of Geneva, Switzerland, 2015. International World Wide Web Conferences Steering Committee
- S. Bakhshi, D. A. Shamma, L. Kennedy, and E. Gilbert. Why we filter our photos and how it impacts engagement. In *Proceedings of the 9th International AAAI Conference on Web and Social Media*, ICWSM '15. AAAI, 2015
- S. Bakhshi, P. Kanuparth, and D. A. Shamma. Understanding online reviews: Funny, cool or useful? In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing*, CSCW '15, pages 1270–1276, New York, NY, USA, 2015. ACM
- 2014** B. Thomee, J. G. Moreno, and D. A. Shamma. Who's time is it anyway?: Investigating the accuracy of camera timestamps. In *Proceedings of the ACM International Conference on Multimedia*, MM '14, pages 909–912, New York, NY, USA, 2014. ACM
- S. Bakhshi, P. Kanuparth, and D. A. Shamma. If it is funny, it is mean: Understanding social perceptions of yelp online reviews. In *Proceedings of the 18th International Conference on Supporting Group Work*, GROUP '14, pages 46–52, New York, NY, USA, 2014. ACM
- Y. Zhang, R. Zimmermann, L. Zhang, and D. A. Shamma. Points of interest detection from multiple sensor-rich videos in geo-space. In *Proceedings of the ACM International Conference on Multimedia*, MM '14, pages 861–864, New York, NY, USA, 2014. ACM
- S. Bakhshi, D. A. Shamma, and E. Gilbert. Faces engage us: Photos with faces attract more likes and comments on instagram. In *Proceedings of the 32Nd Annual ACM Conference on Human Factors in Computing Systems*, CHI '14, pages 965–974, New York, NY, USA, 2014. ACM
- J. J. Kaye, M. McCuiston, R. Gulotta, and D. A. Shamma. Money talks: Tracking personal finances. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, CHI '14, pages 521–530, New York, NY, USA, 2014. ACM
- Lyndon Kennedy and David A. Shamma. “Unknown Unknowns in Data and Discovery”. Data Design for Personalization: Current Challenges and Emerging Opportunities (D2D 2014), KDD Workshop, New York, February 2014.
- 2013** P. Groth and D. A. Shamma. Spinning data: Remixing live data like a music DJ. In *CHI '13 Extended Abstracts on Human Factors in Computing Systems*, CHI EA '13, pages 3063–3066, New York, NY, USA, 2013. ACM
- 2012** 🏆 J. Cortez, D. A. Shamma, and L. Cai. Device communication: A multi-modal communication platform for internet connected televisions. In *EuroITV '12: Proceedings of the 10th international interactive conference on Interactive TV & Video*, July 2012 (Best Paper Nominated)
- D. A. Shamma, L. Kennedy, and E. F. Churchill. Watching and talking: Media content as social nexus. In *Proceeding of the 2nd ACM international conference on Multimedia Information Retrieval*, Hong Kong, June 2012. ACM
- 2011** D. A. Shamma, L. Kennedy, and E. F. Churchill. Viral actions: Predicting video view counts using synchronous sharing behaviors. In *ICWSM 11: Proceedings of the International Conference on Weblogs and Social Media Data*, Barcelona, Spain, July 2011. AAAI Press

- D. A. Shamma, L. Kennedy, and E. F. Churchill. Peaks and persistence: modeling the shape of microblog conversations. In *Proceedings of the ACM 2011 conference on Computer supported cooperative work, CSCW '11*, pages 355–358, New York, NY, USA, 2011. ACM
- M. de Sá, J. Antin, D. Shamma, and E. F. Churchill. Mobile augmented reality: video prototyping. In *Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems, CHI EA '11*, pages 1897–1902, New York, NY, USA, 2011. ACM
- J. Yew, D. A. Shamma, and E. F. Churchill. Knowing funny: Genre perception and categorization in social video sharing. In *Proceedings of the 2011 annual conference on Human factors in computing systems, CHI '11*, pages 297–306, New York, NY, USA, 2011. ACM
- J. Yew and D. A. Shamma. Know your data: Understanding implicit usage versus explicit action in video content classification. In *IS&T/SPIE Electronic Imaging*, January 2011
- 2010** E. F. Churchill, O. Gooen, and D. A. Shamma. Augmented ethnography: designing a sensor-based toolkit for ethnographers. In *Proceedings of the 22nd Conference of the Computer-Human Interaction Special Interest Group of Australia on Computer-Human Interaction, OZCHI '10*, pages 416–417, New York, NY, USA, 2010. ACM
- N. A. Diakopoulos and D. A. Shamma. Characterizing debate performance via aggregated twitter sentiment. In *CHI '10: Proceedings of the 28th international conference on Human factors in computing systems*, pages 1195–1198, New York, NY, USA, 2010. ACM
- D. A. Shamma, R. M. Sheppard, and J. Schible. Human-to-dancer interaction: Designing for embodied performances in a participatory installation. In *DIS '10: Proceedings of the 8th ACM conference on Designing interactive systems*, pages 356–359, Århus, Denmark, 2010. ACM
- D. A. Shamma, L. Kennedy, and E. F. Churchill. Tweetgeist: Can the twitter timeline reveal the structure of broadcast events? In *CSCW Horizons*, 2010
- 2009** 🏆 D. A. Shamma, L. Kennedy, and E. F. Churchill. Tweet the debates: Understanding community annotation of uncollected sources. In *WSM '09: Proceedings of the international workshop on Workshop on Social Media*, Beijing, China, 2009. ACM (Best Paper Nominated)
- D. A. Shamma, E. F. Churchill, N. Bobb, and M. Fukuda. Spinning online: a case study of internet broadcasting by djs. In *C&T '09: Proceedings of the fourth international conference on Communities and technologies*, pages 175–184, New York, NY, USA, 2009. ACM
- 2008** D. A. Shamma, M. Bastea-Forte, N. Joubert, and Y. Liu. Enhancing online personal connections through the synchronized sharing of online video. In *CHI'08 extended abstracts on Human factors in computing systems*, pages 2931–2936. ACM, 2008
- 2007** Y. Liu, D. A. Shamma, P. Shafton, and J. Yang. Zync: the design of synchronized video sharing. In *DUX 2007: Proceeding of the 3rd conference on Designing for User Experience*, Chicago, IL, USA, November 2007
- D. A. Shamma, R. Shaw, P. L. Shafton, and Y. Liu. Watch what i watch: using community activity to understand content. In *MIR '07: Proceedings of the international workshop on Workshop on multimedia information retrieval*, pages 275–284, New York, NY, USA, 2007. ACM
- 2006** S. H. Owsley, K. J. Hammond, D. A. Shamma, and S. Sood. Buzz: telling compelling stories. In *MULTIMEDIA '06: Proceedings of the 14th annual ACM international conference on Multimedia*, pages 261–268, New York, NY, USA, 2006. ACM
- S. H. Owsley, K. J. Hammond, and D. A. Shamma. Computational support for compelling story telling. In *ACE '06: Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology*, page 83, New York, NY, USA, 2006. ACM
- N. D. Nichols, K. J. Hammond, D. A. Shamma, and S. H. Owsley. Believable performance agents for interactive conversations. In *ACE '06: Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology*, page 43, New York, NY, USA, 2006. ACM
- 2005** D. A. Shamma, B. Pardo, and K. J. Hammond. Musicstory: a personalized music video creator. In *MULTIMEDIA '05: Proceedings of the 13th annual ACM international conference on Multimedia*, pages 563–566, New York, NY, USA, 2005. ACM
- 2004** D. A. Shamma, S. Owsley, S. Bradshaw, and K. J. Hammond. Using web frequency within multi-media exhibitions. In *Proceedings of the 12th International Conference on Multi-Media*. ACM Press, 2004
- S. Owsley, D. A. Shamma, K. J. Hammond, S. Bradshaw, and S. Sood. The association engine: a free associative digital improviser. In *Proceedings of the 12th International Conference on Multi-Media*. ACM Press, 2004

- G. Briggs, D. A. Shamma, A. J. Cañas, R. Carff, J. Scargle, and J. D. Novak. Concept maps applied to mars exploration public outreach. In *Concept maps: Theory, methodology, technology. Proceedings of the first international conference on concept mapping*, volume 1, pages 109–116. Citeseer, 2004
- C. Albrecht-Buehler, B. Watson, and D. A. Shamma. Textpool: Visualizing live text streams. In *IEEE Symposium on Information Visualization*, Austin Texas, 2004. IEEE
- D. A. Shamma and K. J. Hammond. Imagination environment: Using the web as a source of popular culture. In *ACM SIGGRAPH 2004 Emerging Technology track*. ACM Press, 2004
- ✪ D. A. Shamma, S. Owsley, K. J. Hammond, S. Bradshaw, and J. Budzik. Network Arts: Exposing cultural reality. In *Alternate track papers & posters of the 13th international conference on World Wide Web*, pages 41–47. ACM Press, 2004. (Best Paper Nominated)
- 2003** V. Setlur, D. A. Shamma, K. J. Hammond, and S. Sood. Towards a non-linear narrative construction. In *Proceedings of IUI Conference*, page 329, Miami, Florida USA, January 2003. Intelligent User Interfaces, ACM
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- S. Barbosa, C. Lampe, C. Appert, D. A. Shamma, S. Drucker, J. Williamson, and K. Yatani, editors. *CHI '22: Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems*, New York, NY, USA, May 2022. Association for Computing Machinery
- M. D. Choudhury, M. K. Lee, H. Zhu, and D. A. Shamma. Introduction to this special issue on unifying human computer interaction and artificial intelligence. *Human-Computer Interaction*, 35(5-6):355–361, 2020
- P. Cesar, S. Fernández, M. Montagud, L. D'Acunto, A. Kelliher, D. A. Shamma, V. Vinayagamoorthy, and A. Rostami, editors. *IMX '20: ACM International Conference on Interactive Media Experiences*, New York, NY, USA, 2020. Association for Computing Machinery
- A. Lampinen, D. Gergle, and D. A. Shamma, editors. *Proceedings of the ACM on Human-Computer Interaction*, volume 3, New York, NY, USA, November 2019. Association for Computing Machinery
- *C&C '17: Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition*, New York, NY, USA, 2017. Association for Computing Machinery

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- D. A. Shamma and Y. Liu. *Social Interactive Television: Immersive Shared Experiences and Perspectives*, chapter Zync with Me: Synchronized Sharing of Video through Instant Messaging, pages 273–288. Information Science Publishing, Hershey, PA, USA, 2009
- David A. Shamma and Bryan Pardo. In J. Shen, J. Shepherd, B. Cui, and L. Liu, editors. *Intelligent Music Information Systems: Tools and Methodologies*, chapter MusicStory: a Proactive and Hybrid Approach to Autonomous, Personalized Music Video Creation. Idea Group Inc., 2007

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- H. Mentis, D. A. Shamma, A. Kun, N. Kumar, J. R. Williamson, and R. Mandryk. Sigchi's quick response in a time of crisis. *Interactions*, 27(4):104ff, jul 2020
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- V. Mohanty, J. Fang, S. M. Lee-Kan, H. S. Alavi, J. Salas, G. Patterson, E. F. Churchill, C. C. Wu, and D. A. Shamma. Sustaining scalable sustainability: Human-centered green technology for community-wide carbon reduction. In *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*, CHI EA '24, New York, NY, USA, 2024. Association for Computing Machinery
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- An Introduction to Arts and Digital Culture inside ACM Multimedia. MM 2014. David A. Shamma and Daragh Bryne.
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- Illumination, Movement, Interaction: Interactive Dance in Theory and Practice Renata Sheppard & David A. Shamma. Uki, New South Wales, Australia. 6/21/2013. <http://www.tekstar.tv/interactive-dance.html>
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INVITED TALKS and PANELS

- “Understanding and Building End-to-End Human-Centered AI Systems” Keynote: [Deep Learning Indaba](#), Ghana, September 2023.
- “People, Patterns, & Programs: How User Experience and Interaction Research Will Empower Artificial Intelligence.” Keynote: [IrisX 2020](#), Cairo Egypt, February 22, 2020.
- “Good Roles, Bad Actors, and AI”, AI for Mankind, [Million AI Startups](#), November 27, 2018.
- “AI as a promise. AI as a practice. AI as HCI.”
 - Invited Talk: [Humanizing AI](#), University of Stockholm, July 15, 2018.
 - Keynote: [The 15th European Conference on Computer-Supported Cooperative Work](#), Sheffield (UK), September 01 2017.
- “Humans, Data, & AI”. Keynote talk at the [Intelligent Valley Conference](#), Nanjing, China, November 1, 2016.
- Images and Archives. Internet Archive Leader’s Forum. 10/2014.
- How to see 1 million photos. Information Visualization Lecture. National University of Singapore. 4/2014.
- Media Privacy and Expectation. Social Computing Lecture. National University of Singapore. 2/2014.
- Media, Community and the Social Photograph.
 - Cornell Tech.
 - Singapore Data Science Meetup.
 - Singapore Management University.
 - National University of Singapore.
 - CMU.
 - Georgia Tech.
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- Digital Arts Symposium (Panel) **The Konvergence: Tek***. Barry Hill, Grayson Cooke, Andrew Burrell, Renata Sheppard, David A. Shamma. Byron Bay, New South Wales, Australia. 6/20/2013.
- Language and the Digital Archive (Panel) **Digital Inquiry: Forms of Knowledge in the Age of New Media**. Geoff Nunberg (ISchool, UCB), Mairi McLaughlin (French, UCB) David A. Shamma (Yahoo! Research) Moderator: David Bates (Rhetoric, UCB) 4/28/2012.
- Social Justice in the Age of Big Data (Panel) **Swinging and Flowing: Inclusion and Diversity in the Age of Data**. Omoju Miller (UC Berkeley Engineering), Jabari Mahiri (UC Berkeley Department of Education), Victoria Robinson (UC Berkeley American Cultures), Shannon Spanhake (City of San Francisco), David A. Shamma (Yahoo! Research). Moderator: Charles Henry (Chair, African American Studies, UC Berkeley). 4/26/2012.
- Social Substrates: People and the Data They Make.
 - Dean’s Lecture, School of Information, University of California. 2/29/2012.
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- Social Media Platforms: Future Trends and Technologies (Panel) with Google+ (Timothy Jordan), Facebook (Don Faul), and Yahoo! (David A. Shamma) at the Office of Naval Research (ONR)’s Social Media Conference: Current and Emerging Technology and Applications in Government and Industry. December 13–15, 2011. San Jose, CA.
- Recommending from Actions, Not Content: New Approaches in Social Recommendation. Shamma D. A. Keynote. In I. Guy, L. Chen, and M. X. Zhou. 2nd international workshop on social recommender systems. In *Proceedings of the ACM 2011 conference on Computer supported cooperative work, CSCW '11*, New York, NY, USA, 2011. ACM
- Staying together: an exploration of synchronous connected systems. Shamma D. A.

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- HCI Lecture Series, CSAIL. MIT. 10/8/2010.
- GVU Brown Bag. Georgia Tech. 9/16/2010.
- Data, Information, Transformation: The Role of Social Media in Protest. Generating Protest Art. February, 25th, 2011. Berkeley Center for New Media. Berkeley, California.
- A movie and a chat: understanding conversation and real-time video
 - Computer Science Seminar, University of Amsterdam/CWI. 11/10/2009.
 - Lecture Series, FXPal. 11/06/2009.
- Synergies Between Search and Social Metrics, MediaX Workshop, Stanford University. 8/05/2009. Shamma D. A.
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 - HCI Seminar, Department of Computer Science, UIUC. 04/14/09.
 - Cognitive Systems Group Seminar, Department of Electrical Engineering and Computer Science, Northwestern University. 04/13/09.
- Spinning Online: A Case Study of Internet Broadcasting by DJs, CS Colloquium, Pomona College. 11/2008. Shamma D. A.
- Ssshh! I'm watching this: conversational behaviors around real-time video. Union College. 4/8/2010. Shamma D. A.
- Social Media in the Year 2020. ACM WWW 2008, Beijing China. Jain, R., Nack, F., Shamma, D. A., Seligmann, D., Davis, M., and Adamic, L.
- Remix, Art, Technology, and Culture. Art Institute of Chicago Department of Film and Media. 2007. Shamma D. A., Shepard, R.
- The Web as Artistic Medium. Institute for Human and Machine Cognition. Pensacola, Florida.
- A Life without Friction: Tales from the InfoLab. ACM IUI 2003. San Francisco, CA. Hammond K., Birnbaum, L., Budzik, J., Crossen, A. Shamma, D. A., Setlur, V.
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AWARDED FUNDING

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- Mobile Application for Singapore Heritage Trails, National Heritage Board, Singapore, \$205.44K SGD (Jan 2015 April 2016), National heritage Board. *(Co-wrote as Key Personnel during 2014 Sabbatical.)*

SELECTED AWARDED PATENTS

(from 30 total awarded, 20+ pending)

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- C. Jones, E. Churchill, and D. Shamma. Tutorial systems for code creation and provenance tracking, Jan. 21 2014. US Patent 8,635,584
- D. Shamma and P. Shafton. Method and system for media landmark identification, Mar. 15 2011. US Patent 7,908,556
- M. Davis, D. Shamma, R. Martinez, C. Paretto, J. O'Sullivan, C. Higgins, and A. Athsani. Region and duration uniform resource identifiers (uri) for media objects, Dec. 27 2011. US Patent 8,086,700
- K. Weber, S. Tripodi, and D. Shamma. Harvesting of media objects from searched sites without a user having to enter the sites, May 10 2011. US Patent 7,941,416
- K. Weber, S. Tripodi, and D. Shamma. Harvesting of media objects from searched sites without a user having to enter the sites, Apr. 27 2010. US Patent 7,707,198

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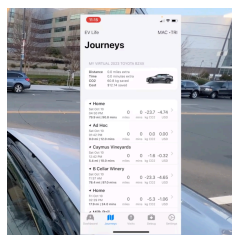
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- J. Fingas. Your photos are more popular when you use filters, according to yahoo. *Engadget*, May 2015. <http://engt.co/1Pream0>
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- *Yahoo, Flickr share how social is improving image recognition, search*, ZDNet, Rachel King, November 22, 2014.
- *Library of Congress: The Signal (Digital Preservation)* Trevor Owens, August 25, 2014.
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- *On Instagram, Faces Are 38% More Likely to Get 'Likes'* Epoch Times. March 25, 2014.
- *Show Your Face: How Brands Use Faces to Boost Instagram Engagement* SproutSocia. March 24, 2014.
- *Instagram Photos With Faces Get 38% More Likes* Mashable. March, 21, 2014.
- *Want to Get More Likes and Comments on Instagram? Show Your Face.*, Alyssa Bereznak, AP, March, 21, 2014.
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- *hypebot* "Clyde's Top Picks From SF Music Hack Day 2012." Clyde Smith. 2/13/2012.
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- *TechRadar.com* "7 cool research projects from Yahoo." 3/3/2009.
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ART EXHIBITS, INSTALLATIONS, AND PERFORMANCES

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- the Light Dress. 2010. In Light. Richmond, North Carolina.
- Graffiti Dance. 2009. Berkeley, California.
- Zync Video Sharing. Wired NextFest 2007. Los Angeles, California.
- News at Seven. Wired NextFest 2007. Los Angeles, California.
- Imagination Environment: David A. Shamma, Kristian Hammond.
 - Wired NextFest 2006. The Future of Communication. New York.
 - Wired NextFest 2005. The Future of Communication. Navy Pier, Chicago.
 - Emerging Technologies 2004. SIGGRAPH. Los Angeles, California.
 - Second City Chicago. 4/2004–6/2005. Piper's Alley. Chicago, Illinois.
- MusicStory: David A. Shamma, Bryan Pardo, Kristian Hammond.
 - ACM Multimedia 2005. Singapore.
 - Wired NextMusic 2005. *The Vic Theater*. Chicago, Illinois. Curated by Jeff Tweety.
- Buzz: Sara Owsley, Kristian Hammond, David A. Shamma.
 - Second City Chicago. 2005. Piper's Alley. Chicago, Illinois.
 - Chicago Improv Festival. 2005. Athenaeum Theater. Chicago, Illinois.
 - Performing Imagination. 2004. "*The Association Engine*", Northwestern University.
- Handle with Care: Direct Mail and the American Dream: GirlCharlie, Sara Owsley, Kristian Hammond, David A. Shamma. An installation that immerses spectators in the language of hate, fear and greed found in thousands of pieces of direct mail sent from sweepstakes and right-wing political organizations, solicitations which are largely directed toward the elderly and new Americans. Associative-word technology generates a spontaneous soundtrack inspired by the mail's vocabulary.
 - Performing Arts Chicago's *PAC/edge: A Convergence of Chicago Artists*. 2004. Athenaeum Theater. Chicago, Illinois.

Projects



EV Life/DriveStats. Created a mobile application as a research probe to present counterfactuals to individuals based on their driving habits. Research studies showed people would think more about carbon and potentially change their behaviors. The core iOS package is available as [open source](#).



Redbull Playrooms. I lead the technology team at the Redbull Playrooms at the 2017 Amsterdam Dance Event coordinating research efforts between ByBorre (Fashion Designer), CWI (Computer Science Research) and RedBull (Event Organizer) to build wearables for the night club of the future. For more information, see the related research papers (above) and the summary video on [Redbull TV](#) (<https://win.gs/2D1ZpZv>).



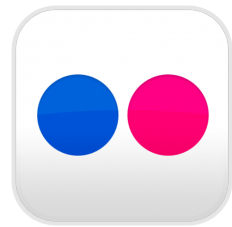
Visual Genome. Collaboration with Fei-Fei Li and Michael Bernstein to build a dataset, a knowledge base, an ongoing effort to connect structured image concepts to language. <http://visualgenome.org/>



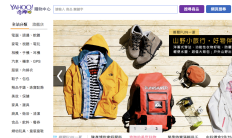
Yahoo Project Weather. Co-built algorithm to surface 1 million high quality weather images for app editorial.



YFCC100M & Multimedia Commons. Designed and delivered large scale social photography dataset of 100 million photos and videos—collaborating with researchers at ICSI and LLNL as well as Yahoo Academic Relations, Legal, and Privacy teams. <http://mmcommons.org>



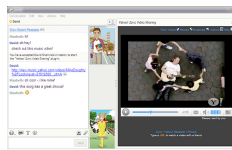
Flickr. Architected and co-built Hadoop platform for Data Science and Computer Vision. Used by Scientists, Front-end engineering, Back-end engineering, and Product managers. Built Photo Recommendations and Trending Tag algorithms that returned $2 \times - 3 \times$ results against business KPIs.



Yahoo Shopping Taiwan. Co-built algorithm for social-visual product recommendations (+8.5% sales increase).



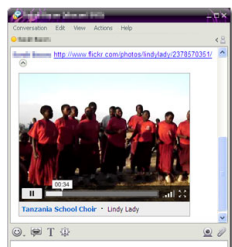
Open Source Projects. Contributed and/or active maintainer of several projects including: SIGCHI Document Formats (\LaTeX and Word), pig-mode for Emacs, and others. <https://github.com/ayman>



Zync. A plugin for Yahoo! Messenger which enables the synchronous sharing of web video. <http://bit.ly/hVyXcE> <http://bit.ly/oNTofV>



Fire Eagle. Yahoo! Fire Eagle is a service that helps users share their location online with their friends and with other sites and services. Built in Ruby on Rails several components, including the API Explorer, co-built the mobile optimized pages, and helped write developer examples and content.

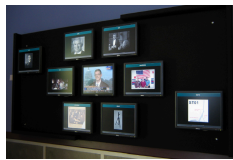


Inline Flickr Viewer. A Flickr photo and video viewer displayed inline in a Yahoo! Messenger conversation window.

- **Karaoke Callout & VocalSearch.** Adapted and optimized a query-by-humming system for mobile phone usage in a competitive singing game with a purpose. <http://bit.ly/oLEj1H>

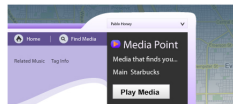


interActor. Designed an interactive framework for a halfLife2 mod to support dynamic script based interactions for virtual actors. This includes the ability for virtual actors to autonomously find relevant information online as well as a user-centric dialog model for speech to text applications. <http://bit.ly/nrORlj>

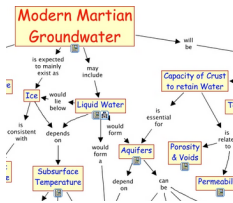


Imagination Environment. Art installation which watches media (TV, DVD, Internet news feeds, blogs) and finds related images and media. A complementing suite of Information Retrieval tools were also built as a supporting software structure. <http://bit.ly/r1FUZx>

- **MusicStory.** Projects popular association based related images of the lyric of a song in time to the audio's beat. <http://bit.ly/oLEj1H>



MediaPoint. An exploration in securely delivering media to network locations, targeted at WiFi hotspots. <http://bit.ly/pSoOAQ>



CMEX Mars NASA Ames Research Center with Geoff Briggs (ARC), Alberto Cañas (IHMC), et al. In a departure from previous digital educational outreach products CMEX Mars uses new browser technology developed at IHMC that center on the use of concept maps. NASA High School Educational Outreach. <http://cmex.ihmc.us/>

- **IHMC CMap Tools** with Alberto Cañas, Pat Hayes, et al. The IHMC Concept Mapping Software empowers users to construct, navigate, share, and criticize knowledge models represented as Concept Maps. The toolkit allows the users to build, and collaborate during the construction of concept maps with colleagues anywhere on the network, as well as, share and navigate through others' models distributed on servers throughout Internet. <http://cmap.ihmc.us/>
- **System to Organize Representations in Meteorology (Storm-LK)** with Ken Ford, Robert Hoffman, et al. The STORM-LK project was intended to illustrate the application of the principles of Human-Centered Computing (HCC). The domain of weather forecasting was selected for study, with the goal of creating a "cognitive prosthesis"—a computational system that leverages and extends human intellectual, perceptual, and collaborative capacities. <http://bit.ly/nFcXry>
- **Survey Application Robust Templated Runtime Environment (SARTRE).** Master's Project. Automatically deploy, administer, and collect survey data from computer-novice consumer panelists using hand held (Apple Newton & PalmOS) computers. Funded by Proctor and Gamble

PROFESSIONAL SERVICE

ACM SIGCHI

- VP of Operations (2020–2021).

General Chair

- ACM Creativity and Cognition (2017).
- ACM CHI (2026).

Technical Program Co-Chair

- ACM MM (2013).
- ACM CSCW (2019).
- ACM CHI (2022).

Steering Committee

- ACM TVX (2014–2017).
- ACM Multimedia (2013–2016).
- ACM CHI (2021–present)

Editorial

- *Co-Editor Arts & Digital Culture ACM SIGMM*, Association for Computing & Machinery's Special Interest Group for Multimedia. (2/12–present)
- *Curator, Multimedia XSEAD*. XSEAD is an community platform for those working to advance engineering and science through design and the arts. (10/2012–6/2014)

Technical Program Committees

- ACM Creativity and Cognition: Papers Co-chair (2015).
- ACM CHI AC (2015).
- ACM CSCW AC (2015).
- ACM MultiMedia: Technical Program Co-Chair (2013).
- ACM SIGMM Interactive Arts & Culture, Co-Editor (2012–present).
- ACM Multitmedia: Interactive Arts & Culture, Co-Chair (2011–2012).

Other Committees

- TVX Demos Chair (2014).
- ACM Creativity & Cognition: Workshops Chair (2013).
- ACM TOMCCAP ACM MM 2012 Best Papers & Best Student Papers Co-Editor.
- Elsevier's Entertainment Computing, Editorial Board Member, Section Editor for Interactive Television (2012)
- ACM MobileHCI Demos and Exhibitions Co-chair (2012).
- EuroITV Systems Track Co-chair (2012).
- ACM Multitmedia Technical Demo Sessions Judge (2012).
- ACM WWW TPC Member (2010–2012).
- ACM Creativity & Cognition, Publicity Chair (2009).
- ACM JCDL TPC Member (2008).

Reviewer

- ACM Multitmedia (2007-present).
- AAAI Conference on Weblogs and Social Media (2008-present).
- ACM CHI (2008-present).
- ACM CSCW (2008-present).
- ACM WWW (2011–2012).
- TEI 2010.
- EuroITV (2008–2010).
- NSF Merit Award Reviewer (2008).
- ACM IUI (2002–2005).

ADVISING/MENTORING

Post-docs

- John Alexis Guerra-Gomez, Yahoo Labs. (2015–2016)
- Yannis Kalantidis, Yahoo Labs. (2014–2016)
- Bart Thomée, Yahoo Labs, ACM 2016 MM Rising Star Recipient. (2013–2016)

Thesis Committees

- Jing-chao Fang, Computer Science, UC Davis, Ph. D. (2024)
- Song Mi Lee-Kan, Information Science, U. Michigan, Ph. D. (2024)
- Sanjay Kairam, Computer Science, Stanford, Ph. D. (2016)
- Saeideh Bakhshi, GVU, Georgia Tech, Ph. D. (2014)

- Mattias Rost, (International Opponent). Swedish Institute of Computer Science and Mobile Life Centre. (2013)

Intern Supervision

- Jing-chao Fang, Computer Science, UC Davis, Ph. D. (2023)
- Song Mi Lee-Kan, Information Science, U of Michigan, Ph. D. (2023)
- Vikram Mohanty, Computer Science, Virginia Tech, Ph. D. (2023)
- Hu-Cheng Lee, Taiwan National University, M.S.. (2019)
- Jing Qian, Brown, Ph. D. (2018)
- Sanjay Kairam, Stanford, Ph. D. (2015)
- Vikas Kumar, GroupLens, U. Minnesota, Ph. D. (2015)
- Dan Tasse, CMU, Ph. D. (2015)
- Saeideh Bakhshi, GVU, Georgia Tech, Ph. D. (2013)
- Zach Toupes, Texas A&M, Ph. D. (2011)
- Jude Yew, School of Information, U. Michigan, Ph. D. (2010)
- Yiming Liu, iSchool, UC Berkeley, M. S. (2008)
- Marcello Bastéa-Forte, Computer Science, Stanford, M. S. (2008)
- Niels Joubert, Computer Science, Berkeley, B. S. (2008)
- Ryan Shaw, iSchool, UC Berkeley, Ph. D. (2007)

PROFESSIONAL MEMBERSHIPS

- ACM, *Member* (2001–present), *Senior Member* (2012), *Distinguished* (2016)
- AAAI (1997–2001, 2009–2012, 2016)
- IEEE (1997–2001, 2018)

AWARDS, HONORS, and OTHER ACTIVITIES

- ACM Outstanding Service Recognition. 2019.
- ACM Distinguished Member. 2016.
- Yahoo Master Inventor Award. 2015. 27 patents filed, 11 awarded.
- Yahoo CEO/Marissa Mayer Challenge, Team Winner. 2014.
- ACM Senior Member. 2012.
- the Reawakening. 2011. Physical Hack Day, Pervasive Computing, San Francisco, CA.
- May 2010 iSticks. Music Hackday San Francisco. Winner of 2 awards. <http://bit.ly/rv0Fwx>
- August 2005 Awarded 1st Dan, Kukkiwon (WTF) Taekwondo.
- 2004–2005 CS Chair's Advisory Committee, Northwestern University
Graduate Student Advisor to the Department Chair
Graduate Student Representative, Building Committee
- August 2004 Terminal Year Fellowship. Graduate School, Northwestern University.
- October 2001 Murphy Fellowship. Department of Computer Science, Northwestern University.
- May 2001 Intel ISEF 2001, International Science Fair Judge, EE/CS Division. San Jose, CA.
- March 2000 Synopsis, Santa Clara County California Science Fair Judge, Physics, 8th Grade Division.
- March 1999 Escambia/Santa Rosa County Florida Science Fair Judge, Computer Science, High School division.
- November 1998 Cinco Banderas NW Florida Annual Art Exhibition. haute leau, Digital Gelatin Silver Print. Judges Award Recipient.
- Spring 1998 Outstanding Graduate Student Award (Masters). Computer Science, College of Science and Technology. The University of West Florida.
- June 1997 Web Site Awarded Featured Academic Site by InterNIC.

- December 1995 Winner of Annual Lego Robot Competition, IHMC. (with Daniel Butler)