IS Department Seminar

“Understanding, Design and Developing Natural User Interactions for Children”

Speaker: Lisa Anthony
University of Maryland Baltimore County

Date: Thursday, January 24, 2013
Time: 1:00-2:00 PM
Location: GITC 3710

Abstract
The field of Natural User Interaction (NUI) focuses on allowing users to interact with technology through the range of human abilities, such as touch, voice, vision and motion. Children are still developing their cognitive and physical capabilities, creating unique design challenges and opportunities for interacting in these modalities. This talk will describe Lisa Anthony’s research expertise in (a) understanding children’s expectations and abilities with respect to NUIs and (b) designing and developing new multimodal NUIs for children in a variety of contexts. Examples of projects she will present are her NSF-funded project on understanding characteristics of children using touch and gesture interaction on mobile devices, and her dissertation work on designing natural educational interactions for children. She will also present plans for expanding this work over the next five to ten years.

Bio
Lisa Anthony is presently a post-doctoral research associate in the Information Systems Department at the University of Maryland Baltimore County (UMBC). She holds an MS in Computer Science (Drexel University, 2002), a second MS in Human Computer Interaction (Carnegie Mellon University, 2006), and a PhD in Human-Computer Interaction (Carnegie Mellon University, 2008). After her PhD, Lisa spent two years in a research and development laboratory working on DARPA- and ONR-funded user-centered interface projects. Her current research interests include understanding how children can make use of advanced interaction techniques and how to develop technology to support them in variety of contexts, including education, healthcare and serious games. Her PhD dissertation investigated the use of handwriting input for middle school math tutoring software, and her simple and accurate multistroke gesture recognizers called $N and $P are well-known in the field of interactive surface gesture recognition.