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# UIST+CSCW: A Celebration of Systems Research in Collaborative and Social Computing

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## ABSTRACT

This joint panel between UIST and CSCW brings together leading researchers at the intersection of the conferences—systems researchers in collaborative and social computing—to engage in a discussion and retrospective. Pairs of panelists will represent each decade since the founding of the conferences, sharing a brief retrospective that surveys the most influential papers of that decade, the zeitgeist of the problems that were popular that decade and why, and what each decade’s work has to say to the decades that came before and after. The panel is intended as a space to celebrate advances in the field, and reflect on the burdens and opportunities that it faces ahead.

## Author Keywords

collaboration systems; social computing systems

## CCS Concepts

•Information systems → Collaborative and social computing systems and tools;

**Michael Bernstein** is an Associate Professor of Computer Science and STMicroelectronics Faculty Scholar at Stanford University, where he is a member of the Human-Computer Interaction group. His research focuses on the design of social computing and crowdsourcing systems. Michael has received multiple best paper awards at premier computing venues, and he has been recognized with an NSF CAREER award and an Alfred P. Sloan Fellowship. Michael holds a bachelor’s degree in Symbolic Systems from Stanford University, as well as a master’s degree and a Ph.D. in Computer Science from MIT.

**Irene Greif** was a founder of CSCW, running a workshop on the topic in 1984, and chairing the program committee of the first CSCW conference in 1986. Her research at MIT in the 1980s was on shared calendars and databases to support collaboration. In 1987, she joined Lotus Development Corporation, where she formed the Collaborative User Experience Group (CUE), a team of CSCW researchers located in Cambridge, MA. The group worked closely with Lotus product teams on a new generation of collaboration software and then broadened its scope after merging into IBM Research. The CUE team developed products for asynchronous and synchronous collaboration, shared spreadsheets, new data visualizations and mobile technologies.

Irene received her S.B. in Mathematics, her S.M. and her Ph.D. in Electrical Engineering and Computer Science, all from MIT. She is a fellow of both the Association for the Advancement of Science (AAAS) and the Association of Computing Machinery (ACM). In 2010, Irene was elected to the National Academy of Engineering. In 2012 she received the Anita Borg Technical

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Leadership award and was elected to the American Academy of Arts and Sciences.

**Wendy Mackay** is a Research Director, Classe Exceptionnelle (DR0), equivalent to a tenured full professor. She directs the ex)situ research group in Human-Computer Interaction at Inria and the Université Paris-Saclay (formerly Université Paris-Sud). She teaches in the HCID and HCI international Masters degree programs at the university. She served for over three years as Vice President of Research for the Computer Science Department at the University of Paris-Sud, after which she spent two years as a Visiting Professor at Stanford University in the Computer Science Department. She received her Ph.D. from MIT, is an ACM Fellow, served as Chair of ACM/SIGCHI, co-editor-in-chief of the journal *IJHCS*, was general chair of CHI'13, and received the ACM/SIGCHI Lifetime Achievement Award for Service. She is also a recipient of a European Research Council Advanced Grant, a five-year personal multi-million euro grant. Her current research interests include co-adaptive instruments, tangible computing and multi-disciplinary, participatory design methods.

**Hiroshi Ishii** is the Professor Jerome B. Wiesner at the MIT Media Lab. After joining the MIT Media Lab in 1995, Ishii founded Tangible Media Group. From 1988 to 1994, he led the Computer-Supported Cooperative Work (CSCW) research group at NTT Human Interface Laboratories in Japan, where he and his team invented TeamWorkStation and ClearBoard. Ishii is the founder of the Tangible User Interfaces (TUI) research area, based on the CHI'97 article "Tangible Bits" presented by Brygg Ullmer in Atlanta, Georgia, which led to the ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI) in 2007. Some of his ideas contributed to the interface design used by Tom Cruise in Stephen Spielberg's "Minority Report". In 2019, Hiroshi Ishii was awarded the SIGCHI Lifetime Research Award of the Association for Computing Machinery (USA) for his fundamental contributions to research in the field of human-computer interaction over the last quarter of a century.

**Jonathan Grudin** is a principal researcher at Microsoft and an affiliate professor at the University of Washington Information School. He attended the first CSCW conference in 1986, held in the auditorium below his MCC office in Austin. His 1988 paper *Why CSCW Applications Fail* was awarded the first CSCW Lasting Impact award in 2014. He is an ACM Fellow and a member of the ACM SIGCHI CHI Academy. His book *From Tool to Partner: The Evolution of Human-Computer Interaction* was published in 2017. His website is [jonathangrudin.com](http://jonathangrudin.com).

**Karrie Karahalios** is a Professor of Computer Science, the director of the Social Spaces Group, a Co-director of the Center for People and Infrastructures at the University of Illinois at Urbana-Champaign, and a Senior Research Scientist at Adobe Research. Her work focuses on the signals that people emit and perceive in social computer mediated communication. More recently, she has explored how algorithmic curation alters these signals and people's perception of communication. Karahalios studies existing systems and builds infrastructures for new communication systems (that move control to people,

allow for inferences of bias and fairness, and evaluate algorithm explainability). Her work has resulted in a book and over 100 publications in top-tier conferences. She has been awarded a Sloan Research Fellowship, a Harvard Berkman Center for Internet and Society Fellowship, a Kavli Fellowship, the A. Richard Newton Breakthrough Research Award, an NSF Early Career Award, and an NCSA Fellowship, among others. Her papers have been recognized several times as the best in the field several times in the premiere Human Computer Interaction conferences. She earned an S.B. in Electrical Engineering, an M.Eng. in Electrical Engineering and Computer Science, and an S.M. and Ph.D in Media Arts and Sciences at MIT.

**Meredith Ringel Morris** is a Sr. Principal Researcher and Research Manager at Microsoft Research; she is also an Affiliate Professor at the University of Washington in the School of Computer Science and Engineering and in the Information School. Dr. Morris leads MSR's Ability team, which conducts research in HCI and AI with the goal of developing innovative technologies that extend the capabilities of and enhance quality of life for people with disabilities. She is an internationally-recognized expert in Human-Computer Interaction and a member of the SIGCHI Academy, and has conducted foundational research in several areas including gesture design, social search, and accessibility. She has served as the general chair for ACM's CSCW conference, and has previously served as Technical Program Chair of the CHI, CSCW, ASSETS, and Interactive Tabletops & Surfaces conferences. Dr. Morris is a past member of the TOCHI editorial board and of the CSCW and CHI steering committees. She has been recognized as one of Technology Review's "35 under 35" for her work on collaborative web search, and was named an ACM Distinguished Scientist for her contributions to HCI research. She is the author of more than 100 peer-reviewed research articles, many of which have been recognized with best paper awards, including a Lasting Impact Award from UIST; her publications are available at <http://aka.ms/merrie>. Dr. Morris earned her Sc.B. in computer science from Brown University, and her M.S. and Ph.D. in computer science from Stanford University.

**Aniket (Niki) Kittur** is Professor and Cooper-Siegel Chair in the Human-Computer Interaction Institute at Carnegie Mellon University. His research on crowd-augmented cognition looks at how we can augment the human intellect using crowds and computation. He has authored and co-authored more than 70 peer-reviewed papers, 14 of which have received best paper awards or honorable mentions. Dr. Kittur is a Kavli fellow, has received an NSF CAREER award, the Allen Newell Award for Research Excellence, major research grants from NSF, NIH, Google, and Microsoft, and his work has been reported in venues including *Nature News*, *The Economist*, *The Wall Street Journal*, *NPR*, *Slashdot*, and the *Chronicle of Higher Education*. He received a BA in Psychology and Computer Science at Princeton, and a PhD in Cognitive Psychology from UCLA.

**Jaime Teevan** is Chief Scientist for Microsoft's Experiences and Devices, where she is charged with creating the future of productivity. Previously she was the Technical Advisor to

Microsoft CEO Satya Nadella and a Principal Researcher at Microsoft Research, where she led the Productivity team. Dr. Teevan uses AI to help people accomplish their goals, developing the first personalized search algorithm used by Bing and introducing microproductivity into Microsoft Office. Her research earned her the Technology Review TR35 Young Innovator, BECA, Karen Spärck Jones, and SIGIR Test of Time awards. She holds a Ph.D. from MIT and a B.S. from Yale, and is an affiliate professor at the University of Washington.

**Amy X. Zhang** is an assistant professor at University of Washington's Allen School of Computer Science and Engineering. Previously, she was a 2019-20 postdoctoral researcher at Stanford University's Computer Science Department after completing her Ph.D. at MIT CSAIL in 2019, where she received the George Sprowls Best Ph.D. Thesis Award at MIT in computer science. During her Ph.D., she was an affiliate and 2018-19 Fellow at the Berkman Klein Center at Harvard University, a Google Ph.D. Fellow, and an NSF Graduate Research Fellow. Her work has received a best paper award at ACM CSCW, a best paper honorable mention award at ACM CHI, and has been profiled on BBC's Click television program, CBC radio,

and featured in articles by ABC News, The Verge, New Scientist, and Poynter. She is a founding member of the Credibility Coalition, a group dedicated to research and standards for information credibility online. She has interned at Microsoft Research and Google Research. She received an M.Phil. in Computer Science at the University of Cambridge on a Gates Fellowship and a B.S. in Computer Science at Rutgers University, where she was captain of the Division I Women's tennis team.

**Niloufar Salehi** is an Assistant Professor at the School of Information at UC, Berkeley, with an affiliated appointment in EECS. Her research interests are in social computing, participatory and critical design, human-centered AI, and more broadly, human-computer-interaction (HCI). Her work has been published and received awards in premier venues in HCI including ACM CHI and CSCW. Through building computational social systems in collaboration with existing communities, controlled experiments, and ethnographic fieldwork, her research contributes the design of alternative social configurations online.