

KATHRYN E. RINGLAND

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Department of Informatics
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Education

University of California, Irvine	Ph.D.	Informatics	2018 (Expected)
<i>Exploring Virtual Worlds as a Support for Social Play in Children with Disabilities</i> Committee: Gillian R. Hayes (Chair), Mimi Ito, Tom Boellstorf, Aaron Trammell			
Washington State University Vancouver	B.S.	Psychology	2013

Professional Experience

Adjunct Faculty Lecturer	2017
Schmid College of Science and Technology Chapman University	
Graduate Student Researcher	2013 - Present
Social and Technological Action Research Group University of California, Irvine Advisor: Dr. Gillian Hayes	
Teaching Assistant	2014 - 2015
Department of Informatics University of California, Irvine	
NSF East Asia and Pacific Summer Institute (EAPSI) Fellow	2014
School of Special Education University of Hiroshima, Hiroshima, Japan Mentor: Dr. Norimune Kawai	
Distributed Research Experience for Undergraduates Student Internship	2012
University of Maryland, Baltimore County Advisor: Dr. Amy Hurst	
Collaborative Research Experience for Undergraduates Student Internship	2012
Washington State University Vancouver Advisor: Dr. Thanh Dang	

Fellowships and Awards

Department of Education (GAANN) Fellowship	2017
Public Impact Fellowship University of California, Irvine Graduate Division	2017
ASSETS Best Paper	2016
ARCS (Achievement Rewards for College Scientists) Foundation Scholar	2016-2017
Ford Foundation Predoctoral Fellowship, <i>Honorable Mention</i>	2016
Bob & Barbara Kleist Endowed Graduate Student Fellowship in Information and Computer Science	2015
La Verne Noyes Fellowship	2015
UbiComp Best Paper Nominee	2014
NSF EAPSI Fellowship	2014
Autism AppJam 2nd Place	2014
AGS (Associated Graduate Students) Travel Grant	2014
UCI DECADE Competitive Edge Summer Fellowship	2013
ACM-W Travel Scholarship	2012
WSU Vancouver Alumni Engineering and Computer Science Scholarship	2012

Full Conference Papers (Peer-Reviewed)

[C.7] Boyd, L., **Ringland, K.E.**, Faucett, H., Hiniker, A., Klein, K., Patel, K., and Hayes, G.R. "Evaluating an iPad Game to Address Overselectivity in Preliterate AAC Users with Minimal Verbal Behavior." In *Proc ASSETS 2017*. [Acceptance Rate: 26.2%] *To Appear*.

[C.6] **Ringland, K.E.**, Boyd, L., Faucett, H., Cullen, A.L.L., and Hayes, G.R. "Making in Minecraft: A Means of Self-Expression for Youth with Autism." In *Proc IDC 2017*.

[C.5] **Ringland, K.E.**, Wolf, C.T., Boyd, L., Baldwin, M., and Hayes, G.R. "Would You Be Mine: Appropriating Minecraft as an Assistive Technology for Youth with Autism." In *Proc ASSETS 2016*. [Acceptance Rate: 25%] ***Best Paper**.

[C.4] **Ringland, K.E.**, Wolf, C.T., Faucett, H., Dombrowski, L., and Hayes, G.R. "'Will I always not be social?': Re-Conceptualizing Sociality in the Context of a Minecraft Community for Autism." In *Proc CHI 2016*. [Acceptance Rate: 23.4%]

[C.3] **Ringland, K.E.**, Wolf, C.T., and Hayes, G.R. "Making 'Safe': Community-Centered Practices in a Virtual World Dedicated to Children with Autism." In *Proc CSCW 2015*. [Acceptance Rate: 28.3%]

[C.2] **Ringland, K.E.**, Zalapa, R., Neal, M., Escobedo, L., Tentori, M., and Hayes, G.R. "SensoryPaint: A Multimodal Sensory Intervention for Children with Neurodevelopmental Disorders." In *Proc UbiComp 2014*. [Acceptance Rate: 20.7%] ***Best Paper Nominee**.

[C.1] Dang, T., **Ringland, K.** (2012, November 7). "Optimal Load Scheduling for Residential Renewable Energy Integration." *Third IEEE International Conference on Smart Grid Communications*. Tainan, Taiwan. [Acceptance Rate: 37%]

Journal Articles (Peer-Reviewed)

[J.3] **Ringland, K.E.** "Who Has Access? Making Accessible Play Spaces in Minecraft for Children with Autism." *Analog Games Studies*. Vol 4(3). May 30, 2017.

[J.2] Hayes, G.R., Custodio, V.E., Haimson, O.L., Nguyen, K., **Ringland, K.E.**, Ulgado, R.R., Waterhouse, A. and Weiner, R. "Mobile video modeling for employment interviews for individuals with autism." *Journal of Vocational Rehabilitation*. October 2015.

[J.1] Boyd, L. E., **Ringland, K.E.**, Haimson, O. L., Fernandez, H., Bistarskey, M., and Hayes, G. R. "Evaluating a Collaborative iPad Game's Impact on Social Relationships for Children with Autism Spectrum Disorder". *ACM Transactions on Accessible Computing*. June 2015.

Conference Presentations

[L.3] **Ringland, K.E.** "On Being 'Autesome': An Exploration of Online Social Play as a Means of Empowering Autistic Youth." *Popular Culture Association / American Culture Association Conference*. April 2017.

[L.2] **Ringland, K.E.** "Minecraft as a Site of Sociality for Autistic Youth." *Queerness and Games Conference (QGCon 2017)*. April 2017.

[L.1] **Ringland, K.E.**, Boyd, L. E. "Children with Autism and Technologies for Collaborative Play." as part of the panel on "Youth, Neurodivergence, and New Media." *Society for Research in Child Development, Special Topics Meeting on Technology and Media in Children's Development*, Irvine, CA. October 2016.

Posters and Workshop Papers (Lightly Peer-Reviewed)

[P.16] Boyd, L.E., **Ringland, K.E.** (2017, June 27). "Virtually Social: Understanding and Supporting Reciprocal Social Interactions in Virtual Worlds and Virtual Reality". Workshop: Equity & Inclusivity. *ACM SIGCHI Conference on Interaction and Design for Children*. Stanford, CA.

[P.15] **Ringland, K.E.** (2016, October 27). "Investigating Virtual Worlds as a Means of Supporting Social Play in Children with Disabilities". Doctoral Consortium at *Society for Research in Child Development, Special Topics Meeting on Technology and Media in Children's Development* Irvine, CA.

[P.14] **Ringland, K.E.** (2016, October 23). "Investigating Virtual Worlds as a Means of Supporting Social Play in Children with Disabilities". Doctoral Consortium at *ASSETS 2016* Reno, NV.

[P.13] Brown, J.K., **Ringland, K.E.**, Hayes, G.R. (2016, Sept 14). "DanceCraft: A Whole-Body Dance Software for Children with Autism". *Richard Tapia Celebration of Diversity in Computing*. Austin, TX

[P.12] **Ringland, K.E.**, Boyd, L.E., Brown, J.K., Hayes, G.R. (2016, Sept 14). "Children with Autism and Technologies for Play." Workshop: Autism and Technology: Beyond Assistance & Interventions. *ACM SIGCHI Conference on Human Factors in Computing Systems*. San Jose, CA

- [P.11] **Ringland, K.E.**, Wolf, C.T., Hayes, G.R. (2015, May 15). "The Benefits of Online Play: An Investigation of Virtual Worlds for Children with Autism Spectrum Disorder". *International Meeting for Autism Research* Salt Lake City, UT.
- [P.10] Haimson, O.L., **Ringland, K E.**, Hayes, G.R. (2015, March 14). "Marginalized Populations and Research Ethics Online". CSCW 2015 Workshop on Ethics for Studying Sociotechnical Systems in a Big Data World *Proceedings of the 2015 ACM International Conference on Computer Supported Collaborative Work*, ACM (2015) Vancouver, B.C.
- [P.9] **Ringland, K.E.**, Dombrowski, L. (2015, March 15). "Exploring Feminist Disability Studies and CSCW". Workshop: Feminism and Feminist Approaches in Social Computing. *Proceedings of the 2015 ACM International Conference on Computer Supported Collaborative Work*, ACM (2015) Vancouver, B.C.
- [P.8] **Ringland, K.E.**, Zalapa, R., Neal, M., Escobedo, L., Tentori, M., Hayes, G.R. (2014, May 16). "SensoryPaint: A Natural User Interface Supporting Sensory Integration in Children with Neurodevelopmental Disorders". *International Meeting for Autism Research* Atlanta, Georgia.
- [P.7] **Ringland, K.E.**, Zalapa, R., Neal, M., Escobedo, L., Tentori, M., Hayes, G.R. (2014, April 27). "SensoryPaint: A Natural User Interface Supporting Sensory Integration in Children with Neurodevelopmental Disorders". Work-in-Progress. *ACM SIGCHI Conference on Human Factors in Computing Systems*. Toronto, Canada.
- [P.6] **Ringland, K.E.**, Hayes, G.R. (2014, April 27). "Virtual Worlds: An Alternative Method for Communication for Children with Autism Spectrum Disorder". Workshop: Supporting Children with Complex Communication Needs. *ACM SIGCHI Conference on Human Factors in Computing Systems*. Toronto, Canada.
- [P.5] Haimson, O.L., **Ringland, K.E.**, Simpson, S., & Wolf, C.T. (2014, March 5). "Using Depression Analytics to Reduce Stigma via Social Media: BlueFriends". *The iConference*. Berlin, Germany.
- [P.4] Williams, M.A., **Ringland, K.**, & Hurst, A. (2013, October 21). "Designing an Accessible Clothing Tag System for People with Vision Impairments". *ACM SIGACCESS International Conference on Computers and Accessibility (ASSETS)*. Bellevue, WA.
- [P.3] **Ringland, K.** (2013, May 1). "Accessible Clothing Tags: Designing for Individuals with Visual Impairments". Student Research Competition. *ACM SIGCHI Conference on Human Factors in Computing Systems*. Paris, France.
- [P.2] **Ringland, K.** (2013, February 8). "Regulating Elastic Household Energy Loads for the Smart Grid". *Richard Tapia Celebration of Diversity in Computing*. Washington, D.C.
- [P.1] **Ringland, K.**, Burton, M. A., & Hurst, A. (2012, August 8). "Tagging Systems to Assist Visually Impaired Users Identify Visual Data in Clothing". *Fifteenth Annual CNMS Summer Undergraduate Research Fest at UMBC*. Baltimore, MD.

Technical System Implementations

- [SW.3] **Ringland, K.E.**, Tamimi, A. "3D Printing from Minecraft." Minecraft "mod" that allows the users to create a 3D-print file from a Minecraft world. 2016.

[SW.2] **Ringland, K.E.**, Brown, J.K., Faucett, H., Jaganath, K., Chua, P., Ho, K. "DanceCraft." Kinect dance therapy program for children with autism. 2016.

[SW.1] **Ringland, K.E.**, Beall, A., Nazanda, M. "SensoryPaint." Kinect software to augment multi-sensory environments for children with neurodevelopmental disorders. 2014.

Service

Program Committee:

- CHI (2017) - Associate Chair, Late Breaking Work

Ad Hoc Reviewing:

- CHI (2015, 2016, 2017)
- PervasiveHealth (2015)
- CHI Play (2015, 2016, 2017)
- UIST (2015, 2016, 2017)
- CSCW (2016, 2017, 2018)
- IDC (2016, 2017)
- FDG/DIGRA (2016)
- MobileHCI (2016)
- ACM Transactions on Computing Education (TOCE) (2017)
- Human-Computer Interaction Journal (2017)
- DIS (2017)
- International Journal of Child-Computer Interaction (IJCCI) (2017)

Student Volunteer:

- Grace Hopper Celebration of Women in Computing (GHC) (2011, 2014)
- UBICOMP (2014)
- CHI (2014)
- CSCW (2017)

President IGSA , Informatics Graduate Student Association	2015 - 2016
Instructor TiW , Technology for Transition in the Workplace Workshops for Neurodiverse Young Adults	2014 - 2017
Student Volunteer, National Federation for the Blind	2012
Student Volunteer, ADA Celebration , University of Maryland Baltimore County	2012
OMSI Volunteer, Oregon Museum of Science and Industry , Website Development	2009-2010

Teaching Experience

Courses, Primary Instructor

Special Topics in Computer Science: Assistive Technology, CPSE 370, Chapman University	2017
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Courses, Teaching Assistant

Critical Writing, ICS 139w, University of California Irvine, Teaching Assistant	2015
Introduction to HCI, INF 131, University of California Irvine, Teaching Assistant	2015
Computer Games and Society, ICS 60, University of California Irvine, Teaching Assistant	2014

Guest Lectures

Procedural Rhetoric and Pokemon Go, ICS 163, University of California Irvine	2016
Preparing Job Materials and Grad School Applications, ICS 139w, University of California Irvine, Teaching Assistant	2015
Prototyping, INF 131, University of California Irvine, Teaching Assistant	2015
GamerGate, ICS 60, University of California Irvine, Teaching Assistant	2014

Leadership and Mentoring

Selected Positions

Competitive Edge Peer Writing Reviewer - Ford Fellowships	2016
Competitive Edge Summer Peer Mentor	2016

Training

DECADE Mentoring Excellence Program, University of California Irvine	2016
Anteater disAbility Ally Training, Disability Services Center, University of California Irvine	2016

Graduate Mentoring

Amanda Cullen, Ph.D. Informatics, Competitive Edge, [C.6]	2016-2017
Jamie Brown, M.S. Informatics, [P.12, P.13, SW.2]	2014-2016

Undergraduate Mentoring

Aminah Tamimi, B.S. Mechanical Engineering, SURF, [SW.3]	2016
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Nathan Valerio, B.S. Informatics & Business Information Management	2015-2016
Kelly Ho, B.S. Informatics	2015-2016
Jennifer Tran, B.S. Computer Science, DREU	2015
Alexandra Beall, B.S. Informatics	2014-2015
Marwan Nazanda, B.S. Computer Science	2014

Media Coverage

Don't Hate The Geek. [Minecraft Server for Autistic Gamers](http://donthatethegeek.com/minecraft-server-autistic-gamers/). May 2, 2016.

(<http://donthatethegeek.com/minecraft-server-autistic-gamers/>)

Inside Gaming. [Minecraft Helping Kids - Feel Good Fridays!](https://youtu.be/kqQeOJKZ9QM). April 29, 2016.

(<https://youtu.be/kqQeOJKZ9QM>)

New Scientist. [How Minecraft is Helping Children with Autism Make New Friends](https://www.newscientist.com/article/mg23030713-100-how-is-helping-children-with-autism-make-new-friends/). April 27, 2016.

(<https://www.newscientist.com/article/mg23030713-100-how-is-helping-children-with-autism-make-new-friends/>)

Memberships

Systems	2009 - Present
IEEE, Student Member	2010 - Present
ACM, Student Member	2011 - Present
ACM SIGACCESS, Accessible Computing	2012 - Present
IEEE Communications Society	2012 - Present
Women in Information and Computer Science at UCI	2013 - Present
WSU Vancouver ACM-W Student Chapter	2012 - 2013