

RESEARCH INTERESTS

Interactive Digital Narratives – Creativity Support Tools – Interaction Design for Children – Technologies for Mental Health

EDUCATION and EXPERIENCE

Doctor of Philosophy in Human Centered Computing – University of Florida, Gainesville, *Anticipated May 2023, GPA: 3.64*

Graduate Researcher, The Embodied Learning & Experience Lab – *August 2018 to present*

Bachelor of Science in Visualization – Texas A&M University, College Station, *May 2018*

Undergraduate Researcher, The Story Lab – *January 2018 to August 2018*

HONORS and AWARDS

Gartner Group Graduate Fellowship – *Fall 2021*

University of Florida | Gainesville, FL | Merit-based scholarship

Generation NEXT Scholar – *Spring 2020 through present*

University of Florida | Gainesville, FL | Need-based scholarship and scholarly cohort

Graduate School Preeminence Award – *August 2018 through present*

University of Florida | Gainesville, FL | Competitive research assistantship towards PhD study

Graduation Honors Distinction for Research – *awarded May 2018*

Texas A&M University | College Station, TX | Awarded for completion of Undergraduate Research Scholar's (thesis) program

Century Scholar – *August 2014 through May 2018*

Texas A&M University | College Station, TX | Awarded for achievement, co-curricular involvement, and volunteer work

Houston Livestock Show and Rodeo Scholar – *August 2014 through May 2018*

Texas A&M University | College Station, TX | Awarded for academic achievement, leadership, and financial need

PEER-REVIEWED CONFERENCE PROCEEDINGS

Brown, S. A., & Chu, S. L. (2021, December). "You Write Your Own Story": Design Implications for an Interactive Narrative Authoring Tool to Support Reflection for Mental Health in College Students. *In International Conference on Interactive Digital Storytelling* (pp. 312-321). Springer, Cham. https://doi.org/10.1007/978-3-030-92300-6_30

Brown, S. A., Chu, S. L., & Yin, P. (2021, June). A Survey of Interface Representations in Visual Programming Language Environments for Children's Physical Computing Kits. *In Interaction Design and Children* (pp. 268-275). <https://doi.org/10.1145/3459990.3460727>

Brown, S. A., Resch, C., Han, V., Surampudi, S. V., Karanam, P., & Chu, S. L. (2020, November). Capturing User Emotions in Interactive Stories: Comparing a Diegetic and a Non-diegetic Approach to Self-reporting Emotion. *In International Conference on Interactive Digital Storytelling* (pp. 229-242). Springer, Cham. https://doi.org/10.1007/978-3-030-62516-0_21

Brown, S. A., Chu, S. L., & Rani, N. (2020, September). Externalizing Mental Images by Harnessing Size-Describing Gestures: Design Implications for a Visualization System. *In Proceedings of the International Conference on Advanced Visual Interfaces* (pp. 1-9). **(Honorable Mention Award)** <https://doi.org/10.1145/3399715.3399920>

Zarei, N., Chu, S. L., Quek, F., Rao, N. J., & **Brown, S. A.** (2020, April). Investigating the Effects of Self-Avatars and Story-Relevant Avatars on Children's Creative Storytelling. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems* (pp. 1-11). <https://doi.org/10.1145/3313831.3376331>

Brown, S. A., Chu, S. L., Quek, F., Canaday, P., Li, Q., Loustau, T., ... & Zhang, L. (2019, November). Towards a Gesture-Based Story Authoring System: Design Implications from Feature Analysis of Iconic Gestures During Storytelling. In *International Conference on Interactive Digital Storytelling* (pp. 364-373). Springer, Cham. **(Nominee for Best Short Paper)**
https://doi.org/10.1007/978-3-030-33894-7_38

PEER-REVIEWED JOURNAL PAPERS

Chu, S. L., **Brown, S.**, Park, H., & Spornhauer, B. (2020). Towards Personalized Movie Selection for Wellness: Investigating Event-Inspired Movies. *International Journal of Human-Computer Interaction*, 1-13.
<https://doi.org/10.1080/10447318.2020.1768665>

PEER-REVIEWED ABSTRACTS

Zarei, N., Quek, F., Chu, S. L., & **Brown, S. A.** (2020, November). A Comparison of Children's Narrative Expressions in Enactment and Writing. In *International Conference on Interactive Digital Storytelling* (pp. 125-130). Springer, Cham.
https://doi.org/10.1007/978-3-030-62516-0_12

Brown, S. A., Chu, S. L., & Rani, N. (2020, April). Harnessing Gestures to Externalize Discourse Ideas for Common Ground: Design Implications from a Frame of Reference Analysis. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems Extended Abstracts* (pp. 1-8). <https://doi.org/10.1145/3334480.3382927>

Brown, S. A., Chu, S. L., & Loustau, T. (2019, November). Embodying Cognitive Processes in Storytelling Interfaces for Children. In *International Conference on Interactive Digital Storytelling* (pp. 357-363). Springer, Cham. https://doi.org/10.1007/978-3-030-33894-7_37

Park H., **Brown S.**, Chu S.L. (2019) Understanding Avatar Identification Through Visual Similarity for Richer Story Creation. In: Stephanidis C. (eds) HCI International 2019 - Posters. HCII 2019. *Communications in Computer and Information Science*, vol 1033. Springer, Cham. https://doi.org/10.1007/978-3-030-23528-4_57

WORKSHOP PROCEEDINGS

Brown, S. and Chu, S. L. (2020). In the Flow of Creative Practice: Multimodality and Embodiment for Creativity Support Tools. In *Proceedings of Workshop on Where Art Meets Technology: Integrating Tangible and Intelligent Tools in Creative Processes*. CHI 2020. Honolulu, HI. ACM.

THESES

Brown, S. (2018). *For What We Are: An Interactive Experience with a Bifurcated Perspective*. Undergraduate Thesis. Texas A&M University, College Station, USA. Retrieved from <http://hdl.handle.net/1969.1/166452>.

NON-SCHOLARLY PUBLICATIONS

Brown, S. (2017). Spiraling Through Color. *Explorations: the Texas A&M Undergraduate Journal*, 9, 30-33. Retrieved from https://issuu.com/tamu_hur/docs/official_explorations_volume_9.

SERVICE

Mentoring: ELX Lab Graduate Mentor – University of Florida, Gainesville – June 2019 through current

Mentored 15 undergraduate students to date for the term of a semester each, as they pursued research in collaboration with projects at the Embodied Learning and Experience (ELX) Lab. (Of these, 3 undergraduates mentored as part of the NSF Research Experiences for Undergraduates program; 1 undergraduate mentored as part of the Women in Computer Science and Engineering mentorship program)

Reviewing: DIS 2020 Late Breaking Works; IDC 2019 Works in Progress; CHI 2021 Works in Progress; IDC 2021 Short Papers

Volunteering: Association for Research in Digital Interactive Narratives (ARDIN) website and outreach volunteer; Head of ARDIN Committee on Graduate Research

Organizing: ICIDS 2020 Co-Virtual Chair, ICIDS 2021 Graduate Student Social Event

Speaking: ARDIN Monthly Social Graduate Student Speaker – *February 24th, 2021*

SKILLS and PROFICIENCIES

- **Development**
 - Programming Language Proficiencies: C++, C#, Python, HTML, CSS, JavaScript
 - Game/Interactive Platforms: Unity, HTML5, Processing
 - **Web/Graphic Design and Content Generation**
 - CMS: WordPress, YouTube
 - LMS: Canvas
 - Design Software: Adobe Photoshop, Illustrator, InDesign, AfterEffects
 - **User Experience Research and Design**
 - Wireframing/Prototyping Software: Adobe XD, Balsamiq, Figma
 - Analysis Software: SPSS, MAXQDA
 - Data Collection Software: Google Polls, Qualtrics
 - **Digital Art and Illustration**
 - Proficient in Color Theory and Principles of Design
 - Art Software: Adobe Photoshop, Illustrator, Fresco, Autodesk Maya
 - **CAD**
 - CAD Software: Autodesk Inventor, Fusion360
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