

Curriculum Vitae
Jochen “Jeff” Rick

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Education

2007 Georgia Institute of Technology (GT), College of Computing (CoC), Atlanta, GA. *Ph.D. (Computer Science)*.

AREA Learning Sciences and Technology

DISSERTATION Personal home pages in academia: The medium, its adopters, and their practices

COMMITTEE Mark Guzdial (chair), Marina Bers (Tufts University), Amy S. Bruckman, Janet L. Kolodner, Elizabeth D. Mynatt

MINOR Management

1999 GT, School of Electrical and Computer Engineering (ECE). *M.S. (Electrical Engineering)*. 3.70 GPA.
Digital Signal Processing, Microelectronics, Computer Engineering, Global Innovation for Engineers

1997 GT, ECE. *B.E.E. (Bachelor of Electrical Engineering)*. 3.54 GPA. With High Honor, Cooperative Plan.

Computer Engineering Specialization, Certificate in Economics

Employment

Industry

Fall14–present Self employed. *Designer / Developer*. I currently work as a freelance designer / developer for web / touch technologies. As part of this, I am the lead developer for Science Everywhere, an NSF-sponsored research project between University of Maryland and University of Washington.

Faculty Positions

Fall10–Summer14 Saarland University, Dept. of Educational Technology. *Assistant Professor (German Equivalent)*. Worked with department head Armin Weinberger to create a research agenda for the new department, including leading the Proportion project, and create a curriculum for a Masters of Educational Technology. While there, I taught the following classes: Introduction to Educational Technology (x2), Computer-Supported Collaborative Learning (x2), Introduction to Programming (x3), Programming 2 (x2), and Design of Educational Technology (x2).

*Research Positions*¹

¹When time-frames below overlap, it is the research position that was interrupted.

Fall07–Summer10 The Open University (OU), Dept. of Computing. *Research Fellow*. Worked on the ShareIT Project, led by Sheep Dalton (OU), Yvonne Rogers (OU), and Nicola Yuill (Dept. of Psychology, University of Sussex), to investigate shareable interfaces to support co-located collaboration between both children and adults.

Spring00–Summer05 GT, CoC. *Graduate Research Assistant*. Worked with Mark Guzdial on various research projects, including:

Funded by NSF and the Mellon Foundation, we developed, supported, and researched the use of collaborative websites to support learning in various classes (Mathematics, Engineering, English Composition, etc.) at GT.

Funded by an NSF ITR grant, we worked together with other learning scientists (at Northwestern, Michigan, and UIC) to support the integration of educational technologies into software suites. Our role was to provide support for collaboration.

Fall99 GT, ECE. *Graduate Research Assistant*. Worked with James H. McClellan to create collaborative website on Matlab.

Spring98–Summer99 GT, Gvu Center. *Graduate Research Assistant*. As part of Gvu's industrial affiliates program, worked with Siemens, Germany, on information systems.

Teaching Positions

Fall06 GT, CoC. *Teaching Assistant*. Introduction to Educational Technology (n=15).

Fall05–Summer06 GT, CoC. *Instructor*. Objects and Design (n=120, n=70, n=45). Lectured, developed new course content, created assignments, and had course ownership responsibilities, such as managing the teaching assistants.

Fall02 GT, CoC. *Instructor*. Introduction to Educational Technology (n=30). Developed new syllabus, lectures, and assignments.

Fall97–Winter98 GT, ECE. *Teaching Assistant*. Digital Interfacing. As a laboratory TA, supervised and supported students in interfacing digital circuits.

Winter96 GT, CoC. *Teaching Assistant*. Introduction to Computing. Presented recitation lectures, graded student work, and oversaw laboratory sections.

Internships

Summer00 Viant Inc., Research Group, Boston, MA. *Intern*. Worked with Tim Andrews, CTO, to support on-line collaboration at Viant.

Summer98–Fall98 Siemens, GmbH, Research and Development, Germany. *Graduate Cooperative Student*. Worked with researchers on an operation and information distribution system.

Fall94–Spring97 Georgia Power Co., Plant Yates, Engineering Department, Newnan, GA. *Cooperative Student*. Every other quarter. Worked with engineers to support power plant operations.

Publications / Presentations

Journal Articles

1. Rick, J., Rogers, Y., Haig, C., & Yuill, N. (2009). Learning by doing with shareable interfaces. *Children, Youth and Environments*, 19.1, 321–342.
2. Rick, J., & Guzdial, M. (2006). Situating CoWeb: A scholarship of application. *International Journal of Computer-Supported Collaborative Learning*, 1.1, 89–115.
3. Zagal, J. P., Rick, J., & Hsi, I. (2006). Collaborative games: Lessons learned from boardgames. *Simulation & Gaming*, 37, 24–40.
4. Rick, J., & Lamberty, K. K. (2005). Medium-based design: Extending a medium to create an exploratory learning environment. *Interactive Learning Environments*, 13.3, 179–212.
5. Guzdial, M., Rick, J., & Kehoe, C. (2001). Beyond adoption to invention: Teacher-created collaborative activities in higher education. *The Journal of the Learning Sciences*, 10.3, 265–279.

Miscellaneous Articles

1. Evans, M. A., & Rick, J. (2014). Supporting learning with interactive surfaces and spaces. In *Handbook of Research on Educational Communications and Technology* (pp. 689–701). Berlin: Springer Verlag.
2. Smith, S., Burd, E., & Rick, J. (2012). Developing, evaluating and deploying multi-touch systems. *International Journal of Human-Computer Studies*, 70.10, 653–656.
3. Weinberger, A., Tsovaltzi, D., & Rick, J. (2011). Wie Lernt man in der Universität des Jahres 2021? *Magazin Forschung (Universität des Saarlandes)*, 2.11, 4–14.

Conference Papers (full)

1. Rick, J., Kopp, D., Schmitt, L., & Weinberger, A. (36% acceptance rate) (2015). Tarzan and Jane share an iPad. In *Proceedings of CSCL 2015* (pp. 356–363). ISLS.
2. Yuill, N., Rogers, Y., & Rick, J. (20% acceptance rate) (2013). Pass the iPad: Collaborative creation and sharing in family groups. In *Proceedings of CHI 2013* (pp. 941–950). New York, NY: ACM Press.
3. Rick, J., DeVane, B., Clegg, T., Peters, V. L., Songer, N., Goldman, S. R., & Hmelo-Silver, C. E. (2012). Learning as identity formation: Implications for design, research, and practice. In *Proceedings of ICLS 2012*, volume 2 (pp. 126–133). ISLS.
4. Evans, M. A., Rick, J., Horn, M., Shen, C., Mercier, E., McNaughton, J., Higgins, S., Burd, E., Tissenbaum, M., Lui, M., Slotta, J. D., Martinez Maldonado, R., & Clayphan, A. (2012). Interactive surfaces and spaces: A learning sciences agenda. In *Proceedings of ICLS 2012*, volume 2 (pp. 78–85). ISLS.
5. Rick, J., Marshall, P., & Yuill, N. (31% acceptance rate.) (2011). Beyond one-size-fits-all: How interactive tabletops support collaborative learning. In *Proceedings of IDC 2011* (pp. 109–117). New York, NY: ACM Press.
6. Rick, J. (18% acceptance rate.) (2010). Performance optimizations of virtual keyboards for stroke-based text entry on a touch-based tabletop. In *Proceedings of UIST 2010* (pp. 77–86). New York, NY: ACM Press.
7. Rick, J., Francois, P., Fields, B., Fleck, R., Yuill, N., & Carr, A. (35% acceptance rate.) (2010). Lo-fi prototyping to design interactive-tabletop applications for children. In *Proceedings of IDC 2010* (pp. 138–146). New York, NY: ACM Press.

8. Fleck, R., Rogers, Y., Yuill, N., Marshall, P., Carr, A., Rick, J., & Bonnett, V. (2009). Actions speak loudly with words: Unpacking collaboration around the table. In *Proceedings of ITS 2009* (pp. 189–196). New York, NY: ACM Press.
9. Harris, A., Rick, J., Bonnett, V., Yuill, N., Fleck, R., Marshall, P., & Rogers, Y. (2009). Around the table: Are multiple-touch surfaces better than single-touch for children’s collaborative interactions? In *Proceedings of CSCL 2009* (pp. 335–344). ISLS.
10. Rick, J., Harris, A., Marshall, P., Fleck, R., Yuill, N., & Rogers, Y. (32% acceptance rate.) (2009). Children designing together on a multi-touch tabletop: An analysis of spatial orientation and user interactions. In *Proceedings of IDC 2009* (pp. 106–114). New York, NY: ACM Press.
11. Rick, J., & Rogers, Y. (27% acceptance rate.) (2008). From DigiQuilt to DigiTile: Adapting educational technology to a multi-touch table. In *Proceedings of TABLETOP 2008* (pp. 79–86). IEEE Computer Society.
12. Rick, J. (50% acceptance rate.) (2007). AniAniWeb: A wiki approach to personal home pages. In *Proceedings of WikiSym 2007* (pp. 99–118). New York, NY: ACM Press.
13. Rick, J., Guzdial, M., Carroll, K., Holloway-Attaway, L., & Walker, B. (19% acceptance rate.) (2002). Collaborative learning at low cost: CoWeb use in English composition. In *Proceedings of CSCL 2002* (pp. 435–442). ISLS.
14. Guzdial, M., Rick, J., & Kerimbaev, B. (18% acceptance rate.) (2000). Recognizing and supporting roles in CSCW. In *Proceedings of CSCW 2000* (pp. 261–268). New York, NY: ACM Press.
15. Craig, D. L., Haq, S., Khan, S., Zimring, C., Kehoe, C., Rick, J., & Guzdial, M. (36% acceptance rate.) (2000). Using an unstructured collaboration tool to support peer interaction in large college classes. In *Proceedings ICLS 2000* (pp. 178–184). Mahwah, NJ: Lawrence Erlbaum Associates.

Conference Papers (short)

1. Rick, J., Bejan, A., Roche, C., & Weinberger, A. (2012). Proportion: Learning proportional reasoning together. In *Proceedings of EC-TEL 2012* (pp. 513–518). Berlin, Germany: Springer-Verlag.
2. Rick, J. (2012). Proportion: A tablet app for collaborative learning. In *Proceedings of IDC 2012* (pp. 316–319). New York, NY: ACM Press.
3. McCrindle, C., Hornecker, E., Lingnau, A., & Rick, J. (2011). The design of t-vote: A tangible tabletop application supporting children’s decision making. In *Proceedings of IDC 2011* (pp. 181–184). New York, NY: ACM Press.
4. Rick, J. (2010). Quadratic: Manipulating algebraic expressions on an interactive tabletop. In *Proceedings of IDC 2010* (pp. 304–307). New York, NY: ACM Press.
5. Marshall, P., Fleck, R., Harris, A., Rick, J., Hornecker, E., Rogers, Y., Yuill, N., & Dalton, N. S. (2009). Fighting for control: Children’s embodied interactions when using physical and digital representations. In *Proceedings of CHI 2009* (pp. 2149–2152). New York, NY: ACM Press.
6. Rick, J., & Guzdial, M. (2004). Improving personal home pages to support learning as becoming and belonging. In *Proceedings of ICLS 2004* (p. 631). ISLS.
7. Rick, J., & Lamberty, K. K. (2004). Medium-based design: Supporting bricoleur designers. In *Proceedings of ICLS 2004* (p. 630). ISLS.
8. Rick, J. (2002). AudioExplorer: Multiple linked representations for convergence. In *Proceedings of CSCL 2002*, (pp. 535–536). ISLS.
9. Rick, J. (2002). Pianos, not orchestras. In *Proceedings of CSCL 2002* (pp. 635–636). ISLS.

Workshop Papers

1. Rick, J. (2012). Tiny tabletops: A research agenda. In *Workshop Proceedings of ICLS 2012, "Digital Ecosystems for Collaborative Learning"*.
2. Rick, J. (2011). Teaching the design and development of educational technology. Position paper for "Teaching Interaction-Design & Children" workshop, *IDC 2011*, Ann Arbor, MI.
3. Yuill, N., Rogers, Y., & Rick, J. (2011). Pass the iPad: Comparing collaboration on paper and screen. Position paper for "Next Generation of HCI and Education" workshop, *CHI 2011*, Vancouver.
4. Rick, J. (2011). Collaborating across multiple linked representations. Position paper for "Multiple Perspectives on Multiple Representations (MUPEMURE)" workshop, *STELLAR Alpine Rendez-Vous 2011*. Massif des Aravis, France.
5. Rick, J. (2010). Six applications for interactive tabletops. Position paper for "Collaborative Learning with Interactive Surfaces: An Interdisciplinary Agenda" workshop, *ICLS 2010*, Chicago, IL.
6. Rick, J., & Marshall, P. (2010). Towards a constructivist pedagogy in the ubicomp classroom. Position paper for "Next Generation of HCI and Education Workshop" workshop, *CHI 2010*, Atlanta, GA.
7. Yuill, N., Harris, A., Bonnett, V., Rick, J., Fleck, R., Marshall, P., & Rogers, Y. (2009). The 'I did it!' bias in multi-touch tabletops: When equity is not enough. Position paper for "Tabletops for Education and Training" workshop, *STELLAR Alpine Rendez-Vous 2009*. Garmisch-Partenkirchen, Germany.
8. Rick, J. (2009). Towards a classroom ecology of devices: Interfaces for collaborative scripts. In *Workshop Proceedings of CSCL 2009*, "Scripted vs. free CS collaboration: Alternatives and paths for adaptable and flexible CS scripted collaboration", pages 8–12, Rhodes, Greece.
9. Rick, J., Dalton, S., Hornecker, E., Marshall, P., Pantidi, N., Morris, R., Rogers, Y., Farr, W., Fleck, R., Harris, A., & Yuill, N. (2008). Tabletop computing as educational technology. *Shareable Interfaces for Learning Workshop 2008*, Brighton, UK.
10. Rick, J. (2001). Understanding children's programming as poor learning environments. Children's Programming Odyssey Special Event, *ACM HCC 2001*, Stresa, Italy.
11. Rick, J. (1999). Functions to features, features to functions, repeat. Position paper to "Knowledge Building Environments" workshop, *CSCL 1999*, Palo Alto, CA.

Technical Reports

1. Rick, J. (2001). AudioExplorer: Multiple linked representations for convergence. *GVU Technical Report GIT-GVU-01-15*.

Workshops Organized

1. Rick, J., & Schneider, M. (2013). PaWiki: A paper-based wiki system for the classroom. Workshop at *French German Tangible Interaction Studio 2013*, Bidart, France.
2. Rick, J., Horn, M., & Martinez-Maldonado, R. (2013). Human-computer interaction and the learning sciences. In *Proceedings of CSCL 2013* (Vol. 2, pp. 451–455), ISLS: Madison, WI.
3. Rick, J., & Subramanian, S. (2012). *surfacelearning.org* workshop, Bristol, UK.
4. Evans, M. A., & Rick, J. (2010). Collaborative learning with interactive surfaces: An interdisciplinary agenda. In *Proceedings of ICLS 2010*, pages 505–506, ISLS: Chicago, IL.
5. Rick, J. (2009). *Children and Interactive Surfaces*, UK Meeting, Milton Keynes, UK.
6. Guzdial, M., & Rick, J. (2002). Installing and using collaborative websites. *CSCL 2002 Workshop*, Boulder, CO.

Demonstration / Presentations

1. Rick, J. (2013). The media we hold and behold. Presentation at *French German Tangible Interaction Studio 2013*, Bidart, France.
2. Yuill, N., Rogers, Y., Rick, J., & Kreitmeyer, S. (2013). Pass the iPad: Tablet computers for collaborative creating and sharing in groups at home and school. Talk presented at *The Tablet Symposium*, Centre for Material Digital Culture, University of Sussex, Brighton, UK.
3. Fleck, R., Yuill, N., Bonnett, V., Rick, J., Marshall, P., & Rogers, Y. (2010). Mysteries of collaboration: Supporting family collaboration with shareable technology. Presented at the *BPS Developmental Section* conference, Goldsmith's College, London.
4. Rick, J. (2009). Using interactive tabletops to support collaborative learning. Talk presented at *Ubiquitous Learning Conference 2009*, Boston, MA.
5. Rick, J. (2009). ShareIT DiamondTouch. Demonstration at *Surface Tension*, Dana Centre, London Science Museum, London, UK.
6. Harris, A., Yuill, N., Marshall, P., Fleck, R., Rick, J., & Rogers, Y. (2009). Using novel technology to support children's collaborative interaction during a planning task. Talk presented at *The Society for Research in Child Development Biennial Meeting 2009*, Denver, CO.
7. Harris, A., Bonnett, V., Fleck, R., Yuill, N., Marshall, P., Rick, J., & Rogers, Y. (2008). The role of multiple versus single touch input on children's collaborative participation. Poster presented at the *BPS Education Section* conference, Milton Keynes, UK.
8. Rick, J. (2006). Squeak: Making programming available to everyone. *Gamescapes For Learning Symposium*, Atlanta, GA.
9. Rick, J. (2002). Supporting collaborative learning at Georgia Tech. *CEUTT Meeting*, Evanston, IL.
10. Rick, J. (2001). Squeak at Georgia Tech. *ACMI Demonstration / Presentation*, San Jose, CA.
11. Rick, J., & Guzdial, M. (2000). Collaborative websites. *CSCW 2000 Demonstration / Poster*, Philadelphia, PA.

Academic Participation

Reviewing

Guest Editor International Journal of Human Computer Studies, special issue 70(10) on "Multi-touch Systems" 2012.

Editorial Board International Journal of Computer-Supported Collaborative Learning (ijCSCL): 2012–present.
International Journal of Child-Computer Interaction (ijCCI): 2014–present.

Journal Reviewer ijCSCL, 2005–present
Journal of the Learning Sciences, 2001–09

Committee Chair Co-Papers Chair, Interaction Design and Children (IDC) 2012.

Program Committee IDC 2010, 2011, 2013.
Computer-Supported Collaborative Learning (CSCL) 2011, 2013.
Interactive Tabletops and Surfaces 2012, 2013

Conference Reviewer CSCL 2002, 2005, 2009
Computer Support for Cooperative Work 2009
International Conference of the Learning Sciences 2004, 2006, 2010, 2012, 2014
Human Factors in Computing (CHI) 2008–present

Funded Participation

1. STELLAR Meeting of the Young Minds 2011, Leuven, Belgium.
2. ISLS Early Career Workshop 2011, Pre-Conference Event for CSCL 2011, Hong Kong, China.

Grants

1. Rick, J., Weinberger, A., Smørddal, O., Pierroux, P., Adams, A., Hatch, A., Mercier, E., Subramanian, S., Cater, K., & Slotta, J. (2011). Multiple Surfaces for Collaborative Learning. *2011–12 STELLAR Theme Team*.

MS Research Supervised

2013–14 Supervisor for Gulnaz Mullayanova’s MS thesis: “Learning about Design through Collaborative Scripting.”

Undergraduate Research Supervised

- 2006 Timmy Douglas extended Squeak, a Smalltalk variant, to handle multiple dispatch. He implemented multiple dispatch, explored syntax interface for it, and created a sample application. Andrew Sayman added the ability to annotate images to the Swiki system through a Java applet.
- 2005 Andrew Sayman and Kevin Webb designed and implemented a more usable interface for the Swiki administrator system.

Software

Proportion Rick, J. (2011). Dyads work together with an iPad to learn about proportional reasoning. Proportion received the following award:

2012 Demo Shootout Special Recognition. European Conference on Technology Enhanced Learning.

MultiDraw Rick, J. (2010). Groups of four play the “picture consequences” party game together using individual iPads.

Quadratic Rick, J. (2010). Dyads work together to learn about quadratic equations on an interactive tabletop.

Caper Rick, J., & Fleck, R. (2009). Groups of three work together to solve a mystery using an interactive tabletop and handheld devices. Players receive clues on their respective handhelds and integrate their insights into a joint concept map on the interactive tabletop.

TransTime Francois, P., Rick, J., & Fields, B. (2009). A puzzle for children to explore different notions of how time progresses on an interactive tabletop.

OurSpace Rick, J., & Fleck, R. (2008). A classroom seating-allocation program used on an interactive tabletop.

DigiTile Rick, J. (2008). A port of Lamberty's DigiQuilt to an interactive tabletop.

AniAniWeb Rick, J. (2002). A server-based application for designing personal home pages.

AudioExplorer Rick, J. (2000). An application for exploring the physics of sound and music.

CoWeb/Swiki Rick, J. et al. (Rick is the primary architect.) (1999). A served-based wiki application for creating collaborative websites.

CoWebs have been used in over 300 classes at Georgia Tech and has a strong presence at other universities. At its peak, a Google search on "swiki" produced over one million pages. CoWeb work has received two awards:

- 2001 Teaching and Learning Technologies for Rhetoric and Writing (for CoWeb use in English; award shared jointly with Lissa Holloway-Attaway, Literature Communications and Technology). *McGraw-Hill Technology Design Competition*. Computers and Writing Conference.
- 1999 Education Honors Award (for CoWeb use in Architecture). *American Institute of Architects*.