

AFFILIATIONS

ASSOCIATE PROFESSOR
 University of Manitoba
 Winnipeg, Manitoba, Canada, R3T 2N2

RESEARCH INTERESTS

human-robot interaction (HRI), human-computer interaction (HCI), domestic robots, social human-robot interaction, end-user programming, gender studies, HRI evaluation, interactive graphics, video game interfaces

EDUCATION

- 09/2005–08/2010 UNIVERSITY OF CALGARY, CANADA
 PhD, Department of Computer Science, Faculty of Science
 thesis title: “Exploring Social Interaction Between Robots and People”
 supervisors: Dr. Ehud Sharlin, Dr. Takeo Igarashi (University of Tokyo)
- 09/2000–04/2005 VANCOUVER ISLAND UNIVERSITY, CANADA
 BSc, Department of Computer Science

RESEARCH EXPERIENCE

- 04/2016–present ASSOCIATE PROFESSOR
 Department of Computer Science, University of Manitoba, CANADA
 Human-Robot Interaction Group (Director)
- 01/2011–03/2016 ASSISTANT PROFESSOR
 Department of Computer Science, University of Manitoba, CANADA
 Human-Robot Interaction Group (Director)
- 09/2010–01/2011 POST-DOCTORAL RESEARCHER
 Igarashi User Interface Group, University of Tokyo, Japan
 “Leveraging People’s Social Tendencies for Interaction With Robots,” primary investigator
 supervisor: Dr. Takeo Igarashi

GRANTS AND FUNDING

- 2018 UOFM FACULTY OF SCIENCE INTERDISCIPLINARY / NEW DIRECTIONS RESEARCH COLLABORATION INITIATION GRANTS, \$9,957
 “Technology in Care Homes: Engaging Stakeholders to Inform Technological Design”
- 2018 NSERC / UOFM SMALL RESEARCH EQUIPMENT FUND, \$25,000
 “Update aging and broken NAO humanoid robots”

- 2016–2021 NSERC DISCOVERY GRANTS PROGRAM, \$145,000
“Developing Technologies for Regulating Robot Persuasion in Human-Robot Interaction”
- 2016–2018 NSERC COLLABORATIVE RESEARCH AND DEVELOPMENT, \$181,608
“Specialized Localization Interface Technologies for Industrial Robotic Inspection”, PI, 33%
- 2016 NSERC / UOFM SMALL RESEARCH EQUIPMENT FUND, \$25,000
“Personal Robot for Novel Tele-Operation Interfaces”
- 2015 UOFM FACULTY OF SCIENCE INTERDISCIPLINARY / NEW DIRECTIONS
RESEARCH COLLABORATION INITIATION GRANTS, \$8,000
“Linguistics Foundations for Conflict Resolution in Human-Robot Collaborative Teams”
- 2015 UNIVERSITY OF MANITOBA RESEARCH GRANTS PROGRAM (URGP), \$7,500
“Novel Control Interface and Initial Results for Remotely Controlling Groups of Robots”
- 2015 UOFM FACULTY OF SCIENCE INTERDISCIPLINARY / NEW DIRECTIONS
RESEARCH COLLABORATION INITIATION GRANTS, \$9,501
“Exploring Gender Effects on Assembly-Line Human-Robot Teams”
- 2014 NSERC ENGAGE PLUS GRANTS PROGRAM, \$23,367
“A multi-touch interface for in-the-field control of remote robot cameras”
- 2014 NSERC ENGAGE GRANTS PROGRAM, \$25,000
“Human factors and ergonomics for next-generation personal wearable VR devices”
- 2014–2016 SSHRC PARTNERSHIP DEVELOPMENT GRANTS, \$195,657
“Embodying empathy: fostering historical knowledge and caring through a virtual Indian residential school”
Co-I, 17% (Andrew Woolford PI)
- 2014 NSERC RESEARCH TOOLS AND INSTRUMENTS PROGRAM (RTI), \$46,460
“Humanoid Robots for Social Interaction between People and Groups of Robots”
- 2013 UNIVERSITY OF MANITOBA RESEARCH GRANTS PROGRAM (URGP), \$7,500
“Authoring believable interactive character behaviors by performance demonstration”
- 2013 NSERC ENGAGE GRANTS PROGRAM, \$25,000
“Evaluating player empathy and narratives with new-media interactive characters”
- 2013 UNIVERSITY OF MANITOBA MAJOR OUTREACH AWARD, \$7,000
“Improving Digital and Computer Science Literacy of Early and Middle Years Students in Manitoba with Plugged and Unplugged Hands-on Workshops”
Co-I, (Christina Penner PI)
- 2012 NSERC ENGAGE GRANTS PROGRAM, \$25,000

- “Developing in the field remote control interfaces for multi degree of freedom robotic arms”
- 2012 NSERC INTERACTION GRANTS PROGRAM, \$2,802
“Investigating interface design solutions for field mobile robotics”
- 2011–2016 NSERC DISCOVERY GRANTS PROGRAM, \$95,000
“Leveraging People’s Everyday Skill Sets for Interaction With Robots”
- 2011 UNIVERSITY OF MANITOBA ENDOWMENT FUND, \$8,471
physical prototyping tools (Phidgets) for undergraduate teaching
- 2011-2012 UNIVERSITY OF MANITOBA STARTUP GRANT, \$50,000

AWARDS (partial list)

- 2016 INTERNATIONAL ROBOT ART COMPETITION
(6th Place, \$5,000, Painting Robot, Student: Stela Seo)
- 2014 BEST PAPER AWARD
ACM International Conference on Human-Agent Interaction
(Paintboard: Prototyping Interactive Character Behaviors by Digitally Painting Storyboards,
Student: Daniel Rea)
- 2013 BEST PAPER NOMINATION
ACM International Conference on Human-Robot Interaction
(Communicating Affect via Flight Path, Student: Megha Sharma)
- 2013 PAPER HONORABLE MENTION AWARD
International Conference on Human-Agent Interaction
(Would you do as a robot commands? An obedience study for human-robot interaction.
Student: Derek Cormier)
- 2012 BEST PAPER AWARD
ACM International Conference on Intelligent User Interfaces
(Style by Demonstration: Teaching Interactive Movement Style to Robots)
- 2012 NOMINATION FOR UNIVERSITY 1 EXCELLENCE IN TEACHING AWARD
- 2010–2012 JSPS POSTDOCTORAL FELLOWSHIP, total value \$114,000
“Leveraging People’s Social Tendencies for Interaction With Robots”
(University of Tokyo)
- 2009 JSPS POSTDOCTORAL FELLOWSHIP (short term), \$13,000
“A Dog-Leash Interface for Leading a Robot”
(University of Tokyo)

PUBLICATIONS (selected)

JOURNAL PAPERS

- [J.7] Seo, SH, Griffin, K, Young, JE, Bunt, A, Prentice, S, Loureiro-Rodríguez, V. (2018) Investigating people's rapport building and hindering behaviors when working with a collaborative robot. *International Journal of Social Robotics*. 10(1). Springer.
- [J.6] Young, JE. (2017) Graduate Course for Exposing Technologists to the Importance of Considering Social Aspects of Technology. *Journal of Human-Robot Interaction*. 6(2).
- [J.5] Geiskkovitch, D, Cormier, D, Seo, SH, Young, JE. (2015) Please Continue, We Need More Data: An Exploration of Obedience to Robots. *Journal of Human-Robot Interaction*. 5(1).
- [J.4] Young, JE, Igarashi, T, Sharlin, E, Sakamoto, D, Allen, J. (2014) Design and Evaluation Techniques for Authoring Interactive and Stylistic Behaviors. *ACM Transactions on intelligent and interactive Systems (TiiS)* 3(4). ACM.
- [J.3] Young, JE, Sharlin, E, Igarashi, T. (2013) Teaching Robots Style: Designing and Evaluating Style-by-Demonstration for Interactive Robot Locomotion. *HCI Journal* 28(5):379–416.
- [J.2] Young, JE, Sung, JY, Voids, A, Sharlin, E, Igarashi, T, Christensen, HI, Grinter, RE. (2011) Evaluating Human-Robot Interaction: Focusing on the Holistic Interaction Experience. *International Journal on Social Robotics* 3(1):53–67 (2011). Springer.
- [J.1] Young, JE, Hawkins, R, Sharlin, E, Igarashi, T. (2009) Toward Acceptable Domestic Robots: Applying Insights from Social Psychology. *Inaugural Issue of the International Journal on Social Robotics* 1(1):95–108. Springer.

REFEREED CONFERENCE FULL PAPERS

- [C.40] Sanoubari, E, Seo, SH, Garcha, DS, Young, JE, Loureiro-Rodríguez, V. (2019) “Good Robot Design or Machiavellian? An in-the-wild robot leveraging minimal knowledge of passersby's culture”. In *Proceedings of alt.HRI track, ACM/IEEE International Conference on Human-Robot Interaction*. 2019. *25% acceptance rate*
- [C.39] Rea, DJ, Young, JE. (2019) “Backseat Teleoperator: affective feedback with on-screen agents to influence teleoperation” *The ACM/IEEE International Conference on Human-Robot Interaction (HRI '19)*. ACM/IEEE. 2019. *24% acceptance rate*
- [C.38] Thiessen, R, Rea, DJ, Garcha, DS, Cheng, C, Young, JE. (2019). “Infrasound for HRI: A Robot Using Low-Frequency Vibrations to Impact How People Perceive its Actions.” In *Proceedings of the 14th ACM/IEEE International Conference of Human-Robot Interaction*. *24% acceptance rate*
- [C.37] Geiskkovitch, DY, Thiessen, R, Young, JE, Glenwright, MR. (2019). “What? That's not a chair!: How robot informational errors affect children's trust towards robots.” In *Proceedings of the 14th ACM/IEEE International Conference of Human-Robot Interaction*. *24% acceptance rate*

- [C.36] Sanoubari, E, Geiskkovitch, DY, Garcha, DS, Sabab, SA, Hong, K, Young, JE, Bunt, A, Irani, P. (2018) "Subliminal Priming in Human-Agent Interaction: Can Agents Use Single-Frame Visuals in Video Feeds to Shape User Perceptions?" , In Proceedings of the 6th ACM International Conference on Human-Agent Interaction (HAI '18). 2018. *243% acceptance rate*
- [C.35] Sanoubari, E, Young, JE. (2018) "Hi human, can we talk? An in-the-wild study template for robots approaching unsuspecting participants" In Proceedings of the Workshop on the Social Robots in the Wild at the 13th Annual ACM/IEEE International Conference on Human-Robot Interaction. ACM. 2018.
- [C.34] Rea, DJ, Young, JE. (2018) "It's All in Your Head: using priming to shape an operator's perceptions and behavior during teleoperation." In Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction, HRI '18. ACM. 2018. *23% acceptance rate*
- [C.33] Rea, DJ, Rahmani, M, Bruce, N, Young, JE. (2017) "Tortoise and the Hare Robot: Slow and steady almost wins the race, but finishes more safely," IEEE International Symposium on Robot and Human Interactive Communication, RO-MAN, 2017. Lisbon, Portugal.
- [C.32] Seo, SH, Young JE, Irani, P. (2017) "Where are the robots? In-feed embedded techniques for visualizing robot team member locations," IEEE International Symposium on Robot and Human Interactive Communication, RO-MAN, 2017. Lisbon, Portugal.
- [C.31] Seo, SH, Rea, DJ, Wiebe, J, Young, JE. (2017). "Monocle: interactive detail in-context using two pan-and-tilt cameras to improve teleoperation effectiveness," IEEE International Symposium on Robot and Human Interactive Communication, RO-MAN, 2017. Lisbon, Portugal.
- [C.30] Rea, DJ, Seo, S, Bruce, N, Young, JE. (2017) "Movers, Shakers, and Those Who Stand Still: Visual attention-grabbing techniques in robot tele-operation," in Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction, HRI '17, Vienna, Austria. ACM. *24% acceptance rate*
- [C.29] Rea, DJ, Geiskkovitch, D, Young, JE. (2017) "Wizard of Awwws: Exploring Psychological Impact on the Researchers in Social HRI Experiments," in Adjunct Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction, alt.HRI '15, Vienna, Austria. ACM. *21% acceptance rate*
- [C.28] Ramos, RC, Rea, DJ, Tran, AL, Young, JE, Sharlin, E, Costa Sousa, M. (2016) "Playing the 'Trust Game' with Robots: Social Strategies and Experiences," In Proceedings of the IEEE International Conference on Robot and Human Interactive Communication, RO-MAN '13 *47% acceptance rate*
- [C.27] Wiebe, M, Geiskovitch, D, Bunt, A, Young, JE, Glenwright, M. (2016) "Icons for kids: Can young kids understand graphical representations of App store categories?" In Proceedings of Graphics Interface, GI '16 *39% acceptance rate*
- [C.26] Li, N, Rea, D, Young, JE, Sharlin, E, Costa Sousa, M. (2016) "And he built a crooked camera: a mobile visualization tool to view four-dimensional objects," In Proceedings of the SIGGRAPH

Asia Symposium on Mobile Graphics and Interactive Applications '15. ACM.

- [C.25] Rea, DJ, Wang, Y, Young, JE. (2015) "Check your Stereotypes at the Door: a Analysis of Gender Typecasts in Social Human-Robot Interaction," In Proceedings of the International Conference on Social Robotics, ICSR '15, Paris, France. pp. 554–563. Springer
- [C.24] Seo, SH, Gu, J, Jeong, S, Griffin, K, Young, JE, Bunt, A, Prentice, S. (2015) "Women and Men Collaborating with Robots on Assembly Lines: Designing a Novel Evaluation Scenario for Collocated Human-Robot Teamwork," In Proceedings of the ACM International Conference on Human-Agent Interaction, HAI '15, Daegu, Korea, pp. 3–9. ACM.
- [C.23] Banh, A, Rea, DJ, Young, JE, Sharlin, E. (2015) "Inspector Baxter: The Social Aspects of Integrating a Robot as a Quality Inspector in an Assembly Line," In Proceedings of the ACM International Conference on Human-Agent Interaction, HAI '15, Daegu, Korea, pp. 3–9. ACM.
- [C.22] Seo, SH, Geiskkovitch, D, Nakane, M, King, C, Young, JE. (2015) "Poor Thing! Would You Feel Sorry for a Simulated Robot? A comparison of empathy toward a physical and a simulated robot," In Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction, HRI '15, Portland, Oregon, USA. pp. 125–132. ACM. *25% acceptance rate*
- [C.21] Seo, SH, Takashima, K, Young, JE, Kitamura, Y. (2014) "Alerting Users by Animating Content on a Transforming Tabletop Interface," In Proceedings of Human Interface Symposium. 2014.
- [C.20] Nakane, M, Young, JE, Bruce, NDB. (2014) "More Human than Human? A Visual Processing Approach to Exploring Believability of Android Faces." In Proceedings of the ACM International Conference on Human-Agent Interaction, HAI '14. Tsukuba, Japan. pp.377–381. ACM.
- [C.19] Rea, DJ, Igarashi, T, Young, JE. (2014) "PaintBoard - Prototyping Interactive Character Behaviors by Digitally Painting Storyboards," In Proceedings of the ACM International Conference on Human-Agent Interaction, HAI '14. Tsukuba, Japan. pp. 315–322 ACM. *best paper award*
- [C.18] Wang, Y, Young, JE. (2014). Beyond "Pink" and "Blue": Gendered Attitudes Towards Robots in Society. In Proceedings of the ACM Conference on Gender and IT Appropriation, GenderIT '14. 11 pages. ACM.
- [C.17] Ens, B, Rea, DJ, Shpaner, R, Hemmati, H. (2014) "ChronoTwigger: A Visual Analytics Tool for Understanding Source and Test Co-Evolution." In Proceedings of the 2nd IEEE Working Conference on Software Visualization, VISSOFT 2014. Victoria, Canada. pp. 117-126. IEEE.
- [C.16] Hashish, Y, Bunt, A, Young, JE. (2014) "Involving Children in Content Control: A Collaborative and Education-Oriented Content Filtering Approach." In Proceedings of the ACM Conference on Human Factors in Computing Systems, CHI 2014. Toronto, Canada. pp. 1797-1806. ACM. *23% acceptance rate*
- [C.15] Cormier, D, Newman, G, Nakane, M, Young, JE, Durocher, S. (2013) "Would You Do as a Robot Commands? An Obedience Study for Human-Robot Interaction." In Proceedings of the International Conference on Human-Agent Interaction, iHAI'13. 8 pages. *honorable mention*

- [C.14] Young, JE, Ishii, K, Igarashi, T, Sharlin, E. (2013) “User-Centered Programming by Demonstration: Stylistic Elements of Behavior.” In Proceedings of the International Joint Conference on Artificial Intelligence, IJCAI '13. Beijing, China. pp. 3106–3110. IEEE.
- [C.13] Singh, A, Young, JE. (2013) “A Dog Tail for Utility Robots: Exploring Affective Properties of Tail Movement.” In Proceedings of the IFIP International Conference on Human-Computer Interaction, INTERACT'13. Cape Town, South Africa. pp. 403–419. IFIP.
- [C.12] Singh, A, Seo, SH, Hashish, Y, Nakane, M, Young, JE, Bunt, A. (2013) “An Interface for Remote Robotic Manipulator Control That Reduces Task Load and Fatigue.” In Proceedings of the IEEE International Conference on Robot and Human Interactive Communication, RO-MAN '13. Gyeongju, Korea. IEEE.
- [C.11] Sharma, M, Hildebrandt, D, Newman, G, Young, JE, Eskicioglu R. (2013) “Communicating affect via flight path: exploring use of the Laban effort system for designing affective locomotion paths.” In Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction, HRI '13. Tokyo, Japan. pp. 293–300. ACM. *best paper nomination, 23% acceptance rate*
- [C.10] Allen, J, Young, JE, Sakamoto, D, Igarashi, T. (2012) “Style by Demonstration for Interactive robot Motion.” In Proceedings of the ACM International Conference on Designing Interactive Systems 2012, DIS '12. Newcastle, UK. pp. 592–601. ACM. *20% acceptance rate*
- [C.9] Young, JE, Ishii, K, Igarashi, T, Sharlin, E. (2012) “Style by Demonstration: Teaching Interactive Movement Style to Robots.” In Proceedings of the ACM International Conference on Intelligent User Interfaces, IUI '12. Lisbon, Portugal. pp. 41–50. ACM. *13% acceptance rate, best paper award*
- [C.8] Harris, J, Young, JE, Lapidés, P, Sultanum, N, Sharlin, E, Costa-Sousa, M. (2011) “Designing Snakey: A Tangible User Interface Supporting Well Path Planning.” In Proceedings of the International Conference on Human-Computer Interaction, 2011, INTERACT '11. Lisbon, Portugal. pp. 45–53. Springer. *25% acceptance rate*
- [C.7] Young, JE, Reichenback, J, Kamiyama, Y, Igarashi, T, Sharlin, E. (2011) “How to Walk a Robot: A Dog-Leash Human-Robot Interface.” In Proceedings of the IEEE International Symposium on Robot and Human Interactive Communication, 2011, RO-MAN '11. Atlanta, US. pp. 376–382. IEEE.
- [C.6] Marquardt, N, Nacenta, MA, Young, JE, Carpendale, S, Greenberg, S, Sharlin, E. (2009). “The haptic tabletop puck: providing haptic feedback for interactive tabletops.” In Proceedings of the ACM International Conference on Tabletops and Interactive Surfaces, Tabletop '09. Banff, Canada. pp. 85–92. ACM.
- [C.5] Guo, C, Young, JE, Sharlin, E. (2009). “Touch and Toys: new techniques for interaction with a remote group of robots.” In Proceedings of the ACM Conference on Human Factors in Computing Systems, 2009, CHI '09. Boston, US. pp. 491–500, 2009. ACM. *23% acceptance rate*

- [C.4] Young, JE, Igarashi, T, Sharlin, E. (2008) "Puppet Master: Designing Reactive Character Behavior by Demonstration." In Proceedings of the ACM SIGGRAPH / Eurographics Symposium on Computer Animation, SCA '08. Dublin, Ireland. pp. 183–191. ACM / Eurographics.
- [C.3] Young, JE, Xin, M, Sharlin, E. (2007) "Robot Expressionism Through Cartooning." In Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction, HRI '07. Washington DC, USA. pp. 309–316, 2007. ACM.
- [C.2] Young, JE, Sharlin, E, Boyd, JE. (2006) "Implementing Bubblegrams: The Use of Haar-like Features for Human-Robot Interaction." In Proceedings of the IEEE Conference on Automation Science and Engineering, CASE '06. Shanghai, China. pp. 308–313. IEEE.
- [C.1] Young, JE, Sharlin, E. (2006) "Sharing Spaces with Robots: an Integrated Environment for Human-Robot Interaction." In Proceedings of the Microsoft International Symposium on Intelligent Environments, ISIE '06. Cambridge, UK. pp. 103–110. Microsoft Press.

REFEREED CONFERENCE SHORT-PAPERS AND EXTENDED ABSTRACTS

- [CO.25] Rea, DJ, Young, JE. (2019) "Methods and Effects of Priming a Teloperator's Perception of Robot Capabilities." The ACM International Human-Robot Interaction Pioneers Workshop. ACM. 2019. *31% acceptance rate*
- [CO.24] Dubois, P, Rea, DJ, Hoang, K, Chua, M, King, D, King, C, Young, JE, Bunt, A. (2018). "Conveyor: A Dual-Task Paradigm for Studying VR Dialogue Interfaces." Graphics Interface (GI'18). 2018. Poster. *Best Poster Award*
- [CO.23] Geiskkovitch, DY, Bunt, A, Young, JE. (2018) "Mental Health in Online Communities: How University Students Use Online Communities to Discuss Mental Illness." Graphics Interface. Poster.
- [CO.22] Sanoubari, E, Young, JE. (2018) "Explicit, Neutral, or Implicit: a cross-cultural exploration of communication-style preferences in human robot interaction." In adjunct Proceedings of the 13th Annual ACM/IEEE International Conference on Human-Robot Interaction . ACM. 2018.
- [CO.21] Dubois, P, Rea, DJ, Hoang, K, Chua, M, King, D, King, C, Young, JE, Bunt, A. (2018) "Conveyor: A Dual-Task Paradigm for Studying VR Dialogue Interfaces." In GI '18 Poster Section Proceedings of Graphics Interface 2018. Toronto, Ontario. 2 pages
- [CO.20] Geiskkovitch, D, Bunt, A, Young, JE. (2018) "Mental Health in Online Communities: How University Students Use Online Communities to Discuss Mental Illness." In GI '18 Poster Section Proceedings of Graphics Interface 2018. Toronto, Ontario. 2 pages
- [CO.19] Sanoubari, E, Young, JE. (2018) "Explicit, Neutral, or Implicit: a cross-cultural exploration of communication-style preferences in human robot interaction." In Adjunct Proceedings (Posters, Demos) of the ACM International Conference on Human-Robot Interaction, HRI '18. Chicago, US. 2 pages. ACM.

- [CO.18] Seo, SH, Young, JE. (2017) “Picassnake: Robot Performance Art.” In Adjunct Proceedings (Posters, Demos) of the ACM International Conference on Human-Robot Interaction, HRI ’17. Vienna, Austria. 2 pages. ACM.
- [CO.17] Wentzel, J, Rea, DJ, Young, JE. (2015) “Shared Presence and Collaboration Using a Co-Located Humanoid Robot.” In Adjunct Proceedings (Posters) of the ACM International Conference on Human-Agent Interaction, HAI ’15. Daegu, Korea. 2 pages. ACM.
- [CO.16] Nagy, G, Young, JE, Anderson, J. (2015) “Are Tangibles Really Better?: Keyboard and Joystick Outperform TUIs for Remote Robotic Locomotion Control.” In Adjunct Proceedings (Late-Breaking Reports) of the ACM International Conference on Human-Robot Interaction, HRI ’15. Portland, OR. 2 pages. ACM.
- [CO.15] Geiskkovitch, D, Seo, SH, Young, JE. (2015). “Autonomy, Embodiment, and Obedience to Robots,” Pioneer’s Workshop (Poster Section) in Proceedings of the ACM/IEEE International conference on Human-Robot Interaction, HRI ’15. Portland, Oregon. pp. 235–236. ACM.
- [CO.14] Young, JE, Shahin, I, Nakane, M. (2013) “Ouch! How Embodied Damage Indicators in First-Person Shooting Games Impact Gaming Experience.” In Adjunct Proceedings (poster) of Advances in Computer Entertainment, ACE ’13. Twente, Netherlands. pp. 660–664. Springer.
- [CO.13] Singh, A, Young, JE. (2013) “Animal-Inspired Peripheral Interaction: Evaluating a Dog-Tail Interface for Communicating Robotic States.” In Proceedings of the Workshop on Peripheral Interaction: Embedding HCI in Everyday Life, at the IFIP International Conference on Human-Computer Interaction, INTERACT’13. Cape Town, South Africa. pp. 33–38. Springer.
- [CO.12] Seo, SH, Young, JE, Bunt, A. (2013) “Exploring the Role of Affect Recognition in Web-Capable Applications.” GI ’13 Poster Section Proceedings of Graphics Interface 2013. Regina, Saskatchewan. 2 pages.
- [CO.11] Singh, A, Young, JE. (2013) “A dog tail for communicating robotic states.” In adjunct proceedings (video abstracts) of the ACM/IEEE International Conference on Human-Robot interaction, HRI ’13. Tokyo, Japan. 2 pages. ACM. *Best Video Award 2nd Prize.*
- [CO.10] Rea, DJ, Young, JE, Irani, P. (2012) “The Roomba Mood Ring: An Ambient-Display Robot.” In adjunct proceedings (Late-Breaking Reports) of the ACM/IEEE International Conference on Human-Robot Interaction, HRI ’12. Boston, USA. 2 Pages. ACM.
- [CO.9] Sharma, M, Young, JE, Eskicioglu, R. (2012) “Developing Guidelines for In-The-Field Control of a Team of Robots.” In adjunct proceedings (Late-Breaking Reports) of the ACM/IEEE International Conference on Human-Robot Interaction, HRI ’12. Boston, USA. 2 pages. ACM.
- [CO.8] Singh, A, Young, JE. (2012) “Animal Inspired Human-Robot Interaction: A Robotic Tail for Communicating State.” In adjunct proceedings (Late-Breaking Reports) of the ACM/IEEE International Conference on Human-Robot Interaction, HRI ’12. Boston, USA. 2 pages. ACM.
- [CO.7] Young, JE, Ishii, K, Igarashi, T, Sharlin, E. (2010) “Style-by-Demonstration: Using Broomsticks

and Tangibles to Show Robots How to Follow People.” In adjunct proceedings (Late-Breaking Reports) of the ACM/IEEE International Conference on Human-Robot Interaction, HRI '10. Osaka, Japan. 2 pages. ACM.

- [CO.6] Young, JE, Sakamoto, S, Igarashi, T, Sharlin, E. (2009) “Puppet Master: A technique for defining the actions of interactive agents by demonstration.” Human-Agent Interaction (HAI) Symposium 2009. Tokyo, Japan. 4 pages. (in Japanese)
- [CO.5] Marquardt, N, Sharlin, E, Greenberg, S. (2009) “Situated Messages for Asynchronous Human-Robot Interaction.” In adjunct proceedings of the ACM/IEEE International Conference on Human-Robot Interaction (Late-Breaking Abstracts), HRI '09. San Diego, California. 2 pages. ACM.
- [CO.4] Young, JE, Sharlin, E, Igarashi, T. (2008) “The Concept of a Robot.” In Proceedings of the HRI Pioneers Workshop, 2008. Conducted at HRI '08, Amsterdam, The Netherlands. 2 pages. ACM.
- [CO.3] Young, JE, McEwan, G, Greenberg, S, Sharlin, E. (2007) “Moving a Media Space into the Real World through Group-Robot Interaction.” In video session and in adjunct proceedings of the International Conference on Pervasive Computing, Pervasive '07. Toronto, Canada. 4 pages. IEEE.
- [CO.2] Young, JE, Young, N, Greenberg, S, Sharlin, E. (2007) “Feline Fun Park: A Distributed Tangible Interface for Pets and Owners.” In video session and in adjunct proceedings of the International Conference on Pervasive Computing, Pervasive '07. Toronto, Canada. 4 pages. IEEE.
- [CO.1] Young, JE, McEwan, G, Greenberg, S, Sharlin, E. (2006) “AIBO Surrogate – A Group-Robot Interface.” Demonstration at ACM Computer Supported Cooperative Work, ACM CSCW '06. Banff, Canada, 2 pages. ACM.

MAGAZINES AND PERIODICALS

- [O.3] Young, JE. (2015) “How to Manage Robots and People Working Together” The Wall Street Journal, Journal Reports: Leadership. June 2, 2015. [<http://www.wsj.com/articles/how-to-manage-robots-and-people-working-together-1433301051>]
- [O.2] Seo, SH, Geiskkovitch D, Nakane, M, King, C, Young, JE. (2015) “Would you feel sorry for a simulated robot? Study shows people empathize more with the real thing.” Robohub, March 27 2015. [<http://robohub.org/would-you-feel-sorry-for-a-simulated-robot-study-shows-people-empathize-more-with-the-real-thing/>]
- [O.1] Young, JE, Cormier, D. (2014) “Can Robots be Managers, Too?.” Harvard Business Review. April 2, 2014. [<http://blogs.hbr.org/2014/04/can-robots-be-managers-too/>].

BOOK CHAPTERS

- [B.1] Young, JE, Sharlin, E, Igarashi, T. “What is Mixed Reality, anyway? Considering the boundaries

of mixed reality in the context of robots.” *Mixed Reality and Human-Robot Interaction*, Springer. 2011.

INVITED RESEARCH SEMINARS

- [IS.20] “Designing User Robot Experiences,” Department of Computer Science, University of Calgary, 2018
- [IS.19] “Human-Robot Interaction: Looking Beyond the Technical Challenges,” Department of English, Film, and Theatre, UofM, 2015.
- [IS.18] “Research Dialog on the Impact of Environmental Cues on Human Cognition, Emotion, and Behaviors,” Invited Panel, Asper School of Business, 2014.
- [IS.17] “Human-Robot Interaction,” University of Tokyo, Aug 2014.
- [IS.16] “Human-Robot Interaction: Looking Beyond the Technical Challenges,” Tohoku University, Aug 2013.
- [IS.15] “Human-Robot Interaction: Looking Beyond the Technical Challenges,” University of Tokyo, Aug 2013.
- [IS.14] “Human-Robot Interaction: Looking Beyond the Technical Challenges,” Vancouver Island University, Department of Computer Science, Jul 2013.
- [IS.13] “Human-Robot Interaction: Looking Beyond the Technical Challenges,” Brain and Cognitive Group, Department of Psychology, University of Manitoba. Mar 2013.
- [IS.12] “Human-Robot Interaction,” Graduate Association of Students in Psychology, University of Manitoba, Winnipeg. Nov 2012.
- [IS.11] “Robots and Emotion: Science Fiction or Real Hype?” Skepticamp, The Winnipeg Skeptics Society, Winnipeg. Sept 2012.
- [IS.10] “Leveraging People’s Everyday Skill Sets for Interaction with Robots,” HCI Research Lab, St Andrews University, UK. June 2012.
- [IS.9] “Human-Robot Interaction,” SkullSpace / HackerSpace Winnipeg, Winnipeg. Mar 2012.
- [IS.8] “Human-Robot Interaction,” IEEE Winter School of Robotics, Winnipeg. Feb 2012.
- [IS.7] “Puppet Master, and Emerging Research Questions in Social Human Robot Interaction,” University of Manitoba, Departmental Seminar, Department of Computer Science. July 2010.
- [IS.6] “Sociable Robotics,” Tokyo Denki University, OSOITE Lab, School of Science and Technology for Future Life. May 25, 2008. *Presentation in Japanese.*
- [IS.5] “Demonstrating Interactive Characters,” Japan Society for the Promotion of Science, Canadian Representative at JSPS Summary Ceremonies. August 21, 2007.
- [IS.4] “Demonstrating Interactive Characters,” Osaka University, Human Interface Engineering Lab, Department of Multimedia Engineering. August 17, 2007.
- [IS.3] “Sociable Human-Robot Interaction,” Vancouver Island University, Departmental Seminar, Department of Computing Science. February 17, 2007.

[IS.2] “Robot Expression through Cartooning,” Osaka University, Human Interface Engineering Lab, Department of Multimedia Engineering. October 14, 2006.

[IS.1] “Robot Expression through Cartooning,” University of Tokyo, User Interface Research Group, Igarashi Laboratory, Department of Computer Science. October 13, 2006.

POPULAR PRESS COVERAGE

[Pr.17] Matt Obrien, “Robots are getting more social. Are humans ready?,” Associated Press, 2018. Syndicated heavily [<https://www.apnews.com/abf8fce4539d405c831a25a46b13a40d>]

[Pr.16] Kaye Wiggins, “Wanted: Workers willing to defy their bosses,” Financial Times, Feb 2017. [<https://www.ft.com/content/72f9120c-d693-11e6-944b-e7eb37a6aa8e>]

[Pr.15] Nadja Sayej, “Vincent van Bot: the robots turning their hand to art,” The Guardian, Apr 2016. [<https://www.theguardian.com/artanddesign/2016/apr/19/robot-art-competition-e-david-cloudpainter-bitpainter>]

[Pr.14] Colleen M. Sullivan. “Can’t Humans and Robots Just Get Along?,” Monkey Paw Robot Arm, June 18, 2015. [<http://monkeypawrobotarm.com/2015/06/18/cant-humans-and-robots-just-get-along-an-interview-with-prof-james-e-young/>]

[Pr.13] Dan Restione. “We need a robot that can work with social cues,” MYNorthwest.com news, June 8, 2015. [<http://mynorthwest.com/11/2771093/We-need-a-robot-that-can-work-with-social-cues>]

[Pr.12] Dave Ross. “How to live and work with robots,” CBS KIRO Seattle Morning Radio, June 8, 2015. [<http://kioradio.com/listen/9988200/>]

[Pr.11] Walter Frick. “When Your Boss Wears Metal Pants,” Harvard Business Review, June 2015. [<https://hbr.org/2015/06/when-your-boss-wears-metal-pants>]

[Pr.10] Jill Macyshon. “Would you take orders from a robot? Study says, affirmative,” CTV News, Science and Technology, March 23, 2014. [<http://www.ctvnews.ca/sci-tech/would-you-take-orders-from-a-robot-study-says-affirmative-1.1742723>]

[Pr.9] Evan Ackerman. “Study Suggests that You Will Obey Your Future Robot Boss,” IEEE Spectrum Magazine, Mar 2014. Syndicated 5to Phys.org and approx. 30 others.

[Pr.8] Marcy Markusa. Information Radio Interview re: robot obedience, September 5th, 2013.

[Pr.7] Mike Szczys. “How Do You Think This Quadcopter Feels?,” Hack-a-Day post [<http://hackaday.com/2013/07/11/how-do-you-think-this-quadcopter-feels/>], July 11, 2013.

[Pr.6] Janina Stajic. “Designing Human Friendly Robots of the Future,” Journey Magazine: Vancouver Island University Alumni Association, Fall 2011.

[Pr.5] Mike Szczys. “Programming robots like you would train a pet,” Hack-a-Day post [hackaday.com/2011/06/04/programming-robots-like-you-would-train-a-pet], Jun 4 2011.

- [Pr.4] John Bolton. "Cornwall Today," (live interview regarding social robotics), Corus Radio (CJUL), Cornwall, Ontario, November 26, 2007.
- [Pr.3] Shannon Montgomery. "Researchers try to make robots approachable, not creepy" The Canadian Press (CBC Technology News), November 14th, 2007.
- [Pr.2] Mark Medley. "In future, everything will be a computer," National Post, May 19, 2007.
- [Pr.1] Celeste Bieber. "Another uncanny valley," New Scientist Technology Blog, March 26, 2007.

STUDENT SUPERVISION

GRADUATE

- | | |
|-----------------|--|
| 01/2019– | Elaheh Sanoubari (PhD) – (topic forthcoming) |
| 09/2016– | Denise Geiskkovitch (PhD) – "Developing a Child-Centric Conversation Model for Human-Robot Interaction." Co-supervised with Dr. Glenwright |
| 09/2015– | Daniel Rea (PhD) – "Applying Video Game Interaction Principles to Controlling Robots" |
| 09/2015– | Stela Seo (PhD) – "Personal Immersive VR for Remotely Controlling Teams of Robots" |
| 01/2018–04/2018 | Cheng Cheng (MSc) – "Impact of Infrasound on Human-Robot Interaction." |
| 01/2017–12/2018 | Elaheh Sanoubari (MSc) – "Robots with Taarof - investigating the importance of robots following social norms." |
| 09/2012–01/2015 | Stela Seo (MSc) – "Investigating the Effects of Robot Embodiment on Situational Empathy" |
| 09/2012–01/2015 | Daniel Rea (Msc) – "Authoring Believable Interactive Character Behaviors by Performance Demonstration" |
| 05/2012–10/2014 | Yan Wang (MSc) – "How Men and Women View Robots: An Exploration of Attitudes Toward Robot Development and Design" |
| 01/2012–03/2014 | Yasmeen Hashish (MSc) – "Involving Children in Content Control: A Collaborative and Education-Oriented Content Filtering Approach."
Co-supervised with Dr. Bunt |
| 09/2011–08/2013 | Megha Sharma (MSc) – "Adapting the Laban Effort System to Design Affect-Communicating Locomotion Paths for a Flying Robot."
Co-supervised with Dr. Eskicioglu |
| 07/2011–02/2014 | Ashish Singh (MSc) – "A Dog-Tail Interface for Human-Robot Interaction" |

UNDERGRADUATE

- | | |
|-----------------|---|
| 05/2018–08/2018 | Lorena Gonzalez – "Changing Teleoperated Robot Sound to Impact Driving" |
| 05/2018–08/2018 | Raquel Thiesen – "Robots using Infrasound to Impact how they are Perceived" |
| 05/2018–08/2018 | Diljot Garcha – "Ambivalent Sexism Theory for Robots" |
| 05/2017–09/2017 | Nicholas Josephson – "Accessible Teleoperation Interfaces" |
| 05/2017–09/2017 | Diljot Garcha – "Flexible Avatar Models for In-The-Wild Robots" |

06/2016–10/2016	Mahdi Rahmani – “Psychological Impact of Acceleration Curves on Teleoperators” co-supervised with Dr. Bruce
05/2016–08/2016	Nguyen Nguyen Tran – “Tangible Teleoperation Controllers for Reducing VR Sickness”
01/2015–03/2015	Jihyang Gu – “Women and Men Collaborating with Robots on Assembly Lines”
01/2015–03/2015	Seongmi Jeong – “Women and Men Collaborating with Robots on Assembly Lines”
09/2015–08/2016	Brittany Postnikoff – “The Impact of Proxemics on Robot Persuasion”
02/2015–09/2015	Keelin Griffin – “Exploring Gender Effects on Assembly-Line Human-Robot Teams”
01/2015–04/2015	Joel Wiebe – “A Third-Person Camera for Remote Robot Control”
09/2012–12/2014	Masayuki Nakane – “Exploring the Believability of Android Faces”
05/2014–09/2014	Joel Wiebe – “Touch-Screen Remote Control of Industrial Robots”
01/2014–04/2014	Kaye Quizon – “Icons for Children”
01/2013–09/2014	Denise Geiskkovitch – “How Robot Embodiment Impacts Obedience”
01/2012–09/2012	Dale Hildebrandt – “Pre-programming motion paths for quadrotor robots”
01/2011–09/2013	Derek Cormier – “Exploring Obedience to Robots”
05/2011–12/2011	Daniel Rea – “the Roomba mood ring: an ambient-display robot” co-supervised with Dr. Pourang Irani
09/2011–09/2012	Stela H. Seo – “EEG brain-wave monitoring for adaptive interfaces” co-supervised with Dr. Andrea Bunt
09/2011–12/2011	Ibrahim Shahin – “investigating the impact that damage indicators have on player-character relationships in video games”
05/2011–08/2011	Ibrahim Shahin – “comparing physical and virtual cartoon-artwork robotic interfaces”

TEACHING EXPERIENCE

01/2018	INSTRUCTOR, COMP 4020, University of Manitoba Computer Science 4020: Human-Computer Interaction II
01/2017, 09/2015, 05/2015, 01/2013, 09/2012, 01/2012, 09/2011, 01/2011	INSTRUCTOR, COMP 1010, University of Manitoba Computer Science 1010: Introduction to Computer Science
05/2017, 01/2017, 01/2014, 01/2013	INSTRUCTOR, COMP 3430, University of Manitoba Computer Science 3430: Operating Systems
09/2018, 09/2017, 09/2013	INSTRUCTOR, COMP 3020, University of Manitoba Computer Science 3020: Human-Computer Interaction I
01/2018, 09/2015, 01/2014, 01/2011	INSTRUCTOR, COMP 7570/7920, University of Manitoba Computer Science 7570: Advanced Introduction to Human-Robot Interaction

01/2009

INSTRUCTOR, SENG 513, University of Calgary
Software Engineering 513: Web-Based Systems

ACADEMIC SERVICE

SENIOR ASSOCIATE EDITOR – ACM Transactions on Human-Robot Interaction, 2017–present.

ASSOCIATE EDITOR – Human-Robot Interaction, Frontiers in Robotics and AI, 2018–present.

PROGRAM CO-CHAIR – ACM International Conference on Human-Robot Interaction, HRI 2017.

PROGRAM CO-CHAIR – ACM International Conference on Human-Agent Interaction, HAI 2015.

PROGRAM CO-CHAIR – ACM International Conference on Human-Agent Interaction, HAI 2014.

PROGRAM COMMITTEE SUB-COMMITTEE CHAIR – ACM International Conference on Human-Robot Interaction, HRI 2018.

PROGRAM COMMITTEE – ACM International Conference on Human-Robot Interaction, HRI 2015,2016. Robotics: Science and Systems 2017. Graphics Interface, GI 2014-2015,2017. Canadian Conference on Computer and Robot Vision, CRV 2009,2012–2013,2017. IEEE Symposium on Robot and Human Interactive Communication, RO-MAN 2015,2016. International Conference on Social Robotics, ICSR 2015. International Conference on Advances in Computer Entertainment, ACE 2012–2014. Interact 2012–2013. AAAI Symposium on Robot Learning Interactivity from Human Teachers 2013.

STEERING COMMITTEE – ACM International Conference on Human-Robot Interaction, 2015–2019, ACM International Conference on Human-Agent Interaction, 2014–

ALT.HRI PROGRAM TRACK CO-CHAIR – ACM International Conference on Human-Robot Interaction, 2016, and 2019.

DEMONSTRATION CO-CHAIR – ACM International Conference on Human-Robot Interaction, 2015.

WEB CHAIR – ACM Interactive Tables and Surfaces, ITS 2013. ACM International Symposium on User Interface Software and Technology, UIST 2013.

ADVISORY COMMITTEE – International Conference on Human-Agent Interaction, HAI 2013.

SYMPOSIUM CHAIR – Poster & Demo Co-Chair, Teaser Session Chair, ACM Symposium on Virtual Reality and Software Technology, VRST 2009.

GRANT REVIEW – NSERC Strategic Partnership Grants Program, 2018. MITACS Accelerate review, 2018. NSERC Discovery Grants Program, 2017 (3), 2018 (3). NSERC Collaborative Research and Development, 2015. The City University of New York, Collaborative Incentive Research Grant Program 2015. NSERC Industrial Partnership Grants (Automotive Partnerships Canada) Review and 3-day Site Visit 2014. Veni Grant (Netherlands Organization for Scientific Research) 2013. Expert Grant Committee (Canadian Foundation for Innovation) 2013. Collaborative Health Research Projects (CIHR) 2012. Leaders Opportunity Fund (Canadian Foundation for Innovation) 2012.

PAPER REVIEW – Approx. 35 manuscripts per year. Computers in Human Behavior, 2018 Autonomous Robot (AURO), 2018 Interaction Studies, 2018 Frontiers in Psychology, Cognitive Science, 2018 ACM Transactions on Human-Robot Interaction, 2017 ACM Transactions on

Intelligent Interactive Systems, 2017,2018 Springer Autonomous Robots, 2017 IEEE Transactions on Robotics 2016. ACM Transactions on Computer-Human Interaction 2016. Journal of Human Computer Interaction 2016. International Journal of Human-Computer Studies, IJHCS 2014,2016,2018. Journal of Organizational Behavior 2014. International Journal of Social Robotics 2011,2014,2018 IEEE Computer Graphics and Applications Journal 2014. International Journal of Computer Games Technology 2013. International Journal of Advanced Robotic Systems 2013. Cognitive Science 2014. AI Magazine Journal 2013. MDPI Social Sciences ACM Pioneers Workshop, Human-Robot Interaction, 2017. ACM International Conference on Ubiquitous Computing, UBICOMP 2014,2016. ACM/IEEE Conference on Human-Robot Interaction, HRI 2008–2015. ACM Conference on Human Factors in Computing Systems, ACM CHI 2010-2014,2016–2018. ACM Conference on Tangible and Embedded Interaction, TEI 2008–2014. ACM Conference on Designing Interactive Systems, DIS 2016,2018 ACM International Conference on Human-Agent Interaction, HAI 2013,2016-2018. ACM Conference on Spatial User Interfaces, SUI 2014,2016. ACM Interactive Tabletops and Surfaces, ITS 2009–2013. ACM International Conference on Intelligent User Interfaces, ACM IUI 2012–2013. ACM User Interface Software and Technology, UIST 2013–2018. ACM International Conference on Multimodal Interfaces, ICMI 2009. IEEE Three-Dimensional User Interfaces, 3DUI 2006-2013. IEEE Symposium on Robot and Human Interactive Communication, RO-MAN 2012,2016. IEEE International Conference on Robotics and Automation, ICRA 2012. CMCCC Graphics Interface, GI 2007–2018. Advances in Computer Entertainment Technology, ACE 2010–2014. Computer and Robot Vision, CRV 2008–2013. INTER-ACT 2011.

Winnipeg, January 11, 2019.