

# Meethu Malu

Human-Computer Interaction Lab, Department of Computer Science,  
University of Maryland, College Park, MD  
meethu@cs.umd.edu

## Research Interests

Human-computer interaction (HCI); accessibility; wearable technology; interaction design

## Education

- Ph.D. candidate, Department of Computer Science** (*Interest: Human-computer interaction*) Aug 2013 – Aug 2018  
University of Maryland, College Park, MD (*expected*)  
Advisor: Dr. Leah Findlater
- Master of Engineering, Computer Science** Jan 2010 – Jan 2011  
Cornell University, Ithaca, NY  
Advisor: Dr. Dan Cosley
- Bachelor of Engineering, Computer Engineering** Aug 2005 – Aug 2009  
Sardar Patel Institute of Technology, Mumbai, India

## Relevant Conference Papers

- C.9 **Meethu Malu**, Pramod Chundhury, Leah Findlater. *Exploring Accessible Smartwatch Interactions for People with Upper Body Motor Impairments.* 2018  
Proceedings of **CHI 2018** | To Appear | Acceptance Rate: 25.7% (667/2595)
- C.8 **Meethu Malu** and Leah Findlater. *Sharing Automatically Tracked Activity Data: Implications for Therapists and People with Mobility Impairments.* 2017  
Proceedings of **Pervasive Health 2017** | Acceptance Rate: 25% (29/116)
- C.7 Leah Findlater, Karyn Moffatt, Jon E. Froehlich, **Meethu Malu**, Joan Zhang. *Comparing Touchscreen and Mouse Input Performance by People With and Without Upper Body Motor Impairments.* 2017  
Proceedings of **CHI 2017** | Acceptance Rate: 25% (606/2424)
- C.6 **Meethu Malu** and Leah Findlater. *Toward Accessible Health and Fitness Tracking for People with Mobility Impairments.* 2016  
Proceedings of **Pervasive Health 2016** | Acceptance Rate: 35% (30/86)
- C.5 **Meethu Malu** and Leah Findlater. *Personalized, Wearable Control of a Head-mounted Display for Users with Upper Body Motor Impairments.* 2015  
Proceedings of **CHI 2015** | Acceptance Rate: 23% (486/2120)
- C.4 Karen Rust, **Meethu Malu**, Lisa Anthony, Leah Findlater. *Understanding Child-Defined gestures and children's mental models for touchscreen tabletop interaction.* 2014  
Proceedings of **IDC 2014** | Acceptance Rate: 31% (18/59)
- C.3 Karen Rust, Elizabeth Foss, Elizabeth Bonsignore, Brenna McNally, Chelsea Hordatt, **Meethu Malu**, ...: *Interactive and live performance design with children.* 2014  
Proceedings of **IDC 2014** | Acceptance Rate: 31% (18/59)
- C.2 Eric P. S. Baumer, ... **Meethu Malu**, ...: CHI 2039: speculative research visions. 2014  
Proceedings of **CHI Extended Abstracts 2014** | Acceptance Rate: 23% (465/2043)
- C.1 Hanlu Ye, **Meethu Malu**, Uran Oh, Leah Findlater. *Current and future mobile and wearable device use by people with visual impairments.* 2014  
Proceedings of **CHI 2014** | Acceptance Rate: 23% (465/2043)

## Poster Papers

- P.2 **Meethu Malu**, Leah Findlater. "OK Glass?" A Preliminary Exploration of Google Glass for Persons with Upper Body Motor Impairments. Proceedings of ASSETS 2014 2014
- P.1 **Meethu Malu**, Nikunj Jethi, Dan Cosley. Encouraging personal storytelling by example. Proceedings of iConference 2012 2012

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### Workshop Papers and Doctoral Consortium

- D.1 **Meethu Malu**. *Designing and Implementing Accessible Wearable Interactions for People with Motor Impairments*. Doctoral Consortium of ASSETS 2017 2017
- W.1 Amit Sharma, **Meethu Malu**, and Dan Cosley. *Popcore: A system for network-centric recommendations*. Proceedings of 3rd Workshop on Recommender Systems and the Social Web 2011

### Talks and Presentations

- T.11 Designing and Implementing Accessible Wearable Interactions for People with Motor Impairments. ASSETS 2017, Baltimore, Maryland Oct 2017
- T.10 Serendipitous Discovery for Teens and Young Adults. Intern-a-Palooza, Google, New York City, NY Aug 2017
- T.9 Sharing Automatically Tracked Activity Data: Implications for Therapists and People with Mobility Impairments. Pervasive Health 2017, Barcelona, Spain May 2017
- T.8 Toward Accessible Health and Fitness Tracking for People with Mobility Impairments. Guest Lecturer for “Introduction to Research Methods” course at University of Maryland, College Park Nov 2016
- T.7 Interactive Computational Tools for Accessibility: Health and Fitness Tracking for Mobility Impaired Users. Diversity in Computing Summit, College Park, Maryland Nov 2016
- T.6 Toward Accessible Health and Fitness Tracking for People with Mobility Impairments. 33<sup>rd</sup> Annual HCIL Symposium, College Park, Maryland May 2016
- T.5 Toward Accessible Health and Fitness Tracking for People with Mobility Impairments. Pervasive Health 2016, Cancun, Mexico May 2016
- T.4 Personalized, Wearable Control of a Head-mounted Display for Users with Upper Body Motor Impairments: CHI 2015, Seoul, South Korea Apr 2015
- T.3 “OK Glass?” A Preliminary Exploration of Google Glass for Persons with Upper Body Motor Impairments. Maryland Center for Women in Computing (MCWIC), UMD Nov 2014
- T.2 “OK Glass?” A Preliminary Exploration of Google Glass for Persons with Upper Body Motor Impairments. ASSETS 2014, Rochester, NY Oct 2014
- T.1 Current and Future Mobile and Wearable Device Use by People with Visual Impairments. 31st Annual HCIL Symposium, College Park, Maryland May 2014

### Awards and Fellowships

- International Conference Student Support Award (ICSSA). The Graduate School, University of Maryland 2018
- Jacob K. Goldhaber Travel Grant. The Graduate School, University of Maryland 2018
- Selected for Doctoral Consortium for ASSETS 2017. Baltimore, MD (50% acceptance rate) 2017
- Selected to present a poster at the Ph.D. Intern Research Conference at Google. Mountain View, CA 2017
- CRA-W Grad Cohort Workshop Participation Grant. San Diego, CA 2016
- Second Place in ‘evoHaX Accessibility Hackathon.’ Philadelphia, PA 2015
- Grand Prize (1/144) for low-tech science project on Instructables. Instructables.com, Web 2014
- John D. Gannon Scholarship Travel Fund. Department of Computer Science, University of Maryland 2013
- Dean’s Fellowship. Department of Computer Science, University of Maryland 2013-2015

### Research and Work Experience

- User Experience Research Intern**, New York City, NY May 2017 – Aug 2017  
Google, Host: Victoria Schwanda Sosik
- Graduate Research Assistant**, University of Maryland, College Park Fall 2014/15/16/17  
Advisor: Dr. Leah Findlater
- Senior User Experience Designer**, TechVed Consulting, India Nov 2012 – Jul 2013  
Clients: Oracle Financial Services Software, Quikr, StudyBuddy
- Research Intern**, Cornell University Jan 2011 – May 2012  
Advisor: Dr. Dan Cosley

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**Technology Analyst**, New York City, NY  
[Bank of America](#)

Jun 2010 – Aug 2010

### Teaching Experience (TA)

CMSC434 – Introduction to HCI, University of Maryland	Spring 2014, 2017
CMSC122 – Introduction to Computer Programming via the Web, University of Maryland	Fall 2016
CMSC132 – Object-oriented Programming II, University of Maryland	Summer 2016
CMSC131 – Object-oriented Programming I, University of Maryland	Fall 2013, Spring 2015
NBA6010 – Electronic Commerce, Cornell University	Spring 2011

### Service

Peer Reviewer for ASSETS 2015, CHI 2016 / 2018, CHI PLAY 2017, Ergonomics 2017	
Volunteer Instructor for <i>Girls Who Code Club</i> at Montgomery Blair High School	Oct 2016 – Dec 2016
Student Volunteer for SIGCHI 2015 at Seoul, South Korea	Apr 2015
Student Volunteer for HCIL Annual Symposium	May 2014/2016
Admissions contact for new PhD students, University of Maryland	Feb 2014, 2015
Panelist for ‘Peer Counseling’ for new PhD students, University of Maryland	Sep 2014-2016
Panelist for ‘Q&A Visit Day’ for new PhD students, University of Maryland	Mar 2014

### Skills

**Research Methods:** Qualitative Methods (Surveys, User Interviews, Field Studies, Diary Studies, Participatory Design),  
Controlled Lab Experiments, Affinity Diagrams, Open Coding, Usability Testing, Heuristic Evaluations, Prototyping

**Applications:** Axure, Balsamiq, Adobe Photoshop, Adobe Dreamweaver

**Languages:** Java, Arduino, HTML, CSS, MySQL, Python