

Meethu Malu

Human-Computer Interaction Lab, Department of Computer Science,
University of Maryland, College Park, MD
meethu@cs.umd.edu | <http://cs.umd.edu/~meethu>

Research Interests

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

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

Research and Work Experience

- User Experience Research Intern**, Google, New York City, NY May 2017 – Aug 2017
[Host: Victoria Schwanda Sosik](#)
Interned with the Local Search team at Google where I investigated serendipitous discoveries in the context of local search and discovery for GenZ (teens and young adults) via in-person interviews, design activities and a 10-day diary study. I presented findings from this work recommended design strategies to support serendipitous encounters to researchers, designers, engineers and product managers.
- Graduate Research Assistant**, University of Maryland, College Park Fall 2014/15/16/17
[Advisor: Dr. Leah Findlater](#)
I explore the accessibility of existing wearable technologies for people with motor impairments and design, implement and evaluate interaction techniques for accessible wearable interaction.
- Senior User Experience Designer**, TechVed Consulting, India Nov 2012 – Jul 2013
[Clients: Oracle Financial Services Software \(OFSS\), Quikr, StudyBuddy](#)
At **OFSS**, I designed and ran user interviews with older adults to explore existing challenges and needs with online banking systems and presented the findings to the senior management.
At **Quikr**, I designed and ran studies with online buyers and sellers, to identify existing challenges with Quikr and presented the findings with design recommendations to the senior management.
At **StudyBuddy**, I led the design and implementation of an online educational bookstore for kids (7-13years). I conducted focus groups with ~20 kids to understand their perceptions, motivations, challenges of this tool.
- Research Intern**, Cornell University Jan 2011 – May 2012
[Advisor: Dr. Dan Cosley](#)
- Technology Analyst**, New York City, NY Jun 2010 – Aug 2010
[Bank of America](#)

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 | 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* 2017

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Mouse Input Performance by People With and Without Upper Body Motor Impairments.

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

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.12 Exploring Accessible Smartwatch Interactions for People with Upper Body Motor Impairments, **CHI 2018**, Montreal, Canada Apr 2018
- T.11 Designing and Implementing Accessible Wearable Interactions for People with Motor Impairments. **ASSETS 2017**, Baltimore, Maryland Oct 2017
- T.10 Exploring Serendipitous Discoveries 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. **33rd 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

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| 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

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| 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 |

Teaching Experience (TA)

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| 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

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| 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