

Jazette Johnson
jazette.johnson@gmail.com
www.jazettejohnson.com

Education:

University of California – Irvine

September 2018 - present

Doctor of Philosophy

Informatics

Vanderbilt University, Nashville, Tennessee

August 2015 - August 2018

Master of Science

Interdisciplinary Studies: Human Computer Interaction

Thesis Title: RESD: Steps Towards Improving the Design of Reminder Systems for Older Adults with Dementia using Eye Trackers

Spelman College, Atlanta, Georgia

August 2011 - May 2015

Bachelor of Science

Computer Science

Research Experience:

The Role of Social Support in Online Discussions Forums for Older Adults with Dementia

July 2019 – present

University of California – Irvine

- Conducted a coding analysis to understand the role of social support in an online forum for older adults with dementia.

Older Adults with Dementia in an Online Forum: A Preliminary Analysis

September 2018 – June 2019

University of California – Irvine

- Conducted a coding analysis on an online forum for older adults with dementia using keywords newly diagnosed and recently diagnosed.

Evaluating a Global Filter for Accommodating Local Interference in Children with Specific Language Impairment

July 2019 – September 2019

University of California - Irvine

- Developed and evaluated a study using an eye tracker to understand what persons with Autism fixated on.

Global Filter: Assisting People with Autism with Seeing the “Big Picture”

September 2018 – June 2019

Chapman University

- Designed and evaluated image filters to understand the ones that were preferred by persons with Autism.

RESD: Steps Towards Improving the Design of Reminder Systems for Older Adults with Dementia using Eye Trackers

October 2016 – August 2018

- Design a computer game that served as a tool for understanding how older adults respond to different reminder stimuli.
- Conducted a task analysis with ten older adults above the age of 60 for an hour

Vanderbilt Children's Hospital

January 2018 – May 2018

User Experience/Product Design Course Project

- Interviewed surgical staff on the culture of the waiting room and to understand how technology in a waiting room could help ease the workload of their jobs
- Conducted observations in the Vanderbilt University surgical waiting room for four weeks, as complete observer, to find ways that could reduce the anxiety of getting surgery in children
- Developed an educational push button game that allows children to become familiar with the different parts of the body.
- Observed the way children reacted to the educational tool for two weeks to inform the ways we could improve the tool

Music for Alz

August 2017 – December 2017

Design Thinking Design Course Project

- Interviewed three activity staff for an hour at Alzheimer's facility in Nashville, TN to understand the best way technology could be used in their work to decrease their workload and increase the participation of the residents. (**Finding: Music Program was the best option to redesign**)
- Conducted contextual observations four hours a week for five weeks with residents as care staff as they went about engaging with the music and memory program
- Redesigned the way activity staff used the resident's life story book to inform the playlist of that specific resident
- Successfully created playlist for residents using the redesign
- Designed a multipurpose multisensory room (capacity: 20) for group and individual activities

Rich Representation of Visual Content for Screen Reader Users

Mentors: Meredith Ringel Morris, Ed Cutrell

Summer 2017, Microsoft Research, Redmond, Washington

- Designed novel techniques for describing images to people who are visually impaired.
- Conducted task analysis with ten screen-reader users for 1.5 hours
- ***Published in ACM CHI 2018***

Robot Therapist: Beginners Guide to Teaching Joint Attention Skills to Children with Autism

Spring 2016, Vanderbilt University, Nashville, Tennessee

- Programmed a robot therapist for children with Autism Spectrum Disorder to teach them joint attention skill.
- Programming Language: Python
- Virtual Nao Environment: Choreograph

Development of a Physically Engaging Video Game Using Robotic Technology

Advisor: Dr. Jerry Volcy (Spelman College)

Spring 2015, Spelman College, Atlanta, Georgia

- YouTube link: https://youtu.be/jnRi_BAMwls

BEDXplorer: Remote Operated Vehicle for Bedridden Children

Advisor: Dr. Jerry Volcy (Spelman College) Fall 2014, Spelman College, Atlanta, Georgia

- Developed robotic car
- Developing mobile application to control the robotic car using the phones gyroscope
- Conducted simulated usability tests with six teens

Alzheimer's Mobile Healthcare Application

Summer 2012 – Summer 2014, Spelman College, Atlanta, Georgia

- Conducted semi structured interviews with professional caregivers to gather information of the types of information that is important to know when caring for people with Alzheimer's
- Designed a low fidelity prototype with the information gathered categories
- Evaluated the application with ten professional caregivers for accuracy and efficiency

Developing a Remote Sensing and Cloud Computing Curriculum for the Minority Institutions (ADMI)

Advisor: Dr. Linda Hayden (Elizabeth City State University), Jerome Mitchell (Indiana University) Summer 2013, Elizabeth City State University, Elizabeth City, North Carolina

- Courses developed explains Big Data and the way MapReduce/Hadoop worked

Work Experience:

Microsoft Research Internship

Summer 2017

Manager: Meredith Ringel Morris, Ed Cutrell
Microsoft Research, Redmond, Washington

- Designed and evaluated new techniques for describing images to people who are visually impaired.

Presentation/Publication

- **CSCW 2019**

Johnson, J., Black, Rebecca, R.W., Chen, Y., Hayes, G.R. *Older Adults with Dementia in an Online Forum: A Preliminary Analysis. Extended Abstract to CSCW 2019*

- **UbiComp 2019**

Sean, V., Cibrian, F., **Johnson, J.**, Pass, H., & Boyd, L. (2019, September). "Toward digital image processing and eye tracking to promote visual attention for people with autism." In *Proceedings of the 2019 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2019 ACM International Symposium on Wearable Computers* (pp. 194-197). ACM.

- **2018 27th IEEE International Symposium on Robot and Human Interactive Communication**

Nie, G., Zheng, Z., **Johnson, J.**, Swanson, A. R., Weitlauf, A. S., Warren, Z. E., & Sarkar,

N. (2018, August). Predicting Response to Joint Attention Performance in Human-Human Interaction Based on Human-Robot Interaction for Young Children with Autism Spectrum Disorder. In *2018 27th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN)* (pp. 1-4). IEEE.

- **ACM CHI 2018**
Morris, M.R., **Johnson, J.**, Bennett, C.L., and Cutrell, E. *Rich Representation of Visual Content for Screen Reader Users*. Published to ACM CHI 2018
- **2016 Bridge Research Day**
Oral: Robot Therapist: Beginners Guide to Teaching Joint Attention Skills to Children with Autism
- **2015 Spelman College Research Day**
Oral: Development of a Physically Engaging Video Game Using Robotic Technology
- **2015 Association of Computer/Information Sciences and Engineering Departments at Minority Institutions (ADMI) Conference**
Poster: BEDXplorer Remote Operated Vehicle for Bedridden Children
- **2014 Spelman College Research Day**
Oral: ETTE: Designing a Mobile Application to Assist Caregivers of Alzheimer's Patients
- **2014 ACM Richard Tapia Celebration of Diversity in Computing Conference**
Poster: ETTE: Designing a Mobile Application to Assist Caregivers of Alzheimer's Patients
- **2013 Spelman College Research Day**
Oral: Alzheimer's Mobile Healthcare Application
- **2013 Association of Computer/Information Sciences and Engineering Departments at Minority Institutions (ADMI) Conference**
Poster: Music Therapy Mobile Application for Alzheimer's Patients
- **2012 Consortium for Computing Sciences in Colleges (CCSC) Conference**
Poster: Implementation of a Bioinformatics Website for Biology Students at Spelman College

Leadership Experience

Informatics Diversity Ambassador

September 2019 – June 2020

- University of California - Irvine

Steering Committee Student Representative

August 2017- May 2018

- Fisk-Vanderbilt Bridge Program

Fisk-Vanderbilt Bridge Research Day Chair

July 2016 – August 2016

SpelBots Captain

August 2013 – May 2015

Spelman College Atlanta, Georgia

- Led a team of 8 woman of African descent to qualify and compete in the 2014 International RoboCup Competition in Joao, Pessoa Brazil.
- Planned and executed the first annual SpelBots Day celebration. We invited children between 7 and 16 to participant in various tech related workshops
- Conducted numerous robotic workshops and demos across the United States to get

young girl interested and excited about the tech field

Professional Honors and Awards

- Microsoft Research Ada Lovelace Fellowship January 2020
- ICS Innovation Fellowship January 2020
- Newkirk Center Community-Based Research Fellow September 2019
- Bob & Barbara Kleist Endowed Fellowship in ICS January 2019
- The National GEM Consortium Associate Fellow 2018 - present
- ASSETS Conference Student Volunteer August 2017
 - The International ACM SIGACCESS Conference on Computers and Accessibility
- Association of Computing Machinery Women (ACM-W) Scholarship August 2017
- 2017 Bridge Trail Blazer Award March 2017
- Grace Hopper Conference Scholar 2016. June 2016
- National Society of Blacks in Computing Conference Scholarship Recipient May 2016
- Microsoft Conference Travel Scholarship Recipient May 2016

- CRA-W Grad Cohort Scholarship Recipient March 2016
- The White House "I Have a Dream" Youth Empowerment Workshop January 15, 2016
 - Invited Panelist in "Meet the Innovators" session
- 2015-2017 LSAMP Bridge to the Doctorate: Tennessee LSAMP Bridge to the Doctorate Program at Vanderbilt University
- 1st Place Poster The Association of Computer/Information Sciences and Engineering Departments at Minority Institutions (ADMI) Conference March 2015
- White House We The Geeks Google+ Hangouts February 25, 2015
 - Invited Panelist in " Telling the Untold Stories of African Americans in STEM" session
- 3rd Place Microsoft and United Athletes Foundation Pitch Competition November 2014
- 2nd Place SPARK Mobile App Competition April 2014
- 2nd Place Department (Computer Science) Poster Spelman College Research Day April 2013
- Grace Hopper Conference Scholar 2013 June 2013

Outreach Activities

Black Girls Code

October 15, 2019

Irvine, California

- Tech Instructor
- Taught a group of young girls how to code create and print 3D charms

Black Girls Code

June 16, 2018

Nashville, Tennessee

- Tech Instructor
- Taught a group of young girls how to code mobile applications using MIT App Inventor

Scientist on Site

October 2016 – August 2017

Adventure Science Center

- Mentor high school student interested in robotics
- Developed a unique robotic activity with mentee for showcase at the museum

- Showcased interactive activity one a month at the Adventure Science Center

MAKE Robotics camp

March 25, 2016

Adventure Science Center

- Primary instructor for approximately 15 K-5 students in two 45-minute session
- Guided students through the programming of a “mBot STEM Educational Robot Kit”

100 Girls of Code Nashville

February 20, 2016

DayNine Consulting

- Helped approximately 20 girls build a computer game using a program called Scratch.

STEM is Everywhere Outreach, Washington, DC

Spring 2013

Washington Prep High School, Los Angeles, California

Spring 2013

Black Girls Code, Spelman College, Atlanta, Georgia

Fall 2012

Thurgood Marshall High School, Dayton, Ohio

Fall 2011

Professional Skills

Languages: Python, C++, Java, HTML, CSS, JavaScript, MySQL, PHP

HCI: Contextual Inquiry, Usability testing, Prototyping, Website Design, Wireframing, Observations

Applications: Dreamweaver, Microsoft Expression 4

Other Skills: Unity, Tobii EyeX Tracker, Microsoft Office Suites, Visual Studios, Eclipse, Agile Development