

Jazette Johnson

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Education:

University of California – Irvine

September 2018 - present

Doctor of Philosophy
Informatics

Dissertation Topic: Social Support for Young Caregivers on Social Media

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

Skills

HCI: UX Research, Contextual Inquiry, Observations, Interviews, Usability testing, Coding Analysis, Prototyping, Survey Design, Website Design, Wireframing, Card Sorting, Co-Design Session, Focus Group

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

Applications: Figma, Dreamweaver, Microsoft Expression 4

Other Skills: G Suites, Microsoft Office Suites, Visual Studios, Eclipse, Agile Development

Work Experience:

Meta Platforms Inc. (formerly known as Facebook)

Summer 2022

Manager: Jade Gao

People Product Research Team

- Managers Supporting People → Foundational Research
 - Designed and executed a qualitative study (interview + concept testing) to explore how managers support their direct reports in critical career moments in aims of improving tools managers use as support.
 - Worked with product manager to and designers to turn research insights into strategy decisions for a new tool (PM) and actionable design items (designers).
 - *Results: Research informed strategy and preliminary designs for a new tool.*
- Design Research (Durations - 2 weeks)
 - Observed unmoderated concept testing sessions
 - Facilitated technical support for unmoderated concept testing, when needed.
 - Conducted a qualitative analysis for 12 concept testing sessions to develop a study report
 - Worked with Product Designers to translate research into actionable design deliverables
 - *Results: Study results were used to updated product designs and launched within an internal tool*
- Hosted Trainings
 - Held a training session with team members to use SQL for participants recruitment
 - Discussed ways team members to can utilize presentations for quick feedback from cross-functional partners

Lecturer: ICS4 Human Factors for the Web

Winter 2021

University of California – Irvine

- Design and taught course content that covered the principles of human computer interaction in evaluating,

designing, and developing information presented on the World Wide Web.

- Course Topics: User characteristics, usability analysis, navigation and organization, color, typography, multimedia, information visualization, prototyping, user studies, evaluation strategies, and Web accessibility

Facebook

Summer 2021

Manager: Allison McGrath

News Product Team

- Young Adult News Consumption
 - Designed qualitative study (Dairy Study) to understand how young adults consume news using a dairy study with 200 participants
 - Supervised and managed the relationship with the outsourced vendor while they executed the study
 - Conducted qualitative analysis of diary study posts
 - Results: Produced foundational research insights report.
- Power Players
 - Conducted with interviews frequent users to understand their experiences and needs.

Microsoft Research Internship

Summer 2020

Manager: Andrew Begel, Denae Ford External Mentor: Richard Ladner

Microsoft Research, Redmond, Washington (virtual)

- Conducted a qualitative analysis and survey in aims of understanding the experiences of blind novice programmers in an online programming community.

Teachers Assistant: Overview of HCI and Design

Fall 2019

University of California - Irvine

Masters of Human Computer Interaction and Design

Manager: Gillian Hayes

Informatics Diversity Ambassador

Fall 2019 – Spring 2020

University of California - Irvine

Manager: Sharnnia Artis

- Hosted webinars on applying to graduate school for prospective graduate students
- Attended conferences and events for recruitment purposes
- Reviewed and provided feedback on preliminary application material of perspective students

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.

Research Experience:

Social Support and Community for Dementia Caregivers on Social Media

Jan 2020 – present

University of California – Irvine

- Conduct 1hr semi-structured interviews with 16 caregivers to understand their experience with social support and the importance of sharing their experience on social media
- Conducted online observations of each caregiver's primary public social media (e.g. TikTok or Instagram)
- *Published in CSCW 2022*

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

Sept 2018 – October 2020

University of California – Irvine

- Conducted a coding analysis to understand the role of social support in an online forum for older adults with dementia.
- *Published in CSCW 2019, CSCW 2020*

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

Sept 2018 – September 2019

Chapman University

- Designed and evaluated image filters to understand the ones that were preferred by persons with Autism.
- Developed and evaluated a study using an eye tracker to understand what persons with Autism fixated on.
- *Published in CSCW 2019, CSCW 2020*

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

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 to with ten screen-reader users for 1.5 hours
- *Published in ACM CHI 2018*

Publication

- **CSCW 2022**

Jazette Johnson, Vitica Arnold, Anne Marie Piper, Gillian R. Hayes. 2022. “It’s a lonely disease”: Cultivating Online Spaces for Social Support among People Living with Dementia and Dementia Caregivers. Proceedings of the ACM on Human-Computer Interaction, Vol. 6, CSCW2, Article 408 (November 2022), 25 pages, <https://doi.org/10.1145/3555133>

- **VL/HCC 2022**
Johnson, Jazette, Andrew Begel, Richard Ladner, and Denae Ford. "Program-L: Online Help Seeking Behaviors by Blind and Low Vision Programmers." In *2022 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)*, pp. 1-6. IEEE, 2022.
- **Humanities and Social Sciences Communications**
Boyd, LouAnne, Vincent Berardi, Deanna Hughes, Franceli Cibrian, Jazette Johnson, Viseth Sean, Eliza DelPizzo-Cheng et al. "Manipulating image luminance to improve eye gaze and verbal behavior in autistic children." *Humanities and Social Sciences Communications* 9, no. 1 (2022): 1-9.
- **CSCW 2020**
Johnson, Jazette, Rebecca W. Black, and Gillian R. Hayes. "Roles in the discussion: an analysis of social support in an online forum for people with dementia." *Proceedings of the ACM on Human-Computer Interaction* 4, no. CSCW2 (2020): 1-30.
- **CSCW 2019**
Johnson, Jazette, Rebecca W. Black, Yunan Chen, and Gillian R. Hayes. "Older Adults with Dementia in an Online Forum: A Preliminary Analysis." In *Conference Companion Publication of the 2019 on Computer Supported Cooperative Work and Social Computing*, pp. 231-235. 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, Meredith Ringel, Jazette Johnson, Cynthia L. Bennett, and Edward Cutrell. "Rich representations of visual content for screen reader users." In *Proceedings of the 2018 CHI conference on human factors in computing systems*, pp. 1-11. 2018.

Leadership Experience

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| Informatic Graduate Student Association – President | September 2020 – October 2021 |
| 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