

# Kevin A. Li

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## RESEARCH INTERESTS

I am broadly interested in Human Computer Interaction (HCI) and Ubiquitous Computing. The focus of my recent work has been on designing tactile feedback to enable easily learnable eyes-free interaction.

## EDUCATION

- 06/2009 University of California, San Diego  
PhD in Computer Engineering  
Dissertation topic: Designing Easily Learnable Eyes Free Interaction  
Advisors: William G. Griswold and James D. Hollan  
Committee: William G. Griswold, James D. Hollan, Patrick Baudisch, Barry Brown, Adriene Jenik, and Lawrence Saul
- 01/2007 University of California, San Diego  
MS in Computer Science
- 05/2004 University of California, Berkeley  
BS in Electrical Engineering and Computer Science  
Advisor: Marti Hearst

## EMPLOYMENT

- 07/2009–present AT&T Labs – Research  
Senior Member of Technical Staff
- 07/2007–09/2007 Microsoft Research, Redmond  
Research Intern, Mentor: Patrick Baudisch
- 07/2006–09/2006 Microsoft Research, Redmond  
Research Intern, Mentor: Scott Counts
- 07/2005–09/2005 Microsoft Research, Cambridge  
Research Intern, Mentors: Tim Regan and Shahram Izadi
- 06/2004–08/2004 Aristo Technologies  
Software Development Intern, Mentor: Ching Tai

## REFEREED PUBLICATIONS

- FULL CONFERENCE PAPERS Tapping and Rubbing: Exploring New Dimensions of Tactile Feedback with Voice Coil Motors.  
**Kevin A. Li**, Patrick Baudisch, William G. Griswold, James D. Hollan.

Proceedings of the ACM Symposium on User interface Software and Technology (UIST 2008), pp. 181-190. [19% acceptance rate]

PeopleTones: A System for the Detection and Notification of Buddy Proximity on Mobile Phones.

**Kevin A. Li**, Timothy Y. Sohn, Steven Huang, William G. Griswold.

Proceedings of the International Conference on Mobile Systems, Applications, and Services (MobiSys 2008), pp. 160-173. [18% acceptance rate]

BlindSight: Eyes-Free Access to Mobile Phones.

**Kevin A. Li**, Patrick Baudisch, and Ken Hinckley.

Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2008), pp.1389-1398. [22% acceptance rate]

A Diary Study of Mobile Information Needs.

Timothy Sohn, **Kevin A. Li**, William G. Griswold and James D. Hollan.

Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2008), pp.433-442. [22% acceptance rate]

Place-Its: Location-Based Reminders on Mobile Phones.

Timothy Sohn, **Kevin A. Li**, Gunny Lee, Ian Smith, James Scott, and William G. Griswold.

Proceedings of the International Conference on Ubiquitous Computing (UbiComp 2005), pp.232-250. [acceptance rate 9%]

Faceted Metadata for Image Search and Browsing.

Ka-Ping Yee, Kirsten Swearingen, **Kevin Li** and Marti Hearst.

Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2003), pp.401-408. [acceptance rate 16%]

DOCTORAL  
SYMPOSIUMS

Designing Easily Learnable Eyes-free Interaction.

**Kevin A. Li.**

ACM Symposium on User Interface Software and Technology Doctoral Symposium (UIST 2008).

Designing Easily Learnable Eyes-free Interaction.

**Kevin A. Li.**

International Conference on Ubiquitous Computing Doctoral Colloquium (UbiComp 2008).

**UNREFEREED PUBLICATIONS**

CONFERENCE PAPERS

Exploring Social Interactions and Attributes of Casual Multiplayer Mobile Gaming.

**Kevin A. Li** and Scott Counts.

Proceedings of the International Conference on Mobile Technology, Applications and Systems (Mobility Conference 2007), pp.696-703.

TECHNICAL REPORTS

PeopleTones: Exploring Peripheral Cues in the Wild Using mobile Phones.

**Kevin A. Li**, Timothy Sohn, Steven Huang, and William G. Griswold.

Technical Report CS2007-0888, University of California, San Diego.

Evaluating Location-Based Reminders

**Kevin A. Li**, Timothy Sohn, William G. Griswold

### INVITED TALKS

- 04/29/2009 Enabling Easily Learnable Eyes-free Interaction by Exploiting Human Experience. University of Waterloo.
- 04/23/2009 Enabling Easily Learnable Eyes-free Interaction by Exploiting Human Experience. Microsoft Research, Redmond.
- 04/16/2009 Enabling Easily Learnable Eyes-free Interaction by Exploiting Human Experience. Hasso Plattner Institute.
- 03/03/2009 Enabling Easily Learnable Eyes-free Interaction by Exploiting Human Experience. AT&T Labs, Florham Park.
- 10/27/2008 Tapping and Rubbing: Exploring New Dimensions of Tactile Feedback with Voice Coil Motors. Nokia Research Center, Palo Alto.

### PROFESSIONAL ACTIVITIES

- PROGRAM COMMITTEE MobileHCI 2009, Tangible Embedded Interaction (TEI) 2009
- STUDENT VOLUNTEER CO-CHAIR ACM UIST 2009
- STUDENT VOLUNTEER UBICOMP 2008, UBICOMP 2005
- REVIEWER UIST 2009, CHI 2009, CSCW 2008, UBICOMP 2008, UIST 2008, CHI 2008, MobileHCI 2008, International Journal of Human-Computer Interaction (IJHCI), World Wide Web journal (WWWJ)

### MEDIA

- 10/27/2008 *Tapping and Rubbing* LaFee, S. Forget ringtones; cell phones could reach out and tap you. In San Diego Union Tribune: A1 (front page)
- 10/21/2008 *Tapping and Rubbing* Herrman, J. Microsoft Proposes Phone That Tap and Rub to Get Your Attention. In Gizmodo.
- 10/20/2008 *Tapping and Rubbing* Hachman, M. New Ways That Your Cellphone Could ‘Talk’ to You. In PC Magazine.
- 03/01/2008 *blindSight* Barras, C. Don’t look now, it’s the phone with an audio ‘display’. In New Scientist.
- 02/29/2008 *blindSight* Lytle, J.M. Microsoft phone makes in-call lookups easier. In TechRadar.
- 08/09/2004 *Flamenco* Kanellos, M. Next-generation search tools to refine results. In CNET News.

### TEACHING EXPERIENCE

- WINTER 2005 CSE8A: Introduction to Computer Science  
Teaching Assistant, Professor: Beth Simon
- WINTER 2004 CSE140: Components and Design Techniques for Digital Systems  
Teaching Assistant, Professor: Bill Lin

### **MENTORING**

- PhD Elizabeth Bales, VibeMessaging, FALL 2008-PRESENT  
Laura Pina, VibeMessaging, FALL 2008-PRESENT
- MS Steven Huang, PeopleTones, SPRING 2006 (*Amazon*)
- UCSD UNDERGRAD Boaz Gurdin, PeopleTones, SPRING 2006 (*Microsoft*)  
Gunny Lee, Place-its, WINTER 2005 (*Stanford*)

### **AWARDS AND HONORS**

- 2005-2007 University of California San Diego Chancellor's Fellowship
- 2004-2005 University of California San Diego Fellowship
- 2000-2004 University of California Regents Scholarship