

Christopher A. Le Dantec

Georgia Institute of Technology
GVU Center, TSRB, 85 5th St. NW
Atlanta, GA. 30308

ledantec@cc.gatech.edu
+1 404 319 9840
www.cc.gatech.edu/~ledantec

Education

Georgia Institute of Technology, College of Computing, 2006–2011 (anticipated)

Ph.D. Candidate in Human-Centered Computing

Dissertation: *Community Resource Map: A Mobile System and Design Exploration in Support of the Urban Homeless*

Committee: Dr. W. Keith Edwards (advisor); Dr. Carl DiSalvo; Dr. Rebecca E. Grinter; Dr. Wendy Kellogg; Dr. Elizabeth D. Mynatt

University of Arizona, College of Engineering, 1995–1999

Bachelor of Science; Computer Engineering

Peer-Reviewed Publications

1. D. Reilly, S. Volda, M. McKeon, C. A. Le Dantec, P. Verma, C. Forslund, W. K. Edwards, E. D. Mynatt, and A. Mazalek. Space Matters: Physical-Digital and Physical-Virtual Co-Design in the InSpace Project. In *IEEE Pervasive Computing*, In press.
2. C. A. Le Dantec. Situated Design: Toward an Understanding of Design Through Social Creation and Cultural Cognition. In *C&C '09: Proceedings of the 7th ACM SIGCHI Conference on Creativity & Cognition*, Berkeley, CA, October 27–30 2009.
3. C. A. Le Dantec and E. Y. Do. The Mechanisms of Value Transfer in Design Meetings. In J. McDonnell and P. Lloyd, editors, *About: Designing - Analysing Design Meetings*. Taylor and Francis, 2009.
4. C. A. Le Dantec, E. S. Poole, and S. P. Wyche. Values as Lived Experience: Evolving Value Sensitive Design in Support of Value Discovery. In *CHI '09: Proceedings of the 27th international conference on Human factors in computing systems*, pages 1141–1150, New York, NY, USA, 2009. ACM
5. C. A. Le Dantec and E. Y. Do. The Mechanisms of Value Transfer in Design Meetings. *Design Studies*, 30(2):119–137, March 2009.
6. E. S. Poole, C. A. Le Dantec, J. R. Eagan, and W. K. Edwards. Reflecting on the Invisible: Understanding End-user Perceptions of Ubiquitous Computing. In *UbiComp '08: Proceedings of the 10th international conference on Ubiquitous computing*, pages 192–201, New York, NY, USA, 2008. ACM.
7. C. A. Le Dantec and W. K. Edwards. The View From the Trenches: Organization, Power, and Technology at Two Nonprofit Homeless Outreach Centers. In *CSCW '08: Proceedings of the ACM 2008 conference on Computer supported cooperative work*, pages 589–598, New York, NY, USA, 2008. ACM.
8. C. A. Le Dantec and W. K. Edwards. Designs on Dignity: Perceptions of Technology Among the Homeless. In *CHI '08: Proceeding of the twenty-sixth annual SIGCHI conference on Human factors in computing systems*, pages 627–636, New York, NY, USA, 2008. ACM.

Refereed Workshop Papers

9. C. A. Le Dantec. Legitimacy at the Outskirts: Categories, Use, and Adoption in Marginal Communities. In *UbiComp '09: Workshop: Globicomp*, Orlando, FL, September 29–October 3 2009. ACM Press.
10. C. A. Le Dantec and E. S. Poole. The Value of Pictures: Photo Elicitation Techniques for Engaging Users. Position Paper: *CHI Workshop: Values, Value and Worth*. April 2008.

Refereed Panels

11. mc schraefel, P. Andr e, R. White, D. Tan, T. Berners-Lee, S. Consolvo, R. Jacobs, I. Kohane, C. A. Le Dantec, L. Mamykina, G. Marsden, B. Shneiderman, P. Szolovits, and D. Weitzner. Interacting with ehealth: towards grand challenges for HCI. In *CHI EA '09: Proceedings of the 27th international conference extended abstracts on Human factors in computing systems*, pages 3309–3312, New York, NY, USA, 2009. ACM.

Magazine Articles

12. C. A. Le Dantec. Feature: Life at the Margins: Assessing the Role of Technology for the Urban Homeless. *interactions*, 15(5):24–27, 2008.
13. C. A. Le Dantec. What Technology Says. *Ambidextrous*. To Appear Fall 2009

Invited Talks

14. “Fighting the Digital Divide.” Community Voice Mail annual conference. Seattle, WA. 3 October, 2008.
15. Seminar: “Technology and Homelessness: Touch Points and Values” University of Washington. Seattle WA. 2 October, 2008.
16. “HCI practice in Prague.” IFIP TC-13 Annual Meeting. Prague, Czech Republic. 2 March, 2002.

Grants & Honors

NSF HCC Small Grant (Advisor Keith Edwards, PI)
College of Computing Outstanding Graduate Research Assistant Award. 2008–2009
Microsoft Research Graduate Fellow, 2009–2011
Foley Scholar, 2008–2009
School of Interactive Computing, Ph.D. Student Research Excellence Commendation, 2008
Best of CHI 2008, for Designs on Dignity: Perceptions of Technology Among the Homeless

Membership & Service

ACM & SIGCHI Member, 2001–Present
Planning Committee and Poster Session Co-curator, Computing at the Margins Symposium Spring 2009
Reviewed for International Journal of Human-Computer Studies, 2009
Reviewed submissions for CHI, CSCW, UIST, & UBICOMP, 2006–Present
Student Volunteer @ CHI08 in Florence IT.

Research Projects

Homelessness & Technology

Summer 2007 – Present

I am currently involved in a series of studies of homelessness and technology. This work began with a qualitative study of Atlanta’s local homeless population and has continued with fieldwork investigating work practices within nonprofit service agencies. I am currently designing of a set of information sharing services that aggregate information available in the community and provide it to the homeless via mobile phones.

inSpace

Fall 2006 – Spring 2008

The focus of the inSpace project is to build technology with social affordances to better enable fluidity during collaborative activities. In contrast to much of the work in so called “smart” meeting spaces which has focused on moving agency into the supporting technology, we worked to re-frame the problem and leave agency with the human actors, creating affordances within the technology to better integrate with social interactions. My role in this project was largely one of project management and design guidance as we mature the software platform in preparation for more rigorous user testing.

Students Advised: Puja Verma, M.S. HCI and Benjamin McMillan, B.S. Computer Science

Research in Design Thinking

Spring 2007 – Fall 2007

I undertook a protocol analysis of two architecture design meetings. The focus of the analysis was to examine how values (personal, professional, aesthetic, functional) were woven into the design activity. The analysis was done through the application of Grounded Theory and resulted in a deeper understanding of how values were exposed in the design meetings.

Employment Experience

Sun Microsystems » Prague, Czech Republic & Sydney, NSW, Australia

Senior Interaction Designer. Start 10/1999 » End 6/2006

NetBeans was purchased by Sun Microsystems on October 18, 1999. My responsibilities shifted to full-time User Interface design.

Java SE Deployment, Lead User Experience Designer:

I was the lead user experience designer for Java SE deployment. I was responsible for the user experience design of all deployment touch points -from the java.com web experience to the rich client Java Web Start deployment platform as well as overseeing the development of integrated deployment experiences that promoted Sun and Sun business partner products. Orchestrating work across several functional groups, I delivered thorough deployment solutions that focused on delivering seamless experiences for users moving from web, to rich client.

User Interface Review Board, Brand and Visual Design Lead:

I was the principle visual design and brand compliance designer on the User Interface Review Board (UIRB). The UIRB started out as a gateway to help ensure Sun's administration applications met baseline usability and consistency requirements. It became a very successful group within Sun and was quickly recognized as a fundamental piece for ensuring quality user experience and brand expression. As part of the team that was first to implement Sun's revised visual identity, I was invited to join the UIRB and develop the brand review process as well as provided visual design support for products that lacked dedicated access to a designer.

Project Buz [sic, thoughtout], Lead Interaction Designer:

Project Buz was a look at ad-hoc collaboration. I was involved as the lead designer exploring how to take the project from the laboratory to the customer. Project Buz focused on integrating many of the established communications services already present and augmenting them with improved peripheral awareness, integration between applications and communication channels, and a shifted focus from how we communicate to with whom and to what end we are communicating.

NetBeans IDE, Interaction Designer:

My responsibilities started with a range of functional and interaction design for the NetBeans Java Integrated Development Environment (IDE). I created and tested prototypes, authored more than a dozen complete interface specifications, ran two to three usability studies each year, and researched current best practices for design and customer research. My last contribution to NetBeans was a complete update and rewrite of the UI Styleguide.

As the first UI designer to work in the Prague office, I was instrumental in bringing a new level of user centered focus to a group of engineers who had no prior experience with methodologies like user centered design, usability studies, interview and heuristic evaluation. This was the first major success I achieved as a UI designer in the Prague office.

<http://www.netbeans.org>

NetBeans » Prague, Czech Republic

Infrastructure Design Engineer. Start 6/1999 » End 10/1999

After completing my degree at the University of Arizona, I moved to Prague, Czech Republic, to work for a Java tools startup company. My initial responsibilities included designing and implementing company infrastructure as the chief network architect, designing the user interface for the company's web storefront, and sitting in as a technical writer, customer support representative, and web content developer as the different needs arose.

Microsoft Research » Redmond, WA

Program Manager Intern. Start 5/1998 » End 8/1998

I was responsible for developing application and user interface specifications for a network collaboration and distance learning application. I worked on an extension that would facilitate "town meeting" scenarios. The only remaining vestige of work I was involved in is Hutch World, found at the MSR web site:

<http://research.microsoft.com/scg/>