

# Andrew Hall

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## Education

Ph.D. (in progress), Computer Science, University of Minnesota, 2014-present, GPA: 3.87.

Ph.D. Advisor: Loren Terveen

M.S., Computer Science, University of Minnesota, 2014-2016, GPA: 3.87.

B.S., Computer Science with Mathematics Minor, University of Minnesota, 2010-2014, GPA: 3.95.

Non-degree Student, Minnesota State University-Mankato, 2008-2010, GPA: 4.0.

## Research Interests

Human-Computer Interaction, Crowd-sourcing, Peer-Production, Volunteered Geographic Information, Social Computing

## Publications

### *Peer-Reviewed Conference Proceedings*

**Andrew Hall**, Sarah McRoberts, Jacob Thebault-Spieker, Allen Yilun Lin, Shilad Sen, Brent Hecht, Loren Terveen. Freedom versus Standardization: Structured Data Generation in a Peer Production Community. *CHI '17 Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*.

Sarah McRoberts, Haiwei Ma, **Andrew Hall**, Svetlana Yarosh. Share First, Save Later: Performance of Self through Snapchat Stories. *CHI '17 Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*.

Yilun Lin, Bowen Yu, **Andrew Hall**, Brent Hecht. Problematizing and Addressing the Article-as-Concept Assumption in Wikipedia. *CSCW '17 Proceedings of the 20th ACM Conference on Computer Supported Cooperative Work & Social Computing*.

Isaac L. Johnson, Yilun Lin, Toby Jia-Jun Li, **Andrew Hall**, Aaron Halfaker, Johannes Schöning, Brent Hecht. Not at Home on the Range: Peer Production and the Urban/Rural Divide. *CHI '16 Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*.

## Relevant Employment

University of Minnesota, Research Assistant, 2014-present (not employed as research assistant while a teaching assistant, although research still performed).

*I've lead or helped on a number of projects studying peer-production/crowd-sourcing systems including Wikipedia*

and OpenStreetMap. I've gained both quantitative and qualitative research experience while performing these studies.

University of Minnesota, Undergraduate Research Assistant (spring 2013)/NSF REU Fellow (fall 2013) at the Minnesota Extensible Language Tools Group at the University of Minnesota.

*Developed techniques for parsing layout-sensitive languages (i.e. Python), using declarative, LALR(1) grammars. Work presented at a workshop at SPLASH and at the University of Minnesota CS Open House and Tech Forum.*

Intel Corporation, Technical Intern, 2012-2014 (each summer).

*My roles as an intern varied from being an application developer to a systems programmer including code and test development. Additionally, this experience included an independent research project to develop an algorithm to help identify efficient resource configurations.*

## Teaching Experience

University of Minnesota, Teaching Assistant, CSCI 5115 User Interface Design, 2016 (fall semester).

*Course project involved mobile application development. Met with students throughout the semester to assist in this process and help teach user interface design principles. Graded for the course project.*

University of Minnesota, Teaching Assistant, CSCI 3081W Program Design and Development, 2014 (fall semester).

*Taught two weekly, recitation sections. Held 2+ hours of office hours each week. Graded labs, homework, and exams.*

## Relevant Coursework Taken

User Interface Design, Implementation and Evaluation, 2012.

*Learned about user/activity centered designs, paper prototyping, evaluation methods and performed a semester-long Android app development project.*

Collaborative and Social Computing, 2015.

*Reading-intensive course where influential papers in the field of HCI and social computing were read and discussed. Common research methods used were also discussed and employed in a project at the end of the semester.*

Human-Computer Interaction and User Interface Technology, 2015

*Course focusing on research methods employed in HCI and social computing research. Three projects during the semester provided experience in quantitative and qualitative research methods.*

Also have taken a number of other graduate-level courses including: Directed Research, Software Engineering I, Programming Languages, Cryptology, Introduction to Data Mining, Introduction to Research in Computer Science I and II, Database Management Systems, Introductory Statistical Methods, Applied Regression Analysis, Advanced Algorithms and Data Structures, Spatial Computing.

## Relevant Honors and Awards

University of Minnesota, Member of the College of Science and Engineering Dean's List, fall 2010-spring 2013.