Bio

BIO
Professor Winograd's focus is on human-computer interaction design and the design of technologies for development. He directs the teaching programs and HCI research in the Stanford Human-Computer Interaction Group, which recently celebrated its 20th anniversary. He is also a founding faculty member of the Hasso Plattner Institute of Design at Stanford (the "d.school") and on the faculty of the Center on Democracy, Development, and the Rule of Law (CDDRL).

Winograd was a founding member and past president of Computer Professionals for Social Responsibility. He is on a number of journal editorial boards, including Human Computer Interaction, ACM Transactions on Computer Human Interaction, and Informatica. He has advised a number of companies started by his students, including Google. In 2011 he received the ACM SIGCHI Lifetime Research Award.

ACADEMIC APPOINTMENTS
• Emeritus Faculty, Acad Council, Computer Science
• Member, Bio-X
• Faculty Affiliate, Institute for Human-Centered Artificial Intelligence (HAI)
• Member, Maternal & Child Health Research Institute (MCHRI)

ADMINISTRATIVE APPOINTMENTS
• Founder, Hasso Plattner Institute of Design, (2006- present)
• Co-director, Liberation Technology Program, (2009- present)

HONORS AND AWARDS
• Founders Award, Computer Professionals for Social Responsibility (1996)
• Rigo Award, SIGDOC (1999)
• Member, ACM CHI Academy (2004)
• Fellow, ACM (2009)
• Lifetime Research Award, ACM SIGCHI (2011)

PROGRAM AFFILIATIONS
• Symbolic Systems Program

PROFESSIONAL EDUCATION
• PhD, MIT (1970)
LINKS

• Home page: http://hci.stanford.edu/winograd

Publications

PUBLICATIONS

• SUPERPOWER GLASS  MOBILE COMPUTING AND COMMUNICATIONS REVIEW
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• Effect of Wearable Digital Intervention for Improving Socialization in Children With Autism Spectrum Disorder A Randomized Clinical Trial  JAMA PEDIATRICS
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• Effect of Wearable Digital Intervention for Improving Socialization in Children With Autism Spectrum Disorder: A Randomized Clinical Trial, JAMA pediatrics
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• Exploratory study examining the at-home feasibility of a wearable tool for social-affective learning in children with autism  NPJ DIGITAL MEDICINE
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• Feasibility Testing of a Wearable Behavioral Aid for Social Learning in Children with Autism  APPLIED CLINICAL INFORMATICS
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• Exploratory study examining the at-home feasibility of a wearable tool for social-affective learning in children with autism.  NPJ digital medicine
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• Backtracking Events as Indicators of Usability Problems in Creation-Oriented Applications  ACM TRANSACTIONS ON COMPUTER-HUMAN INTERACTION
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• The distance geometry of music  17th Canadian Conference on Computational Geometry
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• Undo and Erase Events as Indicators of Usability Problems  27th Annual CHI Conference on Human Factors in Computing Systems
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• Improving the Accuracy of Gaze Input for Interaction  Eye Tracking Research and Applications Symposium
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• Visual analysis of network flow data with timelines and event plots  4th International Workshop on Computer Security
  Phan, D., Gerth, J., Lee, M., Paepcke, A., Winograd, T.
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• The bodily incorporation of mechanical devices: Ethical and religious issues - (part 2) CAMBRIDGE QUARTERLY OF HEALTHCARE ETHICS
2007; 16 (3): 268-280

• The bodily incorporation of mechanical devices: Ethical and religious issues (part 1) CAMBRIDGE QUARTERLY OF HEALTHCARE ETHICS
2007; 16 (2): 229-239

• Eyepatch: Prototyping Camera-based Interaction through Examples 20th Annual ACM Symposium on User Interface Software and Technology
Maynes-Aminzade, D., Winograd, T., Igarashi, T.
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• Gaze-enhanced Scrolling Techniques 20th Annual ACM Symposium on User Interface Software and Technology
Kumar, M., Winograd, T.
ASSOC Computing Machinery.2007: 213–216

• EyePoint: Practical Pointing and Selection Using Gaze and Keyboard Conference on Human Factors in Computing Systems
Kumar, M., Paepcke, A., Winograd, T.
ASSOC Computing Machinery.2007: 421–430

• Shifting viewpoints: Artificial intelligence and human-computer interaction ARTIFICIAL INTELLIGENCE
Winograd, T.
2006; 170 (18): 1256-1258

• Mediating group dynamics through tabletop interface design IEEE COMPUTER GRAPHICS AND APPLICATIONS
2006; 26 (5): 65-73

• Designing a new foundation for design COMMUNICATIONS OF THE ACM
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• TeamSearch: Comparing techniques for co-present collaborative search of digital media 1st IEEE International Workshop on Horizontal Interactive Human-Computer Systems
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• Alternative input devices for efficient navigation of large CT angiography data sets RADIOLOGY
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• Interactive workspaces COMPUTER
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• Efficient web browsing on handheld devices using page and form summarization ACM TRANSACTIONS ON INFORMATION SYSTEMS
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• Architectures for context HUMAN-COMPUTER INTERACTION
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