Michael Bernstein
Assistant Professor of Computer Science

CONTACT INFORMATION
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Bio

BIO
Michael Bernstein is an Assistant Professor of Computer Science at Stanford University, where he is a member of the Human-Computer Interaction group. His research focuses on the design of crowdsourcing and social computing systems. His research has received numerous best paper awards at premier computing venues, and his Ph.D. students have gone on both to industry (e.g., Adobe Research, Facebook Data Science) and faculty positions (e.g., Carnegie Mellon, UC Berkeley). Michael has been recognized as a Robert N. Noyce Family Faculty Scholar, and has received an NSF CAREER award, an Outstanding Academic Title citation from the American Library Association, and an Alfred P. Sloan Fellowship. He holds a bachelor's degree in Symbolic Systems from Stanford University, as well as a master's degree and a Ph.D. in Computer Science from MIT.

ACADEMIC APPOINTMENTS
• Assistant Professor, Computer Science
• Member, Bio-X

HONORS AND AWARDS
• Outstanding Academic Title, "Handbook of Collective Intelligence", American Library Association, Choice
• Sloan Research Fellowship, Sloan Foundation
• NSF CAREER award, National Science Foundation
• Robert N. Noyce Family Faculty Scholar, Stanford University
• George M. Sprowls Award for best doctoral thesis in Computer Science, MIT

PROGRAM AFFILIATIONS
• Symbolic Systems Program

PROFESSIONAL EDUCATION
• PhD, MIT , Computer Science (2012)
• SM, MIT , Computer Science (2008)
• BS, Stanford University, Symbolic Systems (2006)

LINKS

Teaching

COURSES
2018-19
• Human-Computer Interaction Design Studio: CS 247 (Win)
• Human-Computer Interaction Research: CS 376 (Aut)
• Human-Computer Interaction Seminar: CS 547 (Aut, Win, Spr)
• Social Computing: CS 278 (Spr)

2017-18
• Human-Computer Interaction Design Studio: CS 247 (Win)
• Human-Computer Interaction Research: CS 376 (Aut)
• Human-Computer Interaction Seminar: CS 547 (Aut, Win, Spr)

2016-17
• Human-Computer Interaction Design Studio: CS 247 (Win)
• Human-Computer Interaction Research: CS 376 (Aut)
• Human-Computer Interaction Seminar: CS 547 (Aut, Win, Spr)

2015-16
• Digital Canvas: Intro to Visual Design on the Web: CS 91SI (Win)
• Human-Computer Interaction Design Studio: CS 247 (Aut, Win)
• Human-Computer Interaction Seminar: CS 547 (Aut, Win, Spr)

STANFORD ADVISEES
Postdoctoral Faculty Sponsor
Mark Whiting

Master's Program Advisor
Carah Alexander, Amy Chen, Stuart Cornuelle, Albert Feng, Kye Kim, Michelle Lam, Trijeet Mukhopadhyay, Annie Shi, Stephanie Uduji, Alexander Wang

Doctoral Dissertation Co-Advisor (AC)
Zhiyuan Jerry Lin, Sharon Zhou

Publications

PUBLICATIONS
• Flash Organizations: Crowdsourcing Complex Work by Structuring Crowds As Organizations
  Valentine, M., Retelny, D., To, A., Rahmati, N., Doshi, T., Bernstein, M.

• Ink: Increasing Worker Agency to Reduce Friction in Hiring Crowd Workers
  ACM TRANSACTIONS ON COMPUTER-HUMAN INTERACTION
  Salehi, N., Bernstein, M. S.
  2018; 25 (2)
• **Mosaic: Designing Online Creative Communities for Sharing Works-in-Progress** *DESIGN THINKING RESEARCH: MAKING DISTINCTIONS: COLLABORATION VERSUS COOPERATION*
  Kim, J., Agrawala, M., Bernstein, M. S., Plattner, H., Meinel, C., Leifer, L.
  2018: 105–29

• **Mechanical Novel: Crowdsourcing Complex Work Through Reflection and Revision** *DESIGN THINKING RESEARCH: MAKING DISTINCTIONS: COLLABORATION VERSUS COOPERATION*
  Kim, J., Sterman, S., Cohen, A., Bernstein, M. S., Plattner, H., Meinel, C., Leifer, L.
  2018: 79–104

• **Visual Genome: Connecting Language and Vision Using Crowdsourced Dense Image Annotations** *INTERNATIONAL JOURNAL OF COMPUTER VISION*
  2017; 123 (1): 32-73

• **MyriadHub: Efficiently Scaling Personalized Email Conversations with Valet Crowdsourcing**
  Kokkalis, N., Fan, C., Roith, J., Bernstein, M. S., Klemmer, S., ACM
  ASSOC COMPUTING MACHINERY.2017: 73–84

• **Examining Crowd Work and Gig Work Through The Historical Lens of Piecework**
  Alkhatib, A., Bernstein, M. S., Levi, M., ACM
  ASSOC COMPUTING MACHINERY.2017: 4599–4616

• **ImageNet Large Scale Visual Recognition Challenge** *INTERNATIONAL JOURNAL OF COMPUTER VISION*
  Russakovsky, O., Deng, J., Su, H., Krause, J., Satheesh, S., Ma, S., Huang, Z., Karpathy, A., Khosla, A., Bernstein, M., Berg, A. C., Fei-fei, L.
  2015; 115 (3): 211-252

• **Soylent: A Word Processor with a Crowd Inside** *COMMUNICATIONS OF THE ACM*
  Bernstein, M. S., Little, G., Miller, R. C., Hartmann, B., Ackerman, M. S., Karger, D. R., Crowell, D., Panovich, K.
  2015; 58 (8): 85-94

• **Learning Perceptual Kernels for Visualization Design** *IEEE TRANSACTIONS ON VISUALIZATION AND COMPUTER GRAPHICS*
  Demiralp, C., Bernstein, M. S., Heer, J.
  2014; 20 (12): 1933-1942

• **Catalyst: Triggering Collective Action with Thresholds**
  Cheng, J., Bernstein, M.
  2014

• **Ensemble: Exploring Complementary Strengths of Leaders and Crowds in Creative Collaboration**
  Kim, J., Cheng, J., Bernstein, M.
  2014

• **Quantifying the Invisible Audience in Social Networks**
  Bernstein, Michael, S., Bakshy, E., Burke, M., Karrer, B.
  2013

• **EmailValet: Managing Email Overload through Private, Accountable Crowdsourcing**
  Kokkalis, N., Kohn, T., Pfeiffer, C., Chorny, D., Bernstein, Michael, S., Klemmer, Scott, R.
  2013

• **Crowd-scale Interactive Formal Reasoning and Analytics**
  Fast, E., Lee, C., Aiken, A., Bernstein, M., Koller, D., Smith, E.
  2013

• **The Future of Crowd Work**
  Kittur, A., Nickerson, Jeffrey, V., Bernstein, Michael, S., Gerber, Elizabeth, M., Shaw, A., Zimmerman, J.
  2013

• **Leveraging Online Populations for Crowdsourcing** *IEEE INTERNET COMPUTING*
  Chi, E. H., Bernstein, M. S.
Who Gives A Tweet? Evaluating Microblog Content Value
Andre, P., Bernstein, M., Luther, K.
2012

Direct Answers for Search Queries in the Long Tail
Bernstein, M., Teevan, J., Dumais, S., Liebling, D., Horvitz, E.
2012

Analytic Methods for Optimizing Realtime Crowdsourcing CI: Collective Intelligence 2012
Bernstein, M., Karger, D., Miller, R., Brandt, J.
2012

The Trouble with Social Computing Systems Research
Bernstein, M., Ackerman, M., Chi, Ed, H., Miller, R.
2011

Crowds in Two Seconds: Enabling Realtime Crowd-Powered Interfaces
Bernstein, M., Brandt, J., Miller, R., Karger, D.
2011

PingPong++: Community Customization in Games and Entertainment
Xiao, X., Bernstein, M., Yao, L., Lakatos, D., Gust, L., Acquah, K.
2011

TwitInfo: Aggregating and Visualizing Microblogs for Event Exploration
Marcus, A., Bernstein, M., Badar, O., Karger, D., Madden, S., Miller, R.
2011

4chan and /b/: An Analysis of Anonymity and Ephemerality in a Large Online Community
Bernstein, M., Monroy-Hernandez, A., Harry, D., Andre, P., Panovich, K., Vargas, G.
2011

Eddi: Interactive Topic-Based Browsing of Social Status Streams
Bernstein, M., Suh, B., Hong, L., Chen, J., Kairam, S., Chi, Ed, H.
2010

Short and Tweet: Experiments on Recommending Content from Information Streams
Chen, J., Nairn, R., Nelson, L., Bernstein, M., Chi, E.
2010

Personalization via Friendsourcing ACM Transactions on Computer-Human Interaction 2010
Bernstein, M., Tan, D., Smith, G., Czerwinski, M., Horvitz, E.
2010

Who Am I? Two-Four-Six-Oh-One!
Bernstein, M., Marcus, A., Karger, D., Miller, R.
2010

Enhancing Directed Content Sharing on the Web
Bernstein, M., Marcus, A., Karger, D., Miller, R.
2010

A Torrent of Tweets: Managing Information Overload in Online Social Streams
Bernstein, M., Kairam, S., Suh, B., Hong, L., Chi, Ed, H.
2010

Soylent: A Word Processor with a Crowd Inside
Bernstein, M., Little, G., Miller, R., Hartmann, B., Ackerman, M., Karger, D.
2010

- Collabio: A Game for Annotating People within Social Networks
  Bernstein, M., Tan, D., Smith, G., Czerwinski, M., Horvitz, E.
  2009

- Note to Self: Examining Personal Information Keeping in a Lightweight Note-Taking Tool
  Van Kleek, M., Bernstein, M., Panovich, K., Vargas, G., Karger, D., schraefel, m. c.
  2009

- CHIstory
  Bernstein, M., Andre, P., Luther, K., Poole, E. S., Solovey, E., Paul, S.
  2009

- Taskpose: Exploring Fluid Boundaries in an Associative Window Visualization
  21st Annual ACM Symposium on User Interface Software and Technology
  Bernstein, M., Shrager, J., Winograd, T.
  ASSOC COMPUTING MACHINERY.2008: 231–234

- Simplifying Knowledge Creation and Access for End-Users on the Semantic Web
  Van Kleek, M., Bernstein, M., Andre, P., Pertunnen, M., Karger, D., schraefel, m. c.
  2008

- Evolution and Evaluation of an Information Scrap Manager
  Bernstein, M., Van Kleek, M., schraefel, m. c., Karger, D.
  2008

  Miller, R., Chou, V., Bernstein, M., Little, G., Van Kleek, M., Karger, D.
  2008

- Wicked Problems and Gnarly Results: Reflecting on Design and Evaluation Methods for Idiosyncratic Personal Information Management Tasks
  MIT-CSAIL-TR-2008-007 2008
  Bernstein, M., Kleek, M. V., Khushraj, D., Nayak, R., Liu, C., Karger, D.
  2008

- Information Scraps: How and Why Information Eludes our Personal Information Management Tools
  ACM Transactions on Information Systems 2008
  Bernstein, M., Kleek, M. V., Karger, D., schraefel, m.
  2008

- Management of Personal Information Scraps
  Bernstein, M., Van Kleek, M., schraefel, m. c., Karger, D.
  2007

- GUI — Phooey!: The Case for Text Input
  Van Kleek, M., Bernstein, M., Karger, D., schraefel, m. c.
  2007

- Personal Information Management, Personal Information Retrieval?
  Bernstein, M., Van Kleek, M., Karger, D., schraefel, m. c.
  2007

- Diamond’s Edge: From Notebook to Table and Back Again
  Ubicomp: Posters 2006
  Bernstein, M., Robinson-Mosher, A., Yeh, R., Klemmer, S.
  2006

- Reflective Physical Prototyping through Integrated Design, Test, and Analysis
  Hartmann, B., Klemmer, Scott, R., Bernstein, M., Abdulla, L., Burr, B., Robinson-Mosher, A.
  2006

- D.tools: Integrated prototyping for physical interaction design
  IEEE PERSASIVE COMPUTING
  Hartmann, B., Klemmer, S. R., Bernstein, M.
• d.tools: Visually Prototyping Physical UIs through Statecharts *UIST: Extended Abstracts 2005*
  Hartmann, B., Klemmer, S. R., Bernstein, M., Mehta, N.
  2005