Maryland’s iSchool hosts a college-wide celebration showcasing our ground-breaking research every spring. This year we present 38 posters based on the research our faculty, students, and staff lead. Welcome and Enjoy!

Voting for Best Poster Award ends at 5 pm; award ceremony begins at 5:30 pm.

1. Social Values and Personal Biometric Devices
   Sara Anderson and Fiona Jardine

2. Designing Cyberbullying Mitigation Solutions: Participatory Design With Teenagers
   Zahra Ashktorab and Jessica Vitak

3. Responsive Visualization: Adapting Visual Representations to Device Modality
   Sriram Karthik Badam and Niklas Elmqvist

4. Motivational Impact on Facebook
   Marina Cardoso, Elizabeth Warrick, Jennifer Golbeck, and Jennifer Preece

5. Is Collaboration on Open Data Open? Understanding Open Data Analysis for Civic Use
   Joohee Choi and Yla Tausczik

6. In Search of Precision Behavioral Intervention Technology
   Kenyon Crowley, Gordon Gao, Nanette Steinle, Michelle Dugas, Arie Kruglanski, Fang Wan, Charles Song, and Ritu Agarwal

7. Describing the Ineffable: A Proposed Mixed-Methods Study of Faculty Mentoring Information Practices
   Rebecca Follman

8. Entity Disambiguation and Propensity Scoring in Emails
   Ning Gao, Jyothi K. Vinjumur and Douglas W. Oard

   Kathryn Gucer

10. International Research Portal Project (IRP2)
    Torra Hausmann, Jennifer Wachtel, Melissa Wertheimer, Sohini Sarkar, and Karishma Ghiya

11. Ethics, Values, and Mobile Devs: Theory, Research, and Impact
    Donal Heidenblad, Karen Boyd, Daniel Greene, and Katie Shilton

12. Modeling Socio-economic Maps Based on Mobile Data
    Lingzi Hong and Vanessa Frias-Martinez

Please see the other posters on the reverse side.
13 From Student to Teacher: Effective Methods for Graduate Students Learning to Teach
   Megan Kellner and Catherine Fravel

14 Mapping Inequality: Redlining in New Deal America
   Mary Kendig, Maddie Allen, Shaina Destine, Erin Durham, Scott Harkless, Darlene Reyes, Myeong Lee, Neha Chanchlani, Richard Marciano, and Michael Kurtz

15 The Human Face of Crowdsourcing: Mapping Urban Renewal
   Mary Kendig, Myeong Lee, Maddie Allen, Shaina Destine, Erin Durham, Scott Harkless, Darlene Reyes, Myeong Lee, Neha Chanchlani, Richard Marciano, and Michael Kurtz

16 Brown Dog: Data Transformation as a Service
   Mary Kendig, Anuj Nimkar, Alex Pirela, Gregory Jansen, Richard Marciano, David, Baugh, and Prasad Dharmasena

17 Overseas Pension Project
   Mary Kendig, Alex Pirella, Rose Ann Ullrich, Jen Wachtel, and Scott Harkless

18 Everyday Life Information Practices during Life Transition: Korean Immigrant Women’s Goals, Information Practices, and Acculturation
   Jinyoung Kim

19 Creepy Guys at Google: Tweens’ Mental Models of Google
   Christie Kodama, Beth St. Jean, Mega Subramaniam, and Natalie Greene Taylor

20 Library-Mediated Data Curation Collaborations: Examples from a National Library
   Adam Kriesberg and Ricardo Punzalan

21 On “Information Deserts”: Toward the Conceptualization of Local Information Landscape
   Myeong Lee and Brian Butler

22 Toward an Ecology Theory of Creativity in the Mobile Device Industry
   Myeong Lee, Xu Meng, Ping Wang, and Brian Butler

23 Governing the Smart City: Emerging Business Models for Data-Driven Government
   Dennis Linders

24 DCIC: Building a “Digital Curation Social Network” and New Infrastructure
   Richard Marciano and Michael Kurtz

25 Participants’ Views of Ethics: Reflections on Former Child Participatory Design Partners
   Brenna McNally, Mona Leigh Guha, Matthew Louis Mauriello, and Allison Druin

26 BodyVis: A New Approach to Body Learning Through Wearable Sensing and Visualization
   Leyla Norooz

27 Geospatial Information Behavior (GIB) of New International Students
   Chi Young Oh and Brian Butler

28 Sketchventor: The Creation of a Design Centered Game
   Anthony Pellicone, Elizabeth Bonsignore, Kari Kraus, Kathryn Kaczmarek, Derek Hansen, and June Ahn

29 Community-Driven Projects: Learning and Technology in Nature (poster and demo)
   Jennifer Preece, Tamara Clegg, Daniel Pauw, Elizabeth Warrick, and Carol Boston

30 Named Data Networking (NDN): Exploring Developer Values in the Stack
   Nicholas Proferes and Katie Shilton

31 Provenance Management System
   Sohini Sarkar

32 Building Virtual Learning Environments: Virtual Computing Lab (VCL)

33 StreamBED: A Qualitative Water Monitoring Virtual Reality Training Game
   Alina Striner and Jennifer Preece

34 ConnectedLib: Making Learning Connections with Youth
   Mega Subramaniam, Kelly Hoffman, Katie Davis, and Saba Kawas

35 Materials-Mediated Vicarious Trauma: The Hidden Danger in Archives
   Diane M. Travis

36 Revisiting Segregation through Computational History
   Diane M. Travis, Myeong Lee, Allison Gunn, Magdalena Rojas, and James Howland

37 Things Adults Can’t Tell You: ELIS in Nerdfighter Communities
   Amanda Waugh

38 The Lilead Project: Using Research to Build School Library Leaders
   Ann Carlson Weeks, Jeffrey DiScala, Christie Kodama, Diane Barlow, Leah Jacobs, and Rosemary Hall

39 Stakeholder Alignment for Changing Geospatial Information Capabilities
   Susan Winter and the EarthCube Collaborative

40 Keshif: Rich Visual Data Exploration for the Web
   M. Adil Yalcin, Niklas Elmqvist, and Benjamin B. Bederson