

RESEARCH INTERESTS

Interactive Digital Narratives – Creativity Support Tools – Interaction Design for Children – Technologies for Mental Health

EDUCATION and EXPERIENCE

Doctor of Philosophy in Human Centered Computing – University of Florida, Gainesville, *Anticipated May 2023, GPA: 3.57*

Graduate Researcher, The Embodied Learning & Experience Lab – *August 2018 to present*

Bachelor of Science in Visualization – Texas A&M University, College Station, *May 2018*

Undergraduate Researcher, The Story Lab – *January 2018 to August 2018*

HONORS and AWARDS

Generation NEXT Scholar – *Spring 2020 through present*

University of Florida | Gainesville, FL | Need-based scholarship and scholarly cohort

Graduate School Preeminence Award – *August 2018 through present*

University of Florida | Gainesville, FL | Competitive research assistantship towards PhD study

Graduation Honors Distinction for Research – *awarded May 2018*

Texas A&M University | College Station, TX | Awarded for completion of Undergraduate Research Scholar's (thesis) program

Century Scholar – *August 2014 through May 2018*

Texas A&M University | College Station, TX | Awarded for achievement, co-curricular involvement, and volunteer work

Houston Livestock Show and Rodeo Scholar – *August 2014 through May 2018*

Texas A&M University | College Station, TX | Awarded for academic achievement, leadership, and financial need

PEER-REVIEWED CONFERENCE PROCEEDINGS

Brown, S. A., Resch, C., Han, V., Surampudi, S. V., Karanam, P. & Chu, S. L. (2020, November). Capturing User Emotions in Interactive Stories: Comparing a Diegetic and a Non-Diegetic Approach to Self-Reporting Emotion. In *International Conference on Interactive Digital Storytelling (publication forthcoming)*

Brown, S. A., Chu, S.L. & Rani, N. (2020, September). Externalizing Mental Images by Harnessing Size-Describing Gestures: Design Implications for a Visualization System. In *International Conference on Advanced Visual Interfaces. (publication forthcoming, Honorable Mention Award)*

Zarei, N., Chu, S. L., Quek, F., Rao, N. J., & **Brown, S. A.** (2020, April). Investigating the Effects of Self-Avatars and Story-Relevant Avatars on Children's Creative Storytelling. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems* (pp. 1-11). <https://doi.org/10.1145/3313831.3376331>

Brown, S. A., Chu, S. L., Quek, F., Canaday, P., Li, Q., Loustau, T., ... & Zhang, L. (2019, November). Towards a Gesture-Based Story Authoring System: Design Implications from Feature Analysis of Iconic Gestures During Storytelling. In *International Conference on Interactive Digital Storytelling* (pp. 364-373). Springer, Cham. **(Nominee for Best Short Paper)**
https://doi.org/10.1007/978-3-030-33894-7_38

PEER-REVIEWED ABSTRACTS

- Zarei, N., Quek, F., Chu, S. L. & **Brown, S. A.** (2020, November) Towards Design Strategies to Support Children's Narrative Writing Through Enactment. In *International Conference on Interactive Digital Storytelling (publication forthcoming)*
- Brown, S. A.**, Chu, S. L., & Rani, N. (2020, April). Harnessing Gestures to Externalize Discourse Ideas for Common Ground: Design Implications from a Frame of Reference Analysis. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems Extended Abstracts* (pp. 1-8). <https://doi.org/10.1145/3334480.3382927>
- Brown, S. A.**, Chu, S. L., & Loustau, T. (2019, November). Embodying Cognitive Processes in Storytelling Interfaces for Children. In *International Conference on Interactive Digital Storytelling* (pp. 357-363). Springer, Cham. https://doi.org/10.1007/978-3-030-33894-7_37
- Park H., **Brown S.**, Chu S.L. (2019) Understanding Avatar Identification Through Visual Similarity for Richer Story Creation. In: Stephanidis C. (eds) HCI International 2019 - Posters. HCII 2019. *Communications in Computer and Information Science, vol 1033*. Springer, Cham. https://doi.org/10.1007/978-3-030-23528-4_57

THESES

- Brown, S.** (2018). *For What We Are: An Interactive Experience with a Bifurcated Perspective*. Undergraduate Thesis. Texas A&M University, College Station, USA. Retrieved from <http://hdl.handle.net/1969.1/166452>.

JOURNAL PAPERS

- Chu, S. L., **Brown, S.**, Park, H., & Spornhauer, B. (2020). Towards Personalized Movie Selection for Wellness: Investigating Event-Inspired Movies. *International Journal of Human-Computer Interaction*, 1-13. <https://doi.org/10.1080/10447318.2020.1768665>
- Brown, S.** (2017). Spiraling Through Color. *Explorations: the Texas A&M Undergraduate Journal*, 9, 30-33. Retrieved from https://issuu.com/tamu_hur/docs/official_explorations_volume_9.

WORKSHOP PROCEEDINGS

- Brown, S.** and Chu, S. L. (2020). In the Flow of Creative Practice: Multimodality and Embodiment for Creativity Support Tools. In *Proceedings of Workshop on Where Art Meets Technology: Integrating Tangible and Intelligent Tools in Creative Processes*. CHI 2020. Honolulu, HI. ACM.

SERVICE

WiCSE Mentor – Fall 2020

University of Florida | Gainesville, FL

Mentoring 1 undergraduate student as part of the Women in Computer Science and Engineering mentorship program.

ELX Lab Graduate Mentor – June 2019 through current

University of Florida | Gainesville, FL

Mentored 7 undergraduate students to date for the term of a semester each, as they pursued research in collaboration with our lab's projects, including the design of recommender applications for mental health, storytelling systems for children, and gesture-based visualization systems to support creative practices.

NSF Research Experiences for Undergraduates, Graduate Mentor – Summer 2019

University of Florida | Gainesville, FL

Mentored a visiting undergraduate student from Georgetown University, Washington D.C. as they pursued a research project investigating cartoon augmentation in storytelling applications for children.

Reviewing: DIS 2020 Late Breaking Works; IDC 2019 Works in Progress

Volunteering: Association for Research in Digital Interactive Narratives (ARDIN) website and outreach volunteer