

Marisol Wong-Villacres

4042063359

lvillacr@gatech.edu

marisolvillacres.website

Marisol is a first-year PhD student in Human-Centered Computing at Georgia Tech under the advisement of Betsy DiSalvo and Neha Kumar. She holds a BSc in Computer Engineer and a Master's degree in Human-Computer Interaction Design. She has over 15 years of experience as a Computer Science educator. Her research lies in the intersection of the design of technologies for social development and educational technology.

Education and Coursework

Ph.D. in Human-Centered Computing

Georgia Institute of Technology | 2021 (exp.)

- Design of Online Communities,
- Introduction to Human-Centered Computing

M.S. in Human Computer Interaction Design

Indiana University Bloomington | 2011

- Interaction Design and Evaluation Methods,
- Experience Design,
- Information Architecture for the Web

Master of Information System Management

Escuela Superior Politécnica del Litoral (ESPOL) | Ecuador | 2009

- Strategic Planning,
- Project Management and Control

B.S. in Computer Engineering

ESPOL | Ecuador | 2000

- Software Engineering,
- Object Oriented Programming
- Statistics

Publications

Refereed Conference Papers

- Falcones, G., **Wong-Villacres, M.**, Barzola, V. E., & Garcia, K. C. (2016, October). Enhancing quality of argumentation in a co-located collaborative environment through a tabletop system. In *Ecuador Technical Chapters Meeting (ETCM), IEEE* (Vol. 1, pp. 1-6). IEEE.
- **Wong-Villacres, M.**, Barzola, V. E., Granda, R., & Garcia, K. C. (2016, July). Portable Tabletops: A Low-Cost Pen-and-Touch Approach. In International Conference on *Human-Computer Interaction* (pp. 241-252). Springer International Publishing.
- **Wong-Villacrés, M.**, Granda, R., Ortiz, M., Chiluiza, K. (2016, April) Exploring the impact of a tabletop-generated group work feedback on students' collaborative skills. *CEUR Workshop Proceedings*, 1601, pp. 58-64.
- **Wong-Villacrés, M.**, Ortiz, M., Echeverria, V., Chiluiza, K. (2015, November). A Tabletop System to Promote Argumentation in Computer Science Students. In *ACM International Conference on Interactive Tabletops and Surfaces (ITS '15)*. ACM, New York, NY, USA.
- Granda, R. X., Echeverria, V., Chiluiza, K., & **Wong-Villacres, M.** (2015, July). Supporting the Assessment of Collaborative Design Activities in Multi-tabletop Classrooms. In *Computer Aided System Engineering (APCASE), 2015 Asia-Pacific Conference on* (pp. 270-275). IEEE.

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- **Wong-Villacres, M.** and Bardzell, S. 2011. Technology-Mediated Parent-Child Intimacy: Designing for Ecuadorian Families Separated by Migration. *Proc. CHI EA '11*, pp. 2215–2220. ACM Press.

In Preparation/Review

- **Wong-Villacres, M.**, Velasquez, C., Kumar, N. (2017) Unpacking the Limitations of Social Media for Crisis Relief.
- **Wong-Villacres, M.**, Ehsan, U., Solomon, A., Pozo Buil, M., DiSalvo, B. (2017). Design Guidelines for Parent-School Technologies to Support the Ecology of Parental Engagement. *Manuscript submitted for publication*

Books

- Fager, J., Pantoja, L., **Villacres, M.**, Paez, L., Ochoa, D., Cuadros-Vargas, E. (2014). Data Structures, Iniciativa Latinoamericana de Libros de Texto Abiertos (LATIn) ISBN: 978-9942-14-478-2

Professional Experience

Georgia Institute of Technology

Aug' 16 – Present

- Graduate Research Assistant at the Culture and Technology (CAT) Lab. Study the design of social media for low-income Latino immigrant parents

Escuela Superior Politécnica del Litoral

2001 – Present

- Associate Professor at the Computer Science Program, 2016 - Present
- Lead Researcher at the Center of Information Technology, 2014 – 2016. Designed and evaluated a tabletop application to support collocated argumentation.
- ABET Project Coordinator, 2013 – 2015. Led 6 programs seeking accreditation
- Assistant Professor at the Computer Science Program, 2006 - 2016
- Lecturer at the Computer Science Program 2001 - 2006

Indiana Univeristy Bloomington

2010 – 2011

- Graduate Student Researcher (Prof. Shaowen Barzell). Conducted user research to inform the design of technologies for Ecuadorian families affected by emigration.
- Graduate Teaching Assistant for the School of Informatics

Holcim Ecuador

2000 - 2004

- Software Engineer. Designed, developed and deployed software for weighing and dispatching cement, concrete and aggregate.

Teaching Experience

Courses Taught

ESPOL | Computer Science Program | Ecuador | 2001 - Present

- 2015 – 2016, Human-Computer Interaction (HCI)
- 2015, HCI Capstone Course, Topic: Designing for Equity and Inclusion
- 2011 – 2015, Computers and Society
- 2011, Computer Networks
- 2007, Programming Languages
- 2005 – 2008, Object-Oriented Programming
- 2002 – 2008 | 2011 – 2012, Data Structures
- 2001 – 2006, Programming Fundamentals

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Teaching Assistant

Indiana University Bloomington | School of Informatics | 2009 – 2011

- 2011, Multimedia Arts and Technology
- 2010, Interaction Design Methods (Graduate level)
- 2009 – 2010, Intro to Informatics

Georgia Institute of Technology | Computer Science Program | Spring 2017

- Spring 2017, Educational Technology

Honors/Awards

- 2016, Microsoft Research Women's Fellowship Recipient
- 2011, Women in Science Program Travel Grant at Indiana University Bloomington
- 2010, Fulbright Summer Research Grant
- 2009, Fulbright Faculty Development Program - Master studies
- 2007, Flemish Interuniversity Council (VLIR) Research Grant
- 2006, Fundación Carolina Scholarship for Post-graduate studies in Spain
- 2004, 2005, 2006, Best Teacher Diploma, ESPOL

Academic Services

- 2015 – 2016, Reviewer at CHI 2016 and 2017 Papers and Notes
- 2016, Reviewer at NordiCHI 2016 Papers and Notes
- 2015 – 2016, Tutor of the Physical Computing Student Club at ESPOL
- 2011, Volunteer of interaction'11 (Boulder, CO, USA)
- 2009 – Present, Member of Association for Computing Machinery (ACM)
- 2005 – 2009, Tutor of the Free and Open Source Student Club at ESPOL
- 2007 – 2009, Coordinator of the FOSS Latin American Festival for Guayaquil-Ecuador
- 2008, Vice President of the Ecuadorian FOSS Association
- 2005 – 2006, Vice President of the Women in Engineering (WIE) Chapter ESPOL IEEE

Skills

Research

- Interviewing, surveys, ethnographic observations, cultural probes, focus groups, contextual inquiry, artifact analysis, affinity diagramming
- Design Research: Participatory Design, Scenarios, Mind Mapping, Sketching & Storyboarding, Prototyping, Usability Tests

Technical

- HTML/CSS, JavaScript, PHP, Processing, Arduino Sketch, Objective C, Python, SQL, C, C++, C#, Visual Basic .NET, Java, JSP, MySQL, PostgreSQL, SQL Server, XML, Joomla, Multimedia (Pure Data).
- Adobe Photoshop, Illustrator, After Effects, Audacity, Gimp, Inkscape, Joomla, Apache,

Languages

- Spanish (native)
- English (fluent)