

# Curriculum Vitae

## Jacob Thebault-Spieker

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## Research Areas

Human-Computer Interaction (HCI), Social Computing.

**Areas of Focus:** sharing economies, peer production, mobile crowdsourcing, citizen science.

## Education

University of Minnesota (2011 - Present):  
PhD Student (2011 - April 2013)  
PhD Candidate (April 2013 - Present)  
University of Minnesota – Morris (2007 - 2011):  
Bachelor of Arts, Computer Science  
Bachelor of Arts, Spanish

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## Publications

### Refereed Papers in Archival Publication Venues (Conferences and Journals)

#### 2017

Hannah Miller, Daniel Kluver, **Jacob Thebault-Spieker**, Loren Terveen, and Brent Hecht 2017. Understanding emoji ambiguity in context: The role of text in emoji-related miscommunication.

**Jacob Thebault-Spieker**, Loren Terveen, and Brent Hecht 2017. Toward a geographic understanding of the sharing economy: Systemic biases in uberx and taskrabbit. *ACM Trans. Comput.-Hum. Interact.* 24, 3: 21:1–21:40. <https://doi.org/10.1145/3058499>

**Jacob Thebault-Spieker\***, Ashley Colley\*, Allen Yilun Lin\*, Donald Degraen, Benjamin Fischman, Jonna Häkkinä, Kate Kuehl, Valentina Nisi, Nuno Jardim Nunes, Nina Wenig, Dirk Wenig, Brent Hecht\*\*, and Johannes Schöning\*\* 2017. The geography of pokémon go: Beneficial and problematic effects on places and movement. In *Proceedings of the 2017 chi conference on human factors in computing systems* (CHI '17), 1179–1192. <https://doi.org/10.1145/3025453.3025495> (\* indicates co-first-author, \*\* - indicates co-Principal Investigators)

Andrew Hall, Sarah McRoberts, **Jacob Thebault-Spieker**, Yilun Lin, Shilad Sen, Brent Hecht, and Loren Terveen 2017. Freedom versus standardization: Structured data generation in a peer production community. In *Proceedings of the 2017 chi conference on human factors in computing systems* (CHI '17), 6352–6362. <https://doi.org/10.1145/3025453.3025940>

## 2016

Hannah Miller, **Jacob Thebault-Spieker**, Shuo Chang, Johnson Isaac, Loren Terveen, and Brent Hecht 2016. “Blissfully happy” or “ready to fight”: Varying interpretations in emoji. In *Proceedings of the 10th international conference on web and social media* (ICWSM '16).

## 2015

**Jacob Thebault-Spieker**, Loren G. Terveen, and Brent Hecht 2015. Avoiding the south side and the suburbs: The geography of mobile crowdsourcing markets. In *Proceedings of the 18th acm conference on computer supported cooperative work & social computing* (CSCW '15), 265–275. <https://doi.org/10.1145/2675133.2675278>

Aaron Halfaker, Oliver Keyes, Daniel Kluver, **Jacob Thebault-Spieker**, Tien Nguyen, Kenneth Shores, Anuradha Uduwage, and Morten Warncke-Wang 2015. User session identification based on strong regularities in inter-activity time. In *Proceedings of the 24th international conference on world wide web* (WWW '15), 410–418. <https://doi.org/10.1145/2736277.2741117>

## Posters and Extended Abstracts

### 2016

**Jacob Thebault-Spieker**, Anbang Xu, Jilin Chen, Jalal Mahmud, and Jeffrey Nichols 2016. Exploring engagement in a 'social crowd' on twitter. In *Proceedings of the 19th acm conference on computer supported cooperative work and social computing companion* (CSCW '16 companion), 417–420. <https://doi.org/10.1145/2818052.2869112>

## Workshop Papers

### 2015

**Jacob Thebault-Spieker**, Brent Hecht, and Loren Terveen 2015. Digitally reflecting our space: Crowdsourcing space usage rules. In *19th acm conference on computer supported*

*cooperative work and social computing* (Information technology and city life workshop - cscw '15).

## 2013

**Jacob Thebault-Spieker** 2013. CitizenSense: A geographic collective intelligence platform. In *Symposium on urban informatics exploring smarter cities* (Symposium on urban informatics exploring smarter cities).

## 2010

**Jacob Thebault-Spieker** 2010. Can protocol and application layer statistics improve client-server responsiveness? In *Midwest instructional computing symposium* (MICS '10).

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## Refereed Doctoral Consortia

## 2016

**Jacob Thebault-Spieker** 2016. Quantifying, understanding, and mitigating crowd work bias. In *Fourth aaai conference on human computation and crowdsourcing* (HCOMP '16 doctoral consortium).

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## Grants and Awards

### Grants

#### **SOBACO Travel Grant**

Travel Grant from Social Media and Business Analytics Collaborative to attend CSCW. \$1500. 2015.

#### **SOBACO Travel Grant**

Travel Grant from Social Media and Business Analytics Collaborative to attend CSCW. \$1000. 2014.

#### **Undergraduate Research Opportunity Program grant**

University of Minnesota, Morris. \$1400. 2009.

## Research Internships and REUs

#### **IBM Research – Almaden Summer 2014.** Advisors: Jeff Nichols, Jalal Mahmud.

Defined and implemented a research project in the space of grassroots engagement efforts on Twitter. Resulted in CSCW 2016 Poster.

#### **Carnegie Mellon REU Summer 2010.** Advisor: Mahadev Satyanarayanan.

Researched the feasibility of prefetching in Internet Suspend/Resume. Demonstrated that the simple (boot) case does not provide performance improvements.

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# Teaching Experience

## Teaching Assistantships

*University of Minnesota*

Structure of Computer Programming II (Undergraduate): Fall 2011, Spring 2012.

*University of Minnesota – Morris*

Models of Computing Systems (Undergraduate): Fall 2010, Spring 2011.

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## Professional Service

### Reviewing

### Conference Proceedings

CSCW  
CHI  
Ubicomp  
MobileHCI

### Journals

ACM Transactions on Computer-Human Interaction (TOCHI)  
Interaction Design and Architecture (IxD&A)  
ACM Transactions on Social Computing (TSC)

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