

Aditya Ponnada

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LinkedIn: <http://www.linkedin.com/in/adityaponnada>, Website: <https://adityaponnada.com/>

Research Interests:

Human Computer Interaction, Mobile/Ubiquitous Computing, Personal Health Informatics, UX Research

Education:

Northeastern University, Boston, MA

PhD, Personal Health Informatics,
Khoury College of Computer Sciences,
Bouve College of Health Sciences,
Advisor: Dr. Stephen Intille

Sep 2015 - Sep 2020 (expected)

Indian Institute of Technology, Guwahati, India

Bachelor in Design (B.Des),
Department of Design

Jul 2009-Jun 2013

Research Experience:

Northeastern University, Boston, MA

Graduate Research Assistant, mHealth Research Group

Sep 2015-present

Implemented μ EMA - Microinteractions-based ecological momentary assessments using a smartwatch to gather high-density self-report data

Designed a human-computation game to annotate large-scale raw sensor data using crowdsourcing to improve activity recognition algorithms

Developed "Sideline" – an in-situ concussion assessment smartphone app

Designed and implemented "Mix-Wild" – an interactive application for multilevel modelling of intensive longitudinal data from EMA

Implemented "Finding Astro" – an experimental exergame to promote physical activity in indoor settings

Eindhoven University of Technology (TU/e), The Netherlands

Visiting Research Assistant, Human-Technology-Interaction Lab

May 2012-Jul 2012

Examined the effect of mimicry (of head movements) by a virtual agent on user's perceived trust. Results presented at PERSUASIVE 2013

Indian Institute of Technology, Guwahati, India

Undergraduate Research Assistant, UE & HCI Lab

Jan 2012-April 2012

Designed a digital game to encourage socialization among children

Industrial Experience:

Samsung Electronics, R&D Institute, Bangalore, India

Senior User Experience Researcher, Next Experiences with Technology Lab

Mar 2015-July 2015

Conducted field studies capturing cycling practices in urban Indians

Carried out a contextual study on visually impaired users' expectations with current smartphones. Insights led to "direction unlock" feature in Galaxy S6

User Experience Researcher, Next Experiences with Technology Lab

Jul 2013-Feb 2015

Conducted field studies on physical activity needs of urban Indians to improve S-health application for Galaxy S6 and S7

Interviewed low SEC users in India to design a low-cost smartphone for Tizen OS (Samsung Z1 model)

Evaluated Samsung smartphone keypads using touch point heat maps and retrospective interviews. Insights improved touch input accuracy

Designed UI for Android and web-based Social Media applications for Indian golfing group – golfgaga.com (<http://golfgaga.com/>).

Selected Publications:

Aditya Ponnada, Josh Miller, Seth Cooper, Binod Thapa-Chhetry, Stephen Intille. 2019. Designing Games to Label Activities in Accelerometer Data. **FDG'19**. (Under review)

Eldin Dzibur, Aditya Ponnada, Rachel Nordgren, Jason Yang, Stephen Intille, Genevieve Dunton, and Donald Hedeker. 2018. MixWILD: A Program for Examining the Effects of Variance and Slope of Time-varying Variables in Intensive Longitudinal Data. **Behavioral Research Methods**. (Under review)

Farnaz Irannejad Bisafar, Aditya Ponnada, Ameneh Shamekhi, and Andrea Parker. 2017. A Sociotechnical Study of a Community-based Rewards Program: Insights on Building Social, Financial, and Human Capital. **CSCW'18**.

Aditya Ponnada, Caitlin Haynes, Dharam Maniar, Justin Manjourides, and Stephen Intille. 2017. Microinteraction ecological momentary assessment response rates: Effect of microinteractions or the smartwatch? **IMWUT'17**.

Stephen Intille, Caitlin Haynes, Dharam Maniar, Aditya Ponnada, and Justin Manjourides. 2016. μ EMA: Microinteraction-based ecological momentary assessment (EMA) using a smartwatch. **UbiComp'16**.

Sanjay Ghosh, Sarita Seshagiri, and Aditya Ponnada. 2016. Exploring Regional User Experience for Designing Ultra Low-Cost Smart Phones. **CHI EA'16**.

Verberne, F. M., Ham, J., Ponnada, A., & Midden, C. J. (2013). Trusting digital chameleons: The effect of mimicry by a virtual social agent on user trust. **PERSUASIVE'13 [Best Paper Award at PERSUASIVE 2013]**.

Honors & Awards:

Best Presentation Award, at HFES New England Chapter's student research symposium

NUTECH + AWS Award, awarded \$5000 worth AWS credits to develop and host human computation games

Amandus H. Lundqvist Scholarship (ALSP-silver) for master's studies in TU Eindhoven, The Netherlands

Young Achiever of the Year Award (2nd Position), Samsung Annual Awards, 2013-2014

Employee of the Month Award, Samsung R&D Bangalore, October 2013

Best Research Paper Award, PERSUASIVE 2013

Student Travel Grant, Intelligent HCI Conference, 2012

Leadership & Service:

Chair, Student Design Consortium, IndiaHCI 2015

Peer Reviewer, ICACCI 2013, CHI 2017, CHI 2018, IMWUT, TOCHI

Representative, DUPC (Department Undergraduate Program Committee), IIT Guwahati

Member, BostonCHI (Boston's SIGCHI Chapter), IndiaHCI

Organizer & Mentor, Design research sprint workshop, MIT Pune

Skills:

UX & HCI Research: Qualitative, Quantitative, Experiments, Interviews (Users & Experts), Questionnaire Designs, Experience Sampling, Psychophysiological Assessments, Item Response Theory

Usability & Design: Hi & Lo-fi Prototyping, Card Sorting, Personas & Scenarios, Participatory Design, Heuristic Evaluation, Information Architecture, A/B Testing, Think Aloud Protocols, Eye-Movement Recording

Programming: R, HTML, CSS, JAVA, XML, C#, Action Script, PlotLy.js, Visual Basic, SQL, Python (Beginner Level)

Software: Android Studio, NetBeans, RStudio, SPSS, SAS, GPower3, MS Office, Mindstorms NXT, InVision, Photoshop, Illustrator, Dreamweaver, ActiLife (Actigraphy), Authorware, Git, Unity, PyCharm (Beginner Level)

Data Analytics & Statistics: Univariate & Multivariate Statistics, Regression Analysis (Linear, Non-linear, and Logistic), Power Analysis, Factor Analysis, Applied Supervised Learning, Time Series Analysis, Multilevel Modeling