Craig Anslow

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RESEARCH INTERESTS

Software Engineering: Software Visualization, Software Development Tools, Empirical Software Engineering, Human Aspects of Software Engineering, Usability and Evaluation of Programming Languages
Human Computer Interaction: Information Visualization, Visual Analytics, Interactive Surfaces, CSCW

EDUCATION

Victoria University of Wellington, New Zealand
PhD, Software Engineering   2008-2013
Thesis: *Collaborative Software Visualization in Co-located Environments*
Supervisors: James Noble, Stuart Marshall, and Robert Biddle

MSc, Computer Science   2006-2007
Thesis: *Evaluating X3D For Use in Software Visualization*
Supervisors: James Noble and Robert Biddle

BSc (Honours), First Class, Computer Science   2002
Report: *XML Database Support for Program Trace Visualization*
Supervisors: James Noble and Robert Biddle

BSc, Computer Science   1999-2001

PROFESSIONAL EXPERIENCE

School of Engineering and Computer Science, Victoria University of Wellington   03/2017 –
Senior Lecturer   *Wellington, New Zealand*

· I teach and conduct research in the areas of Human Computer Interaction, Software Engineering, and Visualization. I lead the Human Computer Interaction (HCI) Research Group.

Department of Computer Science, Middlesex University   01/2015 – 01/2017
Senior Postdoctoral Research Fellow   *London, UK*

· Worked on the FP7 VALCRI project to research and develop natural user interfaces for the next-generation visual analytics-based criminal intelligence (Police) analysis applications to assist law enforcement agencies. I was responsible for the touch based interface, hardware design, and analytical provenance for sensemaking. The project had 18 partners from all across Europe including law enforcement agencies from Belgium and UK.

Department of Computer Science, University of Calgary   01/2014 –12/2014
Postdoctoral Research Fellow   *Calgary, Canada*

· Worked on developing a novel emergency management system for operations centres involving natural user interfaces, visual analytics, and big data within a multi-surface environment.
· Taught SENG 515-615 (undergraduate and graduate) course on Agile Software Engineering.
· Successfully wrote a NSERC CRD research grant for next generation emergency operations centres ($378K CAD) and a Mitacs Accelerate research grant ($15K CAD).
· Co-supervised two PhD students and one Masters student to completion.

School of Engineering and Computer Science, Victoria University of Wellington   08/2013 – 12/2013
Postdoctoral Research Fellow   *Wellington, New Zealand*

· Collaborated with Oracle Labs in developing and evaluating a novel software visualization application.

VUI Consultants   01/2009 – 12/2013
Independent Consultant   *Wellington, New Zealand*

· Consulted for various clients on the design of visualization and multi-touch applications for: Te Papa Museum of NZ, NextWindow, IceAV, Fingertapps, 2Touch, ClickSuite, Story Inc, and Victoria University of Wellington.

School of Engineering and Computer Science, Victoria University of Wellington   03/2008 – 03/2013
Research Assistant   *Wellington, New Zealand*

· Worked on research projects for my PhD supervisors and co-supervised undergraduate and masters students.

SAP Research   06/2007 – 02/2008
Research Intern   *Palo Alto, California, USA*

· Integrated MediaWiki technology with SAP's business applications (Business By Design).

Unisys   10/2005 – 10/2006
Software Developer   *Wellington, New Zealand*

· Developed a real time telco billing software application and maintained a subscriber provisioning application.

Unisys   02/2005 – 10/2005
Change Coordinator   *Wellington, New Zealand*

· Provided ITIL services for change, release, and configuration management to New Zealand Government clients.

Marketing Group, Victoria University of Wellington   04/2003 – 12/2004
Web Developer   *Wellington, New Zealand*

· Enhanced the University's corporate web site by providing technical web expertise services to departments.

TEACHING EXPERIENCE

School of Engineering and Computer Science, Victoria University   2017 – 2021
Lecturer   *Wellington, New Zealand*

· ENGR 301/302 - Engineering Project Management	2020 -2021
· SWEN 131 - Programming for Software Development	2017
· SWEN 422 - Human Computer Interaction	2019-2021
· SWEN 501 - Professional Programming Skills	2017–2018
· SWEN 502 - Software Development Studio I	2017–2020
· SWEN 503 - Software Development Studio II	2017–2020
· SWEN 505 - Professional Seminar	2018-2020

Department of Computer Science, University of Oxford   2016 – 2021
Lecturer   *Oxford, UK*

· I teach the Agile Methods (AGM) course as part of the Professional Masters in Software Engineering Programme. The course focuses on understanding the theory and practice of Agile methods.

Department of Computer Science, University of Calgary   Winter 2014
Lecturer   *Calgary, Canada*

· SENG 515 Agile Software Engineering (Undergraduate) and SENG 615 Agile Software Engineering (Graduate)

School of Engineering and Computer Science, Victoria University   2001–2003, and 2009
Teaching Assistant   *Wellington, New Zealand*

· COMP205 Software Design and Engineering	2009
· COMP389 Software Engineering Project	2002-2003
· COMP301 Software Engineering Principles	2003
· COMP302 Databases	2002
· COMP130 Introduction to Computers and Applications	2001

STUDENT SUPERVISION

Victoria University of Wellington, School of Engineering and Computer Science   2017 - present
I supervised the following students: *Wellington, New Zealand*

- Philip Oliver, PhD, *Automating Automated Testing* (with Michael Homer, Jens Dietrich)   2021 -
- Nisal Udawatta, PhD, *XR for Cardiac Surgical Training* (with Brian Robinson)   2021 -
- Faisal Zaman, PhD, *Multi-User XR Collaboration for High Fidelity Immersive Telepresence* (with Taehyun Rhee) 2020 -
- Ben Powley, PhD, *Exploring Immersive Visualization for Ecosystem Services Analysis and Tradeoffs* (with Mairead de Roiste)   2020 -
- Tristan Bunn, PhD, *Visual Analytics for Learning Management Systems* (with Karsten Lundqvist)   2019 -

- Kristian Hansen, MSc, *VR for Taupo Volcanic Zone* (co-supervised with Simon Baker, Colin Wilson, Christof Mueller),   2021
- Ben Murphy, MSoftDev, *SEPSIS Management Visualization Application* (with Brian Robinson)   2021
- Jiaheng Wang, MSc, *VR for chronic pain* (with Brian Robinson and Simon McCallum)   2020
- Benjamin Powley, MSc, *Visual Analytics for Air Quality Data* (with David Pearce)   2019
- Jack Purvis, MSc, *Live Coding Visuals for DJs* (with James Noble)   2018
- Ben Selwyn-Smith, MCompSci, *Tabletop Grace* (with Michael Homer)   2017

- Connor Simmonds, BE(Hons), *Understanding the Effect of 360 Motion in VR Simulators* (with Eight360)   2021
- Callum Stewart, BE(Hons), *Next Stop Display* (with Radiola)   2021
- Riley Blair, BE(Hons), *SEPSIS Visualization Management Application* (with Brian Robinson)   2020
- Chris Todd, BE(Hons), *Environmental Benefits of Bus Mobility* (with GWRC)   2020
- Lavanya Sajwan, BE(Hons), *Why do programmers do what they do? Understanding Security Choices* (co-supervised with James Noble)   2020
- Brandon Scott-Hill, BE(Hons), *aWall for collaboration on Agile Teams*   2019
- Sean Hone, BE(Hons), *Visualizing Environmental Data*   2019
- Hamish Clark, BE(Hons), *Public Transport Reliability* (with Beca)   2019
- Jacob Beal, BE(Hons), *Micro-service Mobility* (with Beca)   2019
- Chris Parry, BE(Hons), *Voice Control for Mixed Reality* (co-supervised with Taehyun Rhee)   2019
- Haydn Bannister, BE(Hons), *Virtual Reality for Radiation Therapy Education*   2018
- Jonathan Carr, BE(Hons), *Visualizing Network Traffic*   2018
- Jack Slater, BE(Hons), *Software Metrics Visualization*   2018
- Simon Glew, BE(Hons), *aWall - Digital Touch Walls for Agile Retrospective Team Meetings*   2018
- Brendan Julian, BE(Hons), *Why do programmers do what they do?* (with James Noble)   2018
- Nathan Newton, BCom(Hons), *Security in Agile Software Development* (with Andreas Drechsler)   2018
- Aaron Pang, BE(Hons), *Why do programmers do what they do?* (with James Noble)   2017
- Jiaheng Wang, BE(Hons), *Understanding SDAZ – Mouse vs. Touch vs. 3D Gestures*   2017

- Riley Blair, Summer Research Assistant (with Brian Robinson and CCDHB)   2020/2021
- Chris Todd, Summer Research Assistant (with GWRC)   2020/2021
- Joshua Berkahn, Summer Research Assistant (with GWRC)   2020/2021
- Kristian Hansen, Research Assistant, (co-supervised with Colin Wilson)   2020/2021
- Amy Wilson, Research Assistant   2019-2020
- Alistair McLeay, Summer Research Assistant (with Brian Robinson and CCDHB)   2019/2020
- Chris Todd, Summer Research Assistant (with GWRC)   2019/2020
- Joshua Berkahn, Summer Research Assistant (with GWRC)   2019/2020
- Nader Riad, Summer Research Assistant (with GWRC)   2019/2020
- Alannah File, Research Assistant (with Terry Fleming and Simon McCallum)   2018-2019
- Brendan Julian, Summer Research Assistant (with James Noble)   2018/2019
- Jiaheng Wang, Summer Research Assistant (with Brian Robinson)   2018/2019
- Tessa Jacobsen-Grocott, Summer Research Assistant (with Louise Starkey)   2018/2019
- Brandon Scott-Hill, Summer Research Assistant   2018/2019
- Inti Resende, Summer Research Assistant (with Beca)   2018/2019

· Amy Wilson, Summer Research Assistant (with Beca)	2018/2019
· Hamish Clark, Summer Research Assistant (with Beca)	2018/2019
· Chris Todd, Summer Research Assistant (with Beca)	2018/2019
· Jacob Beal, Summer Research Assistant (with Beca)	2018/2019
· Jonathan Carr, Summer Research Assistant, *Visualizing Network Traffic* (with Beca)	2017/2018
· Ben Selwyn-Smith, Summer Research Assistant, *Virtual Reality Simulation for Radiation Therapy Education* (with Brian Robinson)	2017/2018

I assisted the following students with James Noble and Stuart Marshall during my PhD:

· Fahmi Abdulhamid, ME Thesis, *SpEx: A Tool for Visualising and Navigating Speech Audio*	2013
· Daniel Cope, ME Thesis, *A Multi-Touch Explorer Environment for Eclipse*	2013
· Yi-jing Chung, MSc Thesis, *Improving Accuracy and Efficiency of Hand Gestures on Multi-Touch Devices*	2012
· Daniel Cope, BE(Hons), *Navigating 3D Worlds via 2D Multi-Touch Interfaces*	2011
· Matthew Crisp, BE(Hons), *e-Wall: a Multi-Touch Agile Story Wall*	2011
· Marco Costantini, BE(Hons), *Multi-touch Real Time Strategy Games*	2011
· Haowei Ruan, Post-Grad Diploma, *Exploring the Inventor's Paradox: Applying Jigsaw to Software Visualization*	2010
· Amy Chard, BSc(Hons), *Multi-Display Environments: S.M.L.XL*	2010
· Hien Tran, BE(Hons), *Automated Analysis of Map Labelling for GIS Users with Tabletops*	2010
· Nicholas Vause, BE(Hons), *Visualizing Information on the Surface of a Planet*	2010
· Joshua Lindsay, BIT(Hons), *Software Corpus Analysis: Why are Java Classes Big?*	2009
· Esther Ng, BIT(Hons), *Visualization of Cyber Security Time Series Data*	2008
· Jeremy Shipman, BIT(Hons), *3D Visualization of Cyber Security Time Series Data*	2008

Technical University of Munich, Institute of Computer Science — 2018-present
I co-supervised the following student with Daniel Mendez — *Munich, Germany*

· Ralph Reithmeier, MSc, *Data Visualization to Analyse Industrial Requirements Engineering Practices*	2018

University of Oxford, Department of Computer Science — 2017 - present
I supervised the following student — *Oxford, UK*

· Alai Johannes, MSc, *Mob Programming in Practice*	2017

University of Berne, Institute of Computer Science — 2017-2018
I co-supervised the following student with Mohammad Ghafari and Oscar Nierstrasz — *Berne, Switzerland*

· Leonel Merino, PhD, *The Medium of Visualization for Software Comprehension*	2017-2018

Middlesex University, Department of Computer Science — 2015 - 2016
I assisted the following students on projects with William Wong and Kai Xu — *London, UK*

· Junayed Islam, PhD, *Visualization for Analytic Provenance*	2015-2016
· Celeste Groenewald, PhD, *3D Mid-Air Gestures Literature Review*	2015-2016

University of Calgary, Department of Computer Science — 2014 - 2017
I co-supervised the following students with Frank Maurer — *Calgary, Canada*

· Mahshid Marbouti, PhD, *Analyzing Twitter Data for Emergency Management*	2014-2018
· S M Sohan, PhD, *Web Services API Evolution*	2014-2017
· Rahul Bhaskar, MSc, *Exploring a Process for Developing Usable Web APIs: A Case Study*	2014-2015
· Simon Fay, PhD Candidacy Examiner, *Algorithmic performance system for the improvisation of computer music*	2014

PUBLICATIONS

Edited Books

1. **Craig Anslow**, Pedro Campos, and Joaquim Jorge (Book Editors). Collaboration Meets Interactive Spaces (CMIS). Springer, 2016.

Book Chapters

2. Martin Kropp, Judith Brown, **Craig Anslow**, Magdalena Mateescu, and Robert Biddle. Interactive Surfaces for Agile Software Development. In Collaboration Meets Interactive Spaces (CMIS), Springer, 2016.

3. Alexander Nolte, Ross Brown, **Craig Anslow**, and Artem Polyvyanyy. Collaborative Process Modeling in Interactive Spaces. In Collaboration Meets Interactive Spaces (CMIS), Springer, 2016.

4. Edwin Chan, **Craig Anslow**, Teddy Seyed, and Frank Maurer Envisioning the Emergency Operations Centre of the Future. In Collaboration Meets Interactive Spaces (CMIS), Springer, 2016.

Peer Reviewed Journals

5. Jose Reis, Fernando e Abreu, Glauco Carneiro, and **Craig Anslow**. Code Smells detection and visualization: A Systematic Literature Review. In the Archives of Computational Methods in Engineering, 2021.

6. Louise Starkey, Victoria Leggett, **Craig Anslow**, and Aniebietabasi Ackley. The Use of Furniture in a Student-Centred Primary School Learning Environment. In the New Zealand Journal of Educational Studies, 2021.

7. Martin Kropp, Andreas Meier, **Craig Anslow**, and Robert Biddle. Satisfaction and its Correlates in Agile Software Development. In the Journal of Systems and Software (JSS), 2020.

8. Nathan Newton, Craig Anslow, and Andreas Drechsler. Critical Success Factors and Practices for Information Security in Agile Software Development Projects. *In Journal of The DATA BASE for Advances in Information Systems*, 2020.

9. M. Kropp, A. Meier, C. Anslow, and R. Biddle. Satisfaction, Practices, and Influences in Agile Software Development. *In Journal of Systems and Software (JSS)*, Special issue on Data Analytics and Empirical Software Engineering, 2020.

10. Leonel Merino, Mohammad Ghafari, **Craig Anslow**, and Oscar Nierstrasz. *A Systematic Literature Review of Software Visualization Evaluation. In Journal of Systems and Software (JSS)*, 2018.

11. J. Wallace, S. Oji, and **Craig Anslow.** Technologies, Methods and Values: Changes in Empirical Research at CSCW 1990-2015. Proceedings of the ACM on Human-Computer Interaction. Volume 1 Issue CSCW, 106:1-106:18, 2017. **(Honourable Mention)**

Peer Reviewed Conferences

12. Daniel Medeiros, Rafael Kuffner dos Anjos, Nadia Pantidi, Kun Huang, Mauricio Sousa, **Craig Anslow**, and Joaquim Jorge. Promoting Reality Awareness in VR through Proxemics. In Proceedings of IEEE Conference on Virtual Reality and 3D User Interfaces (VR), 2021.

13. Debora Muller, Martin Kropp, **Craig Anslow**, and Andreas Meier. The Effects on Social Support and Work Engagement with Scrum Events. In Proceedings of the Conference on Cooperative and Human Aspects of Software Engineering (CHASE), 2021.

14. Lavanya Sajwan, **Craig Anslow**, James Noble, and Robert Biddle. Why do Programmers do What they do? A Theory of Influences on Security Practices. In Proceedings of the HATS Workshop on Usable Security and Privacy (USEC), 2021.

15. Jose Pereira dos Reis, Fernando Brio e Abreu, Glauco de Figueiredo Carneiro, and **Craig Anslow**. Code Smells Detection and Visualization: A Systematic Literature Review (ARXIV, Unpublished), 2020.

16. Brandon Scott-Hill, **Craig Anslow**, Jennifer Ferreira, Martin Kropp, Magdalena Mateescu, and Andreas Meier. Visualizing Progress Tracking for Software Teams on Large Collaborative Touch Displays. In Proceedings of the IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC), Dunedin, New Zealand, 2020.

17. Jack Purvis, **Craig Anslow**, and James Noble. Visor in Practice: Live Performance and Evaluation. In Proceedings of the International Conference on Live Coding (ICLC), Limerick, Ireland, 2020.

18. Junhong Zhao, Christopher Parry, Rafael dos Anjos, **Craig Anslow**, and Taehyun Rhee. Voice Interaction for Augmented Reality Naviation Interfaces with Natural Language Understanding. In Proceedings of the Conference on Image Vision Computing New Zealand (IVCNZ), Wellington, New Zealand.

19. Louise Starkey, Alvin Valera, Michael Donn, **Craig Anslow**, and Aniebietabasi Ackley. Children's Experience of Autonomy in a Flexible Learning Environment. In the Society for Information Technology and Teacher Education International Conference (SITE), New Orleans, Louisiana, USA, 2020.

20. Rafael Kuffner dos Anjos, Mauricio Sousa, Daniel Medeiros, Daniel Mendes, Mark Billinghurst, **Craig Anslow**, Joaquim Jorge. Adventures in Hologram Space: Exploring the Design Space of Eye-to-eye Volumetric Teleprescence. In Proceedings of the ACM Conference on Virtual Reality and Software Technology (VRST), Sydney, Australia, 2019.

21. Jiaheng Wang, **Craig Anslow**, Simon McCallum, and Brian Robinson. Extended Reality for Chronic Pain Relief. In Proceedings of the ACM Conference on Virtual Reality and Software Technology (VRST), Sydney, Australia, 2019.

22. Haydn Bannister, Ben Selwyn-Smith, Jiaheng Wang, Amy Wilson, **Craig Anslow**, Rafael Kuffner do Anjos, Daniel Medeiros, Brian Robinson, Aidan Leong, and Paul Kane. LINACVR: VR Simulation for Radiation Therapy Education. In Proceedings of the ACM SIGGRAPH Conference on Virtual Reality Continuum and its Applications in Industry (VRCAI), Brisbane, Australia, 2019.

23. Ben Selwyn-Smith, **Craig Anslow**, Michael Homer, and James Wallace. Co-located Collaborative Block-Based Programming. In Proceedings of the IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC), Memphis, Tennessee, USA, 2019.

24. Jack Slater, **Craig Anslow**, Jens Dietrich, and Leonel Merino. CorpusVis - Visualizing Software Metrics at Scale. In Proceedings of the IEEE Conference on Software Visualization (VISSOFT), Cleveland, Ohio, USA, 2019.

25. Nathan Newton, **Craig Anslow**, and Andreas Drechsler. Information Security in Agile Software Development Projects: A Critical Success Factor Perspective. *In Proceedings of the European Information Systems Conference (ECIS)*, Stockholm, Sweden, 2019.

26. Jack Purvis, **Craig Anslow**, and James Noble. CJing Practice: Combining Live Coding and VJing. *In Proceedings of the International Conference on Live Coding (ICLC)*, Madrid, Spain, 2019.

27. Brendan Julian, James Noble, and **Craig Anslow**. Agile Practices in Practice: Towards a Theory of Agile Adoption and Process Evolution. *In Proceedings of the International Conference on Agile Software Development (XP)*, Montreal, Canada, 2019.

28. Torrey Powell and **Craig Anslow**. Joining the Mob at Clearlink. *In Proceedings of the International Conference on Agile Software Development (XP)*, Montreal, Canada, 2019.

29. James R. Wallace, Saba Oji, and **Craig Anslow**. Technologies, Methods and Values: Changes in Empirical Research at CSCW 1990-2015. *In Proceedings of the ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW)*, Jersey City, New Jersey, USA, 2018.

30. Karsten Lundqvist, **Craig Anslow**, Michael Homer, Kris Bubendorfer, and Dale Carnegie. An Agile Conversion Masters Degree Programme in Software Development. *In Proceedings of the ACM Special Interest Group on Computer Science Education (SIGCSE)*, Baltimore, Maryland, USA, 2018.

31. Robert Biddle, Martin Kropp, Andreas Meier, and **Craig Anslow**. Satisfaction, Practices, and Influences in Agile Software Development. In Proceedings of the International Conference on Evaluation and Assessment in Software Engineering (EASE), Christchurch, New Zealand, 2018.

32. Aaron Pang, **Craig Anslow**, and James Noble. What Programming Languages Do Developers Use? A Theory of Static vs Dynamic Language Choice. In Proceedings of the IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC), Lisbon, Portugal, 2018.

33. David Baum, Jens Dietrich, **Craig Anslow**, and Richard Muller. Visualizing Design Erosion: How Big Balls of Mud are Made. In Proceedings of the IEEE Working Conference on Software Visualization (VISSOFT), Madrid, Spain, 2018.

34. Robert Biddle, Martin Kropp, Andreas Meier, and **Craig Anslow**. Stress in Agile Software Development. In Proceedings of the International Conference on Agile Software Development (XP), Porto, Portugal, 2018.

35. Mahshid Marbouti, **Craig Anslow**, and Frank Maurer. Evaluation Results for a Social Media Analyst Reporting Tool. *In Proceedings of the International Conference on Information Systems for Crisis Response and Management (ISCRAM)*, Rochester, New York, USA, 2018.

36. SM Sohan, **Craig Anslow**, Frank Maurer, and Martin Robillard. A Study of the Effectiveness of Usage Examples in REST API Documentation. *In Proceedings of IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)*, Raleigh, North Carolina, USA, 2017.

37. Leonel Merino, Johannes Fuchs, Michael Hund, **Craig Anslow**, Mohammad Ghafari, Oscar Nierstrasz, Michael Behrisch, and Daniel Keim. On the Impact of the Medium in 3D City Visualizations for Software Comprehension. *In Proceedings of IEEE Working Conference on Software Visualization (VISSOFT)*, Shanghai, China, 2017.

38. Leonel Merino, Mohammad Ghafari, **Craig Anslow**, and Oscar Nierstrasz. CityVR: Gameful Software Visualization. *In Proceedings of the IEEE International Conference on Software Maintenance and Evolution (ICSME)*, Shanghai, China, 2017.

39. Angela Martin, **Craig Anslow**, David Johnson, and Robert Biddle. Teaching Agile Methods to Software Engineering Professionals: 10 Years, 1000 Release Plans. In *Proceedings of International Conference on Agile Software Development (XP)*, Cologne, Germany, 2017.

40. Martin Kropp, **Craig Anslow**, Magdalena Mateescu, and Carmen Zahn. aWall: a Large Digital Multi-touch Cardward Display for Agile Software Development. In *Proceedings of International Conference on Agile Software Development (XP)*, Cologne, Germany, 2017.

41. SM Sohan, **Craig Anslow**, and Frank Maurer. Automated Example Oriented REST API Documentation at Cisco. In *Proceedings of ACM/IEEE International Conference on Software Engineering (ICSE) (SEIP Track)*, Buenos Aires, Argentina, 2017.

42. **Craig Anslow**, John Brosz, Mike Boyes, and Frank Maurer. Datathons: An Experience Report of Data Hackathons. In *Proceedings of the ACM Special Interest Group on Computer Science Education (SIGCSE)*, Memphis, Tennessee, USA, 2016.

43. Celeste Groenewald, **Craig Anslow**, Junayed Islam, Chris Rooney, and William Wong. Understanding Mid-Air Hand Gestures for Interactive Surfaces: A Systematic Literature Review. In *Proceedings of the British Human Computer Interaction Conference (BritishHCI)*, Bournemouth, UK, 2016.

44. Junayed Islam, **Craig Anslow**, Chris Rooney, Kai Xu, and William Wong. Towards Analytical Provenance Visualization for Criminal Intelligence Analysis. In *Proceedings of the Conference on Computer Graphics & Visual Computing (CGVC)*, Bournemouth, UK, 2016.

45. Rahul Bhaskar, **Craig Anslow**, John Brosz, and Frank Maurer. Developing Usable APIs with XP and Cognitive Dimensions Framework. In *Proceedings of the IEEE International Symposium on Visual Languages / Human Centric Computing (VL/HCC)*, Cambridge, UK, 2016. (Short Paper)

46. Mahshid Marbouti, Rahul Bhaskar, Zahra Shakeri, **Craig Anslow**, Leland Jackson, and Frank Maurer. WaterVis: GeoVisual Analytics for Exploring Hydrological Data. In *Proceedings of the International Symposium on Big Data Management and Analytics (BIDMA)*, Calgary, Canada, 2016.

47. **Craig Anslow** and Frank Maurer. An Experience Report at Teaching Group Based Agile Software Engineering Teams. In *Proceedings of the ACM Special Interest Group on Computer Science Education (SIGCSE)*, Kansas City, Missouri, USA, 2015.

48. Nathan Hawes, Stuart Marshall, and **Craig Anslow**. CodeSurveyor: Mapping Large-Scale Software to Aid in Code Comprehension. In *Proceedings of the IEEE International Working Conference on Software Visualization (VISSOFT)*, Bremen, Germany, 2015.

49. SM Sohan, **Craig Anslow**, and Frank Maurer. SpyREST: Automated Example Based Documentation for RESTful Web APIs. In *Proceedings of ACM/IEEE International Conference on Automated Software Engineering (ASE)*, Lincoln, Nebraska, USA, 2015. (New Ideas)

50. SM Sohan, **Craig Anslow**, and Frank Maurer. A Case Study of the Evolution of Web APIs. In *Proceedings of the IEEE International Conference on Services Computing (SERVICES)*, New York, USA, 2015.

51. Leliel Trethowen, **Craig Anslow**, Stuart Marshall, and Ian Welch. VisRAID: Visualizing Remote Access for Intrusion Detection. In *Proceedings of the Australasian Conference on Information Security and Privacy (ACISP)*, Brisbane, Australia, 2015.

52. Zahra Shakeri, **Craig Anslow**, and Frank Maurer. Multi Surface Interactions with Geospatial Data: A Systematic Review. In *Proceedings of the ACM Conference on Interactive Tabletops and Surfaces (ITS)*, Dresden, Germany, 2014.

53. Julia Paredes, **Craig Anslow**, and Frank Maurer. Information Visualization for Agile Software Development Teams. In *Proceedings of the IEEE International Working Conference on Software Visualization (VISSOFT)*, Victoria, BC, Canada, 2014.

54. **Craig Anslow**, Stuart Marshall, James Noble, and Robert Biddle. SourceVis: Collaborative Software Visualization for Co-Located Environments. In *Proceedings of the IEEE International Working Conference on Software Visualization (VISSOFT)*, Eindhoven, The Netherlands, 2013.

55. Hien Tran, **Craig Anslow**, Stuart Marshall, Alex Potanin, and Mairead De Roiste. Lessons Learnt from Collaboratively Creating Maps on a Touch Table. In *Proceedings of the ACM New Zealand Conference on Computer-Human Interaction (CHINZ)*, Hamilton, New Zealand, 2011. (Short Paper)

56. Keith Cassell, **Craig Anslow**, Lindsay Groves, and Peter Andreae. Visualizing the Refactoring of Classes via Clustering. In *Proceedings of the Australasian Computer Science Conference (ACSC)*, Perth, Australia, 2011.

57. Ewan Tempero, **Craig Anslow**, Jens Dietrich, Ted Han, Jing Li, Markus Lumpe, Hayden Melton, and James Noble. Qualitas Corpus: A Curated Collection of Java Code for Empirical Studies. In *Proceedings of the Asia Pacific Software Engineering Conference (APSEC)*, Sydney, Australia, 2010.****Best Paper Award**.

58. **Craig Anslow**, James Noble, Stuart Marshall, Ewan Tempero, and Robert Biddle. User Evaluation of Polymetric Views Using a Large Visualization Wall. In *Proceedings of the ACM Symposium on Software Visualization (SoftVis)*, Salt Lake City, UT, USA, 2010.

59. Haowei Ruan, **Craig Anslow**, Stuart Marshall, and James Noble. Exploring the Inventor's Paradox: Applying Jigsaw to Software Visualization. In *Proceedings of the ACM Symposium on Software Visualization (SoftVis)*, Salt Lake City, UT, USA, 2010.

60. **Craig Anslow**, Stuart Marshall, Robert Biddle, James Noble, and Kirk Jackson. XML Database Support for Program Trace Visualization. In *Proceedings of the Australasian Symposium on Information Visualization (INVIS)*, Christchurch, New Zealand, 2004.

61. Stuart Marshall, Kirk Jackson, **Craig Anslow**, and Robert Biddle. Aspects to Visualizing Reusable Components. In *Proceedings of the Australasian Symposium on Information Visualization (INVIS)*, Adelaide, Australia, 2003.

Peer Reviewed Demos, Films, Posters, Tutorials, and Workshops

62. Robert Biddle, Martin Kropp, Andreas Meier, and **Craig Anslow**. Poster: Sources of Satisfaction in Agile Software Development. In Proceedings of the IEEE/ACM International Conference on Software Engineering (ICSE), Gothenburg, Sweden, 2018.

63. Robert Biddle, Martin Kropp, Andreas Meier, and **Craig Anslow**. MyAgile: Sociological and Cultural Effects of Agile on Teams and their Members. In Proceedings of the International Workshop on Cooperative and Human Aspects of Software Engineering (CHASE) at ICSE, Gothenburg, Sweden, 2018.

64. Ben Selwyn-Smith, Michael Homer, and **Craig Anslow**. Towards Collaborative Block-Based Programming on Digital Tabletops. In *Proceedings of the Workshop on Lessons and Directions for First Programming Environments (Blocks and Beyond)*, Raleigh, North Carolina, USA, 2017.

65. **Craig Anslow** and B. L. William Wong. Effects of the Display Angle and Physical Size on Large Touch Displays in the Work Place. In *Proceedings of the ACM International Conference on Interactive Surfaces and Spaces (ISS)*, Brighton, UK, 2017.

66. **Craig Anslow**, Stuart Marshall, James Noble, and Robert Biddle. Hacking with Multi-touch for Java (MT4j). In *Proceedings of the International Workshop on Mobile Development (Mobile!)* at SPLASH, Amsterdam, The Netherlands, 2016.

67. Patrick Lambrix, Zlatan Dragisic, Valentina Ivanova, and **Craig Anslow**. Visualization for Ontology Evolution. In *Proceedings of the International Workshop on Visualization and Interaction for Ontologies and Linked Data (VOILA)*, Kobe, Japan, 2016.

68. SM Sohan, **Craig Anslow**, and Frank Maurer. SpyREST in Action: An Automated RESTful API Documentation Tool. In *Proceedings of IEEE/ACM International Conference on Automated Software Engineering (ASE)*, Lincoln, Nebraska, USA, 2015. (Tool Demo)

69. **Craig Anslow**, Chris Rooney, Neesha Kodagoda, and William Wong. Police Analyst Workstation: A Multi-Surface User Interface. In *Proceedings of ACM Conference on Interactive Tabletops and Surfaces (ITS)*, Madeira, Portugal, 2015. (Poster)

70. Alexander Nolte, Ross Brown, and **Craig Anslow**. Towards Modelling Business Processes on Large Interactive Touch Display Walls. In *Proceedings of ACM Conference on Interactive Tabletops and Surfaces (ITS)*, Madeira, Portugal, 2015. (Poster)

71. Eelco Visser, Elmer van Chastelet, and **Craig Anslow**. Conf.Researchr.Org: Towards a Domain-Specific Content Management System for Managing Large Conference Websites. In *Proceedings of the ACM Conference on Systems, Programming, Languages and Applications: Software for Humanity (SPLASH)*, Pittsburgh, PA, USA, 2015. (Poster)

72. **Craig Anslow**, Brian Jackel, Khalid Mehmood, Paul Fairie, Adam D'Souza, Michael Underwood, and Katherine Teh. CommuterVis: Towards Understanding Commuter Behaviour. In *Proceedings of the IEEE VIS Workshop on Business Visualization (BusinessVis)*, Paris, France, 2014.

73. Rahul Kamal Bhaskar, Mahshid Marbouti, Julia Paredes, Waliur Rahmann, Ostap Orobets, Amir Karbalaei, Xuezhang Xu, **Craig Anslow**, and Frank Maurer. LibraryVis: Towards Understanding Library Resource Usage. In *Proceedings of the IEEE VIS Workshop on Business Visualization (BusinessVis)*, Paris, France, 2014.

74. Rahul Kamal Bhaskar, Julia Paredes, Zahra Shakeri, Zahra Sahaf, Haleh Alemasoom, **Craig Anslow**, and Frank Maurer. VACI: Towards Visual Analytics for Criminal Investigation. In *Proceedings of the IEEE Visual Analytics Science and Technology (VAST) Challenge Workshop*, Paris, France, 2014.

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78. **Craig Anslow**, Stuart Marshall, James Noble, and Robert Biddle. Exploring Collaborative Software Visualization with Multi-touch Tables. In *Proceedings of the Workshop on Collaboration meets Interactive Surfaces: Walls, Tables, Tablets, and Phones at the ACM Conference on Interactive Tabletops and Surfaces (ITS)*, St Andrews, Scotland, 2013.

79. **Craig Anslow**, Stuart Marshall, James Noble, and Robert Biddle. Interactive Multi-touch Surfaces for Software Visualization. In *Proceedings of the Workshop on Data Exploration for Interactive Surfaces (DEXIS) at the ACM Conference on Interactive Tabletops and Surfaces (ITS)*, Kobe, Japan, 2011.

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82. **Craig Anslow**. Multi-touch Table User Interfaces for Co-located Collaborative Software Visualization. In *Proceedings of the Doctoral Symposium at the ACM Conference on Interactive Tabletops and Surfaces (ITS)*, Saarbrucken, Germany, 2010.

83. **Craig Anslow**, James Noble, Stuart Marshall, and Ewan Tempero. Visualizing the Size of the Java Standard API. In *Proceedings of the New Zealand Computer Science Research Student Conference (NZCSRSC)*, Wellington, New Zealand, 2010.

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85. **Craig Anslow**, James Noble, Stuart Marshall, and Ewan Tempero. Towards Visual Software Analytics. In *Proceedings of the Australasian Computing Doctoral Consortium (ACDC)*, Wellington, New Zealand, 2009.

86. **Craig Anslow**, James Noble, Stuart Marshall, and Ewan Tempero. Web Software Visualization Via Google's Visualization API. In *Proceedings of the New Zealand Computer Science Research Student Conference (NZCSRSC)*, Auckland, New Zealand, 2009.

87. **Craig Anslow** and Dirk Riehle. Towards End-User Programming with Wikis. In *Proceedings of the Workshop on End-User Software Engineering (WEUSE), at the International Conference on Software Engineering (ICSE)*, Leipzig, Germany, 2008.

88. **Craig Anslow**, James Noble, Stuart Marshall, and Ewan Tempero. Towards End-User Web Software Visualization. In *Proceedings of the Graduate Consortium at the IEEE Symposium on Visual Languages and Human Centric Computing (VLHCC)*, Herrsching am Ammersee, Germany, 2008.

89. **Craig Anslow**, James Noble, Stuart Marshall, and Ewan Tempero. Visualizing the Word Structure of Java Class Names. In *Companion of the ACM Conference on Object-Oriented Programming, Systems, Languages, and Applications (OOPSLA)*, Nashville, TN, USA, 2008. (Poster)

90. **Craig Anslow**, James Noble, Stuart Marshall, and Robert Biddle. Web Software Visualization Using Extensible 3D (X3D) Graphics. In *Proceedings of the ACM Symposium on Software Visualization (SoftVis)*, Herrsching am Ammersee, Germany, 2008. (Poster)

91. Bennett Thompson, David J. Pearce, Gary Haggard, and **Craig Anslow**. Visualizing the Computation Tree of the Tutte Polynomial. In *Proceedings of the ACM Symposium on Software Visualization (SoftVis)*, Herrsching am Ammersee, Germany, 2008. (Poster)

92. Jeremy Shipman, **Craig Anslow**, Stuart Marshall, and James Noble. Visualizing Building Evacuation Traces with EvacTrac. In *Proceedings of the IEEE Visual Analytics Science and Technology (VAST) Challenge Workshop*, Columbus, Ohio, USA, 2008.

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94. **Craig Anslow** and Dirk Riehle. Lightweight End-User Programming with Wikis. In *Proceedings of the Workshop on Wikis for Software Engineering (Wikis4SE), at the ACM Symposium on Wikis (WikiSym)*, Montreal, QC, Canada, 2007.

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Technical Reports

99. Mahshid Marbouti, Rahul Kamal Bhaskar, Zahra Shakeri, **Craig Anslow**, Frank Maurer, and Leland Jackson. Designing Geovisual Analytics Applications for Exploring Hydrological Data. Department of Computer Science, University of Calgary, Technical Report, 2015.

100. Keith Cassell, **Craig Anslow**, Lindsay Groves, and Peter Andreae. Visualizing Class Refactoring via Clustering. School of Engineering and Computer Science, Technical Report, ECSTR10-17, 2010.

101. **Craig Anslow**, James Noble, Robert Biddle, and Stuart Marshall. X3D Web Based Algorithm Animation. School of Mathematics, Statistics, and Computer Science, Technical Report, CS-TR-07-1, 2007.

102. **Craig Anslow**, Stuart Marshall, Robert Biddle, James Noble, Kirk Jackson, and Mike McGavin. Program Trace Formats for Software Visualization. School of Mathematics, Statistics, and Computer Science, Technical Report, CS-TR-06-1, 2006.

103. **Craig Anslow**, Stuart Marshall, Robert Biddle, James Noble, and Kirk Jackson. Program Trace Visualization, School of Mathematics, Statistics and Computer Science, Technical Report, CS-TR-04-1, 2004.

104. Stuart Marshall, Kirk Jackson, **Craig Anslow**, and Robert Biddle. Aspects to Visualizing Reusable Components, School of Mathematics, Statistics and Computer Science, Technical Report, CS-TR-02-29, 2002.

Workshop Proceedings

105. James Wallace, Steven Houben, **Craig Anslow**, Andres Lucero, Yvonne Rogers, and Stacey Scott. *Workshop on Disappearing Tabletop Social and Technical Challenges for Cross-Surface Collaboration*. In Proceedings of the ACM International Conference on Interactive Surfaces and Spaces (ISS), Brighton, UK, 2017.

106. **Craig Anslow**, Thomas LaToza, and Joshua Sunshine. *Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU)*. In Proceedings of ACM SPLASH. Amsterdam, The Netherlands, 2016.

107. **Craig Anslow**, Pedro Campos, Andres Lucero, Laurent Grisoni, Mirjam Augstein, and Jim Wallace. *Workshop on Collaboration Meets Interactive Surfaces and Spaces (CMIS): Walls, Tabletops, Mobiles, Wearables*. In Proceedings of the ACM International Conference on Interactive Surfaces and Spaces (ISS). Niagara Falls, Canada, 2016.

108. Thomas LaToza, Joshua Sunshine, and **Craig Anslow**. *Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU)*. In Proceedings of ACM SPLASH. Pittsburgh, PA, USA, 2015.

109. **Craig Anslow**, Pedro Campos, Andres Lucero, and Laurent Grisoni. *Workshop on Collaboration Meets Interactive Surfaces (CMIS): Walls, Tabletops, Mobiles, Wearables*. In Proceedings of the ACM International Conference on Interactive Surfaces and Spaces (ISS). Madeira, Portugal, 2015.

110. **Craig Anslow**, Pedro Campos, and Alfredo Ferreira. *Workshop on Collaboration Meets Interactive Surfaces (CMIS): Walls, Tabletops, Tablets, Phones*. In Proceedings of the ACM International Conference on Interactive Surfaces and Spaces (ITS). Dresden, Germany, 2014.

111. Joshua Sunshine, Thomas LaToza, and **Craig Anslow**. *Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU)*. In Proceedings of ACM SPLASH. Portland, OR, USA, 2014.

112. Shane Markstrum, Emerson Murphy-Hill, and **Craig Anslow**. *Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU)*. In Proceedings of ACM SPLASH. Portland, OR, USA, 2011.

113. Emerson Murphy-Hill, Shane Markstrum, and **Craig Anslow**. *Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU)* In Proceedings of ACM SPLASH. Reno, NV, USA, 2010.

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115. **Craig Anslow** and Stuart Marshall. *Workshop on Visual Analytics in Software Engineering (VASE)*. In Proceedings of the IEEE/ACM International Conference on Automated Software Engineering (ASE). Auckland, New Zealand. 2009. School of Engineering and Computer Science, Technical Report, ECSTR10-11, 2010.

Theses

116. **Craig Anslow**. *Collaborative Software Visualization in Co-located Environments*. School of Engineering and Computer Science, Victoria University of Wellington. Doctor of Philosophy (PhD) Thesis, 2013.

117. **Craig Anslow**. *Evaluating X3D For Use in Software Visualization*. School of Mathematics, Statistics and Computer Science, Computer Science, Victoria University of Wellington. Masters (MSc) Thesis, 2007.

118. **Craig Anslow**. *XML Database Support for Program Trace Visualization*. School of Mathematics, Statistics, and Computer Science, Victoria University of Wellington. Honours Report, 2002.

PROFESSIONAL SERVICE

Program Committee

ACM/IEEE International Conference on Software Engineering (ICSE) Software Engineering in Practice, Workshops, Demos	2019-2022
International Conference on Agile Software Development (XP)	2019-2021
IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)	2017-2020
IEEE Working Conference on Software Visualization (VISSOFT)	Most Influential Paper Chair 2021
IEEE Working Conference on Software Visualization (VISSOFT)	2014-2020
IEEE Pacific Visualization Symposium (PacificVis) Notes	2019
ACM SIGGRAPH Asia Virtual & Augmented Reality track	2018-2019
ACM Technical Symposium on Computer Science Education (SIGCSE)	2017-2019
ACM Conference on Intelligent User Interfaces (IUI)	2019-2021
ACM Conference on Interactive Surfaces and Spaces (ISS)	2016-2020
ACM Conference on Interactive Tabletops and Surfaces (ITS)	2014-2015
ACM International Symposium on Pervasive Displays (PerDis)	2019
ACM Symposium on New Ideas in Programming and Reflections on Software (Onward!)	2018-2019
ACM Conference on Object Oriented Programming Systems Languages and Applications (OOPSLA) ERC	2015
International Conference on Live Coding (ICLC)	2015-2019
International Symposium on Visual Information Communication and Interaction (VINCI)	2019
Euromicro Conference on Software Engineering and Advanced Applications (SEAA)	2018
Australasian Software Engineering Conference (ASWEC) Short Papers	2018
Asia Pacific Software Engineering Conference (APSEC)	2016
Australasian User Interface Conference (AUIC)	2015-2017
Workshop on Visualization and Interaction for Ontologies and Linked Data (VOILA)	2017-2019
ACM SPLASH Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU)	2009-2017
Interact Workshop on Human Work Interaction Design Meets International Development	2017
IEEE RE Workshop on Requirements for Visualizations in Systems Engineering (ReVISE)	2016
ACM ITS Workshop on Visual Data Exploration on Interactive Surfaces (DEXIS)	2015
ACM OOPSLA Artifact Evaluation Committee (AEC)	2013
ECOOP Artifact Evaluation Committee (AEC)	2013
IEEE Workshop on Visualizing Software for Understanding and Analysis (VISSOFT)	2011
Workshop on Visual Analytics in Software Engineering (VASE)	2009
Workshop on Wikis For Software Engineering (Wikis4SE)	2009
Conference on Image and Vision Computing New Zealand (IVCNZ)	2009
New Zealand Computer Science Research Student Conference (NZCSRSC)	2007-2010

Organizing Committee

ACM Conference on Interactive Surfaces and Spaces (ISS)	Steering Committee 2021-2026
ACM Conference on Interactive Surfaces and Spaces (ISS)	General Chair 2022
IEEE Working Conference on Software Visualization (VISSOFT)	General Chair 2020
IEEE Working Conference on Software Visualization (VISSOFT)	Progam Chair 2019
IEEE Working Conference on Software Visualization (VISSOFT)	Steering Committee 2015-2020
IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)	General Chair 2020
IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)	Workshops Chair 2019
International Conference on Agile Software Development (XP)	Educators Symposium Chair 2018-2019
ACM SPLASH	Publicity and Web Co-Chair, Workshops Co-Chair 2014-17
ACM Technical Symposium on Computer Science Education (SIGCSE)	International Committee 2016-2018
ACM Conference on Interactive Tabletops and Surfaces (ITS)	Publicity Chair 2015-2016
IEEE Working Conference on Software Visualization (VISSOFT)	NIER/Tool Demos Co-Chair 2015
Workshop on Collaboration Meets Interactive Surfaces (CMIS)	Co-Chair 2014-2016
Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU)	Co-Chair 2009-2016
Conference on Software Language Engineering (SLE)	Publicity Chair 2014
ACM Symposium on Software Visualization (SoftVis)	Posters and Tools Demo Chair 2010
New Zealand Computer Science Research Student Conference (NZCSRSC)	General Chair 2010
Australasian Computer Science Week (ACSW)	Publicity and Web Chair 2009

Workshop on Visual Analytics in Software Engineering (VASE)	General Chair 2009
New Zealand Computer Science Research Student Conference (NZCSRSC)	2007

Reviewer - Conferences

ACM Conference on Human Factors in Computing Systems (CHI)	2010-2021
ACM Conference on Computer Supported Cooperative Work (CSCW)	2011-2019
ACM Conference on Interactive Tabletops and Surfaces (ITS)	2011-2014
ACM Symposium on User Interface Software and Technology (UIST)	2017
ACM Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI)	2015-2017
ACM Conference on Intelligent User Interfaces (IUI)	2015
ACM Conference on Interactive Experiences for Television and Online Video (TVX)	2015
ACM Conference on Tangible, Embedded and Embodied Interaction (TEI)	2012-2013
ACM Symposium on Engineering Interactive Computing Systems (EICS)	2015
ACM Symposium on Spatial User Interaction (SUI)	2014-2015
ACM Nordic Conference on Human-Computer Interaction (NordiCHI)	2014
IEEE Conference on Information Visualization (InfoVis)	2013-2021
IEEE Conference on Visual Analytics Science and Technology (VAST)	2013-2021
IFIP Conference on Human-Computer Interaction (INTERACT)	2011-2017
Canada Graphics Interface Conference (GI)	2013 & 2017
Australasian Conference on Information Systems (ACIS)	2019
Australasian Software Engineering Conference (ASWEC)	2014
Australasian Computer Science Conference (ACSC)	2011-2012
New Zealand Conference on Image and Vision Computing (IVCNZ)	2008

Reviewer - Journals

Elsevier International Journal of Systems and Software (JSS)	2013-2021
Elsevier International Journal of Information and Software Technology (IST)	2014-2018
Elsevier International Journal of Computer Languages, Systems & Structures (CLSS)	2017
Elsevier International Journal of Human-Computer Studies (IJHCS)	2016
Journal of Software: Practice and Experience (SPE)	2018
Wiley Journal of Software: Evolution and Process (JSEP)	2017-2018
IEEE Transactions on Software Engineering (TSE)	2017-2021
IEEE Transactions on Services Computing (TSC)	2019
IEEE Computing in Science & Engineering (CiSE)	2018
ACM Transactions on Software Engineering and Methodology (TOSEM)	2014-2019
ACM Transactions on Computing Education (TOCE)	2014-2016
Taylor Francis International Journal of Human-Computer Interaction (IJHCI)	2015-2017
Journal of Graphics Tools (JGT)	2014
The Handbook of Technology Management, 3 Volume Set	2008

Community Service

Host for the Calgary Data For Good (DFG) Meetup	2014
Host for Canadian Open Data Experience (CODE) at the University of Calgary	2014
Co-organizer of meetings for the Wellington Java User Group (JUG)	2008-2013

INVITED TALKS, TUTORIALS, AND DEMONSTRATIONS

Invited Talks

Introduction to Data Visualization

STAT 193 Statistics in Practice	2019
DataVis Meetup Wellington	2018
Research Bazaar (RezBaz), Victoria University of Wellington	2018-2019
Cybera Summit, Banff, Canada	2014

Human Aspects of Software Engineering

Singapore Management University, Singapore	2017
University of Berne, Switzerland	2017
University of Applied Sciences and Arts Northwestern Switzerland	2017
University of Edinburgh, UK	2016
University of Bristol, UK	2016

Understanding Data with Visual Analytics and Interactive Surfaces

University of Lisbon, Portugal	2018
University of Nottingham, UK	2016
University of Edinburgh, UK	2016
Royal Holloway, University of London, UK	2016
Brunel University London, UK	2016
Vrije University of Brussels, Belgium	2016
University of Adelaide, Australia	2016
Victoria University of Wellington, New Zealand	2016
FXPal, Palo Alto, CA, USA	2015
Middlesex University, UK	2015
University of Waikato, New Zealand	2014
University of Victoria, Canada	2014
University of Glasgow, UK	2014
Imperial College, Data Science Institute, UK	2014
Data For Good, Calgary, Canada	2014

Co-located Collaborative Software Visualization

University of Victoria, Canada	2014
University of Canterbury, New Zealand	2013
Massey University, New Zealand	2013
Oracle Research Labs, Brisbane, Australia	2013
University of Trier, Germany	2010

Multi-touch User Interfaces

NSERC SurfNet Workshop, Calgary, Canada	2014
CPSC 319 Data Structures, Algorithms, and Their Applications, University of Calgary	2014
Wellington Java User Group (JUG), New Zealand	2012
MDDN 352 Ubiquitous Computing, Victoria University of Wellington	2011
ENGR 101 Engineering Technology, Victoria University of Wellington	2011
SWEN 422 Human Computer Interaction, Victoria University of Wellington	2010

Using Vision to Think: With Web-Based Information Visualization Tools

Datacom, Wellington, New Zealand	2009
Wellington Java User Group (JUG), New Zealand	2009

Extensible 3D (X3D) Graphics Web Based Software Visualization

University of Sydney, Sydney, Australia	2008
University of California at Davis, CA, USA	2007
SAP Research, Palo Alto, CA, USA and Montreal, Canada	2007
University of Auckland, New Zealand	2007

Program Trace Visualisation

Imperial College, London, UK	2004

Student Talks

IEEE Wellington: Multi-touch Table User Interfaces for Co-located Collaborative Software Visualization	2011
IEEE Wellington: Visual Software Analytics for Multi-touch Tables	2009
IEEE Wellington: Towards Web-Based Web Software Visualization	2008
IET Wellington: X3D Software Visualization	2006
What we did for our Computer Science Honours Projects. Victoria University of Wellington	2003

Invited Demonstrations

Victoria University of Wellington, Open Day	2009-2013, 2017-
New Zealand Tertiary ICT conference, Wellington	2011
Wellington Secondary School Tertiary Engineering Launch	2011
New Zealand Ministry of Science and Innovation Launch, Wellington	2011
Victoria University of Wellington, School of Engineering and Computer Science Industry Day	2009-2011
Victoria University of Wellington, ICT Careers Expo	2011
UCONZ Hi-tech Innovations Networking and Industry Event, Te Papa National Museum, Wellington	2010

RESEARCH GRANTS, SCHOLARSHIPS, AND AWARDS

NZ NSC Science for Technology Innovation (SFTI) Grant *Automating Automated Testing* ($ 200K NZD) AI 2020
NZ Royal Society Catalyst Leaders Grant ($ 150K NZD) PI 2019
Victoria University Digital Futures *Gamified mobile application for reducing youth depression* ($15,800 NZD) CI 2018
Victoria University Digital Futures *Insights into learning environments* ($14,343.90 NZD) CI 2018
Victoria University Research Fund (URF) *User Centered Secure Programming* ($35,000 NZD) PI 2017
NSERC CRD Grant *Emergency Operations Centers of the Future* ($378,000 CAD) CI 2014-17
Mitacs Accelerate Research Grant *CommuterVis - Visually Understanding Commuter Behaviour* (with Sustainable Alberta Association) ($15,000 CAD) CI 2015
Mitacs Elevate Postdoctoral Fellowship ($115,000 CAD) 2013
University of Calgary Eyes High Postdoctoral Fellowship ($50,000 CAD) 2013
VicLink and KiwiNet Research Grant *Collaborative Software Visualization* ($10,000 NZD) PI 2012
Victoria University of Wellington PhD Submission Scholarship ($6,000 NZD) 2012
NZ Ministry of Science and Innovation, SPPI Scholarship ($19,141.15 NZD) 2011
NZ Ministry of Science and Innovation, SPPI Scholarship ($32,289.70 NZD) 2011
Third Place in IEEE NZ Central Section Postgraduate Student Event, Wellington 2011
Best Research Paper. Asia Pacific Software Engineering Conference (APSEC), Sydney, Australia 2010
Faculty of Engineering Strategic Research Grant ($3500 NZD) PI 2010
Ministry of Science and Innovation BuildIT Conference Grant ($20,000 NZD) general-chair 2010
NextWindow Commercial Research Grant ($5000 NZD), co-investigator 2009
Faculty of Engineering Strategic Research Grant ($5000 NZD) PI 2009
Ministry of Science and Innovation BuildIT Travel Consortium Grant ($1200 NZD) 2009
Telstra Clear Postgraduate PhD Scholarship ($75,000 NZD) 2008-10
Faculty of Science Strategic Research Travel Grant ($3000 NZD) 2008
NSF Travel Grant for VLHCC Graduate Consortium ($1500 USD) 2008
University of Auckland, Computer Science PhD Fellowship (Declined) 2007
Stratex Networks Graduate MSc Scholarship ($5000 NZD) 2007
OOPSLA Student Volunteer Travel Grant ($1500 USD) 2004, 2006, 2009
School of Mathematics, Statistics and Computer Science Research Grant ($500 NZD) 2004
Faculty of Science Small Research Travel Grant ($1500 NZD) 2003
School of Mathematics, Statistics and Computer Science Graduate Scholarship ($7500 NZD) 2002-04