

**Yann Riche**  
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## User Experience Researcher

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I want to operate a change in career from academia to industry by joining an innovative and fast-paced team conducting research and design of interactive technologies to entertain, work and communicate, with a primary emphasis on users.

## Qualifications

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Experience with requirements gathering, user analysis, lab studies, ethnography, observation, interviews, surveys, cultural and technology probes, grounded theory analysis, statistical analysis, cognitive walk-through, heuristic evaluation, rapid and interactive prototyping, participatory design, and information visualization.

## Skills

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### Software Programming

C/C++, JAVA, ActionScript, PHP, HTML/CSS

### Office

MS Office, OpenOffice, LaTeX

### Data Analysis

SPSS, R, Excel

### Multimedia

Adobe Software

## Education

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- 2004-2008 Ph.D. in Human Computer Interaction** University Paris Sud, France  
**2002-2003 M/Sc. Information Environments** University of Queensland, Australia  
**2000-2003 B.Sc. Electrical Engineering** Grenoble Institute of Technology, France

## Selected Projects

More at <http://www.yannriche.net/portfolio.php>

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### 2004-2008 Communication and Aging in Place

**Introduced the concept of PeerCare** built upon a field study of elders' use of communication to support their aging in place. PeerCare promotes peer support groups as an alternative to monitoring for aging in place. The study involved techniques including interviews, focus groups and cultural probes to find out what role communication played in their successful aging.

**Designed, prototyped and field tested markerClock**, a communication device based on the PeerCare concept aimed at supporting home rhythms awareness between elderly friends.

### 2007 M lange: Space Folding for Multi-Focus Interaction

**Designed and experimentally evaluated** a multi-focus technique for visually exploring large amounts of data which proved experimentally more efficient than both traditional and split-screen views for conserving contextual awareness during exploration.

### 2006 Zebra

**Introduced the use of technology probes as a tool for leveraging study participants' time in a user study.** Designed, implemented and field evaluated an automated field observation tool prototype using automatic logging, interviews and focus groups.

## Professional Experience

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### **2004-2008 Research and Teaching Assistant - University Paris Sud, Orsay, France**

Researched how computer mediated communication could support aging in place (part of my Ph.D. at INRIA, the French National Research Institute in Computer Science and Automation). Taught various computer science and human computer interaction courses to graduate and undergraduate CS students.

### **2004 Engineer - UNILOG Paris, France** (large IT services company, now LogicaCMG)

Conducted software development in ABAP from functional requirements and to optimize processes.

### **2003 Casual Tutor - University of Queensland, Brisbane, Australia**

Tutored various courses in the Information Environments and Multimedia Design programs.

Participated in building curriculum and teaching material, and in marking students.

### **2002-2003 Summer Research Intern - University of Queensland, Brisbane, Australia**

Conducted observational studies of physical collaboration in two architectural firms in Brisbane, Queensland. Outlined the role of the physical media for collaboration as well as the use of freeform sketching in design activities. Results of this study were published at the 2004 Cooperative Design, Visualization, and Engineering conference.

### **2000 Vice President Student Association – Grenoble Institute of Technology, France**

Developed industrial relations and doubled donations to the associations. Organized three major student events and managed volunteers in teams of two to 14.

## Selected Publications

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### **Studying Always-On Electricity Feedback in the Home**

Yann Riche, Jonathan Dodge, Ronald A. Metoyer, *to appear at the ACM SIGCHI 2010 Conference*.

### **End-User Mashup Programming: Through the Design Lens**

Jill Cao, Yann Riche, Susan Wiedenbeck, Margaret Burnett, Valentina Grigoreanu, *to appear at the ACM SIGCHI 2010 Conference*.

### **PeerCare: Supporting Awareness of Rhythms and Routines for Better Aging in Place**

Yann Riche, Wendy Mackay, *in the Springer Journal of Collaborative Computing, 19(1), Feb. 2010*

### **Melange: Space Folding for Visual Exploration**

Niklas Elmqvist, Yann Riche, Nathalie Henry, Jean-Daniel Fekete, *in the IEEE Transactions on Visualization and Computer Graphics* (July 2009)

### **Zebra : Exploring participatory design engagement in fieldwork**

Yann Riche, Stephen Viller, Matthew Simpson, *in the proceedings of the ACM 2008 conference on Designing Interactive Systems*, ACM Press, 2008

## Conference Activities

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### **Reviewing**

CHI 2008-2010, CSCW'08, IHM'07, INTERACT 2007-2009, UIST07, OzCHI 2006, 09

### **Participations**

CHI'10 (Paper presentations), CHI'09 (Workshop presentation), CHI'08 (Paper presentation), IHM'07 (Demonstration), INTERACT'07 (Paper presentation), CHI'05 (Workshop presentation)

## Teaching, tutoring

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### **2004-08 Teaching Assistant**

*University Paris-South, Orsay, FR*  
Design and Evaluation of Interfaces  
Interactive Systems Engineering  
Graphics and Multimedia  
Human Computer Interaction  
Introduction to Computer Science  
Java Programming Project

### **2004 Casual Tutor**

*University of Queensland, Brisbane, AUS*  
Multimedia Technology  
Multimedia Studio 2  
Information Environments Studio 1  
Multimedia Authoring  
Multimedia Studio 1