

GRIFFIN DIETZ

EDUCATION

- Stanford University** Stanford, CA
Ph.D. in Computer Science 2022
Advisors: James A. Landay and Hyowon Gweon
Thesis: *Cognitively Appropriate and Readily Accessible Computing Education for Young Learners*
- Stanford University** Stanford, CA
M.S. in Computer Science 2019
- Stanford University** Stanford, CA
B.S. in Computer Science with Honors and Distinction 2017

REFEREED ARTICLES

- Dietz, G.**, King Chen, J., Beason, J., Tarrow, M., Hilliard, A., & Shapiro, R. B. (2022). Artonomous: Introducing middle school students to reinforcement learning through virtual robotics. *Interaction Design and Children*, 430–441.
- Dietz, G.**, Le, J. K., Tamer, N., Han, J., Gweon, H., Murnane, E. L., & Landay, J. A. (2021). StoryCoder: Teaching computational thinking concepts through storytelling in a voice-guided app for children. *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*, 1–15. **Best Paper Honorable Mention.**
- Dietz, G.**, Pease, Z., McNally, B., & Foss, E. (2020). Giggle gauge: A self-report instrument for evaluating children’s engagement with technology. *Proceedings of the Interaction Design and Children Conference*, 614–623.
- Ruan, S., He, J., Ying, R., Burkle, J., Hakim, D., Wang, A., Yin, Y., Zhou, L., Xu, Q., AbuHashem, A., **Dietz, G.**, Murnane, E. L., Brunskill, E., & Landay, J. A. (2020). Supporting children’s math learning with feedback-augmented narrative technology. *Proceedings of the Interaction Design and Children Conference*, 567–580.
- Dietz, G.**, Landay, J. A., & Gweon, H. (2019). Building blocks of computational thinking: Young children’s developing capacities for problem decomposition. *41st Annual Meeting of the Cognitive Science Society*.

JOURNAL PUBLICATIONS

- Chuey, A., Asaba, M., Bridgers, S., Carrillo, B., **Dietz, G.**, Garcia, T., Leonard, J. A., Liu, S., Merrick, M., Radwan, S., Stegall, J., Velez, N., Woo, B., Wu, Y., Zhou, X. J., Frank, M. C., & Gweon, H. (2021). Moderated online data-collection for developmental research: Methods and replications. *Frontiers in Psychology*, 12, 4968.

BOOK CHAPTERS

- Dietz, G.**, Han, J., Gweon, H., & Landay, J. A. (2021). Design guidelines for early childhood computer science education tools. *Design thinking research* (pp. 291–306). Springer.
- Le Goc, M., Zhao, A., Wang, Y., **Dietz, G.**, Semmens, R., & Follmer, S. (2020). Investigating active tangibles and augmented reality for creativity support in remote collaboration. *Design thinking research* (pp. 185–200). Springer.

SHORT PAPERS

- Abtahi, P., & **Dietz, G.** (2020). Learning Rust: How experienced programmers leverage resources to learn a new programming language. *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems*, 1–8.
- Bruzzese, T., Gao, I., Ding, C., Romanos, A., & **Dietz, G.** (2020). Effect of confidence indicators on trust in AI-generated profiles. *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems*, 1–8.
- Dietz, G.**, E, J. L., Washington, P., Kim, L. H., & Follmer, S. (2017). Human perception of swarm robot motion. *Extended Abstracts of the 2017 CHI Conference on Human Factors in Computing Systems*, 2520–2527.

INVITED TALKS

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| Stanford University Human-Computer Interaction Seminar
“Cognitively Appropriate Computing Education for Young Learners” | May 13, 2022 |
| Stanford University Cognitive Science Seminar
“Cognitively Appropriate and Readily Accessible Computing Education Technologies for Young Learners” | May 6, 2021 |
| University of Delaware Computer Science Colloquium
“StoryCoder: Teaching Computational Thinking with Storytelling in a Voice-Guided App for Children” | April 30, 2021 |
| Stanford University Human-Centered AI Spring Conference Lightning Talk
“StoryCoder: Teaching Computational Thinking with Storytelling in a Voice-Guided App for Children” | March 25, 2021 |
| Brown Institute for Media Innovation Advisory Board Meeting
“Voice-based Interface for Storytelling and Programming in Early Elementary Years” | October 20, 2021 |

AWARDS

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| Best Paper Honorable Mention
ACM CHI Dietz, et al., 2021 | 2021 |
| NSF Graduate Research Fellowship | 2019 |
| Brown Institute for Media Innovation Magic Grant
Awarded \$70,000 | 2019 |
| Hasso Plattner Design Thinking Research Grant
Awarded \$125,000 | 2018 |

Firestone Medal for Excellence in Undergraduate Research	2017
Top 10% of Undergraduate Theses in Social, Natural, and Applied Sciences Stanford University	
Kennedy Thesis Prize	2017
Best Undergraduate Thesis in the School of Engineering Stanford University	
Phi Beta Kappa	2017
Tau Beta Pi	2017

TEACHING

Section Leader for CS106A Code in Place	Spring 2020
Teaching Assistant for Stanford CS197: Computer Science Research	Fall 2019
<i>Top 5% of TAs in Stanford Computer Science Department</i>	
Instructor for Stanford CS2C: Introduction to Media Production	Winter 2016
Instructor for Stanford CS1C: Introduction to Computing at Stanford	Fall 2015
Section Leader for Stanford CS106A: Programming Methodology	Winter 2015, Spring 2015

EXPERIENCE

Apple, Inc.	Cupertino, CA
Research Intern Machine Intelligence Education	Sept 2020–Sept 2021
<ul style="list-style-type: none"> – Designed and developed research prototypes of education technologies for middle school students – Research in submission at ACM’s 2022 Conference on Interaction Design and Children (IDC) 	
Google, Inc.	Mountain View, CA
Research Intern Assistant Family & Personality	Summer 2019
<ul style="list-style-type: none"> – Designed, conducted, analyzed, and reported on studies for regular research sprints, including studies with child participants – Published “Giggle Gauge: A Self-Report Instrument for Evaluating Children’s Engagement with Technology” at ACM’s 2020 Conference on Interaction Design and Children (IDC) 	
Google X	Mountain View, CA
Software Engineering Intern Self-Driving Car Project (now Waymo)	Summer 2016
<ul style="list-style-type: none"> – Contributed to in-car user experience, including onboarding and ride safety 	
TrueCar, Inc.	Santa Monica, CA
Software Engineering Intern iOS Development Team	Summer 2015
<ul style="list-style-type: none"> – Collaborated with UX team to design the interface for used car buying mobile experience – Implemented the used car portal for iOS 	

COMMITTEE SERVICE

Student-Applicant Support Program (Co-Creator)	2020–Present
Stanford Computer Science	

Graduate Admissions Committee Stanford Computer Science	2019–2021
Bridge Buildings Committee Stanford Computer Science	2019–2020
Undergraduate Research Program Committee Stanford Computer Science	2017–2019

UNDERGRADUATE MENTEES

Lauren Lowe Current junior at Stanford University	Winter 2020–Present
Nadin Tamer Current junior at Stanford University	Spring 2020–Present
Carina Ly Current junior at Stanford University	Winter 2021–Present
Ava DeConcini Current frosh at Stanford University	Winter 2022–Present
Jimmy Le Current senior at Stanford University	Spring 2020–Spring 2021
Thomas Hsieh Current senior at Stanford University	Winter 2020–Spring 2020
Jenny Han Current MS student at Stanford University	Fall 2018–Spring 2019