

Scott D. Mainwaring, Ph.D.

Seeking Seattle-based ethnographic research position

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EXPERIENCE

Independent Researcher and Lecturer

2014 - present

Focus on financial UX, collaboration, and human-centered innovation. Topics have included nation-level e-government services, block chain adoption, crowd investing, organizational turnover, and empathy in design thinking.

Intel Corporation, Hillsboro, OR — Senior Researcher

2000 - 2013

Co-founded and -directed the Intel Science and Technology Center (ISTC) for Social Computing, a five-university research consortium on the social and cultural construction of technology. Crafted research themes to tie together wide-ranging efforts in informatics, anthropology, public policy, and media studies, and mechanisms to foster inter-university and academia/industry dialog and community building.

Lead research projects on topics including digital money innovation, alternative infrastructures, broadband adoption, personal media creation and curation, home architecture and within-home mobility, digital wallets and urban mobility, social forces in ICT4D, and home media servers.

Awarded and coordinated multi-year research grants to academic experts on community, privacy, and trust. Co-organized workshops at Intel, UC Irvine, and the CHI and Ubicomp conferences on a range of topics.

Supervised PhD candidates in internship projects. Awarded patents on personal digital media technologies.

Lead research projects on topics including personal digital money and mobile money innovation, urban and rural broadband adoption, alternative infrastructures, domestic spaces and within-home mobility, digital wallets and urban mobility, social forces in ICT4D projects, and home media servers. Conducted fieldwork in the US, Europe, Asia, and Africa. Served as interim lab director, People and Practices Research group in 2006. Coordinated multi-year Research Council program supporting academics exploring community technologies, privacy, and trust. Collaborated across research labs and business units to produce corporate-level strategy and planning documents, and conduct joint research. Collaborated with market researchers, designers, and engineers to provide user experience guidance on product and service concepts and strategies.

Co-organized workshops at Intel, UC Irvine, and the CHI and UbiComp conferences on a range of topics. Participated in the annual Intel Developer Forum, co-teaching a tutorial on mobile ethnography, presenting research on the future of payment systems and virtual currencies, and helping stage a large-scale participatory demo of augmented reality applied to personal photography. Generated product concepts, invention disclosures, and patents. Helped in formation of agenda-setting research themes tying together PaPR and other units of

BACKGROUND

Twenty-four-year career in human-centered research, design, and strategy

Multi-disciplinary training in computer science, cognitive science, market research, design, and anthropology

Skilled at research design and management, ethnographic fieldwork and analysis, and open collaboration and communication

Committed to trustable, pragmatic, principled research for business and social benefit

EDUCATION

Stanford University

1987 - 1994

Ph.D., Cognitive Psychology (field designation in Cognitive Science)

Harvard University

1981 - 1985

A.B., Computer Science

AFFILIATIONS

University of Washington

Human Centered Design and Engineering (HCDE) Dept.

Affiliate Assistant Professor 2017-present

Portland State University

Engineering and Technology Management (ETM) Dept.

Adjunct Assistant Professor 2016-2017

Intel Research. Supervised PhD candidates in internship projects on forms of mobility (separate projects looked at residential, urban, and vehicular mobility) and on online gaming culture and currencies in China, some resulting in publications at CHI.

Interval Research Corporation, Palo Alto, CA — Member, Research Staff

1994 - 2000

Research foci included online communities, information appliances, demographic opportunities around aging Baby Boomers, and interactive television. Primary contributor to multi-year projects on adapting CSCW media space technologies for social communication between homes, and on shared audiospaces for workplace collaboration. Awarded patents on shared media-space systems. Served on company-wide internal institutional review board for human studies.

Stanford Symbolic Systems Program, Stanford, CA — Program Coordinator

1991 - 1993

Responsible for day-to-day operations for interdisciplinary undergraduate major in cognitive science, a collaboration between the Philosophy, Linguistics, Psychology, and Computer Science departments. Organized faculty participation in senior colloquium series. Planned and participated in the SSP commencement ceremony. Supervised peer student advisor program, and helped facilitate their annual Distinguished Invited Speaker event. Shepherded student progress towards meeting degree requirements.

Encore Computer Corporation, Marlboro, MA — Software engineer

1985 - 1987

Unix application porting, development, and testing for shared-memory multiprocessor architecture, including porting Lisp compilers for NS32000 instruction set.

Bolt, Beranek, and Newman, Inc., Cambridge, MA — Researcher and software engineer

1985 - 1987

Conducted participant observation of ARPANET operations center staff, document procedures, developed Unix network monitoring applications.

SELECTED PUBLICATIONS

Mainwaring, S.D. 2017. **Dongles**. In W.M. Maurer & L. Swartz (Eds.), ***Paid: Tales of Dongles, Checks, and Other Money Stuff***. MIT Press.

Shklovski, I., Mainwaring, S.D., Hrund Skúladóttir, H., and Borgthorsson, H. 2014. **Leakiness and creepiness in app space: Perceptions of privacy and mobile app use**. CHI paper.

Dourish, P. and Mainwaring, S.D. 2012. **Ubicomp's colonial impulse**. UbiComp paper.

Maurer, B. and Mainwaring, S.D. 2012. **Anthropology with business: Plural programs and future financial worlds**. *J Business Anthropology*,

COURSES TAUGHT

User Centered Innovation (ETM 556/656, Winter 2017)
Portland State University
Engineering and Technology
Management Department

Well-evaluated project- and lecture-based graduate course

Dealing with People Coming and Going: Turnover in Coordinated Action (HCDE 496, Fall 2016)
Human Centered Design and Engineering Department
University of Washington

Undergraduate seminar co-taught with Prof. Charlotte Lee

PROFESSIONAL SERVICE

External Advisory Board Chair, Institute for Money, Technology, and Financial Inclusion (IMTFI), UC Irvine, 2008-2016

Reviewer for CHI, CSCW, DIS, UbiComp, and EPIC conferences

Local Arrangements Chair, CSCW 2017

Program Committee member, DIS 2014 and DIS 2017

Area Chair (Interaction Beyond the Individual subcommittee), CHI 2013

Program Committee member, UbiComp 2013

Workshops Co-Chair, CSCW 2011

Participant in NSF Sponsored Workshop on Computing at the Margins, Georgia Tech, 2010

Publications Co-Chair, CSCW 2002

Electronic Publishing Chair, CSCW 1996, CSCW 1998, CSCW 2000

I(2), 177-196.

Kuriyan, R., Kitner, K., Mainwaring, S., and Nafus, D. 2010. **Reassessing ICTs and Development: The Social Forces of Consumption**. Research report released at 2010 World Congress on Information Technology (Amsterdam). WCIT 2010.

Mainwaring, S.D., March, W., and Maurer, B. 2008. **From *meiwaku* to *tokushita!*: Lessons for digital money design from Japan**. CHI note. [Best paper/note award]

Wang, Y. and Mainwaring, S.D. 2008. **“Human-Currency Interaction”: learning from virtual currency use in China**. CHI note.

Mainwaring, S.D., Anderson, K., and Chang, M.F. 2005. **Living for the global city: Mobile kits, urban interfaces, and ubicomp**. UbiComp paper.

Mainwaring, S.D., Anderson, K., and Chang, M.F. 2004. **Infrastructures and their discontents: Implications for ubicomp**. UbiComp paper.

Hindus, D., Mainwaring, S.D., Leduc, N., Hagström, A.E., and Bayley, O. 2001. **Casablanca: designing social communication devices for the home**. CHI paper.

Ackerman, M.S., Starr, B., Hindus, D., and Mainwaring, S.D. 1997. **Hanging on the ‘wire’: a field study of an audio-only media space**. *ACM Transactions on Computer-Human Interaction*, 4, 39-66.

Hindus, D., Ackerman, M.S., Mainwaring, S., and Starr, B. 1996. **Thunderwire: A field study of an audio-only media space**. CSCW paper.

FOR FURTHER INFORMATION

Full vita: scott.mainzone.com/mainwaring-cv.pdf

LinkedIn profile: linkedin.com/in/mainwaring

References available upon request

PROFESSIONAL MEMBERSHIPS

Association for Computing Machinery (ACM)

ACM Special Interest Group in Human-Computer Interaction (SIGCHI)

PERSONAL INTERESTS

Landscape history (inspired by a course I took as an undergraduate by the brilliant iconoclast [John R. Stilgoe](#))

Chinese culture (inspired by multiple immersive fieldwork experiences there, attempts to learn Mandarin, and friends)

Photography (my Instagram feed is [@notmannerin](#))

Vexillology (online editor for the Portland Flag Association, portlandflag.org; active member of NAVA, the North American Vexillological Association, nava.org; and founder of World Vexillology Day, a global celebration of flags every October 1st, for which I was awarded the 2016 Purcell Prize by NAVA - see vexiday.org)