

Hasan Shahid Ferdous

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EDUCATION

Computing and Information Systems, University of Melbourne, Australia (August, 2013 – Present)

- **PhD** in the field of Human Computer Interaction (HCI) under the supervision of Professor Frank Vetere and Dr. Hilary Davis.
- In my ongoing thesis **Technology at Mealtime: Beyond the ‘Ordinary’**, I have investigated the everyday interactions of familial uses of technology around mealtimes using ethnographic observations and technology probe. I have developed ‘TableTalk’ system that transforms personal smart devices into shared resource and have demonstrated how technology that is sensitive to the needs of family interactions can augment the familial experience of eating together.
- My expertise includes qualitative research design, data collection, and analysis about social and collaborative use of technology, natural user interfaces, user-centric design, smartphone app development, etc.
- I am finalizing my thesis and expect to submit by **February, 2017**.

Gippsland School of Information Technology, Monash University, Australia (March 2009 – March, 2011)

- **Master of Information Technology (Research)** under the supervision of Professor Manzur Murshed. Result: **H1 (1st Class (Honours))**
- In my thesis titled **Enhanced IEEE 802.11 by Integrating Multiuser Dynamic OFDMA**, I demonstrated that the collision avoidance protocol in IEEE 802.11 is inefficient and redesigned it to provide higher throughput. I proved the validity of the proposal through theoretical analysis and simulation results.

Bangladesh University of Engineering and Technology (BUET), Dhaka, Bangladesh (January, 2008)

- **Bachelor of Science (Honours)** in Computer Science and Engineering
- Result: **3.86** on a scale of 4.0 (7th among 115 students)

RESEARCH EXPERIENCE

- My publications have received **100 citations** (Jan. 17, Google Scholar), h-index: 6
- Member of the *Microsoft Research Centre for Social Natural User Interface (SNUI)* and *Interaction Design Lab (IDL)* at the Department of Computing and Information Systems, University of Melbourne, Australia. I have been involved in different research projects in the area of natural user interfaces, augmented reality, health, and education. (Aug. 2013 – Present)
- Visiting research student, *Human Experience and Design Group, Microsoft Research, Cambridge, UK*. I have collaborated and co-authored with Dr. Kenton O’Hara from this lab since 2013. In 2016, I visited the lab to present my work there and have further discussion with the esteemed researchers at MSR. (Apr. 16)
- Study away at *Open Lab, Newcastle University, UK*. I have collaborated with Dr. Rob Comber and Dr. Jeremy Farr-Wharton in designing a technology probe *Chorus* related to PhD research. I have also presented my work there as a part of their Distinguished Lecture Series. (Jan. – Apr. 16)
- Member of the *Video Processing and Communications Research Group* at GSIT, Monash University (Mar. 2009 – Mar. 2011)

NOTABLE PUBLICATIONS

- **Ferdous, H. S.**, Vetere, F., Davis, H., Ploderer, B., Comber, R., O'Hara, K., Farr-Wharton, G. Celebratory Technology to Orchestrate the Sharing of Devices and Stories during Family Mealtimes, accepted as full paper in *CHI 2017* (A* in CORE Ranking).
- Davis, H., **Ferdous, H.S.**, Vetere, F. 'Table Manners': Children's Use of Mobile Technologies in Family-friendly Restaurants, submitted as case study in *CHI 2017*.
- **Ferdous, H. S.**, Ploderer, B., Davis, H., Vetere, F., O'Hara, K. Commensality and the Social Use of Technology during Family Mealtime. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 23(6), 2016 (A* in ERA Ranking).
- **Ferdous, H. S.**, Ploderer, B., Davis, H., Vetere, F., O'Hara, K., Farr-Wharton, G., and Comber, R. TableTalk: Integrating Personal Devices and Content for Commensal Experiences at the Family Dinner Table, in *Proc. UbiComp 2016* (A* in CORE Ranking).
- **Ferdous, H.S.** Technology at Mealtime: Beyond the 'Ordinary', in *Proc. CHI EA 2015*.
- **Ferdous, H. S.**, Tasnim, M., Ahmed, S., Anik, T. Social Media Question Asking: A Developing Country Perspective, book chapter in *Recommendation and Search in Social Networks*, Springer Publications, 2015.
- **Ferdous, H. S.**, Ploderer, B., Davis, H., Vetere, F., O'Hara, K. Pairing Technology and Meals: A Contextual Enquiry in the Household, in *Proc. OzCHI 2015*.
- Ahmed, S. I., Jackson S., Ahmed N., **Ferdous, H. S.**, Rifat, M. R., Rizvi, A. S., Ahmed, S., Mansur, R. S. Protibadi: A Platform for Fighting Sexual Harassment in Urban Bangladesh, in *Proc. CHI 2014* (A* in CORE Ranking).
- Islam, M. R., Rahaman, S., Hasan, R., Noel, R. R., Salekin, A., **Ferdous, H. S.** A Novel Approach for Constructing Emulator for Microsoft Kinect XBOX 360 Sensor in the .NET Platform. In *Proc. ISMS 2013*.
- Ahmed, S., Anik, M. T. A., Tasnim, M., **Ferdous, H. S.** Statistical Analysis and Implications of SNS search in Under-Developed Countries, in *Proc. OzCHI 2013*.
- Monir, S., Rubya, S., and **Ferdous, H. S.** Rotation and Scale Invariant Posture Recognition using MS Kinect Skeletal Tracking Feature, in *Proc. ISDA 2012*.
- Rubya, S., Monir, S., **Ferdous, H. S.** Genetic Approach for a Flexible Cell Phone Keypad with Reduced Keystrokes and Key Jamming for Better Human Technology Interaction, *Journal of Multimedia*, Academy Publishers., 7(5), 2012.
- Hassan, A. Z., Zahed, B. T., Zohora, F. T., Moosa, J. M., Salam, T., Rahman, M. M., **Ferdous, H. S.**, Ahmed, S. I. Developing the Concept of Money by Interactive Computer Games for Autistic Children, in *Proc. ISM 2011*.

For a full list of publications, please see: <http://www.hsferdous.com/publications.html>

GRANTS

- Associate sub-project manager of the project *Development of Mobile Computing Lab for Teaching, Learning, and Research*. Grant from the World Bank's academic innovation fund with Prof. Sohel Rahman, Prof. Mostafa Akbar.
- Researcher of the project *SQL Learning and Evaluation System*. Received research grant from the Ministry of Education, Bangladesh Government. Worked with Prof. ASM Latiful Haque and Prof. Mahfuzul Islam.

LANGUAGE & PLATFORMS	<ul style="list-style-type: none"> ▪ C, C++, Java, C#, SQL, PHP, Objective C ▪ Matlab, NVivo, R ▪ Visual Studio, Eclipse, XCode, RStudio ▪ .NET, Android, iOS 			
WORK EXPERIENCE	<p>April 2014 – Present: Casual position as Lab Manager, Interaction Design Lab, Department of Computing and Information Systems, University of Melbourne</p> <ul style="list-style-type: none"> ▪ Duties and responsibilities include assisting other researchers, students, and commercial bodies to set up user-studies, and run workshops for students demonstrating usage of different lab equipment, for example, eye tracking, Kinect, video and audio recording instruments, etc. <p>July 2014 – November 2014: Tutor, COMP90043, University of Melbourne</p> <ul style="list-style-type: none"> ▪ Assisted masters and undergraduate students to solve different problems and research presentations relevant to the course. <p>March 2013 – August 2013: Assistant Professor at the Department of CSE, BUET March 2011 – March 2013: Lecturer at the Department of CSE, BUET January 2011 – March 2011: Lecturer at the Department of CSE, BRAC University August 2008 – March 2009: Lecturer at the Department of CSE, BUET January 2008 – July 2008: Lecturer at the Department of CSE, BRAC University</p> <ul style="list-style-type: none"> ▪ Teaching different theory and lab courses for undergraduate students including structured and object oriented programming languages, database, and software engineering. I have worked with the students in various research projects on social networking, natural user interfaces, and e-learning for autistic children. 			
NOTABLE AWARDS AND FELLOWSHIPS	<p>2016 Best Paper Award, CIS Doctoral Colloquium, University of Melbourne 2016 Google PhD Travel Scholarship & Melbourne Abroad Travel Scholarship 2015–2017, Microsoft Social NUI Top Up Scholarship for PhD research 2013–2017, Fully Funded Scholarship for PhD Research (MIRS & MFRS) 2013 Best Research Poster Award, WECS '13, Bangladesh 2013 Mentor of team BUET 101, National Champion of Microsoft Imagine Cup 2013 Mentor of team BUET Skull, Runners up in IRC, Techfest, IIT, India 2010 Runner Up in the Three Minute Thesis, Faculty of IT, Monash University 2009–2011 Fully Funded Scholarship for Master of IT (Research) (MGS & GFRS) 2003–2007 Dean's Award and Merit Scholarship, BUET, in each year of study</p>			
REFERENCES	<table border="0" style="width: 100%;"> <tr> <td style="vertical-align: top; width: 33%;"> Frank Vetere, PhD Professor and Director, Microsoft Research Centre for Social NUI and Interaction Design Lab, University of Melbourne, Australia f.vetere@unimelb.edu.au </td> <td style="vertical-align: top; width: 33%;"> Bernd Ploderer, PhD Lecturer in HCI, Science and Eng. Faculty, Queensland Univ. of Tech., Australia b.ploderer@qut.edu.au </td> <td style="vertical-align: top; width: 33%;"> Kenton O'Hara, PhD Researcher Human Experience and Design Group, Microsoft Research Cambridge, UK keohar@microsoft.com </td> </tr> </table>	Frank Vetere, PhD Professor and Director, Microsoft Research Centre for Social NUI and Interaction Design Lab, University of Melbourne, Australia f.vetere@unimelb.edu.au	Bernd Ploderer, PhD Lecturer in HCI, Science and Eng. Faculty, Queensland Univ. of Tech., Australia b.ploderer@qut.edu.au	Kenton O'Hara, PhD Researcher Human Experience and Design Group, Microsoft Research Cambridge, UK keohar@microsoft.com
Frank Vetere, PhD Professor and Director, Microsoft Research Centre for Social NUI and Interaction Design Lab, University of Melbourne, Australia f.vetere@unimelb.edu.au	Bernd Ploderer, PhD Lecturer in HCI, Science and Eng. Faculty, Queensland Univ. of Tech., Australia b.ploderer@qut.edu.au	Kenton O'Hara, PhD Researcher Human Experience and Design Group, Microsoft Research Cambridge, UK keohar@microsoft.com		