

## Education

**Ph.D. in Information Studies**, expected graduation 2018

University of Maryland, College Park

Advisor: Dr. Allison Druin

Areas: Human-Computer Interaction; Interaction Design and Children

**M.S. in Human-Computer Interaction**, 2014

University of Maryland, College Park

Advisor: Dr. Allison Druin

**B.A. in Telecommunication- Digital Media, Art, and Technology**, 2008

Michigan State University, East Lansing

Study Abroad: Visual Communication with Infographics in Spain, 2008

Universidad de Navarra, Pamplona and Universidad CEU San Pablo, Madrid

## Research Experience and Employment

College of Information Studies, University of Maryland, College Park, MD

**Graduate Research Assistant**, August 2012 - Present

College of Information Studies, University of Maryland, College Park, MD

**Research Coordinator**, May 2016 - September 2017

Google, Inc., Mountain View, CA

**User Experience Research Intern**, May - August 2015

College of Education, University of Michigan, Ann Arbor, MI

**Designer, Research Collaborator**, 2009 - 2014

## Publications

### Refereed Conference Papers<sup>1</sup>

18. Mauriello, M.L., **McNally, B.**, Buntain, C., Froelich, J. (2018) A Large-Scale Analysis of YouTube Videos Depicting Everyday Thermal Camera Use. To appear in *Proceedings of the 2018 Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '18)*.
17. **McNally, B.**, Kumar, P., Hordatt, C., Mauriello, M.L., Naik, S., Norooz, L., Shorter, A., Golub, E., and Druin, A. (2018). Co-designing Mobile Online Safety Applications with Children. In *Proceedings of the 2018 Conference on Human Factors in Computing Systems (CHI '18)*.
16. Kumar, P., Vitak, J., Chetty, M., Clegg, T., Yang, J., **McNally, B.**, and Bonsignore, B. (2018). Co-Designing Online Privacy-Related Games and Stories with Children. To appear in the *Proceedings of the 17th International Conference on Interaction Design and Children (IDC '18)*.
15. **McNally, B.**, Norooz, L., Shorter, A., and Golub, E. (2017). Investigating Design Requirements for Children's 3D Printing Software. In *Proceedings of the 16th International Conference on Interaction Design and Children (IDC '17)*.
14. **McNally, B.**, Mauriello, M. L., Guha, M. L., and Druin, A. (2017). Gains from Participatory Design Team Membership as Perceived by Child Alumni and their Parents. In *Proceedings of the 2017 Conference on Human Factors in Computing Systems (CHI '17)*.
13. Kim, J., **McNally, B.**, Norooz, L., and Druin, A. (2017). Internet Search Roles of Adults in their Homes. In *Proceedings of the 2017 Conference on Human Factors in Computing Systems (CHI '17)*.
12. Goldman, A. and **McNally, B.** (2017). Transitioning Between Audience and Performer: Co-Designing Interactive Music Performances with Children. In *Proceedings of the 2017 Conference on Human Factors in Computing Systems (CHI '17)*.

<sup>1</sup> Premiere conference venues in human-computer interaction (e.g., CHI and IDC) are highly selective. Unlike in many fields, these venues publish peer-reviewed, archival papers and are comparable to or exceed HCI journals in terms of visibility and impact.

11. Golub, E., **McNally, B.**, Lewittes, B., Shorter, A., and Kids of Kidsteam. (2017). Life as a Robot (at CHI): Challenges, Benefits, and Prospects for Attending Conferences via Telepresence. In *Proceedings of the 2017 Conference on Human Factors in Computing Systems (CHI '17)*.
10. **McNally, B.**, Guha, M. L., Mauriello, M. L., and Druin, A. (2016). Children's Perspectives on Ethical Issues Surrounding Their Past Involvement on a Participatory Design Team. In *Proceedings of the 2016 Conference on Human Factors in Computing Systems (CHI '16)*.
9. Norooz, L., Mauriello, M., Jorgensen, A., **McNally, B.**, and Froehlich, J. (2015). BodyVis: A New Approach to Body Learning Through Wearable Sensing and Visualization. In *Proceedings of the 2015 Conference on Human Factors in Computing Systems (CHI '15)*. **Best Paper Honorable Mention- Top 5%**
8. **McNally, B.**, Guha, M.L., Norooz, L., Rhodes, E., and Findlater, L. (2014). Incorporating Peephole Interactions into Children's Second Language Learning Activities on Mobile Devices. In *Proceedings of the 13th International Conference on Interaction Design and Children (IDC '14)*.
7. Rust, K., Foss, E., Bonsignore, E., **McNally, B.**, Hordatt, C., Malu, M., Mei, B., and Gumbs, H. K. (2014). Interactive and Live Performance Design with Children. In *Proceedings of the 13th International Conference on Interaction Design and Children (IDC '14)*.
6. Baumer, E., Ahn, J., Bie, M., Bonsignore, B., Börütecene, A., Buruk, O., Clegg, T., Druin, A., Echtler, F., Gruen, D., Guha, M.L., Hordatt, C., Küger, A., Maidenbaum, S., Malu, M., **McNally, B.**, Muller, M., Norooz, L., Norton, J., Özcan, O., Patterson, D., Riener, A., Ross, S., Rust, K., Schöning, J., Silberman, M., Tomlinson, B., and Yip, J. (2014). CHI 2039: Speculative Research Visions. In *Proceedings of the 2014 Annual Conference on Human Factors in Computing Systems (CHI '14)*.
5. Yip, J.C., Foss, E., Bonsignore, E., Guha, M.L., Norooz, L., Rhodes, E., **McNally, B.**, Papadatos, P., Golub, E., and Druin, A. (2013). Children Initiating and Leading Cooperative Inquiry Sessions. In *Proceedings of the 12th International Conference on Interaction Design and Children (IDC '13)*.
4. Kuhn, A., **McNally, B.**, Schmoll, S., Cahill, C., Lo, W., Quintana, C., and Delen, I. (2012). How Students Find, Evaluate, and Utilize Peer-collected Annotated Multimedia Data in Science Inquiry with Zydeco. In *Proceedings of the 2012 Conference on Human Factors in Computing Systems (CHI '12)*.
3. Cahill, C., Lo, W., Kuhn, A., Quintana, C., **McNally, B.**, Schmoll, S., and Krajcik, J. (2011). Student Use of Multimodal Data and Metadata Tools During Nomadic Inquiry. In *Proceedings of the 10th Conference on Mobile and Contextual Learning (mLearn'11)*.
2. Cahill, C., Kuhn, A., Schmoll, S., Lo, W., **McNally, B.**, and Quintana, C. (2011). Mobile learning in museums: How mobile supports for learning influence student behavior. In *Proceedings of the 10th International Conference on Interaction Design and Children (IDC '11)*.
1. Kuhn, A., **McNally, B.**, Cahill, C., Quintana, C., and Soloway, E. (2011). Constructing Scientific Arguments with User- collected Data in Nomadic Inquiry. In *Proceedings of the 2011 Conference on Human Factors in Computing Systems (CHI'11)*.

### Book Chapters

2. **McNally, B.** and Guha, M.L. (2017). Establishing Content Expertise in Intergenerational Co-design Teams. In B. DiSavlo, C. DiSavlo, J. Yip, and E. Bonsignore (eds.), *Participatory Design for Learning*, Taylor & Francis.
1. Guha, M.L., **McNally, B.**, and Fails, J. (2016). How Design Partnering Encourages Design Thinking: The Possibilities for Cooperative Inquiry in Formal Schooling. In S. Goldman and Z. Kabayadondo (eds.), *Taking Design to Schools: Bringing the Vision into Focus*, Routledge.

### Non-Refereed Conference Papers

3. Delen, I., Lo, W.T., Cahill, C., Kuhn, A., Schmoll, S., **McNally, B.**, Quintana, C. and Krajcik, J. (2012). How Do Mobile Technologies Help Students Connect Museums to Classrooms? Presented at *the International Society of Technology Education (ISTE) meeting. June, 24-27. San Diego, CA*.
2. Cahill, C., Schmoll, S., Delen, I., Lo, W., Kuhn, A., **McNally, B.**, Quintana, C. and Krajcik, J. (2012). Bridging Inquiry Across Settings Using Mobile and Curricular Supports. Presented at *the 2012 Annual International Conference of the National Association for Research in Science Teaching*.
1. Lo, W., Cahill, C., Kuhn, A., Schmoll, S., **McNally, B.**, Delen, I., Krajcik, J. and Quintana, C. (2011). Zydeco: A System that Supports Nomadic Inquiry Across Formal and Informal Learning Environments. Presented at *the World Education Research Association Meeting/Taiwan International Educational Research Association International Conference on Education*.

## Academic Presentations and Guest Lectures

- McNally, B.,** Kumar, P., Hordatt, C., Mauriello, M.L., Naik, S., Norooz, L., Shorter, A., Golub, E., and Druin, A. (2018). Co-designing Mobile Online Safety Applications with Children. At the *2018 Conference on Human Factors in Computing Systems*. Montreal, Canada.
- McNally, B.,** Norooz, L., Shorter, A., Golub, E. (2017). Investigating Design Requirements for Children's 3D Printing Software. At the *International Conference on Interaction Design and Children*. Palo Alto, CA.
- McNally, B.** Mauriello, M. L., Guha, M. L., Druin, A. (2017). Gains from Participatory Design Team Membership as Perceived by Child Alumni and Their Parents. At the *Human-Computer Interaction Lab Brown Bag Lunch Series*, University of Maryland.
- McNally, B.** (2017) Kidsteam: A Co-design Team for Innovation. For *INST 704: Inclusive Design in HCI*, School of Information Studies, University of Maryland.
- McNally, B.,** Norooz, L. (2017). Co-design for Youth. For *INST 652: Design Thinking and Youth*, School of Information Studies, University of Maryland.
- McNally, B.** (2016). Kidsteam: A Co-design Team for Innovation. For *INSC 583: Introduction to Youth Informatics*, School of Information Studies, University of Tennessee.
- McNally, B.,** Guha, M. L., Mauriello, M. L., Druin, A. (2016). Children's Perspectives on Ethical Issues Surrounding Their Past Involvement on a Participatory Design Team. At the *Conference on Human Factors in Computing Systems (CHI'16)*. San Jose, CA.
- Druin, A. & **McNally, B.** (2016). Kidsteam: A Co-design Partnership for Innovation. At *Nickelodeon*. New York City, NY.
- McNally, B.,** Guha, M. L., Mauriello, M. L., & Druin, A. (2016). Children's Perspectives on Ethical Issues Surrounding Their Past Involvement on a Participatory Design Team. At the *33<sup>rd</sup> Annual HCIL Symposium*, University of Maryland.
- McNally, B.,** Ashktorab, Z., Mauriello, M., Oh, U. (2015). Where O Where Have My Grad Students Gone?: An Internship Panel. At the *Human-Computer Interaction Lab Brown Bag Lunch Series*, University of Maryland.
- McNally, B.** (2015). Participatory Design in HCI. For *INST888: Doctoral Seminar*, School of Information Studies, University of Maryland.
- McNally, B.,** Guha, M.L., Norooz, L., Rhodes, E., Findlater, L. (2014). Incorporating Peephole Interactions into Children's Second Language Learning Activities on Mobile Devices. At the *International Conference on Interaction Design and Children*. Aarhus, Denmark.
- McNally, B.** (2014). Understanding How to Support Imminent Foreign Language Exchanges. Masters Defense, University of Maryland.
- McNally, B.,** Findlater, L., Guha, M.L. (2013). Using Mobile Touchscreen Devices as Peepholes to Support Children's Second Language Learning. At the *30th Annual HCIL Symposium*, University of Maryland.

## Poster Presentations

- McNally, B.** Mauriello, M. L., Guha, M. L., Druin, A. (2017). Gains from Participatory Design: Perceptions of Child Alumni & their Parents. At the *34th Annual HCIL Symposium*, University of Maryland.
- McNally, B.** Mauriello, M. L., Guha, M. L., Druin, A. (2017). Gains from Participatory Design: Perceptions of Child Alumni & their Parents. At the *iSchool Research Showcase*, University of Maryland.
- McNally, B.** Guha, M. L., Mauriello, M. L., Druin, A. (2016). Participants' Views of Ethics: Reflections of Former Child Participatory Design Partners. At the *iSchool Research Showcase*, University of Maryland.
- McNally, B.,** Findlater, L., Guha, M.L. (2014). Scenic Words: Using Mobile Touchscreen Devices as Peepholes to Support Children's Second Language Learning. At the *Shaping the Future of Learning Challenge, Future of Information Alliance*, Silver Spring, MD.
- McNally, B.,** Findlater, L., Guha, M.L. (2014). Scenic Words: Using Mobile Touchscreen Devices as Peepholes to Support Children's Second Language Learning. At the *College of Education's Graduate Student Organization Welcome Fair*, University of Maryland.
- McNally, B.,** Findlater, L., Guha, M.L. (2013). Scenic Words: Using Mobile Touchscreen Devices as Peepholes to Support Children's Second Language Learning. At the *30th Annual HCIL Symposium*, University of Maryland.

## Awards and Scholarships

2017 Graduate All-S.T.A.R. Fellowship, University of Maryland's Graduate School  
2017 Jacob K. Goldhaber Travel Grant, University of Maryland's Graduate School  
2017 iSchool Research Incentive Grant, University of Maryland's College of Information Studies  
2016 Jacob K. Goldhaber Travel Grant, University of Maryland's Graduate School  
2015 Grace Hopper Scholarship, University of Maryland's Center for Women in Computing  
2015 Best Paper Honorable Mention, *Conference on Human Factors in Computing Systems (CHI)*. Norooz, Mauriello, Jorgensen, McNally, & Froehlich: BodyVis: A New Approach to Body Learning Through Wearable Sensing and Visualization. (Top 5% of submissions)  
2014 HCIL Conference Travel Award  
2013 NSF Graduate Research Fellowship Program, Honorable Mention  
2013 Cross Cultural Games Competition Finalist, Scenic Words  
2008 Outstanding Senior Award, Michigan State University

## Professional Service and Mentorship

### Conference Reviewing

ACM CHI (2013 - 2014, 2016 - 2018)  
ACM IDC (2013 - 2018)  
ACM CHI PLAY (2017)

### Other Conference Service

Student Volunteer, ACM CHI (2014)  
Student Volunteer, ACM IDC (2011, 2017)

### Mentorship

Advising University of Maryland undergraduate and Master's students in the Participatory Design (PD) method used on the Kidsteam intergenerational PD team, in publication writing, and in their professional development.

- Shalmali Naik, M.S. in Human-Computer Interaction (2016 - present)
- Chelsea Hordatt, B.S. in Community Health (2015 - 2017)
- Alazandra Shorter, M.S. in Human-Computer Interaction (2015 - 2017)

### Volunteer Experience

HCIM Program Ambassador (2014 - 2016)  
Future of Information Alliance (2012 - 2015)  
Karmanos Cancer Institute (2010 - 2012)

### Professional Memberships

ACM (2014 - 2015, 2017 - present)

## Research Competencies

Methods: Semi-structured interviews, co-design, field studies, questionnaire/survey design, participant screeners, descriptive statistics, usability testing, participant observations, think-aloud protocols, affinity diagramming, low fidelity prototyping (paper prototyping, wireframing).

Skills: Multidisciplinary and intergenerational collaborations, independent research, research team management, participant recruitment, delivering actionable insights, interpersonal communication.