



DR SHAIMAA LAZEM

ASSOCIATE RESEARCH PROFESSOR

PERSONAL INFORMATION	<p>Full Name: Shaimaa Lazem</p> <p>Affiliations: Computer Graphics Department</p> <p>Address: Informatics Research Institute</p> <p>Mobile No.:</p> <p>E-mail:</p> <p>Important links: https://truthfan.wordpress.com/about/</p>
EDUCATION	<p>List your Degrees here... (start with the most recent)</p> <p>(Degree's Name & Year) – in BOLD</p> <p>(School Name – Location)</p> <p>Ph.D. in Computer Science, May 2012 Virginia Tech, USA</p> <p>M.S. in Computer Science and Applications, May 2009 Virginia Tech, USA</p> <p>M.Sc in Computer Engineering, March 2006 Alexandria University, Egypt</p> <p>B.Sc. of Computer Science and Automatic Control, June 2000 Alexandria University, Egypt</p>

ACTIVITIES	<p>Scientific Activities</p> <p>List your Scientific Activities here...</p> <p>(Activity Title, Description & Date)</p> <p>Organising Academic workshops</p> <ul style="list-style-type: none"> • Co-organiser, Learning from mHealth Success Stories – Effective Interventions for Marginalised Populations, Oldenburg, Germany, 2020. mhealth.uni-bremen.de • Co-Organiser, ArabHCI workshop at ACM CHI 2019, Glasgow, UK, 2018. Abstract, proceedings • Co-organiser, SIGCHI Sponsored summer school for designing with marginalised African communities, Windhoek, Namibia, 2018. The outcomes were shared in ACM Interactions magazine. • Co-organiser, ArabHCI workshop at ACM CHI 2018, Montreal, Canada, 2018. The workshop discussions were published as a special topic in the ACM Interactions magazine. Abstract, proceedings • Co-organiser, ArabHCI workshop at ACM DIS 2017, Birmingham, UK, 2017. Abstract, proceedings • Co- facilitating a workshop and a panel with Dr Susan Dray about HCI education in the 1st African conference on Human-Computer Interaction, Nairobi, Kenya, 2016. The outcomes of the discussions were shared in the HCI Education forum in ACM Interactions. • Co-organiser, The use of learning research and theory to inform the design of educational games workshop, the British Computer Society Conference on Human-Computer Interaction, Lincoln, UK, 2015. <p>Invited Talks</p> <ul style="list-style-type: none"> • “Two Weeks in a Pyramid and Beyond...”, UCT Center in Information Technology and Communications Technology for Development, University of Cape Town, South Africa, February 2020. • “Interdisciplinary UK-Egypt institutional links: Lessons Learned for Future International Collaborations”, NORTHLab, Northumbria University at Newcastle, UK, July 2018.
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| | <ul style="list-style-type: none">• "On the road to Sustainable Development: Mobile Technology for Documenting Egyptian Intangible Cultural Heritage", ICT in Our Lives International Conference, Egypt, December 2017.• "Human-Computer Interaction Education: Building Capacity for Designing 'Inclusive' Digital Innovations", Egypt-Japan University of Science and Technology, Egypt, December 2016 |
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	<p>Administrative Activities</p> <p>List your Administrative Activities here...</p> <p>(Activity Title, Description & Date)</p> <hr/> <p>Extra-curriculum Activities</p> <p>List your Extra-curriculum Activities here...</p> <p>e.g. (Leadership, Community services & Volunteer work)</p> <p>Leadership</p> <ul style="list-style-type: none"> • Co-Founder, Arab Human-Computer Interaction Community (ArabHCI), https://arabhci.org/ • Chair, the first Egyptian ACM SIGCHI Professional Chapter CairoCHI, 2018-2019, https://cairochi.acm.org/ • Founding member, Virginia Tech Interdisciplinary Research Honour Society, 2011, USA <p>أنشطة علمية لربط البحوث العلمية و نتائجها بالمجتمع (Community Service)</p> <ul style="list-style-type: none"> • مشروع Pi-Floor عن نظام تعليمي تفاعلي يسمح للطلاب بالتدريب علي المحتوى العلمي عن طريق ألعاب يقوم الطالب من خلالها بالتحرك علي أرضية تخيلية لحل أسئلة متعددة الاختيارات • مشروع المطياف لاستخدام الهواتف المحمولة في تحليلات الكشف عن فيروس سي باستخدام تكنولوجيا النانو بالتعاون مع د. شريف شوقي - مدينة زويل للعلوم و التكنولوجيا • تنظيم مدرسة تدريبية بالإضافة إلي مسابقة هاكاثون ممولة من شركة (espace) لاستخدام تكنولوجيا الهواتف المحمولة في توثيق التراث البدوي بالمشاركة مع طلبة كلية الهندسة – جامعة الإسكندرية • إفادة معهد بحوث المعلوماتية عن تنظيم ورشة عمل موضوعها تكنولوجيا المعلومات ومشاركة المجتمع في حماية التراث الثقافي اللامادي • التعاون مع مدرسة خالد بن الوليد ببرج العرب لتحسين مستوى تحصيل الطلبة باستخدام تكنولوجيا الألعاب التعليمية • تنفيذ نماذج أولية لاستخدام التكنولوجيا قليلة التكلفة لتقديم الخدمات التعليمية والصحية بالمدن الذكية المصرية
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GRANTS & AWARDS	<p>List your Grants here... (start with the most recent)</p> <p>(Grant's Name – Date – Location)</p> <ul style="list-style-type: none"> • Co-PI, Association of Computing Machinery (ACM) Special Group in Human-Computer Interaction (SIGCHI) (\$12K) with the Namibian, and South African SIGCHI chapters to organize ACM SIGCHI Sponsored HCI Summer School on Designing With/For Marginalized Communities, Windhoek, Namibia, November 2018. • Egyptian PI, UK-Egypt Newton-Mosharafa Institutional link (£94K) in partnership with Kingston University UK, "The Hilali Network: Exploring Lived Cultural Heritage Through Design in Higher Education", May 2017. Project website: https://www.hilali-network.com/ • PI, UK-Egypt Newton- Mosharafa grant (£11K) to be hosted for six-month at Open Lab, Newcastle University, "Towards Skill Mastery Self Organized Learning Environments (SOLEs)", October 2015 – March 2016.
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Awards

List your Awards here... (start with the most recent)

(Award's Name – Date – Location)

- Leaders in Innovation Fellow, the Royal Academy of Engineering in London, UK, Feb 2018 – Present. <https://lif.raeng.org.uk/dashboard/find-members/shaimaa-lazem.aspx>
- Mentor, third place winner team, Dell Technologies Graduation Project Competition for Turkey, Middle East, and Africa, 2019
- First place winner, the Design Challenge of the first African conference for Human Computer Interaction (AfriCHI 2016) with Susan Dray, Rehema Baguma, and Laura Cheptegei (Pracademics team) for designing Walk with Me, a safety system for women who walk at night in Nairobi, Kenya.
- The awardee of Grace Hopper Celebration of Women in Computing Scholarship, 2011 & 2016
- Outstanding Graduate Teaching Assistant Award, Dept of Computer Science, Virginia Tech, 2011

Other Recognitions

- Speaker, the 4th Diversity and Inclusion Lunch (470 attendees) at ACM Conference on Human Factors in Computing Systems ACM CHI, 2019, <https://chi2019.acm.org/for-attendees/diversity-inclusion-lunch/>
- Featured in People of ACM Chapters <https://www.acm.org/articles/people-of-acm-europe/2018/shaimaa-lazem>
- Featured in a Star Case Study, Newcastle University, UK <https://blogs.ncl.ac.uk/ltdev/2016/06/22/star-case-study-using-facebook-to-facilitate-international-debate/>

LIST OF PUBLICATIONS

List your Publications here...(start with the most recent)

- Elteir, M.K., **Lazem**, S. , Azab, M. (2020). Unleashing the Hidden of Low-cost IoT Boards: GPU-based Edutainment Case Study. Journal of King Saud University, Computer and Information Sciences. <https://doi.org/10.1016/j.jksuci.2020.02.001>
- Giglito, D., Lazem, S., & Preston, A. (2019). A Participatory Approach for Digital Documentation of Egyptian Bedouins Intangible Cultural Heritage. Interaction Design & Architecture(s), 41. 31 – 49. http://www.mifav.uniroma2.it/inevent/events/idea2010/doc/41_3.pdf
- Lazem, S. (2019). Championing HCI Education to CS Undergraduates at Grassroots Level: A Case Study in Egypt. Journal of Usability Studies. 15(1), 8-22. <http://uxpajournal.org/hci-education-cs-undergraduates-egypt/>
- Lazem, S. (2019). On Designing Blended Learning Environments for Resource-Challenged Communities. International Journal of Emerging Technologies in Learning (IJET), 14(12), 183-192. <http://doi.org/10.3991/ijet.v14i12.10320>
- Jones, B., Gadallah, Y., & **Lazem**, S. (2019). Facebook debate: facilitating international, intercultural knowledge exchange and collaboration in the field of international intellectual property law. The Law Teacher. <http://doi.org/10.1080/03069400.2018.1537170>
- Preston, A., **Lazem**, S., Kharrufa, A., Pursglove, B., & Olivier, P. (2018). Supporting the smart teacher: an agenda for the use of embedded sensing in novel learning spaces. Smart Learning Environments, 5(1), 19. <http://doi.org/10.1186/s40561-018-0068-8>
- Giglito, D., **Lazem**, S., & Preston, A. (2018). In the eye of the student: "An intangible cultural heritage experience, with a human-computer interaction twist." In Conference on Human Factors in Computing Systems - Proceedings (Vol. 2018–April). <http://doi.org/10.1145/3173574.3173864>
- **Lazem**, S., & Jad, H. A. (2017). We play we learn: Exploring the value of digital educational games in Rural Egypt. Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems - CHI '17. <http://doi.org/10.1145/3025453.3025593>
- **Lazem**, S. (2016). A Case Study for Sensitising Egyptian Engineering Students to User-Experience in Technology Design. In Proceedings of the 7th Annual Symposium on Computing for Development - ACM DEV '16. <http://doi.org/10.1145/3001913.3001916>
- Bassuony, K., Gaber, M., **Lazem**, S., Youssef, K., & Farag, M. M. (2016). E-playground: Simultaneous identification of multi-players in educational physical games using low-cost RFID. In ACM International Conference Proceeding Series. <http://doi.org/10.1145/2944165.2944170>
- **Lazem**, S., Webster, M., Holmes, W., & Wolf, M. (2015). Games and Diabetes: A Review Investigating Theoretical Frameworks, Evaluation Methodologies, and Opportunities for Design Grounded in Learning Theories. Journal of Diabetes Science and Technology. <http://doi.org/10.1177/1932296815604634>
- **Lazem**, S., Gračanin, D., & Harrison, S. (2012). On the relationship between changes in distributed system behavior and group dynamics. In Proceedings of the 2012 International Conference on Collaboration Technologies and Systems, CTS 2012. <http://doi.org/10.1109/CTS.2012.6261073>
- McMahan, R. P., Alon, A. J. D., **Lazem**, S., Beaton, R. J., Machaj, D., Schaefer, M., M. Silva, A. Leal, R. Hagan, and Bowman, D. A. (2010). Evaluating natural interaction techniques in video games. In Proceedings of the 2010 IEEE

Symposium on 3D User Interfaces (3DUI) (pp. 11–14).
<http://doi.org/10.1109/3DUI.2010.5444727>

