

PUBLICATIONS

Refereed Journal Papers

1. Eitzel, M., Cappadonna, J., Santos-Lang, C., Duerr, R., Virapongse, A., West, S., Kyba, C., **Bowser, A.**, Cooper, C., Sforzi, A., Metcalfe, A., Harris, E., Thiel, M., Haklay, M., Ponciano, L., Roche, J., Ceccaroni, L., Shilling, F., Dorler, D., Heigl, F., Kiessling, T., Davis, B. & Jiang, Q. 2017. Citizen science terminology matters: Exploring key terms. *Citizen Science: Theory and Practice*, 2 (1), p.2.
2. Kissling, D., Ahumada, J., **Bowser, A.**, Fernandez, M., Fernandez, N., Alonso Garcia, E., Guralnick, R., Isaac, N., Kelling, S., Los, W., McRae, L., Mihoub, J., Obst, M., Santamaria, M., Skidmore, A., Williams, K., Agosti, D., Amariles, D., Arvanitidis, C., Bastin, L., De Leo, F., Egloff, W., Elith, J., Hobern, D., Martin, D., Pereira, H., Pesole, G., Petersell, J., Saarenmaa, H., Schigel, D., Schmeller, D., Segata, N., Turak, E., Uhlir, P.,

5. **Bowser, A.**, He, Y., Rotman, D., Preece, J., Hansen, D., Boston, C., & Hammock, J. (2014). Motivating participation in citizen science. In *Proc. Of the European Conference* Brighton, University of Brighton, pp. 64-71.
6. Rotman, D., Hammock, J., Preece, J., Hansen, D., Boston, C., **Bowser, A.** & He, Y. (2014). Motivations affecting initial and long-term participation in citizen science. In Chicago, IDEALS, pp. 110-124.
7. **Bowser, A.**, Hansen, D., He, Y., Boston, C., Reid, M., Gunnell, L. & Preece, J. (2013). Using gamification to inspire new citizen science volunteers. In

6. **Bowser, A.**, Wiggins, A., & Stevenson, R. (2013). *Data Policies for Public Participation in Scientific Research: A Primer*. DataONE: Albuquerque, NM.

Research Studies Directed and Edited

1. Goebel, C., Ramirez-Andreotta, M. & Martin, V. (2017). *International Citizen Science Stakeholder Analysis*. Woodrow Wilson International Center for Scholars: Washington DC

As MS student, Graduate Researcher on project using social network analysis to analyze information sharing between biodiversity data repositories.

ACM SIG CHI, New York, NY

2011-2014: *Student Researcher*, Special Project on Human-Computer Interaction (HCI) education.

Interviewed and surveyed 800+ SIGCHI community members to identify key topics, trends, and challenges in global HCI education.

Shared research through annual reports for the ACM SIG CHI Executive Committee and publication in *Interactions Magazine*.

Built community capacity by hosting annual roundtables and workshops, creating an online community, and seeding a digital library.

Microsoft Research Labs, Redmond, WA

2014: *Intern Research Scientist*

Researched, designed, and evaluated an online Research Ethics Review board (REB) for Microsoft employees as substitute for a formal Institutional Review Board (IRB).

Designed and evaluated ethnics training for computer science researchers.

eBay Research Labs, San Jose, CA

2014: *Intern Research Scientist*

Led ethnographic research on consumer values by taking 14 men and women shopping at thrift and consignment stores.

Created personas to inform the development of 2 eBay mobile prototypes.

Research featured on eBay internal homepage and covered by *Fast Company* magazine.