

Elizabeth Whitworth

Published Papers

Whitworth, E. (2008). *Experience Report: The Social Nature of Agile Teams*. In Proceedings of the AGILE 2008 Conference (August 4-8, 2008). IEEE Computer Society, Washington, DC, pp. 429-435.

Whitworth, E. and Biddle, R. (2007). *The Social Nature of Agile Teams*. In Proceedings of the AGILE 2007 Conference (August 13 - 17, 2007). IEEE Computer Society, Washington, DC, pp. 26-36.

Whitworth, E. and Biddle R. (2007). *Motivation and Cohesion in Agile Teams*. Agile Processes in Software Engineering and Extreme Programming. Springer, Berlin/Heidelberg, pp. 62-69. Presented at The 8th International Conference on Agile Processes in Software Engineering and eXtreme Programming

Whitworth, E. and Biddle, R. (2005). *Share and Enjoy! Patterns for Successful Knowledge Sharing in Large online Communities(PDF)*. Proceedings of the European Conference for Pattern Languages of Programming 2005.

Whitworth, B., Cheikna, S., & Whitworth, E. (2006). *Assessing emergent business IT using the web of system performance*. Proc. of the Fifth Wuhan International Conference on E-Business: Integration and Innovation through Measurement and Management Wuhan, P. R. China, May 27-28, 2006

Deutsch, J., Lewis, R., Whitworth E., Boian, J. A., Burdea, G., and Tremaine, M. (2005). *Formative Evaluation of a Virtual Reality Telerehabilitation System for the Lower Extremity*. Presence, 14(2), pp. 98-213.

Whitworth, B. & Whitworth, E. (2004). *Spam and the Social-Technical Gap*. IEEE Computer, October, 38-45.

Dormann, C., Fiset, J-P, Caquard, S., Woods, B., Hadziomerovic, A., Whitworth, E., Hayes, A., Biddle, R. (2005). *Computer games as homework: How to Delight and Instruct*. Home Oriented Informatics and Telematics Conference, April 13-15, 2005, University of York, United Kingdom.

Poster: Woods, B., Whitworth, E., Hadziomerovic, A., Fiset, J., Dormann, C., Caquard, S., Hayes, A., & Biddle, R. (2005). *Repurposing a Computer Role Playing Game for Engaging Learning*. Proc. World Conference on Educational Multimedia, Hypermedia and Telecommunications, July, 4430-4435.

Conferences and Workshops

Barcamp Munich, 11th – 12th October 2008, Munich, Germany

Presentation: User experience in Deutschland

Agile 2008 Conference, 4th – 8th August 2008, Toronto, USA

Workshops attended: Paper Prototyping, Sketchboarding, Design Studios

Presentation: The social nature of agile teams

CHI 2008, Conference on Human Factors in Computing Systems, 5th – 10th April 2008, Florence, Italy

Courses attended: Fieldwork in User-Centered Design, Analyzing Qualitative Data

XP Day London, 19th - 20th November 2007, London, UK

Presentation: Motivation and cohesion in agile teams

XP 2006, The 7th International Conference on eXtreme Programming and Agile Processes in Software Engineering, 17th – 22nd June 2006, Oulu, Finland

Adaptive Path UX Intensive, 18th – 21st June 2007, Amsterdam, The Netherlands
Courses attended: Design research, Interaction design

Agile 2006 Conference, 23th – 28th July 2006, Minneapolis, Minnesota, USA

CHI 2006, Conference in Human Factors in Computing Systems, 22th – 27th April 2006, Montreal, Quebec, Canada

Courses attended: Building Affinity Diagrams to Reveal User Needs and Engage Developers, How to Collect Field Data & Produce a Tested Design in 1-8 Weeks.

Agile 2005 Conference, 24th – 29th July 2005, Denver, Colorado, USA

EuroPLoP 2005, The Tenth European Conference on Pattern Languages of Programs, 6th – 10th July 2005, Irsee, Germany

3rd Canadian Agile Network Workshop, 13th – 14th March, 2005, Banff, Alberta, Canada

EDMedia 2005, World Conference on Educational Multimedia, Hypermedia, and Telecommunications, 27th June – 2nd July 2005, Montreal, Quebec, Canada