



Dr. Jean Scholtz

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Biography

Dr. Scholtz has a PhD in Computer Science from the University of Nebraska - Lincoln where her main interests were in human-computer interaction. Dr. Scholtz was on the Computer Science faculty at Portland State University where she established a masters' track in Human-Computer Interaction. She worked as a usability professional at Intel focusing on usability and user requirements for desktop video products. She also was a consultant, working for UserWorks, Inc. Currently, Dr. Scholtz is a Computer Scientist at the National Institute of Standards and Technology (NIST) where she is concerned with the evaluation of interactive systems. She has been on detail for the past several years to the Defense Advanced Projects Research Agency (DARPA) where she managed the Ubiquitous Computing efforts.

Research Interests

Ubiquitous Computing (DARPA). www.darpa.mil/ito/research/uc/index.html

This exploratory work funded five universities and focused the efforts on the following areas: Invisible User Interfaces, Virtual Information Space Interaction, Task Mobility, Nomadic Data Access, Adaptable Architectures for Vastly Diverse Devices. This work is currently being supplemented by funded from over 20 industrial organizations.

Remote Assessment of Web Sites for Usability (NIST). www.nist.gov/webmetrics

The objective of the NIST Web Metrics Testbed is to explore the feasibility of a range of tools and techniques that support rapid, remote, and automated testing and evaluation of website usability. The prototypes are used to support the usability engineering research of the Visualization and Usability Group (VUG). As part of the Information Access Division of the Information Technology Laboratory at the National Institute of Standards and Technology, VUG encourages industry to use and/or commercialize its ideas.

Industry Usability Reporting Project (NIST). www.nist.gov/iusr

In October of 1997, the U.S. National Institute of Standards and Technology (NIST) initiated an effort to increase the visibility of software usability. Cooperating in the IUSR project are prominent suppliers of software and representatives from large consumer organizations. The goals of the initiative are:

- Encourage software suppliers and consumer organizations to work together to understand user needs and tasks.
- Develop a common usability reporting format for sharing usability data with consumer organizations.
- Conduct a pilot trial to determine how well the usability reporting format works and to determine the value of using this format in software procurement.

Recent Publications

Scholtz, J. 2001. *Ubiquitous Computing in the Military Environment*. Aerosense, 2001. Orlando, FL.

Scholtz, J. 2001. *Ubiquitous Computing*. The Future of Software. Winter 2000/2001 Issue. Vol. 1 (1), 41.

Mills, K. and Scholtz, J. 2001. *Situated Computing: The Next Frontier for HCI Research*. In John Carroll (Ed.) Human-Computer Interaction in the New Millennium. ACM Press: New York. 537-548.

Scholtz, J. (in press) *Ubiquitous Computing goes Mobile*. ACM Mobile Computing and Communications Review.