Instead of presenting an in-depth single-study research, I will be providing an overview of the research portfolio in my lab and the Rehab Engineering Research Center on ICT Access that I lead. The goal is to explore potential collaborations with faculty and students at the School of Information Sciences that can be carried out immediately and potential future collaborative research. One model for collaboration that I envision is that I will be providing a context (breadth) where you can apply your specific area of research in computing or informatics (depth). The themes of my research have been on how to use connectivity and computation (such as mobile devices) to develop a new clinical intervention (as a sole or as adjuvant intervention), and on how to mitigate accessibility issues of the technologies for individuals with a range of impairments (both permanent and situational). Technology-based clinical interventions are more scalable to reach wider population, deliver better health outcomes while reducing cost, and potentially improve the lives of individuals with disabilities. I will touch briefly on recurring topics in these projects that are relevant to informatics and potential intersection for collaboration, including: connected health, human factors and usability, social computing (e.g. gamification), webometrics, privacy & security, large data set, and potential for context-based adaptive intervention using machine learning.

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