

Marilyn C. Salzman, Ph.D.

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Lectures & Workshops

- Instructor, *Business-Oriented Online Experiences in a Consumer-Oriented World. Tips for designing world-class corporate web experiences without going broke.* NN/g Usability Week 2010, San Francisco, 2010 (upcoming).
- Guest Lecturer, *Design Stories, Scenarios, & Storyboards.* User Interaction Design (CSCI 4838/5838), University of Colorado, February 2009.
- Instructor, *B2B Experiences in a Consumer-Oriented Web World. Tips for designing world-class corporate web experiences without going broke.* NN/g Usability Week 2008, New York, 2008.
- Instructor, *B2B Experiences in a Consumer-Oriented Web World. Tips for designing world-class corporate web experiences without going broke.* NN/g Usability Week 2008, London, 2008.
- Instructor, *B2B Experiences in a Consumer-Oriented Web World. Tips for designing world-class corporate web experiences without going broke.* NN/g Usability Week 2008, San Francisco, 2008.
- Workshop leader, *Mobile Communications: Understanding Users, Adoption and Design.* Conference on Computer Human Interaction, Seattle, WA, 2001.
- Workshop leader, *Interactionary.* Women in Technology, Boulder, CO, 2004.
- Invited speaker, *Welcome to the Wireless World. Problems using & understanding mobile technology.* Rocky Mountain CHI, 2001.
- Invited speaker on *Emerging Educational Technologies* on Fairfax Network's *Your Ticket to Technology*, 1997.
- Invited speaker, *User-Centered Design and Evaluation.* George Mason University's Instructional Development Office and Graduate School of Education, 1995 – 1997.
- Invited speaker, *Usability Testing.* The Society of Technical Communications, 1992 – 1993.
- Guest lecturer, *Usability Testing.* Harvard University Extension School, 1991 – 1993.

Publications

- Dumas, J. & Salzman, M. (2006). Usability Assessment Methods. *Review of Human Factors and Ergonomics*, 2, 109-140.
- Palen, L., & Salzman, M. (2002). Beyond the Handset: Designing for Wireless Communications Usability. *ACM Transactions on Human Computer Interaction*, 9(2) 125-151.
- Palen, L., & Salzman, M. (2002). Voice-Mail Diary Studies for Naturalistic Data Capture under Mobile Conditions. *Proceedings of the 2002 ACM Conference on Computer Supported Cooperative Work (CSCW '02)*, New Orleans, Louisiana, 87-95.
- Palen, L., Harper, R., & Salzman, M. (2001). Mobile Communications: Understanding User, Adoption and Design, *Extended Abstracts Proceedings of the Conference on Computer Human Interaction (CHI 2001)*, Seattle, WA, 481-482.
- Palen, L., & Salzman, M. (2001). Welcome to the Wireless World: Problems Using and Understanding Mobile Telephony. In Brown, Harper, and Green (Eds.) *The Wireless World*, Springer-Verlag, London, 135-153.
- Palen, L., Salzman, M., & Youngs, E. (2001). Discovery and Integration of Mobile Communications in Everyday Life. *Personal and Ubiquitous Computing Journal*, 5, 109-122.
- Leysia Palen, Marilyn Salzman, and Ed Youngs (2000). Going Wireless: Behavior and Practice of New Mobile Phone Users. *Proceedings of the ACM Conference on Computer Supported Cooperative Work (CSCW 2000)*, Philadelphia, PA, 201-210.
- Dede, C., Salzman, M., Loftin, R.B., & Ash, K. (2000). The design of immersive virtual environments: Fostering deep understandings of complex scientific knowledge. In M.J.

Jacobson & R.B. Kozma (Eds.), *Innovations in Science and Mathematics Education: Advanced Designs for Technologies of Learning*, Mahwah, NJ: Lawrence Erlbaum, 361-414.

- Salzman, M.C. (1999). *VR's frames of reference: a visualization technique for abstract & multidimensional learning*. Thesis (Ph.D.) George Mason University, Fairfax, VA.
- Salzman, M.C., Dede, C., Loftin, R.B., & Chen, J. (1999). A model for understanding how virtual reality aids complex conceptual learning. *Presence: Teleoperators and Virtual Environments* 8 (3), 293-316.
- Dede, C., Salzman, M., Loftin, B., & Sprague, D. (1999). Multisensory immersion as a modeling environment for learning complex scientific concepts. In W. Feurzeig and N. Roberts, (Eds.), *Computer modeling and simulation in science education*, New York: Springer-Verlag, 282-319
- Salzman, M., Dede, C., & Loftin, B. (1999). Virtual reality's frames of reference: A visualization technique for mastering abstract information spaces. *Proceedings of the Conference on Computer Human Interaction (CHI '99)*, 489-495.
- Salzman, M., Dede, C., Loftin, B., & Ash, K. (1998). VR's Frames of Reference: A visualization technique for mastering abstract information spaces. *Proceedings of the Third International Conference on Learning Sciences*, Charlottesville, VA: Association for the Advancement of Computers in Education, 249-255.
- Salzman, M., Dede, C., Loftin, B., and Sprague, D. (1997). Assessing Virtual Reality's Potential for Teaching Abstract Science. *Proceedings of the Human Factors and Ergonomics Society 41st Annual Meeting*. New York: Association for Computing Machinery, 1208-1212.
- Gray, W. D., & Salzman, M. C. (1998). Repairing damaged merchandise: A rejoinder. *Human-Computer Interaction*, 13(3), 325-335.
- Gray, W. D., & Salzman, M. C. (1998). Damaged merchandise? A review of experiments that compare usability evaluation methods. *Human-Computer Interaction*, 13(3), 303-261.
- Dede, C., Salzman, M., and Loftin, B. 1996. MaxwellWorld: Learning Complex Scientific Concepts via Immersion in Virtual Reality. *Proceedings of the 2nd International Conference on Learning Sciences*. Charlottesville, VA: Association for the Advancement of Computers in Education, 22-29.
- Dede, C., Salzman, M., and Loftin, B. (1996). The Development of a Virtual World for Learning Newtonian Mechanics. In P. Brusilovsky, P. Kommers, and N. Streitz, (Eds.), *Multimedia, Hypermedia, and Virtual Reality: Models, Systems, and Applications*, Berlin: Springer, 87-106.
- Salzman, M., Dede, C., and Loftin, B. (1996). Learning Science Through Immersive Virtual Realities. *Proceedings of the 1996 IMAGE Conference*. Chandler, AZ: The Image Society, 127-131.
- Dede, C., Salzman, M., and Loftin, B. (1996). ScienceSpace: Research on Using Virtual Reality to Improve Science Education. In P. Carlson and F. Makedon (Eds.), *Proceedings of the 1996 ED-MEDIA Conference*. Charlottesville, VA: Association for the Advancement of Computers in Education, 172-177.
- Salzman, M., Dede, C., McGlynn, D., & Loftin, R.B. (1996). ScienceSpace: Lessons for Designing Immersive Virtual Realities *Proceedings of the Conference on Computer Human Interaction (CHI '96)*, New York: Association for Computing Machinery, 89-90.
- Dede, C., Salzman, M., and Loftin, B. (1996). ScienceSpace: Virtual Realities for Learning Complex and Abstract Scientific Concepts. *Proceedings of IEEE Virtual Reality Annual International Symposium 1996*, New York: IEEE Press, 246-253.
- Salzman, M. C., Dede, C., & Loftin, R. B. (1995). Usability and learning in educational virtual realities. In *Proceedings of the Human Factors and Ergonomics Society 39th Annual Meeting (HFES '95)*, San Diego, California, 486-490.
- Salzman, M. C., Dede, C., & Loftin, R. B. (1995). Learner-centered design of sensorily immersive microworlds using a virtual reality interface. In J. Greer (Ed.), *Proceeding of the 7th International Conference on Artificial Intelligence and Education*, Alexandria, Virginia, 554-564.
- Dede, C., Loftin, B., and Salzman, M. (1995). NewtonWorld: An Artificial Reality for Physics Education. *Proceedings of the National Educational Computing Conference*, 1995, Eugene, OR: International Society for Technology in Education, 78-79.
- Dede, C., Loftin, B., Salzman, M., Calhoun, C., Hoblit, J., and Regian, W. (1994). The Design of Artificial Realities to Improve Learning Newtonian Mechanics. In P. Brusilovsky, Ed., *Proceedings of the East-West International Conference on Multimedia, Hypermedia, and Virtual Reality*, Moscow, Russia: International Centre for Scientific and Technical Information, 34-41.
- Salzman, M. C., & Rivers, S. D. (1994). Smoke and mirrors: Setting the stage for a successful usability study. *Journal of Information Behaviour Technology*, 13(1 & 2), 9-16.
- Levine, S., Rossignol, A., and Coleman [Salzman], M. (1992). The sale of hazardous consumer products. *Journal of Environmental Health*, September/October, 49-60.

Kodali, N., and Coleman [Salzman], M. (1989). Instruct to construct: CAD learning. In Interface '89, *Proceedings for the Sixth Symposium on Human Factors and Industrial Design in Computer Products*. Pittsburgh, Pennsylvania, 247-253.