

JESSICA HAMMER
Curriculum Vitae December 2017

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ACADEMIC APPOINTMENTS

Assistant Professor, Carnegie Mellon University, Pittsburgh PA January 2014 - present
Jointly appointed at the HCI Institute in the School of Computer Science and at the
Entertainment Technology Center.

EDUCATION

Ph.D., Cognitive Studies in Education May 2014
Doctorate in Cognitive Studies in Education at Columbia University
Dissertation, "Playing prejudice: The impact of game-play on attributions of gender and
racial bias"

MPS, Interactive Telecommunications June 2002
Master of Professional Studies degree from the Interactive Telecommunications Program at
New York University

BA, Computer Science June 1999
Bachelor of Arts degree in Computer Science with High Honors at Harvard University

PUBLICATIONS

– Full Papers and Peer-Reviewed Chapters –

Alharthi, S., Toups, Z., Alsaedi, O., Tanenbaum, J., & Hammer, J. (in press). *The pleasure of playing less: A study of incremental games through the lens of Kittens*. Well Played Single: ETC Press.

Alharthi, S., Alsaedi, O., Toups, Z., Tanenbaum, J., & Hammer, J. (in press). Playing to wait: A taxonomy of idle games. *CHI 2018*.

Wuertz, J., Alharthi, S., Hamilton, W., Bateman, S., Gutwin, C., Tang, T., Toups, Z., & Hammer, J. (in press). A design framework for awareness cues in distributed multiplayer games. *CHI 2018*.

Hammer, J., Choi, J. O., Kasunic, A., & Kaufman, G. (in press). Character creation techniques: From RPG to HCI. *Research Games: Using Game Design Elements as Inspiration for HCI Research Methods*.

- To, A., Ali, S., Kaufman, G., & Hammer, J. (in press). Integrating curiosity and uncertainty in game design. *Curiosity Research in HCI*.
- To, A., Hammer, J., & Kaufman, G. (in press). Modeling and designing for key elements of curiosity: Risking failure, valuing questions. *Transactions of DiGRA*.
- To, A., Hammer, J., & Kaufman, G. (in press). Character diversity in digital and non-digital games. *Transactions of DiGRA*.
- Hammer, J. (in press). Online freeform role-playing games. *The Handbook of RPG Studies*.
- Hammer, J., Beltran, W., Walton, J., & Turkington, M. (in press). Distribution of power and control in role-play. *The Handbook of RPG Studies*.
- Hammer, J., To, A., Schrier, K., Bowman, S., & Kaufman, G. (in press). Role-playing games and learning. *The Handbook of RPG Studies*.
- Schrier, K., Torner, E., & Hammer, J. (in press). Worldbuilding. *The Handbook of RPG Studies*.
- Uchidiuno, J. O., Koedinger, K., Hammer, J., Yarzebinski, E., & Ogan, A. (2017) How do ELLs interact with different content types in MOOCs? *International Journal of Artificial Intelligence in Education*.
- Uchidiuno, J. O., Ogan, A., Yarzebinski, E., & Hammer, J. (2017). Going global: Understanding ELL student motivation in English-language MOOCs. *International Journal of Artificial Intelligence in Education*.
- Cook, A., Dow, S., & Hammer, J. (2017). Toward designing technology for classroom role-play. *CHI Play 2017*.
- To, A., Fath, E., Zhang, E., Kaufman, G., & Hammer, J. (2017). Modeling and designing for key elements of curiosity: Risking failure, valuing questions. *DiGRA 2017*.
- Kelley, C., Wilcox, L., & Hammer, J. (2017) Design features in games for health: Disciplinary and interdisciplinary expert perspectives. *Designing Interactive Systems 2017*.
- Seering, J., Savage, S., Eagle, M., Churchin, J., Moeller, R., Bigham, J., & Hammer, J. (2017). Audience participation games: Blurring the line between spectator and player. *Designing Interactive Systems 2017*.
- Cook, A., Sciuto, A., Hu, D., Dow, S. P., & Hammer, J. (2017). Better organization or a source of distraction? Introducing digital peer feedback to a paper-based classroom. *Proceedings of the 2017 ACM conference on computer-human interaction*.
- Hammer, J., & Davidson, D. (2017). The role of culture in game-based learning. *Educational technology*.
- Choi, J. O., Forlizzi, J., Christel, M., Moeller, R., Bates, M., Hammer, J. (2016). Playtesting with a purpose. *Proceedings of the 2016 annual symposium on computer-human interaction in play*.
- Shannon, A., Hammer, J., Thurston, H., Diehl, N., Dow, S. (2016). PeerPresents: A web-based system for in-class peer feedback during student presentations. *Proceedings of the 2016 ACM*

conference on designing interactive systems.

- To, A., Ali, S., Kaufman, G., Hammer, J. (2016). Integrating curiosity and uncertainty in game design. *First joint international conference of DiGRA and FDG.*
- To, A., Fath, E., Hammer, J., Kaufman, G., (2016). The tandem transformational game design process. *Meaningful Play 2016 Conference Proceedings.*
- Toups, Z. O., Hammer, J., Hamilton, W. A., Jarrah, A., Graves, W., & Garretson, O. (2014). A framework for cooperative communication game mechanics from grounded theory. *Proceedings of the first ACM SIGCHI annual symposium on computer-human interaction in play.*
- Hammer, J. & Heller, K. B. (2012). Playing history: How *Ars Magica* players develop historical literacy. *Meaningful Play 2012 Conference Proceedings.*
- Jamalian, A., Mezei, J., Levitan, P., Garber, A. Hammer, J., & Kinzer, C. K. (2012). The Lit2Quit mobile app: Evoking game-based physiological effects that mimic smoking. In Martin, C., Ochsner, A., & Squire, K. (Eds.), *Proceedings, GLS 8.0 Games + Learning + Society Conference* (pp. 484-485). Madison, WI: ETC Press.
- Lee, J. J. & Hammer, J. (2011). Gamification in education: What, how, why bother? *Academic Exchange Quarterly*, 15(2).
- Mezei, J., Jamalian, A., Levitan, P., Hammer, J., & Kinzer, C. (2010). A mobile game aiming to evoke arousal effects of nicotine. *Meaningful Play 2010 Conference Proceedings.*
- Hammer, J. & Black, J. (2009). Games and (preparation for future) learning. *Educational Technology*, 49(2), 29-34.
- Hammer, J. (2008). Games in learning contexts. *E-Learning*, 5(2), 142-145.
- Hammer, J. (2007). Agency and authority in role-playing 'texts.' In M. Knobel & C. Lankshear (Eds.), *New Literacies Sampler* (pp. 67-94). New York: Lang Press.
- Thorpe, C., Hammer, J., Camp, J., Callas, J. & Bond, M. (2007). Virtual economies: Threats and risks. *Financial Cryptography 2007*, 239-244.
- Baron-Cohen, S. & Hammer, J. (1997). Is autism an extreme form of the male brain? *Advances in Infancy Research*, 11, 193-217.
- Baron-Cohen, S. & Hammer, J. (1997). Parents of children with Asperger Syndrome: What is the cognitive phenotype? *Journal of Cognitive Neuroscience*, 9(4), 548-554.

– Short Papers, Posters and Workshops –

- McLaren, B., Asbell-Clarke, J., & Hammer, J. (in press). Data-driven educational game design. *Workshop for CHI 2018.*
- Hammer, J. (2017). Informing digital designs with Jewish practice. *In Medias Res.*
<http://mediacommons.futureofthebook.org/imr/>
- Fanzo, J., Gu, R., Han, J., Deng, T., Cheng, F., Li, C., Majumdar, K., & Hammer, J. (2017). What

- Lurks in the Dark: An audience participation horror game. *Proceedings of CHI Play 2017*.
- Khan, J., Hammer, J., Stevens, S., Zhang, Y., Wang, X., & Wang, J. (2017). Angle Jungle: An educational game about angles. *Proceedings of CHI Play 2017*.
- Carey, K., Saltz, E., Rosenbloom, J., Micheli, M., Choi, J. O., & Hammer, J. (2017). Toward measuring empathy in virtual reality. *Proceedings of CHI Play 2017*.
- Toups, Z., LaLone, N., Buruk, O. T., Tanenbaum, J., Trammell, A., Hammer, J., & Depping, A. (2017). Augmented tabletop games research. *Workshop for CHI Play 2017*.
- Ali, S., Moeller, R., Choi, J. O., & Hammer, J. (2017) Analytic frameworks for audience participation games and tools. *Spectating play: The thirteenth annual Tampere game research seminar*.
- To, A., Fath, E., Hammer, J. & Kaufman, G. (2017). Tandem transformational game design. In *Medias Res*. <http://mediacommons.futureofthebook.org/imr/>
- To, A., Hammer, J., & Kaufman, G. (2017). Character diversity in digital and non-digital games. *Position paper for diversity workshop at DiGRA*.
- To, A., Hammer, J., & Kaufman, G. (2017). Designing affective supports for curiosity in games. *CHI curiosity workshop position paper*.
- To, A., Kaufman, G., & Hammer, J. (2017). Scaffolding conversations through the design and implementation of board games. *Position paper for boardgame studies workshop at DiGRA*.
- Uchidiuno, J., Yarzebinski, E., Koedinger, K., Hammer, J., & Ogan, A. (2017). Characterizing ELL students' behavior during MOOC videos using content type. *Proceedings of the fourth ACM conference on Learning @ Scale*.
- Hammer, J., Choi, J. O., Forlizzi, J. (2016). Character creation methods: From role-playing games to HCI research. *CHI workshop position paper*.
- To, A., Fan, A., Kildunne, C., Zhang, E., Kaufman, G., Hammer, J. (2016). Treehouse dreams: A game-based method for eliciting interview data from children. *Proceedings of the 2016 annual symposium on computer-human interaction in play companion extended abstracts*.
- Kasunic, A., Hammer, J., Massimi, M., Kraut, B., & Ogan, A. (2016). A preliminary look at MOOC-associated Facebook groups: Prevalence, geographic representation, and homophily. *Proceedings of the third ACM conference on Learning @ Scale*.
- Uchidiuno, J., Ogan, A., Koedinger, K., Yarzebinski, E., & Hammer, J. (2016). Browser language preferences as a metric for identifying ESL speakers in MOOCs. *Proceedings of the third ACM conference on Learning @ Scale*.
- Uchidiuno, J., Ogan, A., Yarzebinski, E., & Hammer, J. (2016). Understanding ESL students motivations to increase MOOC accessibility. *Proceedings of the third ACM conference on Learning @ Scale*.
- Kasunic, A., Hammer, J., & Ogan, A. (2015). Cultural relevance in MOOCs: Asking about socioeconomic context. *Proceedings of the second ACM conference on Learning @ Scale*.

Garner, J., Wood, G., Danilovic, S., Hammer, J. & Mueller, F. (2014). Intangle: Exploring interpersonal bodily interactions through sharing controllers. *Proceedings of the first ACM SIGCHI annual symposium on computer-human interaction in play*.

Hammer, J., Levitan, P., Jamalian, A. & Alex, N. (2009). *Advance!*: Discrimination education through play. *Proceedings of Teachers College Educational Technology Conference (TCETC)*, New York, NY.

– Games and Other Publications –

Turkington, M., & Hammer, J. (2017). *Rosenstrasse*. Fastaval. (Game festival with 29% acceptance rate.)

Hammer, J. (2017). *Violets*. Imaginary Games.

Davidson, D., Stevens, S., et. al. (2016). *Creative Chaos: Learning Lessons on Inclusion and Innovation*. Pittsburgh: ETC Press.

Hammer, J. & Baker, M. (2014). Problematizing power fantasy. *The Enemy*, 1(2).

Hammer, J. & Stavropolous, J. (2014). Game design as creative advocacy. In N. Granger (Ed.), *Advocating Creatively*.

Hammer, J. (2012). Tisha B'Av – Judea and the Roman Empire. In L. Burke (Ed.), *Asocena*. Oakland: Liwanag Press.

Brucato, P., Hammer, J. & Hall, C. (2007). *Everyday heroes*. New York: Laughing Pan Press.

Hammer, J. (2006). Decade. In J. Murphy, A. Kitkowski & S. Antunes (Eds.), *Game Chef 2006*. Seattle: Technomancer Press.

Hammer, J. (2004). *The end of the line*. Play produced for NYC Fringe Festival.

– Under Review –

Early, K., Hammer, J., Rode, J. A., Wong, A., & Mankoff, J. (under review). Toward improving gender equity in author order assignment. *Transactions on Computer-Human Interaction*.

GRANTS, FELLOWSHIPS AND AWARDS

– Research Grants –

Verizon Industry Partnership Funding	2017-present
TEL Funding (Streaming Game Video)	2017-present
Amazon Industry Partnership Funding	2016-present
Crosswalk Seed Grant (Playtest Night)	2016
Okawa Foundation Fellowship	2015-2016
Heinz Foundation Grant	2015-present
Simon Initiative Seed Grant (Online Critique)	2015-2016
AIG Games for Pain Relief Seed Grant	2015

Google Focused Research Award	2014-present
Simon Initiative Seed Grant (Playtesting)	2014-2016
Breneman-Jaech Foundation Ludus Project Grant	2012-2013
National Network for IT-Research (TTU) Grant	2009-2011
Robert Johnson Wood Foundation Games for Health Grant	2009-2011

– Graduate Fellowships –

Mellon Interdisciplinary Senior Research Scholar	2011-2013
Mellon Interdisciplinary Graduate Research Fellow	2009-2011
Ben D. Wood Grant	2006-2007
Spencer Research Training Grant	2004-2006

– Game Awards –

Official Selection, Indiecade	2017
Best Storytelling finalist, Fastaval game competition	2017
People’s Choice Award, Meaningful Play game competition	2016
Finalist, Diana Jones Award	2013
Attendee Choice Award, Games Learning and Society Conference	2012
Silver Award: Best Blog (Gaming as Women), EN World RPG Awards	2012
Best Narrative, Come Out and Play game festival	2010
Semi-Finalist, Cooney Center Breakthroughs in Mobile Learning	2010
Finalist, Iron Game Chef game design competition	2007
Winner, Mobile Game Mosh game design competition	2006
Finalist, Iron Game Chef game design competition	2006

– Other Awards –

Selected for NSF Early Career Games & Learning Workshop	2017
Invitee, Women Techmakers	2015
Invitee, Curiosity Camp	2015
Young Scientist Award, World Economic Forum	2014-2015
Microsoft Female Academic All-Stars Scholarship	2006

LECTURES AND PRESENTATIONS

– Presentations and Posters –

Game Developers Conference Education Summit	March 2018
Presentation, “Improving Peer Feedback in the Game Design Classroom.”	
Indiecade Festival, Los Angeles, CA	October 2017
Presentation, “Against the Grain: Historical Role-Playing Games for Social Transformation.”	
Games for Change Festival, New York, NY	July 2017
Presentation, “Beyond the Holocaust: Embodying Jewish Values in WWII Games.”	

Design and Alterity at the Studio for Creative Inquiry, Pittsburgh, PA Presentation, "Games for Civility and Connection in Real-World Social Networks."	February 2016
Transformative Experiences Summit, Pittsburgh, PA Presentation, "Context, Constraints, and Community: Designing Games for Girls in Rural Ethiopia."	April 2015
Games for Change Festival, New York, NY Presentation, "Stronger Together: Helping Ethiopian Girls Help Themselves."	June 2013
Meaningful Play, East Lansing, MI Presentation, "Playing History: Fantastic and Historical Reasoning in <i>Ars Magica</i> ."	October 2012
AERA Annual Meeting, Vancouver, Canada Presentation, "Playing History: Fantastic and Historical Reasoning in <i>Ars Magica</i> ."	April 2012
APA Annual Meeting, San Diego, CA Presentation, "Inside the System: Creativity and the Conceptualization of Systemic Change."	August 2010
Games for Health Conference, Boston, NY Presentation, " <i>Lit</i> : A Game Intervention for Nicotine Smokers."	June 2010
TCETC Conference, Teachers College, New York, NY Presentation, " <i>Lit</i> : A Game Intervention for Nicotine Smokers."	May 2010
AERA Annual Meeting, Denver, CO Presentation, " <i>Lit</i> : A Game Intervention for Nicotine Smokers."	May 2010
AERA Annual Meeting, Denver, CO Poster, " <i>Advance!</i> : Discrimination Education Through Play."	May 2010
Game Education Summit, Pittsburgh, PA Presentation, "Creativity in the Game Design Classroom."	June 2009
Games, Learning and Society, Madison, WI Presentation, "Reaching Racists: Discrimination Education Through Play."	June 2009
TCETC Conference, Teachers College, New York, NY Presentation, " <i>Advance!</i> : Discrimination Education Through Play."	May 2009
Dean's Grant Poster Session, Teachers College, New York, NY Poster, " <i>Advance!</i> : Teaching and Learning About Systemic Bias."	April 2009
AERA Annual Meeting, San Diego, CA Presentation, "Games as Virtual Experience: Implications for Teaching and Design."	April 2009
AERA Annual Meeting, San Diego, CA Presentation, "Games and Education: A Preparation for Future Learning Approach."	April 2009
CCTE Doctoral Colloquium, Teachers College, New York, NY Presentation, " <i>Advance!</i> : Teaching Systemic Bias Through Play."	February 2009
International Congress on Medieval Studies, Kalamazoo, MI Presentation, "The Dungeon and the Covenant."	May 2007
MIT5: Creativity, Ownership and Collaboration, Cambridge, MA Presentation, "Traditional, Collaborative, and Mixed Forms of Authorship."	April 2007
Serious Games Summit GDC, San Francisco, CA Presentation, "A Process-PFL Approach to Learning in Games."	March 2007
National Reading Conference, Los Angeles, CA Presentation, "Traditional, Collaborative, and Mixed Forms of Authorship."	December 2006
Serious Games Summit GDC, San Jose, CA Symposium presentation, "Seven Tensions Between Schools and Games."	March 2006
National Reading Conference, Miami, FL	December 2005

Presentation, "Social Literacies in Games."
National Reading Conference, Miami, FL December 2005
Presentation, "Agency and Authority in Interactive Narrative."
Digital Language Learning Roundtable, New York, NY October 2005
Presentation, "Creative Literacies in Collaborative Environments."
MIT4: The Work of Stories, Cambridge, MA May 2005
Presentation, "What Happens Next? Strategies of Interactive Storytelling."
NEXT 2.0, Karlstad University, Karlstad, Sweden May 2003
Presentation, "We're In It Together: Shared Authorship and Interactive Narrative."

– Invited Speaker –

Conference on Technology, Social Media & Behavioral Health, Pittsburgh, PA November 2017
Presentation, "Improving Collaboration Between Game Designers and Health Researchers."
Jewish Healthcare Foundation, Pittsburgh, PA July 2017
Presentation, "Three Things Health Designers Should Know About Games."
Designing for Curiosity CHI Workshop, Denver, CO May 2017
Presentation, "Game Design as Curiosity Support."
Metatopia, Morristown, NJ November 2016
Presentation, "Playtesting with a Purpose."
Massachusetts Institute of Technology, Cambridge, MA April 2015
Presentation, "Love the Player, Love the Game."
New York University, New York, NY February 2013
Presentation, "Gaming + Ethiopian Teens = Stronger Together."
Games for Health, Boston, MA June 2012
Workshop, "Shaping Health with Game Design."
Rochester Institute of Technology, Rochester, NY February 2012
Presentation, "What Games Mean (And How They Mean It)."
Social Media Week, New York, NY February 2012
Workshop, "Designing for Desire."
Massachusetts Institute of Technology, Cambridge, MA January 2012
Presentation, "What Games Mean (And How They Mean It)."
University of Texas at Austin, Austin, TX September 2011
Presentation, "Games that Do Good."
GE Game Changers, New York, NY July 2011
Presentation, "*Lit2Quit*: How to Quit Smoking Through Play."
Mellon Biennial Zuckerman Conference, New York, NY April 2011
Discussant, "Violence, Identity and Control."
Girl Geek Dinners, New York, NY October 2010
Presentation, "Women and Risk: Taking Chances in the Game Design Classroom."
NMC Summer Conference, Anaheim, CA June 2010
Presentation, "Playing History: How *Ars Magica* Players Develop Historical Literacy."
Games for Change Festival, New York, NY May 2010
Microtalk, "Social Desirability Bias, Games for Change, and You."
NYU Video Game Theory Seminar, New York, NY April 2010
Presentation, "Games, Play, and the Architecture of Desire."

Rochester Institute of Technology, Rochester, NY	April 2010
Presentation, “ <i>Lit to Quit: Game Design, Motivation, and Pedagogy.</i> ”	
IGDA Education Summit, San Francisco, CA	March 2010
Workshop, “Creativity and Collaboration in Game Design Education.”	
Games for Health NYC, New York, NY	January 2010
Presentation, “ <i>Lit: A Game Intervention for Nicotine Smokers.</i> ”	
VR@RL, Online Conference	July 2006
Presentation, “Composition Practices in Interactive Narrative.”	
New Media Consortium, New Haven, CT	October 2005
Presentation, “Understanding Play.”	
Distributed Creativity Conference, Online Conference	November 2003
Discussant for issues of community and “digital karma” in online art.	
Enarrative 5, Eastgate, Boston, MA	May 2003
Presentation, “Six Principles of Interactive Narrative.”	
Lunch Lecture Series, BBC, London	May 2003
Lecture, “Six Principles: Toward a New Theory of Interactive Narrative.”	

– Guest Lectures and Workshops –

Carnegie Mellon University, Pittsburgh, PA	February 2017
Guest lecture in mobile health class, “Introduction to Games for Health.”	
Carnegie Mellon University, Pittsburgh, PA	January 2017
Panel, “Women in STEM.”	
Metatopia, Morristown, NJ	November 2016
Game facilitation, “Rosenstrasse.”	
Metatopia, Morristown, NJ	November 2016
Game facilitation, “The Land of a Thousand Kings.”	
Meaningful Play, East Lansing, MI	October 2016
Roundtable, “Metaphor in Transformational Games.”	
Carnegie Mellon University, Pittsburgh, PA	October 2016
Guest lecture in MHCI seminar, “Transformational and Meaningful Games.”	
Massachusetts Institute of Technology, Cambridge, MA	April 2015
Guest lecture in philosophy seminar, “Ethics, Games, and Gender.”	
World Economic Forum, Tianjin, China	September 2014
Facilitator, “Technological Revolutions and Their Long-Term Impact on Society, Geopolitics and Economics.”	
World Economic Forum, Tianjin, China	September 2014
Discussion leader, “Better, Faster, Smarter.”	
Entertainment Technology Center, Carnegie Mellon University	February 2014
Workshop, “Dirty Secrets of Playtesting.”	
Adobe Generation Game Design Course, Online Course	April 2012
Guest lecture, “The Role of Research in Character Design.”	
Teachers College Columbia University, New York, NY	March 2012
Guest lecture in mobile learning course, “The Future of Mobile Gaming.”	
Columbia University, New York, NY	November 2011
Guest lecture in computer science course, “Why Games Are Different.”	

University of Texas at Austin, Austin, TX	September 2011
Workshop, "Game Design for Human Needs."	
Barnard College, New York, NY	July 2011
Guest lecture in psychology of media course, "Introduction to Game Design."	
Columbia University, New York, NY	June 2011
Workshop, "Building an Academic Portfolio with Wordpress."	
New York University, New York, NY	May 2011
Presentation, "Hacking Academia."	
Game Design and Development Workshop, London, England	April 2011
Guest lecture in online game design course, "Objectives and Procedures."	
Games for Learning Institute, New York, NY	March 2011
Workshop, "Games, Learning, and Mathematics."	
Teachers College Columbia University, New York, NY	February 2011
Guest lecture in mobile learning course, "Theory and Practice of Mobile Games."	
Teachers College Columbia University, New York, NY	August 2010
Guest lecture in mobile learning course, "Theory and Practice of Mobile Games."	
Teachers College Columbia University, New York, NY	December 2009
Guest lecture in educational psychology course, "Games, Play, and Learning."	
DIGRA Conference, London, England	September 2009
Workshop, "Creativity and Game Design."	
Teachers College Columbia University, New York, NY	March 2009
Seminar in EdLab, "Why Games?"	
Networks, Art and Collaboration, SUNY Buffalo, Buffalo, NY	April 2004
Workshop, "Interactive Storytelling Techniques."	
School of Visual Arts, New York, NY	March 2004
Guest lecture in computer art course, "Storytelling in Virtual Worlds."	
School of Visual Arts, New York, NY	November 2004
Guest lecture in interactive design course, "Designing Fun."	

TEACHING

GGJ Next, Online Curriculum	2017
Contributed to video curriculum for K-12 educators supervising game jam activities.	
Developed lessons on diversifying analog game designs and on games as complex systems, and produced video.	
Game Design for Crowd and Cloud, HCII, Carnegie Mellon University	Fall 2016-2017
Designed and developed mixed graduate-undergraduate class on design and technical aspects of interactive live-streaming games, in collaboration with Jeff Bigham. (Evaluations: 4.43/5 undergraduate, 4.58/5 graduate.)	
Interaction Design Studio, HCII, Carnegie Mellon University	Spring 2016
Taught studio-based interaction design course to mixed graduate-undergraduate audience.	
Developed new unit on game design as interaction design, including class activities and assignments. (Evaluations: 4.59/5.)	

- Game Design Studio, HCII, Carnegie Mellon University Fall 2014
 Taught studio-based game design course to mixed graduate-undergraduate audience.
 Determined curriculum goals, developed syllabus, designed assignments. (Evaluations: 5/5
 undergraduate, 4.88/5 graduate.)
- Interdisciplinary Project Course, ETC, Carnegie Mellon University 2014-present
 Supervised project teams on semester-long client-driven projects. Responsibilities included
 helping with problem definition, technology selection, critiquing student work, and
 troubleshooting team processes. Co-instructed with Dave Culyba, Heather Kelley, Chris
 Klug, Scott Stevens, Jessica Trybus, and Shirley Yee. (Evaluations: 5/5, 4.75/5, 5/5, 5/5,
 5/5.)
- Games2Girls Project, Teachers College, Columbia University 2009-2010
 Partnered with the Women in Games SIG of the International Game Developers
 Association. Managed institutional relationships and prepared grant materials. Created and
 tested non-digital game design curriculum for middle-school girls. Determined curriculum
 goals, designed activities, developed assessments, prepared curriculum for future national
 distribution through IGDA.
- Instructor, Teachers College, Columbia University 2006-2010
 Designed and developed two-course graduate-level game design sequence: Videogames in
 Education (MSTU 4039) and Advanced Design of Videogames (MSTU 6000). Taught
 Videogames in Education Spring 2006, Spring 2007, Spring 2008, Fall 2008. Taught
 Advanced Design of Videogames Fall 2007, Spring 2009, Spring 2010.
- Adjunct Assistant Professor, Columbia University 2007
 Taught Special Topics in Computer Science: Game Design and Production (COMS W-4995)
 Fall 2007, in collaboration with experienced game design professional.
- Guest Teacher, University of West Florida 2006
 Developed and taught week-long course for middle- and high-schoolers on game design and
 game theory.
- Adjunct Assistant Professor, Interactive Telecommunications, NYU 2002-2003
 Taught Introduction to Computational Media (H79.2233) Fall 2002, Fall 2003.

OTHER GAME EXPERIENCE

- Founder, Replayable Design 2012-present
 Recruit and lead international team of designers, researchers, and developers. Design,
 develop, and test play experiences for diverse groups. Conduct original research and apply
 existing academic research to solve design problems. Clients include Girl Effect / Nike
 Foundation, Grasshopper, Shanti Bhavan, Double Exposure, Opportunity Education
 Foundation, and NerdNYC.

Writer, Gaming As Women 2012-present
Write essays and reviews for award-winning women-only group blog on role-playing games.

Founder and Organizer, Manhattan Gaming Club 2002-2014
Organize game design and play-test meetings for new games: board, card, role-playing, digital. Discuss and analyze successful and unsuccessful techniques.

Game Designer and Programmer, Gamelab 2002-2003
Designed and programmed web-based games. Consulted on development of game and toy products for major American and European producers. Headed QA and testing for high-profile LEGO project. Assisted with design and implementation of massively multi-player board game for Game Developer's Conference.

Founder and Organizer, Experimental Storytelling Group 2000-2014
Lead a group of storytellers interested in defining and developing interactive storytelling. Focus on integrating game design, technology, visual arts and music into more traditional narrative forms.

Consultant, YaYa 2000-2001
Consulted on game design projects, including online games for viral marketing and web-based community-creation games. Focused on appealing to non-traditional audiences.

Game Designer, TERC 1999-2000
Assisted with design and testing of *Zoombini Mountain Rescue*, an educational game for ages 8+. Created mini-games around math and logic skills. Tested games with elementary and middle-school subjects.

DOCTORAL SUPERVISION

Doctoral Committee Member, Erik Harpsted 2016-present
 Doctoral Committee Member, Nesra Yannier 2015-2016
 Co-Advisor, Alexandra To (with Geoff Kaufman) 2015-present
 Co-Advisor, Judeth Oden Choi (with Jodi Forlizzi) 2014-present
 Co-Advisor, Amy Shannon Cook (with Steven Dow, UCSD) 2014-present

OTHER MENTORING AND ADVISING

Project Advisor, Media Literacy Game 2017
 Project Advisor, Lurkers 2017
 Project Advisory, VR for Empathy 2017
 Project Advisor, Triage Training Game 2016-present
 Project Consultant, Empathy Engines 2016
 Project Advisor, Virtual Trolley Problem Project 2016
 Project Advisor, The Poverty Spiral 2015-present
 Project Advisor, Star Stone (ETC project) 2014
 Project Advisor, Vapor / Slate (MHCI project) 2014

Project Advisor, Living Games Conference	2013-2014
Instructional Advisor, Dungeon World (French edition)	2013
Mentor, #1reasonmentors	2012-2014
Recruitment Advisor, Hacker School	2012
Game Advisor, Creativity, Play and the Imagination Conference	2010
Mentor, Explore Your Opportunities	2009-2010
Mentor, MentorNet	2002-2007

PROFESSIONAL AFFILIATIONS

SIGCHI (Special Interest Group on Computer-Human Interaction)	2014-present
AERA (American Educational Research Association)	2006-present
IADAS (International Academy of Digital Arts and Sciences)	2005-present
IGDA (International Game Developers Association)	2003-present
WITI (Women in Technology International)	2002-2014

PROFESSIONAL SERVICE

Panelist, NSF HCBU Targeted Infusion Program	2017
Reviewer, DiGRA Conference	2017
Reviewer, Life Sciences Education Journal	2016
Reviewer, ToCHI Journal	2016-present
Publications Committee Member, ISLS	2015-present
Reviewer, CHI Play Doctoral Consortium	2015
Reviewer, Computers in Human Behavior Journal	2015
Reviewer, Foundations of Digital Games Conference	2015-present
Reviewer, ACM SIGCHI Conference	2014-present
Reviewer, CHI Play Conference	2014-present
Reviewer, CSCW Conference	2014
Reviewer, International Journal of Gaming and Computer-Mediated Simulations	2014
Reviewer, Journal of Communication	2014
Reviewer, Transactions on Learning Technologies	2014-present
Program Committee, Living Worlds Conference	2013-2014
Reviewer, ACM SIGCHI Conference	2013
Reviewer, Game-Based Learning book	2013
Panelist, NSF CE21 Program	2012
Reviewer, International Communication Association Conference	2010
Reviewer, International Journal of Arts and Technology	2009
Reviewer, Innovations in Education and Teaching International	2009
Reviewer, Advances in Computer Entertainment Technology	2008-2009
Guest Editor, E-Learning special issue on "Games and Learning"	2008

LOCAL SERVICE

Committee Member, IDeATe game design curriculum	2017-present
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Mentor, Fusion Forum	2017-present
Committee Member, PhD Admissions	2017
Internal Reviewer, Collaborative Robotics Proposals	2017
Founder and Organizer, Playtest Night	2016-present
Committee Member, BHCI Admissions	2016
Committee Member, MHCI Admissions	2016
Committee Member, HCII Hiring	2015-present
Organizer, Z-Axis Speaker Series	2014-2015
ETC-HCII Liaison	2014-present

JUDGING, JURIES, AND BOARDS

Jewish Healthcare Foundation fellowship advisory board member	2017-present
Judge, Civic Games design competition	2017-present
Co-Chair, CHI student game design competition	2015-2016
Different Play advisory board member	2014-2016
CMU X-Prize Team advisory board member	2015-present
ALICE Project advisory board member	2015-present
UNESCO MGIEP advisory board member	2015-2016
Indiecade jury member	2014-present
Game Developers Choice Award jury member	2014
Jewish Publication Society executive board member	2006-2010
KidsCook Productions executive board member	2006-2008
Webby Award jury member	2005-present