

**JESSICA HAMMER**  
**Curriculum Vitae July 2019**

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Carnegie Mellon University  
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Pittsburgh, PA 15213

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**ACADEMIC APPOINTMENTS**

Thomas and Lydia Moran Assistant Professor of Learning Science 2018-present  
Carnegie Mellon University, Pittsburgh PA  
Jointly appointed at the HCI Institute in the School of Computer Science and at the  
Entertainment Technology Center.

Assistant Professor 2014- 2018  
Carnegie Mellon University, Pittsburgh PA  
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 –**

Harpstead, E., Rios, J. S., Seering, J., & Hammer, J. (in press). Toward a Twitch research toolkit: A  
systematic review of approaches to research on game streaming. *CHI Play 2019*.

Seering, J., Mayol, R., Harpstead, E., Chen, T., Cook, A., & Hammer, J. (in press). Peer feedback  
processes in the game industry. *CHI Play 2019*.

- Spiel, K., Alharthi, S. A., Cen, A. J., Hammer, J., Nacke, L. E., Toups, Z. O., & Tanenbaum, J. (in press). "It started as a joke": On the design of idle games. *CHI Play 2019*.
- Bhattacharya, P., Nath, R., Jo, Y., Jadhav, K., & Hammer, J. (2019). Toward a model for designing synchronous colocated augmented reality games. *CHI 2019*.
- Cook, A., Hammer, J., Elsayed-Ali, S., & Dow, S. (2019). How guiding questions facilitate feedback exchange in project-based learning. *CHI 2019*.
- Seering, J., Luria, M., Kaufman, G., & Hammer, J. (2019). Beyond dyadic interactions: Considering chatbots as community members. *CHI 2019*.
- Parajape, B., Ge, Y., Bai, Z., Hammer, J., & Cassell, J. (2018). Towards automatic generation of peer-targeted science talk in a curiosity-evoking virtual agent. *18th ACM International Conference on Intelligent Virtual Agents*.
- Early, K., Hammer, J., Rode, J. A., Wong, A., & Mankoff, J. (2018). Toward improving gender equity in author order assignment. *CSCW 2018*.
- Seering, J., Flores, J. P., Savage, S., & Hammer, J. (2018). The social roles of bots: Evaluating impact of bots in discussions in online communities. *CSCW 2018*.
- Glickman, S., McKenzie, N., Seering, J., Moeller, R., & Hammer, J. (2018). Design challenges for livestreamed audience participation games. *CHI Play 2018*. **Honorable mention.**
- Ali, S., To, A., Bai, Z., Holmes, J., Fath, E., Kaufman, G., & Hammer, J. (2018) Transition from goal driven game design to game driven goal delineation in the tandem design process. *Meaningful Play 2018*.
- Fath, E., To, A., Kaufman, G., & Hammer, J. (2018) Designing an inclusive playtesting process using cognitive load theory. *Meaningful Play 2018*.
- Hammer, J. & Cook, A. (2018) EOTA: A method for improving peer feedback in the game design classroom. *Meaningful Play 2018*.
- Hammer, J., Turkington, M., & LeBlanc, N. (2018) Rosenstrasse: Holocaust education through role play. *Meaningful Play 2018*.
- To, A., Hammer, J., & Kaufman, G. (2018). Modeling and designing for key elements of curiosity: Risking failure, valuing questions. *Transactions of DiGRA*.
- To, A., Ali, S., Kaufman, G., & Hammer, J. (2018). Integrating curiosity and uncertainty in game design. *Curiosity Research in HCI*.
- To, A., Hammer, J., & Kaufman, G. (2018). Character diversity in digital and non-digital games. *Transactions of DiGRA*.
- Alharthi, S., Alsaedi, O., Toups, Z., Tanenbaum, J., & Hammer, J. (2018). 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.

- (2018). A design framework for awareness cues in distributed multiplayer games. *CHI 2018*.
- Spiel, K., Kayali, F., Horvath, L., Penkler, M., Harrer, S., Sicart, M., & Hammer, J. (2018). Fitter, happier, more productive? The normative ontology of fitness trackers. *alt.chi 2018*.
- Hammer, J. (2018). Online freeform role-playing games. *The Handbook of RPG Studies*.
- Hammer, J., Beltran, W., Walton, J., & Turkington, M. (2018). Distribution of power and control in role-play. *The Handbook of RPG Studies*.
- Hammer, J., To, A., Schrier, K., Bowman, S., & Kaufman, G. (2018). Role-playing games and learning. *The Handbook of RPG Studies*.
- Schrier, K., Torner, E., & Hammer, J. (2018). 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 –**

- Segura, E. M., Spiel, K., Johansson, K., Back, J., Toups, Z. O., Hammer, J., Waern, A., Tanenbaum, J., & Isbister, K. (2019). Larping (live action role playing) as an embodied design research method. *Companion Publication of the 2019 on Designing Interactive Systems Conference*.
- Bhattacharyya, P., Jo, Y., Jadhav, K., Nath, R., & Hammer, J. (2019). Brick: A synchronous multiplayer augmented reality game for mobile phones. *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*.
- Chen, T., Hammer, J., & Dabbish, L. (2019) Self-efficacy-based game design to encourage security behavior online. *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*.

- Holmes, J. R., To, A., Zhang, F., Park, S. E., Ali, S., Bai, Z., Kaufman, G., & Hammer, J. (2019). A good scare: Leveraging game theming and narrative to impact player experience. *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*.
- Robinson, R., Hammer, J., & Isbister, K. (2019). All the world (wide web)'s a stage: A workshop on live streaming. *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*.
- Hammer, J. & Turkington, M. Brushing history against the grain: Reclaiming women's stories through live action role-playing games. *Workshop for Meaningful Play 2018*.
- Korzeniowski, J., Hammer, J., Shodhan, S., He, S., Mukundan, R., Kim, N., Kelley, H., & Stevens, S. Voyage: A Collaborative Classroom-Scale Virtual Reality Experience. *Connected Learning Summit 2018*.
- Deterding, S., Smith, D., Powley, E. J., Hammer, J., To, A., & Guckelsberger, C. (2018). Curiosity in games: An interdisciplinary workshop. *Workshop for FDG 2018*.
- Robinson, R., Isbister, K., & Hammer, J. (2018). All the world (wide web)'s a stage: A Twitch workshop. *Workshop for FDG 2018*.
- Hammer, J., Harpstead, E., Cook, A., Glickman, S., & Savage, S. (2018) Toward data-driven educational game streaming. *Position paper for workshop at CHI 2018*.
- McLaren, B., Asbell-Clarke, J., & Hammer, J. (2018). 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/question/how-does-digital-intersect-spiritualityreligion-how-have-digitalvirtual-technologies-broa-7>
- 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., Jamalain, A. & Alex, N. (2009). *Advance!*: Discrimination education through play. *Proceedings of Teachers College Educational Technology Conference (TCETC)*, New York, NY.

**– Games, Monographs and Other Publications –**

- Hammer, J. (in press). From when we read. *How We Read*, ed. Heller & Akbari. Punctum Books.
- Alharthi, S., Toups, Z., Alsaedi, O., Tanenbaum, J., & Hammer, J. (2018). *The pleasure of playing less: A study of incremental games through the lens of Kittens*. Well Played Single: ETC Press.
- 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.

## **GRANTS, FELLOWSHIPS AND AWARDS**

### **– Research Grants –**

Philips-Bosch Industry Partnership Funding (\$100,000)	2019-present
Philips Health Industry Partnership Funding (\$25,000)	2019-present
NSF IUUSE:EHR Collaborative Award (\$550,000)	2018-present
Berkman Faculty Development Award (\$3,000)	2018-present
Verizon Industry Partnership Funding (\$200,000)	2017-present
TEL Funding (Streaming Game Video) (\$60,000)	2017-present
Amazon Industry Partnership Funding (\$400,000)	2016-2018
Crosswalk Seed Grant (Playtest Night) (\$700)	2016
Okawa Foundation Fellowship (\$10,000)	2015-2016
Heinz Foundation Grant (\$900,000)	2015-2018
Simon Initiative Seed Grant (Online Critique) (\$20,000)	2015-2016
AIG Games for Pain Relief Seed Grant (\$3,000)	2015
Google Focused Research Award (\$900,000)	2014-2017
Simon Initiative Seed Grant (Playtesting) (\$20,000)	2014-2016
Breneman-Jaech Foundation Ludus Project Grant (\$5,000)	2012-2013
National Network for IT-Research (ITU) Grant (\$1,000)	2009-2011
Robert Johnson Wood Foundation Games for Health Grant (\$150,000)	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, XOXO festival	2019
Honorable Mention, Meaningful Play game competition	2018
Official Selection, Indiecade festival	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

**– Game Funding –**

Rosenstrasse Kickstarter (\$25,000)	2019
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**– Other Awards –**

Finalist, ADL Belfer Fellowship	2019
NSF Data Consortium Fellow	2019
Eberly Center Teaching Innovation Award	2018
Exhibitor, CMU Founders’ Exposition	2017
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	February 2016
Presentation, “Games for Civility and Connection in Real-World Social Networks.”	
Transformative Experiences Summit, Pittsburgh, PA	April 2015



Presentation, "Context, Constraints, and Community: Designing Games for Girls in Rural Ethiopia." Games for Change Festival, New York, NY June 2013

Presentation, "Stronger Together: Helping Ethiopian Girls Help Themselves." Meaningful Play, East Lansing, MI October 2012

Presentation, "Playing History: Fantastic and Historical Reasoning in *Ars Magica*." AERA Annual Meeting, Vancouver, Canada April 2012

Presentation, "Playing History: Fantastic and Historical Reasoning in *Ars Magica*." APA Annual Meeting, San Diego, CA August 2010

Presentation, "Inside the System: Creativity and the Conceptualization of Systemic Change." Games for Health Conference, Boston, NY June 2010

Presentation, "*Lit*: A Game Intervention for Nicotine Smokers." TCETC Conference, Teachers College, New York, NY May 2010

Presentation, "*Lit*: A Game Intervention for Nicotine Smokers." AERA Annual Meeting, Denver, CO May 2010

Presentation, "*Lit*: A Game Intervention for Nicotine Smokers." AERA Annual Meeting, Denver, CO May 2010

Poster, "*Advance!*: Discrimination Education Through Play." Game Education Summit, Pittsburgh, PA June 2009

Presentation, "Creativity in the Game Design Classroom." Games, Learning and Society, Madison, WI June 2009

Presentation, "Reaching Racists: Discrimination Education Through Play." TCETC Conference, Teachers College, New York, NY May 2009

Presentation, "*Advance!*: Discrimination Education Through Play." Dean's Grant Poster Session, Teachers College, New York, NY April 2009

Poster, "*Advance!*: Teaching and Learning About Systemic Bias." AERA Annual Meeting, San Diego, CA April 2009

Presentation, "Games as Virtual Experience: Implications for Teaching and Design." AERA Annual Meeting, San Diego, CA April 2009

Presentation, "Games and Education: A Preparation for Future Learning Approach." CCTE Doctoral Colloquium, Teachers College, New York, NY February 2009

Presentation, "*Advance!*: Teaching Systemic Bias Through Play." International Congress on Medieval Studies, Kalamazoo, MI May 2007

Presentation, "The Dungeon and the Covenant." MIT5: Creativity, Ownership and Collaboration, Cambridge, MA April 2007

Presentation, "Traditional, Collaborative, and Mixed Forms of Authorship." Serious Games Summit GDC, San Francisco, CA March 2007

Presentation, "A Process-PFL Approach to Learning in Games." National Reading Conference, Los Angeles, CA December 2006

Presentation, "Traditional, Collaborative, and Mixed Forms of Authorship." Serious Games Summit GDC, San Jose, CA March 2006

Symposium presentation, "Seven Tensions Between Schools and Games." 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 –

United States Holocaust Memorial Museum, Washington, DC February 2019  
 Presentation, "*Rosenstrasse*: Holocaust History Through Game Design."  
 Conference on Technology, Social Media & Behavioral Health, Pittsburgh, PA November 2018  
 Presentation, "Exploring Design Practices for Health Behavior Change Games."  
 Ellis High School, Pittsburgh, PA June 2018  
 Commencement address, "Understanding, Breaking, and Making Rules."  
 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</i> : Game Design, Motivation, and Pedagogy.” 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</i> : A Game Intervention for Nicotine Smokers.” 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 –

United States Holocaust Memorial Museum, Washington, DC	February 2019
Game demo and workshop, <i>Rosenstrasse</i> .	
Holocaust Center of Pittsburgh, Pittsburgh, PA	January 2019
Game demo and workshop, <i>Rosenstrasse</i> .	
Carnegie Mellon University, Pittsburgh, PA	November 2018
Guest lecture in cognitive psychology seminar, “Introduction to Game Design.”	
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 AND POSTDOCTORAL SUPERVISION

- Postdoctoral Supervisor, Zhen Bai 2017-2018  
Doctoral Committee Member, Erik Harpsted 2016-2017  
Doctoral Committee Member, Nesra Yannier 2015-2016  
Co-Advisor, Tianying Chen (with Laura Dabbish) 2018-present  
Co-Advisor, Kristin Williams (with Scott Hudson) 2018-present  
Co-Advisor, Alexandra To (with Geoff Kaufman) 2015-present  
Co-Advisor, Judeth Oden Choi (with Jodi Forlizzi) 2014-2018  
Co-Advisor, Amy Shannon Cook (with Steven Dow, UCSD) 2014-2019

## ENTERTAINMENT TECHNOLOGY CENTER TEAM SUPERVISION

Advisor, Commit to the Bits (Twitch + improvisational theater)	2019
Advisor, Evolve (scientific escape room)	2019
Advisor, Fortitude (digital Poverty Spiral game)	2019
Client, Abode (entry and exit in VR homes)	2018
Client, Enigma (digital props for historical role-play)	2018
Advisor, Neo (neuroscience GWAP)	2018
Advisor, Thin Line (VR reproductive rights experience)	2018
Advisor, Workbench (Lumberyard game development)	2018
Advisor, Axon (G4C neuroscience game)	2017
Advisor, Sawmill (Lumberyard preproduction)	2017
Advisor, Tuesday Tales (Legendary mobile game)	2017
Client, Surthrive (natural disaster recovery game)	2016
Advisor, Akili (learning platform)	2015
Advisor, Emotionshop (emotional game design)	2015
Advisor, Kinetics (SMALLLab math game)	2015

## 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

Associate Chair, CHI Play	2019
Reviewer, MIT Press	2019
Facilitator, STEM for All Video Showcase	2018
Panelist, NSF HCBU Targeted Infusion Program	2017
Reviewer, DiGRA Conference	2017-present
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

Host, Tour Your Future	2019
Committee Member, IDeATe game design curriculum	2017-present
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, present
Committee Member, HCII Hiring	2015-2018
Organizer, Z-Axis Speaker Series	2014-2015
ETC-HCII Liaison	2014-present

## JUDGING, JURIES, AND BOARDS



Board member, Liftoff PGH	2019-present
Board member, Jewish Healthcare Foundation	2018-2019
Judge, 200 Word RPG competition	2018
Advisory board member, Jewish Healthcare Foundation fellowship	2017-2019
Judge, Civic Games design competition	2017-2018
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