Curriculum Vitae January 2020

PERSONAL INFORMATION	Jessica Hammer Carnegie Mellon University 412.463.4875 hammerj@andrew.cmu.edu

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*
Columbia University, New York NY
Dissertation, "Playing prejudice : The impact of game-play on attributions of gender and racial bias."

MPS, Interactive Telecommunication *June 2002*
New York University, New York NY
Master of Professional Studies degree from the Interactive Telecommunications Program.

BA, Computer Science *June 1999*
Harvard University, Cambridge MA
Bachelor of Arts degree in Computer Science with High Honors.

PUBLICATIONS

Full Papers and Peer-Reviewed Chapters

1. **Hammer, J.**, To, A., & Cruz, E. (in press). Lab counterculture. *alt.chi 2020.*
2. **Hammer, J.** (in press). Envisioning Jewish HCI. *alt.chi 2020.*
3. Pusateri, J., Leng, J., Wang, Q., Chen, X., & **Hammer, J.** (in press). Designing games for healthy sleep. *CHI 2020.*
4. Seering, J., **Hammer, J.**, Kaufman, G., & Yang, D. (in press). Proximate social factors in first-time contribution to online communities. *CHI 2020.*
5. Seering, J., Luria, M., Ye, C., Kaufman, G., & **Hammer, J.** (in press). It takes a village : Integrating an adaptive chatbot into an online gaming community. *CHI 2020.*
6. Williams, K., Pulivarthy, R., Hudson, S. E., & **Hammer, J.** (in press). The upcycled home : Removing barriers to lightweight modification of the home's everyday objects. *CHI 2020.*
7. Choi, J. O., Herbsleb, J. D., **Hammer, J.** & Forlizzi, J. (in press). Identity-based roles in rhizomatic social justice movements on Twitter. *IMX 2020.*
8. Williams, K., Pulivarthy, R., Hudson, S. E., & **Hammer, J.** (2019). Understanding family collaboration around lightweight modification of everyday objects in the home. *CSCW 2019.*
9. Harpstead, E., Rios, J.S., Seering, J., & **Hammer, J.** (2019). Toward a Twitch research toolkit : A systematic review of approaches to research on game streaming. *CHI Play 2019.*
10. Seering, J., Mayol, R., Harpstead, E., Chen, T., Cook, A., & **Hammer, J.** (2019). Peer feedback processes in the game industry. *CHI Play 2019.*
11. Spiel, K., Alharthi, S., Cen, A. J., **Hammer, J.**, Nacke, L. E., Toups, Z. O., & Tanenbaum, J. (2019). Ït started as a joke¨ : On the design of idle games. *CHI Play 2019.* **Honorable mention.**
12. Bhattacharya, P., Nath, R., Jo, Y., Jadhav, K., & **Hammer, J.** (2019). Toward a model for designing synchronous colocated augmented reality games. *CHI Play 2019.*
13. Cook, A., **Hammer, J.**, Elsayed-Ali, S., & Dow, S. (2019). How guiding questions facilitate feedback exchange in project-based learning. *CHI 2019.*
14. Seering, J., Luria, M., Kaufman, G., & **Hammer, J.** (2019). Beyond dyadic interactions : Considering chatbots as community members. *CHI 2019.*
15. Parajape, B., Ge, Y., Bai, Z., **Hammer, J.**, & Cassell, J. (2018). Towards automatic generation of peertargeted science talk in a curiosity-evoking virtual agent. *18th ACM International Conference on Intelligent Virtual Agents.*
16. Early, K., **Hammer, J.**, Rode, J. A., Wong, A., & Mankoff, J. (2018). Toward improving gender equity in author order assignment. *CSCW 2018.*

17. 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.*

18. Glickman, S., McKenzie, N., Seering, J., Moeller, R., & **Hammer, J.** (2018). Design challenges for livestreamed audience participation games. *CHI Play 2018.* **Honorable mention.**

19. 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.*

20. Fath, E., To, A., Kaufman, G., & **Hammer, J.** (2018). Designing an inclusive playtesting process using cognitive load theory. *Meaningful Play 2018.*

21. **Hammer, J.** & Cook, A. (2018). EOTA : A method for improving peer feedback in the game design classroom. *Meaningful Play 2018.*

22. **Hammer, J.**, Turkington, M., & LeBlanc, N. (2018). Rosenstrasse : Holocaust education through role play. *Meaningful Play 2018.*

23. To, A., **Hammer, J.**, & Kaufman, G. (2018). Modeling and designing for key elements of curiosity : Risking failure, valuing questions. *Transactions of DiGRA*

24. To, A., Ali, S., Kaufman, G., & **Hammer, J.** (2018). Integrating curiosity and uncertainty in game design. *Curiosity Research in HCI.*

25. To, A., **Hammer, J.**, & Kaufman, G. (2018). Character diversity in digital and non-digital games. *Transactions of DiGRA.*

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

27. 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.*

28. 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.*

29. **Hammer, J.** (2018). Online freeform role-playiing games. *The Handbook of RPG Studies.*

30. **Hammer, J.**, Bletran, W., Walton, J., & Turkington, M. (2018). Distribution of power and control in role-play. *The Handbook of RPG Studies.*

31. Schrier, K., Torner, E., & **Hammer, J.** (2018). Worldbuilding. *The Handbook of RPG Studies.*

32. 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.*

33. 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.*

34. Cook, A., Dow, S., & **Hammer, J.** (2017). Toward designing technology for classroom role-play. *CHI Play 2017.*

35. 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.*

36. Kelley, C., Wilcox, L., & **Hammer, J.** (2017). Design features in games for health : Disciplinary and interdisciplinary expert perspectives. *Designing Interactive Systems 2017.*

37. Seering, J., Savage, S., Eagle, M., Churchin, J., Moeller, R., Bigham, J., & **Hammer, J.** (2017). Audience participation games : Blurring the lines between spectator and player. *Designing Interactive Systems 2017.*

38. 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.*

39. **Hammer, J.) & Davidson, D. (2017). The role of culture in game-based learning. *Educational technology.***

40. 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.*

41. 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.*

42. To, A., Ali, S., Kaufman, G., & **Hammer, J.** (2016). Integrating curiosity and uncertainty in game design. *First joint international conference of DiGRA and FDG.*

43. To, A., Fath, E., **Hammer, J.**, & Kaufman, G. (2016). The tandem transformational game design process. *Meaningful Play 2016 Conference Proceedings.*

44. 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.*

45. **Hammer, J.** & Heller, K. B. (2012). Playing history : How *Ars Magica* players develop historical literacy. *Meaningful Play 2012 Conference Proceedings.*

46. 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.

47. Lee, J. J., & **Hammer, J.** (2011). Gamification in education : What, how, why bother ? *Academic Exchange Quarterly,* 15(2).

48. 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.*

49. **Hammer, J.** & Black, J. (2009). Games and (preparation for future) learning. *Education Technology,* 49(2), 29-34.

50. **Hammer, J.** (2008). Games in learning contexts. *E-Learning,* 5(2), 142-145.

51. **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.

52. Thorpe, C., **Hammer, J.**, Camp, J., Callas, J., & Bond, M. (2007). Virtual economies : Threats and risks. *Financial Cryptography 2007,* 239-244.

53. Baron-Cohen, S., & **Hammer, J.** (1997). Is autism an extreme form of the male brain ? *Advanced in Infancy Research,* 11, 193-217.

54. 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

1. **Hammer, J.** & Turkington, M. (2020). *Rosenstrasse* : Embodied learning through role play. *Association for Jewish Studies : Perspectives.*

2. Flores-Sviaga, C., **Hammer, J.**, Flores, J. P., Seering, J., Reeves, S., & Savage, S. (2019). Audience and streamer participation at scale on Twitch. *Proceedings of the 30th ACM Conference on Hypertext and Social Media.*

3. Braley, M., Kunhikrishnan, N., Chen, S., Chiu, Y., Zhao, Y., Bofenkamp, M., Christel, M., & **Hammer, J.** (2019). Promoting player empathy for people living with poverty. *Extended Abstracts of the 2019 CHI Conference on Computer-Human Interaction in Play.*

4. Kim, B., Cheng, Y., Li, Z., Li, R., Tan, C., Wang, S., Shi, Y., & **Hammer, J.** (2019). Games with a purpose to collect home audio data. *Extended Abstracts of the 2019 CHI Conference on Computer-Human Interaction in Play.*

5. Pemberton, D., Lai, Z., Li, L., Shen, S., Wang, J., & **Hammer, J.** (2019). AI or Nay-I ? Making moral complexity more accessible. *Extended Abstracts of the 2019 CHI Conference on Computer-Human Interaction in Play.* **Honorable mention.**

6. Pusateri, J., Leng, J., Timczyk, J., Chen, X., Wang, Q., Shah, K. S., Jasani, T. K., & **Hammer, J.** (2019). Toward a design theory of sleepy games. *Extended Abstracts of the 2019 CHI Conference on Computer-Human Interaction in Play.*

7. Segura, E. M., Spiel, K., Johansson, K., Back, J., Toups, Z. O., **Hammer, J.** Waren, A., Tanenbaum, J., & Isbister, K. (2019). Larping (live action role playing) as an embodied design research method. *Companion Publication of the 2019 Conference on Designing Interactive Systems Conference.*

8. 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.*

9. 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.*

10. 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.*

11. Robinson, R., **Hammer, J.** & Isbister, K. (2019). All the world (wide web)'s stage : A workshop on live streaming. *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems.*

12. **Hammer, J.**, & Turkington, M. (2018). Brushing history against the grain : Reclaiming women's stories through live action role-playing games. *Workshop for Meaningful Play 2018.*

13. Korzeniowski, J., **Hammer, J.**, Shodhan, S., He, S., Mukundan, R., Kim, N., Kelley, H., & Stevens, S. (2018). Voyage : A Collaborative Classroom-Scale Virtual Reality Experience. *Connected Learning Summit 2018.*

14. Deterding, S., Smith, D., Powley, E. J., **Hammer, J.**, To, A., & Guckelsberger, C. (2018). Curiosity in games : An interdisciplinary workshop. *Workshop for FDG 2018.*

15. Robinson, R., Ibister, K., & **Hammer, J.** (2018). All the world (wide web)'s a stage : A Twitch workshop. *Workshop for FDG 2018.*

16. **Hammer, J.**, Harpstead, E., Cook, A., Glickman, S., & Savage, S. (2018). Toward data-driven educational game streaming. *Position paper for workshop at CHI 2018.*

17. McLaren, B., Asbell-Clarke, J., & **Hammer, J.** (2018). Data-driven educational game design. *Workshop for CHI 2018.*

18. **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

19. Franzo, J., Gu, R., Han, J., Deng, T., Cheng, F., Li, C., Majumdar, K., & **Hammer, J.** (2017). What Lurk in the Dark : An audience participation horror game. *Proceedings of CHI Play 2017.*

20. 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.*

21. 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.*

22. 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.*

23. 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.*

24. To, A., Fath, E., **Hammer, J.**, & Kaufmann, G. (2017). Tandem transformational game design. *Media Res.* http ://mediacommons.futureofthebook.org/imr/

25. To, A., **Hammer, J.**, & Kaufman, G. (2017). Character diversity in digital and non-digital games. *Position paper for diversity workshop at DiGRA.*

26. To, A., **Hammer, J.**, & Kaufman, G. (2017). Designing affective supports for curiosity in games. *CHI curiosity workshop position paper.*

27. 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.*

28. 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.*

29. **Hammer, J.**, Choi, J. O., & Forlizzi, J. (2016). Character creation methods : From role-playing games to HCI research. *CHI workshop position paper.*

30. 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.*

31. Kasunic, A., **Hammer, J.**, Massimi,., Kraut, B., & Ogan, A. (2016). A prelimary look at MOOC-associated Facebook groups : Prevalence, geographic representation, and homophily. *Proceedings of the third ACM conference on Learning @ Scale.*

32. Uchidiuno, J., Ogan, A., Koedinger, K., Yazebinski, 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.*

33. Uchidiuno, J., Ogan, A., Yarzebinski, E., & textbfHammer, J. (2016). Understanding ESL students motivations to increase MOOC accessibility. *Proceedings of the third ACM conference on Learning @ Scale.*

34. Kasunic, A., **Hammer, J.**, & Ogan, A. (2015). Cultural relevance in MOOCs : Asking about socioeconomic context. *Proceedings of the second ACM conference on Learning @ Scale.*

35. 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.*

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

Games, Monographs, and Other Publications

1. **Hammer, J.** (2019). From when we read. *How We Read,* ed. Heller & Akbari. Punctum Books.

2. 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.

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

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

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

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

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

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

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

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

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

GRANTS AND AWARDS	**Research Grants**	
	NSF AISL Award ($2,600,000)	*2019-present*
	Liftoff PGH ($5,000)	*2019-present*
	Bosch Industry Partnership Funding ($95,000)	*2019-present*
	Philips Industry Partnership Funding ($75,000)	*2019-present*
	NSF IUSE : EHR Collaborative Award ($550,000)	*2018-present*
	Berkman Faculty Development Award ($3,000)	*2018-present*
	Verizon Industry Partnership Funding ($200,000)	*2017-2018*
	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*

Game Awards and Funding	
Winner, The Shape of Health ($100,000)	*2019*
Finalist, PiNCH Health Funding Competition ($25,000)	*2019*
Kickstarter, *Rosenstrasse* ($25,000)	*2019*
Official Selection, XOXO festival	*2019*
Honorable Mention, Meaningful Play game competition	*2018*
Official Selection, Indiecade festival	*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	*2007*
Finalist, Iron Game Chef game design competition	*2006*

Other Awards	
Invitee, Project Horseshoe	*2019*
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*
Mellon Interdisciplinary Senior Research Scholar	*2011-2013*
Mellon Interdisciplinary Graduate Research Fellow	*2009-2011*
Ben D. Wood Grant	*2006-2007*

Microsoft Female Academic All-Stars Scholarship	*2006*
Spencer Research Training Grant	*2004-2006*

<table>
<tr><td rowspan="40" valign="top"><small>LECTURES AND
PRESENTATIONS</small></td><td></td><td></td></tr>
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Invited Talks

United States Holocaust Memorial Museum, Washington, DC	*February 2019*
Presentation, Rosenstrasse. *Holocaust History Through Game Design.*	

United States Holocaust Memorial Museum, Washington, DC	*February 2019*
Game demo and workshop, Rosenstrasse	

Holocaust Center of Pittsburgh, PA	*January 2019*
Game demo and workshop, Rosenstrasse	

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, Lit to Quit : *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, Lit : *A Game Intervention for Nicotine Smokers.*

VR@RI, 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.*

Presentations and Posters
Eberly Center Teaching & Learning Summit   *November 2019*
Presentation, *Improving Peer Feedback in the Classroom.*

Carnegie Mellon Alumni Association   *June 2019*
Presentation, *Game On! How Leveraging Gameplay Can Change Your Life.*

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 Holocause : 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, Vancouver, Canada   *August 2010*
Presentation, *Inside the System : Creativity and the Conceptualization of Systemtic 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*
Presentation, Advance ! : *Discrimination Education Through Play.*

Games 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 ! : *Dscrimination Education Through Play.*

Dean's Grant Poster Session, Teachers College, New York, NY   *April 2009*
Presentation, 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, Sweeden   *May 2003*
Presentation, *We're In It Together : Shared Authorship and Interactive Narrative.*

Guest Lectures and Workshops
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   textslNovember 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   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   textslMarch 2004
Guest lecture in computer art course, *Storytelling in Virtual Worlds.*

School of Visual Arts, New York   *November 2004*
Guest lecture in interactive design course, *Designing Fun.*

TEACHING   **Transformational Game Design Studio**, HCII, Carnegie Mellon University   *Fall 2018-2019*
Designed and developed studio-based game design class for mixed graduate-undergraduate audience. Recruited external partners for student projects, including Philips Health, Phipps Conservatory, Ideas42, and the ADL. (Evaluations : 5/5 undergraduate, 5/5 graduate.)

GGJ Next, http ://ggjnext.org   *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   *Spring 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. (Evaluations : average of 4.88 across 12 projects.)

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, CS, Columbia University   *Fall 2007*
Taught Special Topics in Computer Science : Game Design and Production (COMS W-4995) 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	*Fall 2012-present*

Recruit and lead international team of designers, researchers, and developers. Design, develop, and playtest 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   *2012-2015*

Wrote essays and reviews for award-winning women-only group blog on role-playing games.

Founder and Organizer, Manhattan Gaming Club   *2002-2014*

Organized game design and play-test meetings for new games : board, card, role-playing, digital. Discussed and analyzed 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 highprofile 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*

Led a group of storytellers interested in defining and developing interactive storytelling. Focused on integrating game design, technology, visual arts and music into more traditional narrative forms.

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 students.

SUPERVISION

Doctoral and Postdoctoral Supervision

Co-Advisor, Erica Cruz (with Geoff Kaufman)	*2019-present*
Co-Advisor, Sung-A Jang (with John Zimmerman)	*2019-present*
Co-Advisor, Tianying Chen (with Laura Dabbish)	*2018-2019*
Co-Advisor, Kristin Williams (with Scott Hudson)	*2018-present*
Co-Advisor, Alexandra To (with Geoff Kaufman)	*2015-present*
Co-Advisor, Amy Shannon Cook (with Steven Dow, UCSD)	*2014-2019*
Co-Advisor, Judeth Oden Choi (with Jodi Forlizzi)	*2014-2018*
Doctoral Committee Member, Judith Uchidiuno	*2019-present*
Doctoral Committee Member, Nicholas Diana	*2019-present*
Doctoral Committee Member, Anna Kasunic	*2018-2019*
Doctoral Committee Member, Erik Harpstead	*2016-2017*
Doctoral Committee Member, Nesra Yannier	*2015-2016*
Postdoctoral Supervisor, Zhen Bai	*2017-2018*

Entertainment Technology Center Supervision

Client, Echoes (audio GWAP with Twitch)	*2019*
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*
Advisor, Star Stone (role-playing support app)	*2014*

Other Mentoring and Advising

Founder, Spreadsheet Magic Peer Mentoring Group	*2019-present*
Project Advisor, Media Literacy Game	*2017*
Project Advisor, Lurkers	*2017*

Project Advisor, VR for Empathy	*2017*
Project Advisor, Triage Training Game	*2016-2018*
Project Consultant, Empathy Engines	*2016*
Project Advisor, Virtual Trolley Problem Project	*2016*
Project Advisor, The Poverty Spiral	*2015-present*
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*

Service

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	*2015-2017*
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-present*
Reviewer, International Journal of Gaming and Computer-Mediated Simulations	*2014-present*
Reviewer, Journal of Communication	*2014*
Reviewer, Transactions on Learning Technologies	*2014-present*
Program Committee, Living Worlds Conference	*2013-2014*
Reviewer, Journal of Communication	*2014*
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

Strategic Planning Committee, Center for Human Rights Science	*2019*
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, 2018-present*
Committee Member, HCII Hiring	*2015-2018, present*
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	*2015-2018*
ALICE Project advisory board member	*2015-present*
UNESCO MGIEP advisory board member	*2015-2018*
Indiecade jury member	*2015-present*
Game Developers Choice Award jury member	*2014-present*
Jewish Publication Society executive board member	*2006-2010*
KidsCook Productions executive board member	*2006-2008*
Webby Award jury member	*2005-present*