

CURRICULUM VITAE JANUARY 2025

PERSONAL INFORMATION	Jessica Hammer Carnegie Mellon University 412.463.4875 hammerj@andrew.cmu.edu	
ACADEMIC APPOINTMENTS	Associate Professor <i>Carnegie Mellon University, Pittsburgh PA</i> Jointly appointed at the HCI Institute in the School of Computer Science and at the Entertainment Technology Center.	2024-present
	Founding Director <i>Carnegie Mellon University, Pittsburgh PA</i> Founded the Center for Transformational Play in the School of Computer Science.	2022-present
	Interim Associate Director <i>Carnegie Mellon University, Pittsburgh PA</i> Appointed in the HCI Institute in the School of Computer Science.	2021-2022
	Thomas and Lydia Moran Associate Professor of Learning Science <i>Carnegie Mellon University, Pittsburgh PA</i> Jointly appointed at the HCI Institute in the School of Computer Science and at the Entertainment Technology Center.	2021-2024
	Thomas and Lydia Moran Assistant Professor of Learning Science <i>Carnegie Mellon University, Pittsburgh PA</i> Jointly appointed at the HCI Institute in the School of Computer Science and at the Entertainment Technology Center.	2018-2021
	Assistant Professor <i>Carnegie Mellon University, Pittsburgh PA</i> Jointly appointed at the HCI Institute in the School of Computer Science and at the Entertainment Technology Center.	2014-2018
EDUCATION	Ph.D., Cognitive Studies in Education <i>Columbia University, New York NY</i> Dissertation, "Playing prejudice : The impact of game-play on attributions of gender and racial bias."	May 2014
	MPS, Interactive Telecommunication <i>New York University, New York NY</i> Master of Professional Studies degree from the Interactive Telecommunications Program.	June 2002
	BA, Computer Science <i>Harvard University, Cambridge MA</i> Bachelor of Arts degree in Computer Science with High Honors.	June 1999
PUBLICATIONS	Journal Papers <ol style="list-style-type: none">Hammer, J., Rabinowitz, G., & Bisogno, B. (2023). <i>Ma Nishtana</i> : What is Jewish about Jewish Games? <i>Gamevironments</i>.Uchidiuno, J. O., Solyst, J., Kemper, J., Harpstead, E., Higashi, R., & Hammer, J. (2023). "What's Your Name Again ?" : How Race and Gender Dynamics Impact Codesign Processes and Output. <i>ACM Transactions on Computer-Human Interaction</i>.Wehbe, R., Whaley, C. R., Eskandari, Y., Suarez, A., Nacke, L. E., Hammer, J. & Lank, E. (2022). Designing a Serious Game (Above Water) for Stigma Reduction Surrounding Mental Health. <i>JMIR Serious Games</i>.Hou, X., Nguyen, H. A., Richey, J. E., Harpstead, E., Hammer, J., & McLaren, B. M. (2021). Assessing the Effects of Open Models of Learning and Enjoyment in a Digital Learning Game. <i>International Journal of Artificial Intelligence in Education</i>, 1-31.Hammer, J. & Turkington, M. (2021). Designing role-playing games that address the Holocaust. <i>International Journal of Designs for Learning</i>.Kalarchian, M. A., Hammer, J., & Kapuscinska, A. (2021). Fostering Innovation in Prevention and Treatment of Obesity in Youth : Digitally Mediated Physical Play as an Exemplar. <i>Obesity</i>, 29(3), 475-477.	

7. To, A., **Hammer, J.**, & Kaufman, G. (2018). Modeling and designing for key elements of curiosity : Risking failure, valuing questions. *Transactions of DiGRA*.
8. To, A., **Hammer, J.**, & Kaufman, G. (2018). Character diversity in digital and non-digital games. *Transactions of DiGRA*.
9. 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*.
10. 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*.

Peer-Reviewed Book Chapters

1. **Hammer, J.** & Czege, P. (2024). Online freeform role-playing games. *The Handbook of RPG Studies, Second Edition*.
2. **Hammer, J.**, Beltran, W., Walton, J., & Turkington, M. (2024). Distribution of power and control in role-play. *The Handbook of RPG Studies, Second Edition*.
3. **Hammer, J.**, To, A., Schrier, S., Bowman, S. L., & Kaufman, G. (2024). Learning and role-playing games. *The Handbook of RPG Studies, Second Edition*.
4. Schrier, K., Torner, E., & **Hammer, J.** (2024). Worldbuilding. *The Handbook of RPG Studies, Second Edition*.
5. To, A., Ali, S., Kaufman, G., & **Hammer, J.** (2018). Integrating curiosity and uncertainty in game design. *Curiosity Research in HCI*.
6. **Hammer, J.** (2018). Online freeform role-playing games. *The Handbook of RPG Studies*.
7. **Hammer, J.**, Beltran, W., Walton, J., & Turkington, M. (2018). Distribution of power and control in role-play. *The Handbook of RPG Studies*.
8. **Hammer, J.**, To, A., Schrier, S., Bowman, S. L., & Kaufman, G. (2018). Learning and role-playing games. *The Handbook of RPG Studies*.
9. Schrier, K., Torner, E., & **Hammer, J.** (2018). Worldbuilding. *The Handbook of RPG Studies*.
10. **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.

Full Conference Papers

1. Hammad, N., Elavsky, F., Moharana, S., Chen, J., Lee, S., Carrington, P., Moritz, D., **Hammer, J.**, & Harpstead, E. (2024). Exploring the Affordances of Game-Aware Streaming to Support Blind and Low Vision Viewers : A Design Probe Study *Proceedings of the 2024 ACM SIGACCESS Conference on Computers and Accessibility*.
2. Anvari, S. S., **Hammer, J.**, & Wehbe, R. R. (2024). "More than just a game, it's an app that builds awareness around Mental Health" : Mental Health Stigma Reduction Using Games for Change. *Proceedings of the 2024 ACM CHI Play Conference*.
3. Hammad, N., Harpstead, E. & **Hammer, J.** (2024). Towards a Design Framework for Data-Driven Game Streaming : A Multi-Stakeholder Approach. *Proceedings of the 2024 ACM CHI Play Conference*.
4. Richey, E.J., Nguyen H.A., Mehvarz M., Else-Quest, N., Arroyo, I., Stec, H., **Hammer, J.**, & McLaren, B. (2024). Understanding Gender Effects in Game-based Learning : The Role of Self-Explanation. *Proceedings of the International Conference on Artificial Intelligence in Education (AIED)*.
5. Solyst, J., Yang, E., Xie, S., **Hammer, J.**, Ogan, A., & Eslami, M. (2024). Children's Overtrust and Shifting Perspectives of Generative AI. *Proceedings of the 18th International Society of the Learning Sciences (ICLS) Conference*.
6. Hammad, N., Harpstead, E., & **Hammer, J.** (2023). The View from MARS : Empowering Game Stream Viewers with Metadata Augmented Real-time Streaming. *Proceedings of the ACM Symposium on User Interface Systems and Technology*.
7. Solyst, J., Yang, E., Xie, S., Ogan, A., **Hammer, J.**, & Eslami, M. (2023). The Potential of Diverse Youth in Identifying and Mitigating Algorithmic Bias for a Future of Fair AI. *Proceedings of the ACM Conference on Computer-Supported Collaborative Work*. **Recognition for contribution to diversity and inclusion.**
8. Morrison, K., Jain, M., **Hammer, J.**, & Perer, A. (2023). Eye into AI : Evaluating the Interpretability of Explainable AI Techniques through a Game With a Purpose. *Proceedings of the ACM Conference on Computer-Supported Collaborative Work*.
9. Nguyen, H. A., Else-Quest, N., Richey, J. E., **Hammer, J.**, Di, S., & McLaren, B. M. (2023). Gender Differences in Learning Game Preferences : Results Using a Multi-dimensional Gender Framework. In *International Conference on Artificial Intelligence in Education*.
10. Solyst, J., Xie, S., Yang, E., Stewart, A. E. B., Eslami, M., **Hammer, J.**, & Ogan, A. (2023). "I Would Like to Design" : Black Girls Analyzing and Ideating Fair and Accountable AI. *Proceedings of the CHI Conference on Human Factors in Computing Systems*. **Honorable mention.**

11. Hammad, N., Harpstead, E., & **Hammer, J.** (2023). V-Light : Leveraging Edge Computing For The Design of Mobile Augmented Reality Games. *Foundations of Digital Games*. **Honorable mention.**
12. Diana, N., Stamper, J., Koedinger, K., & **Hammer, J.** (2022). Debiasing Politically Motivated Reasoning with Value-Adaptive Instruction. *Proceedings of the Artificial Intelligence in Education 23rd International Conference*.
13. To, A., Carey, H., Shrivastava, R., **Hammer, J.**, & Kaufman, G. (2022). Interactive Fiction Provotypes for Coping with Interpersonal Racism. *Proceedings of the CHI Conference on Human Factors in Computing Systems*.
14. Hymes, K., **Hammer, J.**, Seyalioglu, H., Dow-Richards, C., Brown, D., Hambridge, T., Ventrice, J., Baker, M., Kim, Y. J., Hutchings, T., & Evans, W. S. (2021). Designing Game-Based Rehabilitation Experiences for People with Aphasia. *Proceedings of the ACM on Human-Computer Interaction*, 5(CHI PLAY), 1-31.
15. Kapuscinska, A., Bhujwala, P. M., Kalarchian, M., & **Hammer, J.** (2021). A Socio-Ecological Approach to Activity Games for Girls. *Proceedings of the ACM on Human-Computer Interaction*, 5(CHI PLAY), 1-28.
16. Guttman, R. D., **Hammer, J.**, Harpstead, E., & Smith, C. J. (2021). Play for Real (ism)-Using Games to Predict Human-AI interactions in the Real World. *Proceedings of the ACM on Human-Computer Interaction*, 5(CHI PLAY), 1-17.
17. Junior, J. D. A. L., Rodrigues, M. A. F., & **Hammer, J.** (2021, August). A Storytelling Game to Foster Empathy and Connect Emotionally with Breast Cancer Journeys. In *2021 IEEE 9th International Conference on Serious Games and Applications for Health (SeGAH)* (pp. 1-8). IEEE.
18. Martelaro, N., Lakdawala, T., Chen, J., & **Hammer, J.** (2021, June). Leveraging the Twitch Platform and Gamification to Generate Home Audio Datasets. In *Designing Interactive Systems Conference 2021* (pp. 1765-1782).
19. Hammad, N., Brierly, O., McKendrick, Z., Somanath, S., Finn, P., **Hammer, J.**, & Sharlin, E. (2021). *Homecoming* : Exploring returns to long-term single player games. *Proceedings of CHI 2021*.
20. Striner, A., Webb, A. M., **Hammer, J.** & Cook, A. (2021). Mapping design spaces for teaching audience participation in game live streaming. *Proceedings of CHI 2021*.
21. To, A., Carey, H., Kaufman, G., & **Hammer, J.** (2021). Reducing uncertainty and offering comfort : Designing technology for coping with interpersonal racism. *Proceedings of CHI 2021*.
22. Uchidiuno, J. O., Koedinger, K., **Hammer, J.**, & Ogan, A. (2021). Fostering equitable help-seeking for K-3 students in low income and rural contexts. *Proceedings of CHI 2021*.
23. Lytle, C., Ramsay, P., Yeo, J., Dressen, T., Kang, D.H., Harger, B.B., & **Hammer, J.** (2020) Towards live streamed improvisational game experiences. *Proceedings of CHI Play 2020*.
24. Chen, T., Stewart, M., Bai, Z., Chen, E., Dabbish, L., & **Hammer, J.** (2020). *Hacked Time* : Design and evaluation of a self-efficacy based cybersecurity game. *Proceedings of DIS 2020*.
25. Choi, J. O., **Hammer, J.**, Royal, J., & Forlizzi, J. (2020). Moving for the movement : Applying viewpoints and composition techniques to the design of online social justice campaigns. *Proceedings of DIS 2020*.
26. Cook, A., Dow, S., & **Hammer, J.** (2020). Designing interactive scaffolds to encourage reflection on peer feedback. *Proceedings of DIS 2020*.
27. Herckis, L., Cao, J., Fashimpaur, J., Henson, A., Rodgers, R., Corbett, T. W., & **Hammer, J.** (2020). Exploring hybrid virtual-physical homes. *Proceedings of DIS 2020*. **Honorable mention.**
28. To, A., Hemaïda, S., Dewan, K., Chen, C., Gao, J., Low, K. Shi, L., Song, X., Xu, C. S., Xue, J., Yang, K., **Hammer, J.**, & Kaufman, G. (2020). "They just don't get it" : Seeking social support for racist experiences. *Proceedings of CSCW 2020*. **Best paper. Diversity & inclusion award.**
29. **Hammer, J.**, To, A., & Cruz, E. (2020). Lab counterculture. *alt.chi 2020*.
30. **Hammer, J.** (2020). Envisioning Jewish HCI. *alt.chi 2020*.
31. Pusateri, J., Leng, J., Wang, Q., Chen, X., & **Hammer, J.** (2020). Designing games for healthy sleep. *CHI 2020*.
32. Seering, J., **Hammer, J.**, Kaufman, G., & Yang, D. (2020). Proximate social factors in first-time contribution to online communities. *CHI 2020*.
33. Seering, J., Luria, M., Ye, C., Kaufman, G., & **Hammer, J.** (2020). It takes a village : Integrating an adaptive chatbot into an online gaming community. *CHI 2020*.
34. Williams, K., Pulivarthy, R., Hudson, S. E., & **Hammer, J.** (2020). The upcycled home : Removing barriers to lightweight modification of the home's everyday objects. *CHI 2020*.
35. Choi, J. O., Herbsleb, J. D., **Hammer, J.** & Forlizzi, J. (2020). Identity-based roles in rhizomatic social justice movements on Twitter. *IMX 2020*.
36. Williams, K., Pulivarthy, R., Hudson, S. E., & **Hammer, J.** (2019). Understanding family collaboration around lightweight modification of everyday objects in the home. *CSCW 2019*.

37. 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*.
38. Seering, J., Mayol, R., Harpstead, E., Chen, T., Cook, A., & **Hammer, J.** (2019). Peer feedback processes in the game industry. *CHI Play 2019*.
39. Spiel, K., Alharthi, S., Cen, A. J., **Hammer, J.**, Nacke, L. E., Toups, Z. O., & Tanenbaum, T. (2019). It started as a joke" : On the design of idle games. *CHI Play 2019*. **Honorable mention**.
40. Bhattacharya, P., Nath, R., Jo, Y., Jadhav, K., & **Hammer, J.** (2019). Toward a model for designing synchronous colocated augmented reality games. *CHI Play 2019*.
41. Cook, A., **Hammer, J.**, Elsayed-Ali, S., & Dow, S. (2019). How guiding questions facilitate feedback exchange in project-based learning. *CHI 2019*.
42. Seering, J., Luria, M., Kaufman, G., & **Hammer, J.** (2019). Beyond dyadic interactions : Considering chatbots as community members. *CHI 2019*.
43. 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*.
44. Early, K., **Hammer, J.**, Rode, J. A., Wong, A., & Mankoff, J. (2018). Toward improving gender equity in author order assignment. *CSCW 2018*.
45. 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*.
46. Glickman, S., McKenzie, N., Seering, J., Moeller, R., & **Hammer, J.** (2018). Design challenges for livestreamed audience participation games. *CHI Play 2018*. **Honorable mention**.
47. 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*.
48. Fath, E., To, A., Kaufman, G., & **Hammer, J.** (2018). Designing an inclusive playtesting process using cognitive load theory. *Meaningful Play 2018*.
49. **Hammer, J.** & Cook, A. (2018). EOTA : A method for improving peer feedback in the game design classroom. *Meaningful Play 2018*.
50. **Hammer, J.**, Turkington, M., & LeBlanc, N. (2018). Rosenstrasse : Holocaust education through role-play. *Meaningful Play 2018*.
51. Alharthi, S., Alsaedi, O., Toups, Z., Tanenbaum, T., & **Hammer, J.** (2018). Playing to wait. A taxonomy of idle games. *CHI 2018*.
52. 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*.
53. 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*.
54. Cook, A., Dow, S., & **Hammer, J.** (2017). Toward designing technology for classroom role-play. *CHI Play 2017*.
55. 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*.
56. Kelley, C., Wilcox, L., & **Hammer, J.** (2017). Design features in games for health : Disciplinary and interdisciplinary expert perspectives. *Designing Interactive Systems 2017*.
57. 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*.
58. 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*.
59. 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*.
60. 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*.
61. To, A., Ali, S., Kaufman, G., & **Hammer, J.** (2016). Integrating curiosity and uncertainty in game design. *First joint international conference of DiGRA and FDG*.
62. To, A., Fath, E., **Hammer, J.**, & Kaufman, G. (2016). The tandem transformational game design process. *Meaningful Play 2016 Conference Proceedings*.
63. 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*.

64. **Hammer, J.** & Heller, K. B. (2012). Playing history : How *Ars Magica* players develop historical literacy. *Meaningful Play 2012 Conference Proceedings*.
65. Jamalain, 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.
66. Lee, J. J., & **Hammer, J.** (2011). Gamification in education : What, how, why bother ? *Academic Exchange Quarterly*, 15(2).
67. Mezei, J., Jamalain, A., Levitan, P., **Hammer, J.** & Kinzer, C. (2010). A mobile game aiming to evoke arousal effects of nicotine. *Meaningful Play 2010 Conference Proceedings*.
68. **Hammer, J.** & Black, J. (2009). Games and (preparation for future) learning. *Education Technology*, 49(2), 29-34.
69. **Hammer, J.** (2008). Games in learning contexts. *E-Learning*, 5(2), 142-145.
70. Thorpe, C., **Hammer, J.**, Camp, J., Callas, J., & Bond, M. (2007). Virtual economies : Threats and risks. *Financial Cryptography 2007*, 239-244.
71. Baron-Cohen, S., & **Hammer, J.** (1997). Is autism an extreme form of the male brain ? *Advanced in Infancy Research*, 11, 193-217.
72. 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. Amspoker, E., **Hammer, J.**, Ogan, A., & Solyst, J. (2024). Augmenting Youths' Critical Consciousness through Redesign of Algorithmic Systems. *Proceedings of the 2024 ACM Conference on International Computing Education Research (ICER)*.
2. Yang, E., Ogan, A., **Hammer, J.**, & Solyst, J. (2024). Designing an AI Literacy Transformational Game for Families. *Proceedings of the 2024 ACM Conference on International Computing Education Research (ICER)*.
3. Solyst, J., Amspoker, E., Yang, E., Luo, Y. **Hammer, J.**, & Ogan, A. (2024). Scaffolding Critical Thinking about Stakeholders' Power in Socio-Technical AI Literacy. *Proceedings of the 2024 ACM Conference on International Computing Education Research (ICER)*.
4. Hammad, N., Harpstead, E., & **Hammer, J.** (2023). GameAware Streaming Interfaces. *Interactivity Demo, CHI Play*.
5. Solyst, J., Ogan, A., & **Hammer, J.** (2023). Intergenerational Games to Learn About AI and Ethics. *Proceedings of the ACM Special Interest Group in Computer Science Education*.
6. Xie, S., Solyst, J., Ogan, A., & **Hammer, J.** (2023). Booklet-Based Design Fiction to Support AI Literacy. *Proceedings of the ACM Special Interest Group in Computer Science Education*.
7. Fleissig, G., Evans, M., Wing, A., & **Hammer, J.** (2022). Structural Mismatches in Academic Game Development. *Proceedings of the 17th International Conference on the Foundations of Digital Games*.
8. Solyst, J., Kim, J., Ogan, A., & **Hammer, J.** (2022). Data Detectives : A Tabletop Card Game about Training Data. *Proceedings of the 27th ACM Conference on Innovation and Technology in Computer Science Education*.
9. Rifat, M.R., Peer, F.A., Rabaan, H., Mim, N.J., Mustafa, M., Toyama, K., Markum, R.B., Buie, E., **Hammer, J.**, Sultana, S., Sabie, S., & Ahmed, S.I. (2022). Integrating Religion, Faith, and Spirituality in HCI. *Workshop for CHI*.
10. Odili Uchidiuno, J., Solyst, J., Kemper, J., Harpstead, E., Higashi, R., & **Hammer, J.** (2021). Negotiating Systemic Racial and Gender Bias as a Minoritized Adult Design Researcher. In Extended Abstracts of the 2021 Annual Symposium on Computer-Human Interaction in Play (pp. 203-208).
11. Hsieh, M., Hammad, N., Harpstead, E., & **Hammer, J.** (2021). Understanding Player Retention Strategies in Animal Crossing : New Horizons. In Extended Abstracts of the 2021 Annual Symposium on Computer-Human Interaction in Play (pp. 163-167).
12. Higashi, R., Harpstead, E., Solyst, J., Kemper, J., Odili Uchidiuno, J., & **Hammer, J.** (2021). The Design of Co-Robotic Games for Computer Science Education. In Extended Abstracts of the 2021 Annual Symposium on Computer-Human Interaction in Play (pp. 111-116).
13. Principe Cruz, E. P., Sriwattanakomen, N., **Hammer, J.**, & Kaufman, G. (2021, May). Counterspace Games for BIWOC STEM Students. In *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems* (pp. 1-6).
14. Evans, M. C., Kapuscinska, A., Greenholt, M., Lin, J., Liu, X., Zhang, T., **Hammer, J.** & Kaufman, G. (2021, May). Designing a Self-Efficacy Game for Health Literacy in Marginalized Communities. In *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems* (pp. 1-6).
15. Hammad, N., Harpstead, E., & **Hammer, J.** (2021, May). Towards Examining The Effects of Live Streaming an Educational Game. In *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems* (pp. 1-6).

16. Evans, M. C., Kamenini, S., Cheikh-Ali, O., Fanzo, J., Jiang, S., Majmudar, K., Ren, M., & **Hammer, J.** (2020). Sharing multi-user VR spaces. *Extended Abstracts of CHI Play 2020*.
17. Carey, H., To, A., **Hammer, J.** & Kaufman, G. (2020). Fictional, interactive narrative as a foundation to talk about racism. *Extended Abstracts of DIS 2020*.
18. Harpstead, E. & **Hammer, J.** (2020). Toward game-aware streaming interfaces. *CHI Workshop on Spectator Experience*.
19. Lytle, C., Ramsay, P., Yeo, J., Dressen, T., Kang, D. H., Seering, J., Harger, B. B., & **Hammer, J.** (2020). Social design for complex livestreamed participatory experiences. *CHI Workshop on Spectator Experience*.
20. Fulton, L. B., Lee, J. Y., Wang, Q., Yuan, Z., **Hammer, J.** & Perer, A. (2020). Getting playful with explainable AI : Games with a purpose to improve human understanding of AI. *Extended Abstracts of CHI 2020*.
21. **Hammer, J.** & Turkington, M. (2020). *Rosenstrasse : Embodied learning through role-play. Association for Jewish Studies : Perspectives*.
22. 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*.
23. 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*.
24. 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*.
25. 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**.
26. 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*.
27. Segura, E. M., Spiel, K., Johansson, K., Back, J., Toups, Z. O., **Hammer, J.** Waren, A., Tanenbaum, T., & 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*.
28. 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*.
29. 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*.
30. 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*.
31. 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*.
32. **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*.
33. 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*.
34. Deterding, S., Smith, D., Powley, E. J., **Hammer, J.**, To, A., & Guckelsberger, C. (2018). Curiosity in games : An interdisciplinary workshop. *Workshop for FDG 2018*.
35. Robinson, R., Ibister, K., & **Hammer, J.** (2018). All the world (wide web)'s a stage : A Twitch workshop. *Workshop for FDG 2018*.
36. **Hammer, J.**, Harpstead, E., Cook, A., Glickman, S., & Savage, S. (2018). Toward data-driven educational game streaming. *Position paper for workshop at CHI 2018*.
37. McLaren, B., Asbell-Clarke, J., & **Hammer, J.** (2018). Data-driven educational game design. *Workshop for CHI 2018*.
38. **Hammer, J.** & Davidson, D. (2017). The role of culture in game-based learning. *Educational technology*.
39. Franzo, 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*.

40. 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*.
41. 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*.
42. Touns, Z., LaLone, N., Buruk, O. T., Tanenbaum, T., Trammell, A., **Hammer, J.**, & Depping, A., (2017). Augmented tabletop games research. *Workshop for CHI Play 2017*.
43. 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*.
44. To, A., Fath, E., **Hammer, J.**, & Kaufmann, G. (2017). Tandem transformational game design. *Media Res.* [http ://mediacommons.futureofthebook.org/imr/](http://mediacommons.futureofthebook.org/imr/)
45. To, A., **Hammer, J.**, & Kaufman, G. (2017). Character diversity in digital and non-digital games. *Position paper for diversity workshop at DiGRA*.
46. To, A., **Hammer, J.**, & Kaufman, G. (2017). Designing affective supports for curiosity in games. *CHI curiosity workshop position paper*.
47. 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*.
48. 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*.
49. **Hammer, J.**, Choi, J. O., & Forlizzi, J. (2016). Character creation methods : From role-playing games to HCI research. *CHI workshop position paper*.
50. 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*.
51. Kasunic, A., **Hammer, J.**, Massimi,., 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*.
52. 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*.
53. 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*.
54. Kasunic, A., **Hammer, J.**, & Ogan, A. (2015). Cultural relevance in MOOCs : Asking about socioeconomic context. *Proceedings of the second ACM conference on Learning @ Scale*.
55. 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*.
56. **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.** & Reig, S. (2022). From individual rights to communal obligations : A Jewish approach to speech. *Interactions Magazine*, July-August 2022.
2. Williams, K., **Hammer, J.**, & Hudson, S. E. (2021). An upcycled IoT : building tomorrow's IoT out of today's household possessions. *XRDS : Crossroads, The ACM Magazine for Students*, 27(4), 19-25.
3. **Hammer, J.** (2019). From when we read. *How We Read*, ed. Heller & Akbari. Punctum Books.
4. Alharthi, S., Touns, Z., Alsaedi, O., Tanenbaum, T., & **Hammer, J.** (2018). *The pleasure of playing less : A study of incremental games through the lens of Kittens*. Well Played Single : ETC Press.
5. Turkington, M., & **Hammer, J.** (2017). *Rosenstrasse*. Fastaval. (Game festival with 29% acceptance rate.)
6. **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](http://mediacommons.futureofthebook.org/question/how-does-digital-intersect-spiritualityreligion-how-have-digitalvirtual-technologies-broa-7)
7. **Hammer, J.** (2017). *Violets*. Imaginary Games.
8. Davidson, D., Stevens, S., et.al. (2016). *Creative Chaos : Learning Lessons on Inclusion and Innovation*. Pittsburgh : ETC Press.
9. **Hammer, J.** & Baker M. (2014). Problematizing power fantasy. *The Enemy*, 1(2).
10. **Hammer, J.**, & Stavropolous, J. (2014). Game design as creative advocacy. In N. Granger (Ed.), *Advocating Creatively*.

11. **Hammer, J.** (2012). Tisha B'Av - Judea and the Roman Empire. In L. Burke (Ed.), *Asocena*. Oakland : Liwanag Press.
12. Brucato, P., **Hammer, J.**, & Hall, C. (2007). *Everyday heroes*. New York : Laughing Pan Press.
13. **Hammer, J.** (2006). Decade. In J. Murphy, A. Kitkowski, & S. Antunes (Eds.), *Game Chef 2006*. Seattle : Technomancer Press.
14. **Hammer, J.** (2004). *The end of the line*. Play produced for NYC Fringe Festival.

GRANTS

Research Grants

Allegheny Health Network / SAMSHA (\$749,000)	2024-present
SEI project funding (\$145,000)	2024-present
Richard King Mellon Foundation (\$313,000)	2023-present
Honda (\$115,000)	2023-2024
Grable Foundation (\$85,000)	2023-2024
Peter Kaufman (\$50,000)	2023-present
Benedum Foundation (\$180,000)	2023-present
Advanced Education Research & Development Fund (\$215,000)	2023
Grable Foundation (\$25,000)	2023
Sigma (\$50,000)	2023-present
NSF EHR : Core Research (\$1,051,000)	2022-present
Chen Institute (\$79,000)	2022
Unity / Tides Foundation (\$75,000)	2022-2023
NIH / University of Pittsburgh (\$450,000)	2020-2022
PwC Research Funding (\$250,000)	2020-2021
SEI & DoD Game Funding (\$310,000)	2020-2023
NSF CAREER Award (\$550,000)	2020-present
Facebook Research Funding (<i>amount redacted by funder request</i>)	2020-2023
NSF AISL Award (\$2,600,000)	2019-present
Liftoff PGH Exploratory Design Award (\$5,000)	2019-2020
Bosch Industry Partnership Funding (\$95,000)	2019-2020
Philips Industry Partnership Funding (\$75,000)	2019-2020
NSF IUSE : EHR Collaborative Award (\$550,000)	2018-2021
Berkman Faculty Development Award (\$3,000)	2018-2019
Verizon Industry Partnership Funding (\$200,000)	2017-2018
TEL Funding (Streaming Game Video) (\$60,000)	2017-2021
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

AWARDS

Game Awards and Funding

<i>Bloomwood Stories</i> Exhibition, Harlem Museum	2024
Finalist, Gee! Learning Game competition	2021
Winner, The Shape of Health (\$100,000)	2019
Finalist, PiNCH Health Funding Competition (\$25,000)	2019
Kickstarter, <i>Rosenstrasse</i> (\$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

Teaching and Mentorship Awards

Barbara Lazarus Award for Graduate Student and Junior Faculty Mentoring	2022
Best Interdisciplinary Approach to STEM Education, Carnegie Science Awards	2021
Eberly Center Teaching Innovation Award	2018

Other Awards

Future Leader, Computing Research Association	2024
Inducted, Global Women in Games Hall of Fame	2020
Invited participant, Project Horseshoe	2019
Finalist, ADL Belfer Fellowship	2019
NSF Data Consortium Fellow	2019
Exhibitor, CMU Founders' Exposition	2017
Young Scientist Award, World Economic Forum	2014-2015
Mellon Interdisciplinary Senior Research Scholar	2011-2013

LECTURES AND PRESENTATIONS

Keynotes

<i>Toward Jewish Joy</i>	
— Generation Analog, Online	July 2023
<i>An Insatiable Appetite : Games, Play, and Climate Change</i>	
— IEEE Conference on Games, Online	August 2022
<i>Comfortable and Uncomfortable Systems</i>	
— SBGames, Online	November 2020
<i>Key Concepts for Interdisciplinary Game Research</i>	
— GEL Network Annual Meeting, Pittsburgh, PA	June 2019

Invited Talks

<i>Playing with the Mind's Eye</i>	
— Victor M. Bearg Lecture in Neuroscience, Carnegie Mellon University, Pittsburgh, PA	March 2023
<i>An Insatiable Appetite : Games and Climate Change</i>	
— NMSU Seminar Series (delivered online)	February 2022
<i>Rosenstrasse : Holocaust History Through Game Design</i> & related talks	
— United States Holocaust Memorial Museum, Washington, DC	February 2019
— Holocaust Center of Pittsburgh, PA	January 2019
<i>Collaboration Between Game Designers and Health Researchers</i> & related talks	
— LiftoffPGH, Pittsburgh, PA	December 2020
— Conference on Technology, Social Media & Behavioral Health, Pittsburgh, PA	November 2018
— Conference on Technology, Social Media & Behavioral Health, Pittsburgh, PA	November 2017
— Jewish Healthcare Foundation, Pittsburgh, PA	July 2017
— Games for Health, Boston, MA	June 2012
Commencement address : <i>Understanding, Breaking, and Making Rules</i>	
— Ellis High School, Pittsburgh, PA	June 2018
<i>Game Design as Curiosity Support</i>	
— Designing for Curiosity CHI Workshop, Denver, CO	May 2017
<i>Playtesting with a Purpose</i>	
— Metatopia, Morristown, NJ	November 2016
<i>Love the Player, Love the Game</i>	
— Massachusetts Institute of Technology, Cambridge, MA	April 2015
<i>Gaming + Ethiopian Teens = Stronger Together</i>	
— New York University, New York, NY	February 2013
<i>What Games Mean (And How They Mean It)</i> & related talks	
— Rochester Institute of Technology, Rochester, NY	February 2012
— Massachusetts Institute of Technology, Cambridge, MA	January 2012
<i>Designing for Desire</i>	
— Social Media Week, New York, NY	February 2012
<i>Games that Do Good</i>	
— University of Texas at Austin, Austin, TX	September 2011
<i>Lit2Quit : How to Quit Smoking Through Play</i> & related talks	

— GE Game Changers, New York, NY	July 2011
— Rochester Institute of Technology, Rochester, NY	April 2010
— Games for Health NYC, New York, NY	January 2010
<i>Women and Risk : Taking Chances in the Game Design Classroom</i>	
— Girl Geek Dinners, New York, NY	October 2010
<i>Playing History : How Ars Magica Players Develop Historical Literacy</i>	
— NMC Summer Conference, Anaheim, CA	June 2010
<i>Social Desirability Bias, Games for Change, and You</i>	
— Games for Change Festival, New York, NY	May 2010
<i>Games, Play, and the Architecture of Desire & related talks</i>	
— NYU Video Game Theory Seminar, New York, NY	April 2010
— New Media Consortium, New Haven, CT	October 2005
<i>Creativity and Collaboration in Game Design Education</i>	
— IGDA Education Summit, San Francisco, CA	March 2010
<i>Six Principles of Interactive Narrative & related talks</i>	
— VR@RI, Online Conference	July 2006
— Enarrative 5, Eastgate, Boston, MA	May 2003
— Lunch Lecture Series, BBC, London	May 2003
Other Presentations	
<i>Playing with the Brain</i>	
— BrainPlay Conference, Pittsburgh, PA	November 2022
<i>An Insatiable Appetite : Games, Play, and Climate Change</i>	
— Meaningful Play Conference, East Lansing, MI	October 2022
<i>Improving Peer Feedback in the Classroom & related talks</i>	
— Eberly Center Teaching & Learning Summit	November 2019
— Game Developers Conference Education Summit	March 2018
<i>Playtesting with a Purpose & related talks</i>	
— Carnegie Mellon University, Pittsburgh, PA	September 2019
— Carnegie Mellon University, Pittsburgh, PA	February 2019
— Carnegie Mellon University, Pittsburgh, PA	September 2018
— Carnegie Mellon University, Pittsburgh, PA	January 2018
— Carnegie Mellon University, Pittsburgh, PA	October 2017
— Entertainment Technology Center, Carnegie Mellon University	February 2014
— School of Visual Arts, New York	November 2004
<i>Rosenstrasse : Holocaust History Through Game Design & related talks</i>	
— Carnegie Mellon Alumni Association	June 2019
— Indiecade Festival, Los Angeles, CA	October 2017
— Games for Change Festival, New York, NY	July 2017
— Metatopia, Morristown, NJ	November 2016
<i>Introduction to Game Design & related talks</i>	
— Carnegie Mellon University, Pittsburgh, PA	November 2018
— Carnegie Mellon University, Pittsburgh, PA	February 2017
— Adobe Generation Game Design Course, Online Course	April 2012
— Teachers College Columbia University, New York, NY	March 2012
— Columbia University, New York, NY	November 2011
— Barnard College, New York, NY	July 2011
— Game Design and Development Workshop, London, England	April 2011
— Teachers College Columbia University, New York, NY	February 2011
— Teachers College Columbia University, New York, NY	August 2010
<i>Games and Gender & related talks</i>	
— Carnegie Mellon University, Pittsburgh, PA	January 2017
— Massachusetts Institute of Technology, Cambridge, MA	April 2015
<i>Transformational and Meaningful Games & related talks</i>	
— Meaningful Play, East Lansing, MI	October 2016
— Carnegie Mellon University, Pittsburgh, PA	October 2016
— Design and Alterity at the Studio for Creative Inquiry, Pittsburgh, PA	February 2016
— National Reading Conference, Miami, FL	December 2005
<i>Designing Games for Girls in Rural Ethiopia & related talks</i>	
— Transformative Experiences Summit, Pittsburgh, PA	April 2015

— Games for Change Festival, New York, NY	June 2013
<i>Playing History : Fantastic and Historical Reasoning in Ars Magica</i> & related talks	
— Meaningful Play, East Lansing, MI	October 2012
— AERA Annual Meeting, Vancouver, Canada	April 2012
— International Congress on Medieval Studies, Kalamazoo, MI	May 2007
<i>Game Design for Human Needs</i>	
— University of Texas at Austin, Austin, TX	September 2011
<i>Hacking Academia</i> & related talks	
— Columbia University, New York, NY	June 2011
— New York University, New York, NY	May 2011
<i>Games, Play, and Learning</i> & related talks	
— Games for Learning Institute, New York, NY	March 2011
— Teachers College Columbia University, New York, NY	December 2009
— Teachers College Columbia University, New York, NY	March 2009
— Serious Games Summit GDC, San Jose, CA	March 2006
<i>Creativity in Collaborative Environments</i> & related talks	
— APA Annual Meeting, Vancouver, Canada	August 2010
— DIGRA Conference, London, England	September 2009
— Games Education Summit, Pittsburgh, PA	June 2009
— Digital Language Learning Roundtable, New York, NY	October 2005
<i>Lit2Quit : A Game Intervention for Nicotine Smokers</i> & related talks	
— Games for Health Conference, Boston, NY	June 2010
— TCETC Conference, Teachers College, New York, NY	May 2010
— AERA Annual Meeting, Denver, CO	May 2010
<i>Advance! : Teaching Systemic Bias Through Play</i> & related talks	
— AERA Annual Meeting, Denver, CO	May 2010
— Games, Learning and Society, Madison, WI	June 2009
— TCETC Conference, Teachers, College, New York, NY	May 2009
— Dean's Grant Poster Session, Teachers College, New York, NY	April 2009
— CCTE Doctoral Colloquium, Teachers College, New York, NY	February 2009
<i>Games and Education : A Preparation for Future Learning Approach</i> & related talks	
— AERA Annual Meeting, San Diego, CA	April 2009
— AERA Annual Meeting, San Diego, CA	April 2009
— Serious Games Summit GDC, San Francisco, CA	March 2007
<i>Agency and Authority in Interactive Narrative</i> & related talks	
— MIT5 : Creativity, Ownership and Collaboration, Cambridge, MA	April 2007
— National Reading Conference, Los Angeles, CA	December 2006
— National Reading Conference, Miami, FL	December 2005
— MIT4 : The Work of Stories, Cambridge, MA	May 2005
— Networks, Art and Collaboration, SUNY Buffalo, Buffalo, NY	April 2004
— School of Visual Arts, New York, NY	March 2004
— NEXT 2.0, Karlstad University, Karlstad, Sweden	May 2003

TEACHING

MHCI Capstone Project, HCII, Carnegie Mellon University Spring-Summer 2024
 Supervised project teams on two-semester, client-driven projects. Helped with problem definition, provided feedback, and supported team collaboration.

Process and Theory in HCI, HCII, Carnegie Mellon University Fall 2022-2023
 Redesigned and taught introductory course for incoming HCII PhD students, covering program requirements, core research skills, and creating a positive culture.

Transformational Game Design Studio, HCII, Carnegie Mellon University Fall 2018-2019, Fall 2021
 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.

Interaction Design Studio 1, HCII, Carnegie Mellon University Fall 2020
 Taught studio-based interaction design course to mixed graduate-undergraduate audience. Adapted existing materials to online format, redesigned assignments, and created course videos.

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.

Interaction Design Studio 2, 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.

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.

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.

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 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*
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, Rotem Gutman (with Lauren Herckis)	2023-present
Co-Advisor, Beatrice Maggipinto (with Nuno Nunes and Valentina Nisi)	2023-present
Co-Advisor, Jaemarie Solyst (with Amy Ogan)	2021-2025
Co-Advisor, Morgan Evans (with Geoff Kaufman)	2020-present
Co-Advisor, Noor Hammad (with Erik Harpstead)	2020-present
Co-Advisor, Erica Cruz (with Geoff Kaufman)	2019-present
Co-Advisor, Sung-A Jang (with John Zimmerman)	2019-2020
Co-Advisor, Kristin Williams (with Scott Hudson)	2018-2022
Co-Advisor, Tianying Chen (with Laura Dabbish)	2018-2019
Co-Advisor, Alexandra To (with Geoff Kaufman)	2015-2020
Co-Advisor, Amy Shannon Cook (with Steven Dow, UCSD)	2014-2019
Co-Advisor, Judeth Oden Choi (with Jodi Forlizzi)	2014-2018, 2022-2023
Doctoral Committee Member, Alicia DeVrio	2024-present
Doctoral Committee Member, Huy Nguyen	2022-2024
Doctoral Committee Member, Lea Albaugh	2022-2024
Doctoral Committee Member, Lynn Kirabo	2022-2023
Doctoral Committee Member, Judith Uchidiuno	2019-2020
Doctoral Committee Member, Nicholas Diana	2019-2020
Doctoral Committee Member, Anna Kasunic	2018-2019
Doctoral Committee Member, Erik Harpstead	2016-2017
Doctoral Committee Member, Nesra Yannier	2015-2016
Fulbright Supervisor, Mert Tosun	2021-2022
Postdoctoral Supervisor, Judith Uchidiuno	2020-2022
Postdoctoral Supervisor, Zhen Bai	2017-2018

Entertainment Technology Center Supervision

Advisor, Ecovision (ecological VR)	2025
Advisor, DisCo (peer feedback tools)	2021
Advisor, Help-A-Peer (peer learning Zoom tool for teachers)	2021
Client, Don't Explode (VR games for landmine removal)	2021
Client, VLight (edge computing and XR)	2021
Client, XRoom (edge computing and XR)	2020
Executive Producer, ETC Faculty Summer Studio (cybersecurity game)	2020
Client, MemoiAR (innovation in AR storytelling)	2020
Advisor, Commit 2 the Bits (Twitch + improvisational theater, round 2)	2020
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

MHCI Capstone Supervision

Advisor, MARi (learning management system)	2024
Advisor, Tartan Tigers (research data management)	2024
Advisor, Team Mentoring Partnership (mentor support tools)	2024

Other Mentoring and Advising

Founder, PhD Magic Peer Mentoring Group	2021-present
Founder, Postdoctoral Magic Peer Mentoring Group	2020-2023
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	2015-2016
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

General Chair, Meaningful Play Conference 2026	2025-present
General Chair, CHI Play Conference 2025	2023-present
General Chair, Meaningful Play Conference 2024	2023-2024
Founder and Co-Organizer, BrainPlay Conference	2022-present
Editorial Board, ACM Games Research & Practice	2021-present
Committee Member, IEEE Taskforce on Game Evaluation	2020-present
Technical Committee Member, IEEE Games	2020-present
Workshop Co-Chair, IMX	2020-2021
Associate Chair, CHI	2020-2021
Co-Chair, CHI Play Doctoral Consortium	2020-2021
Panelist, NSF CAREER Program	2020
Panelist, NSF IUSE Program	2020
Associate Chair, CHI Play	2019-2020, 2023-2024
Facilitator, STEM for All Video Showcase	2018
Panelist, NSF HCBU Targeted Infusion Program	2017
Publications Committee Member, ISLS	2015-2017
Co-Chair, CHI student game design competition	2015-2016
Program Committee, Living Worlds Conference	2013-2014
Panelist, NSF CE21 Program	2012
Guest Editor, E-Learning special issue on Games and Learning	2008

Local Service

Member, MHCI Advisory Board	2025-present
Committee Member, ETC Director Search	2024-2025
Committee Member, HCII Design Curriculum Committee	2022-present
Interim Associate Director, HCII	2021-2022
Member, SCS Council	2021-2022
Organizer, Building Anti-Racist Futures Outreach Event	2020-2022
Committee Chair, Anti-Racist Research Labs	2020-2022
Committee Member, BLM Committee	2020-2021
Committee Chair, Design Electives for the HCII	2020-2021
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
Speaker, New Faculty Orientation	2017-present
Committee Member, PhD Admissions	2017, 2025-present
Internal Reviewer, Collaborative Robotics Proposals	2017
Founder and Organizer, Playtest Night	2016-present
Committee Member, BHCI Admissions	2016
Committee Member, MHCI Admissions	2016, 2018-2020, 2024-present
Committee Member, HCII Hiring	2015-2018, 2020, 2023
Organizer, Z-Axis Speaker Series	2014-2015
ETC-HCII Liaison	2014-present

Judging, Juries, and Boards

Board member, Rosenstrasse Foundation	2022-present
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Board member, Broke Foundation	2022-present
Judge, Shall Make Shall Be game competition	2020
Advisory board member, ADL Inclusive Design Initiative	2019-2022
Board member, Liftoff PGH	2019-2022
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
Advisory board member, Different Play	2014-2016
Advisory board member, CMU X-Prize Team	2015-2018
Advisory board member, ALICE Project	2015-present
Advisory board member, UNESCO MGIEP	2015-2018
Juror, Indiecade	2015-present
Juror, Game Developers Choice Award	2014-present
Board member, Jewish Publication Society	2006-2010
Board member, KidsCook Productions	2006-2008
Juror, Webby Awards	2005-present

Reviewer (Alphabetical Order)

ACM SIGCHI Conference, Advances in Computer Entertainment Technology, CHI Play Conference, CHI Play Doctoral Consortium, Computers in Human Behavior Journal, CSCW Conference, DiGRA Conference, Foundations of Digital Games Conference, Game-Based Learning book, Innovations in Education and Teaching International, International Communication Association Conference, ICIDS, International Journal of Arts and Technology, International Journal of Gaming and Computer-Mediated Simulations, Journal of Communication, Life Sciences Education Journal, MIT Press, Role-playing Studies book, Transactions of CHI, Transactions on Learning Technologies