

ELIZABETH (BETSY) DISALVO

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I. EARNED DEGREES

- Ph.D. 2012 Georgia Institute of Technology, College of Computing, Human Centered Computing
Specialization: Learning Sciences and Technology
Minor: History Technology and Society
- BA 1991 University of Dallas, Constantine College of Liberal Arts, Fine Arts
Specialization: Ceramics

II. EMPLOYMENT HISTORY

- Assistant Professor 2012—Present
College of Computing, Georgia Institute of Technology
- Graduate Research Assistant 2007 – 2012
College of Computing, Georgia Institute of Technology
- Senior Research Associate/Project Manager 2004 - 2007
University of Pittsburgh, Learning Research and Development Center (LRDC)
- Account Executive 2001 - 2003
IGate, Pittsburgh, PA
- Senior Marketing Manager 2000 - 2001
EAInvest, San Francisco, CA
- Communications Officer 1998 – 2000
Minnesota Department of Transportation, St. Paul, MN
- Director of Special Events 1996 – 1999
Cystic Fibrosis Foundation, St. Paul, MN
- Assistant Buyer 1993 – 1996
Marquette Bank, N.A., Minneapolis, MN

III. HONORS AND AWARDS

- SLS Smart Cities and Connected Communities Fellow, Spring 2017
- Frontiers of Engineering Education Fellow and attendee at the Frontiers of Engineering Education Symposium, 2016
- Best Paper *ACM Conference on Designing Interactive Systems*, 2014
- Lockheed Inspirational Young Faculty Award, 2014
- GoSTEM Faculty Fellowship, Spring and Summer 2014
- Class of 1969 Teaching Fellow, Center for Enhancement for Teaching and Learning 2013-2014

Honorable Mention, Outstanding Dissertation, Georgia Tech College of Computing 2012

Digital Media Learning (DML) Summer Institute Fellow 2011

Foley Scholar Award 2010, GVU Research Center, Georgia Tech 2010

Scholarship Recipient: EA Foundation of Digital Games Scholar 2009

Scholarship Recipient: Google Anita Borg Scholarship 2008

IV. RESEARCH, SCHOLARSHIP, AND CREATIVE ACTIVITIES

Asterisk indicates work done at Georgia Tech and bold indicates student co-authors.

A. PUBLISHED BOOKS, PARTS OF BOOKS, AND EDITED VOLUMES

A1. Books

No data

A2. Refereed Book Chapters

- A2.1 DiSalvo, Betsy, Gaming Masculinity: Constructing Masculinity with Video Games. In Kafai, Yasmin B., Brendesha M. Tynes, and Gabriela T. Richard. *Diversifying Barbie and Mortal Kombat: Intersectional Perspectives and Inclusive Designs in Gaming*. Pittsburgh: Carnegie Mellon ETC Press, 2016.

A3. Book Chapters

- A3.1 DiSalvo, Betsy and DesPortes, Kayla (2017). Participatory Design for Value-Driven Learning. In *Participatory Design for Learning: Perspectives from Practice and Research* edited by Betsy DiSalvo, Jason Yip, Elizabeth Bonsignore, and Carl DiSalvo, New York: Routledge, 2017.
- A3.2 DiSalvo, Betsy, Faculty Wives of Computing. In *Advancing Women in Science: An International Perspective*, edited by Willie Pearson, Jr., Lisa M. Frehill, and Connie L. McNeely. New York: Springer, 2014.

A4. Edited Volumes

- A4.1 DiSalvo, Betsy, Yip, Jason, Bonsignore, Elizabeth, and DiSalvo Carl Editors of *Participatory Design for Learning: Perspectives from Practice and Research*. In press, New York: Routledge, 2017.

B. REFEREED PUBLICATIONS AND SUBMITTED ARTICLES

B1. Published and Accepted Journal Articles

- B1.1 DiSalvo, Betsy, Bruckman, Amy, Guzdial, Mark and Mcklin, Tom (2014). Saving Face While Geeking Out: Video Game Testing as a Justification for Learning Computer Science. *Journal of Learning Sciences*. 2014 Volume 23, Issue 3: pp 272-315.
- B1.2 Giarratani, Lauren, Parikh, Anuja, DiSalvo, Betsy, Knutson, Karen, and Crowley, Kevin. (2011). Click!: Pre-Teen Girls and a Mixed-Reality Role Playing Game for Science and Technology. *Nordic Journal of Digital Literacy*. April 2011, Nr03.
- B1.3 DiSalvo, Betsy, Crowley, Kevin, and Norwood, Roy (2008). Learning in Context: Digital games and young black men. *Games and Culture*. April 2008, 3: 131-141.

B2. Conference Presentation with Proceedings (Refereed)

- B2.1 Zhou, Rui, Wen, Zhonghe, Tang, Muchao, and DiSalvo, Betsy (2017). Navigating Media Use: Chinese Parents and Their Overseas Adolescent Children on WeChat. *Proceedings of the ACM Conference on Designing Interactive Systems 2017*, Edinburgh, June 2017. (Acceptance rate 24%)
- B2.2 Wong-Villacres, Marisol, Ehsan, Upol, Solomon, Amber, Pozo Buil, Maria, and DiSalvo, Betsy, (2017). Design Guidelines for Parent-School Technologies to Support the Ecology of Parental Engagement. *Proceedings of the ACM International Conference on Interaction Design and Children 2017*, Stanford, June 2017. (Acceptance rate 29.8%)
- B2.3 DesPortes, Kayla and DiSalvo, Betsy (2017). Where are the Glass-Boxes? Examining the Spectrum of Modularity in Physical Computing Hardware Tools. *Proceedings of the ACM International Conference on Interaction Design and Children 2017*, Stanford, June 2017. (Acceptance rate 29.8%)
- B2.4 Cochran, Zane and DiSalvo, Betsy, 2016. Exploring Traditional and Workbench-Style Kits to Support Project- and Problem-Based Learning. Presented at the *IEEE Conference on Frontiers in Education 2016*, Erie, 2016. (Acceptance rate 57%)
- B2.5 DesPortes, Kayla, Anupam, Aditya, Pathak, Neeti, and DiSalvo, Betsy (2016). Circuit Diagrams Vs. Physical Circuits: The Effect of Representational Forms During Assessment. Presented at the *IEEE Conference on Frontiers in Education 2016*, Erie, 2016 (Acceptance rate 57%)
- B2.6 DesPortes, Kayla, Anupam, Aditya, Pathak, Neeti, and DiSalvo, Betsy (2016). BitBlox: A Redesign of the Breadboard. Presented at the *ACM International Conference on Interaction Design and Children 2016*, Manchester, 2016. (Acceptance rate 33%)
- B2.7 DesPortes, Kayla, Spells, Monet, and DiSalvo, Betsy (2016), Interdisciplinary computing and the emergence of boundary objects: A case-study of dance and technology. Presented at the *12th International Conference of the Learning Sciences*, Singapore, June 2016. (Acceptance rate 34%)
- B2.8 DiSalvo, Betsy (2016). Participatory Design through a Learning Science Lens. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*. ACM, San Jose ,2016. (Acceptance rate 23%)
- B2.9 DiSalvo, Betsy, Khanipour Roshan, Parisa. and Morrison, Briana. (2016). Information Seeking Practices of Parents: Exploring Skills, Face Threats and Social Networks. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, ACM. (Acceptance rate 23%)
- B2.10 DesPortes, Kayla, Spells, Monet, and Betsy DiSalvo (2016) The MoveLab: Developing Congruence between the Self-Concept and Computing. Presented at the *47th ACM Technical Symposium on Computer Science Education*, Memphis, March 2016. (Acceptance rate 35.4%)
- B2.11 DiSalvo, Betsy (2015). Pink Boxes and Chocolate-dipped Broccoli: Bad Game Design Providing Justifications for Reluctant Learners. Presented at the *Conference on Games Learning and Society*, Madison, July 2015. (Acceptance rate 32%)
- B2.12 Roshan Khanipour, Parisa, Jacob, Maia, Dye, Michaelanne and DiSalvo, Betsy (2014) Exploring How Parents in Economically Depressed Communities Access Learning

- Resources. Proceedings of the *International ACM Conference on Supporting Groupwork (Group 2014)*, Sanibel Island, November 2014. (Acceptance rate 30%)
- B2.13 DiSalvo, Betsy and Roshan Khanipour, Parisa (2014). Medium Probes: Exploring the Medium Not the Message, Proceedings of the *ACM Conference on Designing Interactive Systems 2014*, Vancouver, June 2014. (Acceptance rate 26%) (Best Paper Award)
- B2.14 DiSalvo, Betsy and DiSalvo, Carl (2014) Designing for Democracy in Education: Participatory Design and the Learning Sciences, Proceedings of *11th International Conference of the Learning Sciences*, Boulder, June 2014. (Acceptance rate 30%)
- B2.15 Morrison, Briana and DiSalvo, Betsy (2014). Khan Academy Gamifies Computer Science, Proceedings of *45th ACM Technical Symposium on Computer Science Education (SIGCSE)*, Atlanta, March 2014. (Acceptance rate 39%)
- B2.16 DiSalvo, Betsy, Reid, Cecili and Roshan Khanipour, Parisa (2014). They Can't Find Us: The Search for Informal CS Education. Proceedings of *45th ACM Technical Symposium on Computer Science Education (SIGCSE)*, Atlanta, March 2014. (Acceptance rate 39%)
- B2.17 DiSalvo, Betsy, Guzdial, Mark, Meadows, Charles, Mcklin, Tom, Perry, Kenneth and Bruckman, Amy (2013). Workifying Games: Successfully Engaging African American Gamers with Computer Science. Proceeding of *44th ACM Technical Symposium on Computer Science Education (SIGCSE)*, Denver, CO, March 2013. (Acceptance rate 38%)
- B2.18 Dimond, Jill, Fiesler, Casey, DiSalvo, Betsy, Pelc, Jon and Bruckman Amy (2012). Qualitative Data Collection Technologies: A Comparison of Instant Messaging, Email, and Phone. Proceedings of the *International ACM Conference on Supporting Groupwork (Group 2012)*, Sanibel Island, October 2012. (Acceptance rate 33%)
- B2.19 DiSalvo, Betsy, Yardi, Sarita, and Bruckman, Amy (2011). African American Men Constructing Computing Identity. Note, In Proceedings of *CHI Conference on Human Factors in Computing Systems, ACM*, Vancouver, Canada, May 2011. (Acceptance rate 26%)
- B2.20 DiSalvo, Betsy and Bruckman, Amy (2010). Constructing Identity with Gaming: Young African American males. In Proceeding of *5 International Conference on the Foundations of Digital Games*, Monterey, California, USA, June 2010. ACM New York, NY, USA. (Acceptance rate 34%)
- B2.21 Bruckman, Amy, Biggers, Maureen, Ericson, Barb, McKlin, Tom, Dimond, Jill, DiSalvo, Betsy, Hewner, Mike, Ni, Lijun and Yardi, Sarita (2009). Georgia Computes: Improving the Entire Computing Education Pipeline. In Proceedings of the *40th Technical Symposium on Computer Science Education (SIGCSE)*, ACM, Chattanooga, TN, USA, 2009. (Acceptance rate 33%)
- B2.22 DiSalvo, Betsy, Stewart, Corey and Bruckman, Amy (2009). Glitch Videogame Testers: African American Men Breaking Open the Console. In Proceedings of *International Conference of the Digital Game Research Association (DiGRA 2009)*. West London, UK, August-September 2009.

- B2.23 DiSalvo, Betsy, and Bruckman, Amy (2009). Questioning Video Games' Influence on CS Interest. Short paper, in *Proceedings of the 4th International Conference on the Foundations of Digital Games*, ACM, April, 2009. (Acceptance rate 30%)
- B2.24 DiSalvo, Betsy and Sheehan, Abby (2007). Expanding Art Museums into Humanities Classrooms: Research on online curricula for cross-disciplinary study, In *Proceedings of 2007 Museums and the Web Conference*, San Francisco, CA, April 2007. (Acceptance rate 36%)
- B2.25 DiSalvo, Betsy, Parikh, Anuja, and Crowley, Kevin. (2006). Click!: Developing the ultimate urban adventure game for middle school girls. In *Proceedings of Women in Games Conference*, Teesside, UK, July 2006.

B3. Other refereed material

- B3.1 Roshan, Parisa Khanipour, DesPortes, Kayla, Grinter, Rebecca and Betsy DiSalvo (2015). Collaborative Learning in Online and Offline Makerspaces. Poster presented at *Computer Supported Collaborative Learning*, Gothenburg, Sweden June 2015. (45% acceptance rate)
- B3.2 DiSalvo, Betsy, Fadjo, Cameron (Google) – session organizer, Lee, Irena (Santa Fe Institute), Peterson, Karen (National Girls Collaborative Project). Informal Education in Computer Science. Panel at the *45th ACM Technical Symposium on Computer Science Education (SIGCSE)*, Kansas City, USA, March 2015.
- B3.3 Roshan Khanipour, Parisa and DiSalvo, Betsy (2014) Takes a Village: The Role of Community in Access to Learning Resources in Economically Disadvantaged Families Accepted workshop participant to *CCCIC GROUP 2014 Workshop*. Sanibel Island, FL Nov. 2014.
- B3.4 Barron, Bridet (Stanford University), DiSalvo, Betsy – session organizer, Dye, Michealanne (Georgia Tech), Headrick Taylor, Katie (Northwestern University), Jacob, Maia (Georgia Tech), Pressey, Briana (Sesame Workshop), Roque, Ricarose (Massachusetts Institute of Technology), Roshan Khanipour, Parisa (Georgia Tech), Stevens, Reed (Northwestern University), Takeuchi, Lori (Sesame Workshop), Learning with Technology: Different Perspectives from Low-income Families, Invited session at the *AERA 2014 Annual Meeting The Power of Education Research for Innovation in Practice and Policy*. Philadelphia, PA, April 2014.
- B3.5 DiSalvo, Betsy and Morrison, Briana (2013). Refereed abstract accepted for A Critique of “Gamification” in Khan Academy. In *Proceedings of Digital Games Research Association Conference (DiGRA 2013)*, Atlanta, USA, August 2013.
- B3.6 DiSalvo, Betsy, Bielak, Susy and Shultz, Sarah (2013). Mapping a Participatory Learning Community: Case study with the Walker Art Center Kitchen Lab. In *Proceedings of AERA 2013 Annual Meeting: Education and Poverty: Theory, Research, Policy, and Praxis*. San Francisco April 2013.
- B3.7 Bruckman, Amy (Georgia Tech), Burke, Quinn William (College of Charleston), Davidson, Susan (University of Pennsylvania), DiSalvo, Betsy, (Georgia Tech) Friend, Michelle (Stanford University), Goode, Joanna (University of Oregon), Grab, Michelle

- (University of Pennsylvania), Griffin, Jean (University of Pennsylvania), Guizdial, Mark (Georgia Tech), Kafai, Yasmin (University of Pennsylvania), Lee, Clifford (Saint Mary's College of California), Linn, Marcia, discussant (University of California – Berkeley), Lyon, Louise Anne (University of Washington), Margolis, Jane (University of California), McKlin, Tom (Findings Group, Ltd), Powell, Rita (University of Pennsylvania), Ryoo, Jean J. (University of California – Los Angeles), Cueponcaxochitl, Dianna Moreno Sandoval (University of California – Los Angeles), Slattery, Michelle (Peak Research and Development). Culturally Relevant Computer Science: Pathways to Broadening Participation. Invited session at *AERA 2013 Annual Meeting: Education and Poverty: Theory, Research, Policy, and Praxis*, San Francisco, April 2013.
- B3.8 Witkowki, Emma, session organizer (IT Copenhagen), Taylor, T.L. (IT Copenhagen), DiSalvo, Betsy, (Georgia Tech) Taylor, Nick (North Carolina State University), (2011). Practicing Masculinities, Panel at the *Digital Games Research Conference (DiGRA): Think Design Play*, Hilversum, Netherlands, September 2011.
- B3.9 Berland, Matthew, session organizer (University of Texas San Antonio), Bruckman, Amy, (Georgia Tech), DiSalvo, Betsy, (Georgia Tech) Duncan, Sean (Miami University of Ohio), Fishman, Barry, discussant (University of Michigan), Kafai, Yasmin (University of Pennsylvania), Holbert, Nathan (Northwestern), Pepler, Kylie (Indiana University), Shelton, Brett (Utah State), and Wilensky, Uri (Northwestern) (2011). Supporting Computational Thinking through Games and Game Design. Symposium, *AERA 2011 Annual Meeting: Inciting the Social Imagination: Education Research for the Public Good*, New Orleans, LA, April 2011.
- B3.10 DiSalvo, Betsy. Glitch Game Testers: Designing a Computer Learning Intervention with Young African American Men. Poster presented at the *Game Developers Conference (GDC) Educational Summit*, San Francisco, March 2011.
- B3.11 DiSalvo, Betsy. Glitch Game Testers: Designing a Learning Intervention. Accepted for Doctorial Consortium, *11th Participatory Design Conference*, Sydney, Australia, November 2010.
- B3.12 DiSalvo, Betsy, Johnson, Terris, and Bruckman, Amy. Keeping It Real: Authenticity and Participatory Design. Participant in Innovation in Design Workshop, *11th Participatory Design Conference*, Sydney, Australia, November 2010.
- B3.13 DiSalvo, Betsy. Gaming Masculinity: Video games as a reflection on masculinity in Computer Science and African American culture. Presented at the *Texas A&M University Race & Ethnic Studies Institute's (RESI) Race, Ethnicity, and (New) Media Symposium*, College Station, TX, May 2009.
- B3.14 DiSalvo, Betsy (2008). Game Testing: Increasing African American gamers' interest in CS, poster presented at *IDGA Education SIG Summit*, San Francisco, CA, February 2008.
- B3.15 Hughes, Kristin and DiSalvo, Betsy (2005). Click! Urban Adventure: Seeing and sensing science in the city. Accepted workshop participant: Engaging The City: Public Interface As Civic Intermediary, *CHI2005: Technology, Safety, Community*, Portland, OR, April 2005.

B4. Submitted Journal Articles

No Data

C. OTHER PUBLICATIONS

- C.1 DiSalvo, Betsy. Graphical qualities of educational technology: Using drag-and-drop and text-based programs for introductory computer science. *IEEE Computer Graphics and Applications*, 34.6 (2014): 12-15.
- C.2 DiSalvo, Betsy (2014) White Paper: Navigating Motivations to Not Learn Computer Science, submitted as participant in Future Directions in Computer Education Summit Meeting, Orland, January 2014.
- C.3 DiSalvo, Betsy and Amy Bruckman (2011). From Interests To Values: Computer science is not that difficult but wanting to learn it is. *Communications of the ACM*, August 2011, pp. 27-29.

D. PRESENTATIONS

D1. PRESENTATIONS KEYNOTE AND INVITED

- D1.1 Value-driven Learning: Decoding and Building upon Playful Computing Education, Keynote Talk, IEEE Symposium on Visual Languages and Human Centric Computing, Raleigh, October 2017.
- D1.2 Participatory Design as a Practice in the Learning Sciences, Invited talk for the HCII Seminar Series, Carnegie Mellon University, February 2017.
- D1.3 Participatory Design as a Practice in Designing for Learning, Invited talk for the Wisconsin Ideas in Education Series Madison, University of Wisconsin – Madison, October 2016.
- D1.4 Making and Dance, Invited talk for the Georgia Tech Center for Music Technology Seminar Series, Georgia Institute of Technology, October 2016.
- D1.5 Participatory Design in the Learning Sciences, Invited talk at the University of Washington School of Information, Seattle, May 2016.
- D1.6 Studio Pedagogy in Computer Classes with Projection AR, Invited Microsoft Research Tech Talk with Blair MacIntyre, Seattle, May 2016.
- D1.7 Supply & Demand: K-12 Computer Science Education in Georgia and Implications on the Technical Skills Gap, Invited discussant at the *7th Annual Dr. John H. Hopps Jr. Defense Research Scholars Program Symposium* hosted by Black Men Code, Atlanta, October 2015.
- D1.8 Values-based Computer Science Education, Invited talk, Brown Bag Talk at the Center for Mobile Learning at the MIT Media Lab Brown Bag, Cambridge, July 2015.
- D1.9 Rethinking Learning with Contemporary Art Centers and Museums. Invited talk, Walker Art Center, Minneapolis, June 2014.
- D1.10 Learning Ecologies, Parents, Games and Jobs as Learning Communities. Invited Talk at ACT, Iowa City, June 2014.

- D1.11 Computational Thinking. Invited discussant at *American Educational Researchers Association (AERA) 2014 Annual Meeting: The Power of Education Research for Innovation in Practice and Policy*, Philadelphia, April 2014 .
- D1.12 Saving Face While Geeking Out. Invited talk, Intel Research Group and Intel Foundation, Portland, October 2013.
- D1.13 The STEM Pipeline. Invited discussant at *American Educational Researchers Association (AERA) 2013 Annual Meeting: Education and Poverty: Theory, Research, Policy, and Praxis*, San Francisco, April 2013.
- D1.14 Saving Face While Geeking Out: Leveraging cultural and technology practices to motivate learning. Invited talk, School of Information University of Texas, Austin, March 2013.
- D1.15 Leveraging Cultural and Technology Practices to Motivate Learning. Invited talk Computer Science PhD Seminar Series, University of Alabama Birmingham, April 2012.
- D1.16 The Glitch Game Testers: Getting Young African American Male into Computer Science. Keynote address at the University of Alabama Birmingham Digital Film Festival 2012. Birmingham, Alabama, April 28, 2012.
- D1.17 Saving Face While Geeking Out: Leveraging cultural and technology practices to motivate learning. Invited talk School of Interactive Computing Georgia Institute of Technology, Atlanta, GA, November 2011.
- D1.18 Computing Made Cool: CS Ed Week 2010. Appeared with Professor Amy Bruckman, Glitch graduate James Bowland-Gleason in an NSF-sponsored webcast to talk about the Glitch program. December 2010.
- D1.19 Informal Learning in Games. Invited talk at the Entertainment Technology Center Seminar Series, Carnegie Mellon University, March 2007.
- D1.20 Gaming as Informal Experience: Building cultures of learning in virtual spaces. Presented at the University of Tokyo, Museum and Informal Learning Symposium, Tokyo, Japan, June 2006.
- D1.21 The explanatoids™ Project. Keynote address with Crowley, Kevin, Stocks, Janet, Hughes, Kristen and DiSalvo, Betsy. Transforming Encounters II: Children and Science, Imagination and Inquiry, Gainesville, FL, February 2005.

D2. PRESENTATIONS SUBMITTED

No data

D.3. Workshops / Courses

- D3.1 Implementing Maker-Oriented Learning in Undergraduate HCI Courses. ACM Conference on Computer-human interaction (SIGCHI) 2017, lead this course with **Zane Cochran** on a maker based approach to teaching HCI. Denver, May 2017. (Accepted but canceled for low registration numbers.)
- D3.2 Human Computer Interaction Consortium 2016 Workshop, Connected Life! Discussant and Participant, HCIC 2016 HCIC attending and discussant for Families and Connected Life Panel, June 2016, Watsonville.

- D3.3 International Conference of the Learning Sciences (ICLS) Mid-Career Workshop at ICLS Conference, Singapore, June 2016.
- D3.4 Research Workshop on Maker and Making hosted by the Children's Museum of Pittsburgh, in collaboration with the University of Pittsburgh's Center for Learning in Out of School Environments (UPCLOSE), with the support of the American Educational Research Association (AERA), Invited attendee. Pittsburgh, May 2016.
- D3.5 Dia de los Muertos Puppets: Meta Design of Children's Maker Activities Course. Lead this course with Zane Cochran where we introduced values based design method for maker activities. Course at the ACM SIGCHI Interaction Design and Children Conference, Boston, July 2015.
- D3.6 CRA-W-Early Career Workshop, attended a 1 day workshop that addressed issues of pre-tenure and teaching faculty. Kansas City, MO, March 2015.
- D3.7 Computer Supported Collaborative Learning (CSCL) Early Career Workshop. Attended a 2-day workshop with a dozen other early career faculty conducting research in the learning sciences. Workshop at the CSCL Conference, Madison, WI, June 2013.
- D3.8 Understanding Inequalities in Digital Media and Learning. Lead this workshop with Mark Chen (University of Washington), Katie Davis (University of Washington), Nettrice Gaskins (Georgia Tech Digital Media), Justin Fire Reich (Harvard University). Workshop at AERA Annual Meeting, San Francisco, CA, April 2013.
- D3.9 The First Supper: Public design & local food. Lead this workshop with Carl DiSalvo. One-day workshop brought together professional artists, designers, chefs, and growers to explore food politics and the use of food as a medium for social engagement and commentary. The Walker Art Center, Minneapolis, MN July 2011.

E. GRANTS AND CONTRACTS

E1. AS PRINCIPAL INVESTIGATOR

- E1.1 Title of Project: Playful Formative Assessment of Computer Science in New York City.
 Agency/Company: National Science Foundation
 Total Dollar Amount: \$2,500,000
 Role: Co-PI
 Collaborators: Matthew Berland, University of Wisconsin, (Co-PI); Nathan Holbert, Teachers College Columbia University (PI), Jeremy Rochelle (Co-PI) SRI
 Candidate's Share: \$305,000

- E1.2 Title of Project: I-Corps™: BitBlox Electronic Toolkits
 Agency/Company: National Science Foundation
 Total Dollar Amount: \$50,000
 Role: PI
 Collaborators: ACT
 Start date of Gift: 3/28/2017

- E1.3 Title of Project: Design of a Parents Network to Improve Educational Outcomes
 Agency/Company: ACT

Total Dollar Amount: \$15,000
Role: PI
Collaborators: ACT
Start date of Gift: 8/15/2016

E1.4 Title of Project: Study of Parents Online Networks

Agency/Company: ACT
Total Dollar Amount: \$15,000
Role: PI
Collaborators: ACT
Start date of Gift: 8/15/2015

E1.5 Title of Project: Designing and Studying Maker Oriented Learning to Transform
Advanced Computer Science

Agency/Company: National Science Foundation, Division of Undergraduate Education
Total Dollar Amount: \$718,753.00
Role: PI
Collaborators: Gregory Abowd (Co-PI)
Period of Contract: 9/1/2014 – 8/30/2017
Candidate's Share: ~95% (\$688K)

E1.6 Title of Project: The Move Lab: A STEAM Community of Learners

Agency/Company: 2014-2015 GVU/IPat Research Grant
Total Dollar Amount: \$14,000
Role: PI
Collaborators: Al Matthews and Onar Topal-Sumer, Eyedrum Art Center (Co-PIs)
Period of Contract: 8/1/2014 – 6/31/2015
Candidate's Share: ~71% (\$10K)

E1.7 Title of Project: Interactive Computing Learning Ecologies

Agency/Company: Adobe
Total Dollar Amount: \$5,000
Role: PI
Period of Contract: 8/1/2014 – 7/31/2015

E1.8 Title of Project: Developing MOOC Projects that Engage a Diverse Audience

Agency/Company: College of Computing, Georgia Institute of Technology, OMS Faculty
Seed Grant
Total Dollar Amount: \$30,000
Role: PI
Collaborators: Mark Guzdial (Co-PI)
Period of Contract: 1/1/2014 – 12/31/2014
Candidate's Share: ~50% (\$15K)

E1.9 Title of Project: Women in Makerspaces

Agency/Company: Intel
Total Dollar Amount: \$3,000

Role: PI
Period of Contract: 5/1/2013 – 4/30/2014
Candidate's Share: 100% (\$3K)

E2. AS CO-PRINCIPAL INVESTIGATOR

- E2.1 Title of Project: RAPID: CS-NYCE: An Ecological Approach to Understanding the Rollout of Student-Centered Computer Science Education in New York City
Agency/Company: National Science Foundation, Computer and Information Science and Engineering
Total Dollar Amount: \$193,442
Role: Co-PI
Collaborators: Matthew Berland, University of Wisconsin, (PI); Nathan Holbert, Teachers College Columbia University (Co-PI), Mike Tissenbaum, MIT (Co-PI)
Period of Contract: 8/23/16-2/28/2018
Candidate's Share: ~30% (\$58K)
- E2.2 Title of Project: Body Games: Exploring Complex Systems Through Interactive Games by Leveraging the Diseases of Chronically Ill Children
Agency/Company: National Institute of Health; Serious STEM Games for Pre-college and Informal Science Learning
Total Dollar Amount: \$150,000
Role: Co-PI
Collaborators: Thrust Interactive, Wilber Lam, GT Bio-Medical Engineering
Period of Contract: 9/1/2014 – 8/30/2017
Candidate's Share: ~25% (\$36K)
- E2.3 Title of Project: EAGER: Virtual STEM Buddies: Tailored Avatars Promoting STEM through Shared Islands of Expertise in Informal Learning Settings
Total Dollar Amount: \$150,000
Agency/Company: National Science Foundation, Computer and Information Science and Engineering
Role: Co-PI
Collaborators: Kyle Johnson, University of Georgia (PI), Sun Joo Ahn, University of Georgia (Co-PI), Karen Kelly, Children's Museum of Atlanta (Co-PI)
Period of Contract: 8/1/2015 – 6/30/2016
Candidate's Share: ~ 17%(\$25,961)

E3. AS SENIOR PERSONNEL OR CONTRIBUTOR

- E3.1 Title: Glitch Game Testers
Agency/Company: Arthur M. Blank Family Foundation
Total Dollar Amount: \$25,000
Role: Lead PhD Student (I made significant contributions to writing and managing all aspects of the proposal.)
Collaborators: Amy Bruckman (PI)
Period of Contract: June 1, 2011 – August 31, 2011

- E3.2 Title: BPC-DP: Testers to Techies: Culturally Aware and Authentic Computing Education through Game Testing
Agency/Company: National Science Foundation, Division of Computer and Network Systems
Amount awarded: \$678,435
Role: Lead PhD Student (This grant funded my dissertation work and I made significant contributions to writing and managing all aspects of the proposal.)
Collaborators: Amy Bruckman (PI), Mark Guzdial (Co-PI), Charles Meadows, Morehouse College (Co-PI), Kenneth Perry, Morehouse College (Co-PI)
Period of Contract: December 1st, 2009—November 30th, 2012
- E3.3 Title: City as Learning Lab: Spreading Technological Fluency Through Creative Robotics
Agency: National Science Foundation, Division of Research on Learning in Formal and Informal Settings
Total Dollar Amount: \$1,884,875
Role: Senior Researcher (I made significant contribution to the proposal and was written into proposal, however I left University of Pittsburgh before it was awarded.)
PI: Kevin Crowley (University of Pittsburgh)
Co-PIs: Illa Nourbakhsh, Carnegie Mellon University Robotics Institute, Carl DiSalvo Georgia Tech Digital Media
Period of Contract: September 1, 2007-November 31, 2011.

E4. PENDING PROPOSALS

- E4.1 Title: STEM+C: Designing and Investigating the Socio-Technical Learning Environment to Integrate Physical Computing into High School Science Classrooms (DI-SLEIP)
Agency: National Science Foundation, Division Information and Intelligent Systems
Total Dollar Amount: \$597,968
Role: PI
Submitted: 3/29/2017
Candidate's Share: 100% (\$598)
- E4.2 Title: STEM+C: P-FACS: Playful Formative Assessment of Computer Science
Agency: National Science Foundation, Division Information and Intelligent Systems
Total Dollar Amount: \$2,500,000
Role: Co-PI
Collaborators: Matthew Berland, University of Wisconsin, (Co-PI); Nathan Holbert, Teachers College Columbia University (PI), Jeremy Rochelle (Co-PI) SRI
Submitted: 3/29/2017
Candidate's Share: ~15% (\$305K)
- E4.3 Title: Parent Community Portal
Agency: Mozilla Foundation
Total Dollar Amount: \$99,652
Role: PI
Submitted: March 2, 2017
Candidate's Share: 100% (\$99,652)

E4.4 Title: EXP: Collaborative Research: Enhancing Parent-Child Explanatory Engagement in Informal Learning Environments through the Virtual STEM Buddy Ecosystem
Agency: National Science Foundation, Division Information and Intelligent Systems
Total Dollar Amount: \$546,676
Role: Co-PI
Collaborators: Kyle Johnsen, University of Georgia - Athens (PI); Grace Ahn, University of Georgia-Athens (Co-PI), Karen Kelly, Children's Museum of Atlanta (Co-PI)
Submitted: 2/10/2017
Candidate's Share: ~23% (\$127K)

E5. PROPOSALS SUBMITTED BUT NOT FUNDED (last two years)

E5.1 Title: CAREER: Addressing Preparatory Privilege: Promoting Parents' Access to Educational Technology Resources to Broaden Participation in Computing
Agency: National Science Foundation, Division of Research on Learning
Total Dollar Amount: \$592,981
Role: PI
Submitted: 7/20/2016

E5.2 Title: EAGER: Maker: Distributed Cognition of Making and Improving Learning with Novice Makers
Agency: National Science Foundation, Division of Research on Learning
Total Dollar Amount: \$283,776
Role: PI
Submitted: 12/17/2015

E5.3 Title: Collaborative Research: DRK-12: AdVICE: Advancing Values in Computing Education through Digital Game Creation in the NYC CS4All Initiative
Agency: National Science Foundation, Division of Research on Learning
Total Dollar Amount: \$ \$1,360,999.00
Role: PI
Collaborators: Matthew Berland, University of Wisconsin, (Co-PI); Nathan Holbert, Teachers College Columbia University (Co-PI), Mike Tissenbaum, MIT (Co-PI)
Submitted: 12/7/2015

E5.4 Title: Collaborative Research: ITEST: Tech HUSTLE: Understanding and Supporting Technology Learning and Employment
Agency: National Science Foundation, Division of Research on Learning
Total Dollar Amount: \$897,117.00
Role: PI
Collaborators: Ben Shapiro, University of Colorado (Co-PI)
Submitted: 11/13/2015

E5.5 Title: Strategies: C:PLAY - A Multiplayer Collaborative Game Design Ecology to Teach Computer Science
Agency: National Science Foundation, Division of Research on Learning
Total Dollar Amount: \$1,200,000.00

Role: PI

Collaborators: Matthew Berland, University of Wisconsin, (Co-PI); Nathan Holbert, Teachers College Columbia University (Co-PI), Mike Tissenbaum, MIT (Co-PI)

Submitted: 11/12/2015

F. OTHER SCHOLARLY AND CREATIVE WORK

- F.1 *Bridge Academy Community Apps Designs*. Designs developed as part of design thinking workshops at Bridge Academy were publically exhibited at the Museum of Design Atlanta, March 2016.
- F.2 *The MoveLab*. Dances developed as part of the MoveLab workshop, performed at Eyedrum Art Center, November, 2013.
- F.3 *Kitchen Lab: A Mobile Hearth for Collectivist Action*. Art exhibit in collaboration with Kitchen Lab Collaborative <http://walkerkitchenlab.wordpress.com>. The Walker Art Center, Minneapolis, MN. Minneapolis, June 2012.
- F.4 *Amuse Bouche*. Interactive art piece in collaboration with Carl DiSalvo. The Walker Art Center. Minneapolis, MN, June 2012.
- F.5 *Virtual Census of Video Games*. Video featured at the Computing on the Margins Symposium Multi-media Exhibits. Georgia Institute of Technology. Atlanta, Georgia, May 2009.
- F.6 *The Productivity Paradox and the Cupcake Robot*. Software and robot art installation for the Meet the Made exhibit. The Mattress Factory Art Museum, Pittsburgh, PA July – September 2008.
- F.7 *Candy Indulgence*. Site-specific installation and performance for the Resolution Sculpture Exhibit. Pittsburgh Cultural Trust. Pittsburgh, PA, December 2005 – January 2006.
- F.8 *Are You Nuts?* Installation and video collaboration with Kristin Hughes for the Hidden in Plain Sight/The Forest in the City Exhibit, curators Katherine Talcott, Tom and Connie Merriman. Three Rivers Gallery, Pittsburgh, PA Fall 2005.
- F.9 *UNMOVIE (stand_in)*. An interactive installation in collaboration with 0501 Art Collaborative, Phillip Pocock and Gregor Stehle for Critical_Conditions Exhibit, curator Timothy Druckrey. Wood Street Gallery. Pittsburgh, PA, Fall 2003.
- F.10 *Predatory Lending Garments*. Site-specific interactive art performance with members of the 0501 Art Collaborative and the Value Krew graffiti artist for FLUX Oakland. Pittsburgh, PA, October 2003.
- F.11 *Form*. A series of performances first performed in Lowertown Arts Cooperative, then invited to other locations. Created in collaboration with dancer David Wick. Walker Art Center, Minneapolis, MN, 2001, Theatre de la Jeune Lune, Minneapolis, MN, 2000, and Lowertown Arts Cooperative, St. Paul, MN, 1996 and 1998.
- F.12 *Columns*. Site-specific installation for Room Show, No Name Exhibitions at The Soap Factory. Minneapolis, MN, 1998.

G. SOCIETAL AND POLICY IMPACTS

My research and artwork are featured in the following popular press publications and broadcast:

- G.1 Waddell, K. (2016, September 26). Virtual Classrooms Can Be as Unequal as Real Ones. The Atlantic. <https://www.theatlantic.com/technology/archive/2016/09/inequity-in-the-virtual-classroom/501311/>
- G.2 Losh, E. (2014, June 14). Education’s war on millennials: Why everyone is failing the “digital generation.” http://www.salon.com/2014/06/14/educations_war_on_millennials_why_everyone_is_failing_the_digital_generation/
- G.3 Guy, A. (2012, June). Walker Art Center presents Kitchen Lab: a series of free food events. <http://www.citypages.com/restaurants/walker-art-center-presents-kitchen-lab-a-series-of-free-food-events-6610234>
- G.4 Bielak, S., & Nichols, S. (2012). Why Food Now? <http://www.walkerart.org/magazine/2012/food-activism-kitchen-lab-carl-betsy-disalvo>
- G.5 Michael Eric Dyson Radio Show, *The Glitch Game Testers*, March 7, 2011 and April 20, 2011.
- G.6 Liz Losh, [Young Black Males, Learning, and Video Games](#), DMLcentral, February 17, 2011.
- G.7 Adeshina Emmanuel, *The Glitch Game Testers*, Black Digerati, February 15, 2010.
- G.8 Todd Ciolek, [On High School Bug Hunts With Glitch Game Testers](#), *Gamasutra*, September 18, 2009.
- G.9 Bill Zlatos, Pittsburgh Tribune-Review, April 11, 2005.

H. OTHER PROFESSIONAL ACTIVITIES

Morehouse College, Researcher, Atlanta, GA, July - August 2012

Walker Art Center, Visiting Artist and Researcher, Minneapolis, MN, June 2012

Local Learning Ltd., Consultant, clients included Scholastic Books, Carnegie Museum of Natural History, 2006 – 2008.

V. TEACHING

A. COURSES TAUGHT

Semester, Year	Course Number	Course Title	Number of Students
Fall 2017	CS6460	Educational Technology: Theoretical Foundations	17
Fall 2017	CS4660	Introduction to Educational Technology	51
Spring 2017	CS7455	Issues in Human Centered Computing	8
Fall 2016	CS6460	Educational Technology: Theoretical Foundations	16
Fall 2016	CS4660	Introduction to Educational Technology	34
Spring 2016	CS7455	Issues in Human Centered Comp	10

Spring 2016	Multiple Sections	Co-Taught Special Topic: Serve-Learn-Sustain Community Engagement	16
Fall 2015	CS6460	Educational Technology: Theoretical Foundations	17
Fall 2015	CS4660	Introduction to Educational Technology	31
Summer 2015	CS6460	Educational Technology: Theoretical Foundations	13
Summer 2015	CS4660	Introduction to Educational Technology	10
Spring 2015	CS4690	Empirical Methods in HCI	5
Spring 2015	CS6455	User Interface Design & Evaluation	36
Fall 2014	CS6460	Educational Technology: Theoretical Foundations	24
Fall 2014	CS4660	Introduction to Educational Technology	28
Fall 2014	CS8001/2	Human-Centered Computing Ph.D. Seminar (student lead)	29
Fall 2013	CS6460	Educational Technology: Theoretical Foundations	14
Fall 2014	CS8001/2	Human-Centered Computing Ph.D. Seminar (student lead)	33
Spring 2013	CS4660	Introduction to Educational Technology	11
Spring 2013	CS6460	Educational Technology: Theoretical Foundations	14
Fall 2012	CS4660	Introduction to Educational Technology	48
Spring 2011	CS4660	Introduction to Educational Technology	48

B. INDIVIDUAL STUDENT GUIDANCE

B.1. PH.D. STUDENTS

Student: Aman Parnami (co-advised with Gregory Abowd)

Advisement start: Fall 2014

Dissertation: Enabling In Situ & Context-Based Motion Gesture Design

Progression: Graduated

Graduation date: May 2017
Funding: NSF

Student: Kayla DesPortes
Advisement start: Fall 2013
Title of Project/Dissertation: MetaDesign and Microcontrollers: Improving Educational Outcomes of Maker Activities
Progression: Passed proposal January 2017
Graduation date: in progress
Funding: Adobe Fellowships, start-up funds and NSF

Student: Zane Cochran
Advisement start: Spring 2015
Title of Project/Dissertation: Maker Oriented Learning for Undergraduate CS courses
Progression: Passed qualifying exam
Graduation date: in progress
Funding: NSF

Student: Parisa Khanipour Roshan
Advisement start: Fall 2013
Title of Project/Dissertation: Exploring Social Networks for Improving Access and Use of Informal Learning Tools Among Low Income Parents
Progression: Passed qualifying exam/Leave of absence starting Summer 2016
Graduation date: in progress
Funding: NSF, ACT, start-up funds and TA

Student: Amber Solomon (co-advised with Mark Guzdial)
Advisement start: Fall 2017
Title of Project/Dissertation: Spatial Reasoning in the Augmented Reality Classroom
Progression:
Funding: SMART Fellowship Department of Defense

Student: Rui Zhou
Advisement start: Fall 2017
Title of Project/Dissertation: WeChat: A Study of Cultural Influence on Technology
Progression: Passed qualifying exam
Funding: NSF

Student: Lucia Marisol Villacres Falconi
Advisement start: Fall 2016
Title of Project/Dissertation: Immigrant Parents and Educational Technology
Progression: 2st year, qualifying exam scheduled spring 2018
Funding: Schlumberger Fellowship, TA and state funds

B.2. M.S. STUDENTS:

Student: Akansha Gupta
Advisement Start: Fall 2016

Title of Project: Search Engine Optimization for Informal CS Learning Resources
Thesis option: Publication
Graduation date: Anticipated May 2018

Student: Cheryl Huimin Cheong
Advisement Start: Fall 2016
Title of Project: Hemononts: Games for STEM Learning with Chronically Ill Children
Thesis option: Publication
Graduation date: Anticipated May 2018

Student: Varsha Jagdale
Title of Project: Participatory Design with Virtual STEM Buddies
Thesis option: Publication
Graduation date: May 2016

Student: Auzita Irani
Title of Project: Interaction Design with Virtual STEM Buddies
Thesis option: Publication
Graduation date: May 2016

Student: Monet Spells
Title of Project: Reaching At-Risk Students with Design Thinking and Community Engagement
Thesis option: Project
Graduation date: May 2016

B.3. UNDERGRADUATE STUDENTS:

Student: Danial Ansher
Major: Computer Science
Advisement Start: Fall 2016
Title of Project: Cross Cultural Study of Computer Science Undergraduate Programs
Graduation date: May 2017

Student: Justin Li
Major: Computer Science
Advisement Start: Fall 2015
Title of Project: Understanding Makerspaces as Learning Spaces on Campus
Graduation date: May 2016

Student: Cecili Reid
Major: Computer Science
Advisement Start: Fall 2011
Title of Project: Evaluating Online Searches for Informal CS Learning Tools
Graduation Date: May 2014

Student: John Casey Smith
Major: Computational Media
Advisement Start: Spring 2014
Title of Project: Parent Journal Kit

Graduation Date: May 2014

B.4. SERVICE ON THESIS OR DISSERTATION COMMITTEES:

Students: Miranda Parker

Degree: PhD Human-Centered Computing

Program: Georgia Tech, School of Interactive Computing

Title of Project/Dissertations: Understanding Socio-economic Influences on Computer Science Education

Advisor: Mark Guzdial

Graduation Date: In Progress

Student: Kristin Siu

Degree: PhD Computer Science

Program: Georgia Tech, School of Interactive Computing

Dissertation: Design and Evaluation of Intelligent Reward Structures in Human Computation Games

Advisor: Mark Riedl

Graduation Date: In Progress

Students: Joelle Alcaidinho

Degree: PhD Human-Centered Computing

Program: Georgia Tech, School of Interactive Computing

Dissertation: The Internet of Living Things: Enabling Increased Information Flow in Dog-Human Interactions

Advisor: Melody Jackson and Gregory Abowd

Graduation Date: August 2017

Student: Brianna Morrison

Degree: PhD Human-Centered Computing

Program: Georgia Tech, School of Interactive Computing

Dissertation: Replicating Experiments from Educational

Psychology to Develop Insights into Computing Education: Cognitive load as a significant problem in Learning programming

Advisor: Mark Guzdial

Graduation Date: December 2016

Student: Lavonda Brown

Degree: PhD Human-Centered Computing

Program: Georgia Tech, Electrical and Computer Engineering

Dissertation: Developing an Engagement and Social Interaction Model for a Robotic Educational agent

Advisor: Ayanna Howard

Graduation Date: December 2015

Student: Hwajung Hong

Degree: PhD Human-Centered Computing

Program: Georgia Tech, School of Interactive Computing

Dissertation: Specializing Social Networking Services to Support the Independence of Adolescents and Adults with Autism

Advisor: Gregory Abowd

Graduation Date: May 2015

Student: Yee Chien Chew

Degree: PhD Human-Centered Computing

Program: Georgia Tech, School of Interactive Computing

Dissertation: Assessing the Use of Auditory Graphs For Middle School Mathematics

Advisor: Bruce Walker

Graduation Date: December 2014

Student: Nazneen

Degree: PhD Human-Centered Computing

Program: Georgia Tech, School of Interactive Computing

Dissertation: In-home behavior specimen collection and sharing for clinical assessment of children with autism

Advisor: Gregory Abowd

Graduation Date: May 2014

Student: Kate Farina

Degree: MS Digital Media

Program: Georgia Tech, School of Literature Media and Communications

Title of Project: Thinking Outside the Brick: Learning Through Digital Play

Graduation Date: May 2014

C. OTHER TEACHING ACTIVITY

C.1. DEVELOPMENT OF NEW CURRICULA

A Special Topic course (CETL 8801) was developed for the Georgia Tech Centre for the Enhancement of Teaching and Learning to help guide Ph.D. students during their first semester of teaching. The learning objective was to introduce these future faculty members to learning theory and pedagogical approaches that are most effective in undergraduate education, such as active learning strategies, peer-to-peer learning, and formative feedback.

The Kitchen Lab studio art lab was developed with Rebecca Krinke and Carl DiSalvo for the University of Minnesota. The learning objective of this course was to introduce students to publically engaged art through development of programs for the Walker Art Center, that encouraged critical reflection on food systems and cultures. My role was to introduce students to learning theory tied to informal learning including the role of conversation in museum learning, methods for modelling and encouraging reflection in museum settings, and theories on communities of learners. I also directed the documentation of educational components for the final art museum exhibits related to the project.

The Serve-Learn-Sustain Community Engagement course was developed with Ellen Zegura, Sabir Khan, Dan Matisoff and Wayne Li. The learning objectives of this course was for students to better understand the complexity of community engagement, to learn strategies for engaging the public, and to critically reflect on the impact of science and technology on communities. My role was to expose students to theoretical reading on public engagement

that challenged the students' notions of doing "good" and to step students through participatory design methods to better understand, gain input and navigate different goals and values of community members in community engagement projects.

C.2. REVISED CURRICULA

CS7445, Issues in Human Centered Computing

CS4690, Empirical Methods in HCI

CS6455, User Interface Design and Evaluation

CS4660, Introduction to Educational Technology

CS6460, Educational Technology: Theoretical Foundations

Revised the list of required readings for Learning Science and Technology specialization of the PhD qualifying exam for Human Centered Computing

VI. SERVICE

A. PROFESSIONAL CONTRIBUTIONS

A.1. RESEARCH PROJECT REVIEWING

Division of Research on Learning in Formal and Informal Settings, National Science Foundation, 2012.

Division of Information and Intelligent Systems, National Science Foundation, 2014

A.2. GUEST EDITOR OF JOURNAL

Co-editor with Mark Guzdial for *IEEE Computer* on Computer Science Education. 46(9): 30-31 (October 2013).

A.2. REVIEWER OF JOURNAL ARTICLES

Journal of the Learning Sciences, 2010—present

ACM Transactions on Computing Education (TOCE), 2014 – present

Computer Science Education, 2016 - 2917

Journal of Information Technology, 2013

Games and Culture: A Journal of Interactive Media, 2011- 2013

A.3. REVIEWER OF BOOK CHAPTERS

Advancing Women in Science: An International Perspective. Edited by Willie Pearson, Jr., Lisa M. Frehill, and Connie L. McNeely. New York: Springer, 2017.

A.4. REVIEWER OF BOOK PROPOSALS AND MANUSCRIPTS

Untold Story: Design as Scholarship in the Learning Sciences. Edited by Vanessa Svihla and Richard Reeve for Routledge

A.5. CONFERENCE COMMITTEE ACTIVITIES

Program Committee Member, ACM Conference on Computer-Human Interaction (SIGCHI), Special Topics Committee. 2016, 2017 and 2018.

Paper Chair, ACM FabLearn Flagship Conference, 2017.

Executive Review Committee, American Educational Research Association (AERA) Annual Conference, 2014, Division C, Section 1e: Engineering and Computer Science.

Program Committee, *ACM Conference on Foundation of Digital Games* (FDG) 2011 and 2012.

Program Committee. 5th International DiGRA (Digital Games Research Association) Conference, Utrecht, Netherlands August 2011.

A.5. REVIEWER FOR CONFERENCES

ACM Conference on Designing Interactive Systems (DIS), 2014, 2016 - 2017
ACM Foundations of Digital Games (FDG), 2009 – 2014
ACM SIGCHI Conference on Computer—Human Interaction, 2010 - 2018
ACM SIGGROUP Conference on Supporting Group Work, 2011, 2014, 2017
ACM SIGCSE Conference on Computer Science Education, 2012 – 2018
ACM Participatory Design Conference (PDC), 2014
American Educational Research Association (AERA):
 Division C, Section 1e: Engineering and Computer Science, 2012 – 2015
 SIG Advanced Technology and Learning, 2012-2015
 SIG Informal Learning Environments Research, 2012-2015
Creating, Connecting and Collaborating through Computing (4C), 2011
Computer Supported Collaborative Learning (CSCL) and International Conference on Learning Sciences (ICLS), 2011 - 2017
Computer Supported Collaborative Work (CSCW), 2011 - 2017
DiGRA (Digital Games Research Association) Conference, 2010 – 2014

B. PUBLIC SERVICE

Committee Member, NCWIT EngageCSEdu- 2016 - Present
 Reviewer for Engagement Excellence Committee 2017
Academic Advisory Board Member, Bridge Academy, Atlanta, GA 2016 - Present
Board Chair and Board Member Liberated Tech, Atlanta, GA 2013 - 2014
Volunteer, CFY (Computers for Youth) Atlanta, GA 2013 - 2014
Mentor, Computer Club House, Atlanta, GA 2007 - 2009.

C. INSTITUTE CONTRIBUTIONS

Member of Search Committee for Interactive Computing Faculty 2017
Chair for College of Computing Graduate Orientation, 2016 - 2017
Member of the GVV Faculty Council, 2017
Member of the Search Committee for the Chair of Interactive Computing 2017
Member of the Georgia Tech Living Building Diversity Committee, 2016 - Present
Faculty Senate Member 2013 - 2017
Member of Quality Enhancement Plan (QEP) for Service Learning and Sustainability for The Southern Association of Colleges and Schools Commission on Colleges 2013 – 2014
Advisor for School of Interactive Computing Ph.D. Recruiting 2014-2015
Chair for School of Interactive Computing Ph.D. Recruiting 2013-2014
Co-Chair for School of Interactive Computing Ph.D. Recruiting 2012-2013
Member, Graduate Women@CC, 2007 – 2012
Student Leadership Committee, Georgia Tech GVV Center, 2009 - 2011