

# Alexandra To

ASSISTANT PROFESSOR · NORTHEASTERN UNIVERSITY

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🔗 Google Scholar Profile

## Academic Appointment

### Northeastern University

Boston, MA

ASSISTANT PROFESSOR

August 2020 - PRESENT

Jointly appointed in the Games group in the Art + Design department in the College of Arts, Media, & Design and the Khoury College of Computer Science

## Education

### Carnegie Mellon University

Pittsburgh, PA

PHD IN HUMAN-COMPUTER INTERACTION

Aug. 2015 - Jul. 2020

- Human Computer Interaction Institute | School of Computer Science
- Thesis: *"Empowering Uncertainty Resolution for Marginalized Populations through Social Technology"*
- Advisors: Jessica Hammer and Geoff Kaufman
- Committee: Kevin Jarbo, Kody Manke, Jason Hong

### Stanford University

Stanford, CA

B.S. IN SYMBOLIC SYSTEMS, HCI CONCENTRATION, MINOR IN ASIAN AMERICAN STUDIES

Sept. 2010 - Jun. 2015

M.S. IN SYMBOLIC SYSTEMS

- Symbolic Systems Program | School of Humanities and Sciences
- Honors Thesis: *"Foundry: Managing Teams of Experts Online"*
- Masters Thesis: *"Experts On Demand: Enabling Flash Organizations with Rapid Onboarding"*
- Advisor: Michael Bernstein

## Honors & Awards

- 2023 **Honourable Mention Paper Award**, ACM CHI (top 5%)
- 2021 **Honourable Mention Paper Award**, ACM CHI (top 5%)
- 2020 **Award Recognizing Contribution to Diversity & Inclusion**, ACM CSCW
- Best Paper Award**, ACM CSCW (top 1%)
- Best Paper Award**, ACM CHI (top 1%)
- 2018 **Graduate Student Small Project Funding Award (\$750)**, CMU GSA / Vice Provost's Office
- 2017 **Best Paper Award**, ACM CHI 2017 (top 1%)
- University/Post-Secondary Student Honorable Mention**, Carnegie Science Awards
- 2016 **Best Student Non-Digital Game, "Outbreak"**, Meaningful Play 2016
- People's Choice Game, "Outbreak"**, Meaningful Play 2016
- Graduate Student Assembly/Provost Conference Funds**, Carnegie Mellon University
- 2014 **Best Paper Award**, ACM UIST (top 1%)
- B.S. Conferred with Honors**, Stanford University

## Peer-Reviewed Articles

Note: In HCI, co-authorship is common. First-authorship tends to go towards lead junior scholar (e.g., lead PhD student), last author tends to indicate lead senior scholar (e.g., advising faculty).

25. To, A., Smith, A.D.R., Showkat, D., Adjagbodjou, A., Harrington, C. *Flourishing in the Everyday: Moving Beyond Damage-Centered Design in HCI for BIPOC Communities*. [CONDITIONALLY ACCEPTED at ACM DIS]
24. Showkat, D., Smith, A.D.R., Wang, L., To, A.. "Who is the right homeless client?: Values in Algorithmic Homelessness Service Provision and Machine Learning Research. In. Proc. ACM (CHI) Conference on Human Factors in Computing Systems 2023.

23. Chen, Y., Smith, A.D.R., Reinecke, K., **To, A.** *Why, when, and from whom: considerations for collecting and reporting race and ethnicity data in HCI*. In. Proc. ACM CHI 2023. **Honorable Mention Award** 🏆
22. Hantsbarger, M., Troiano, G., **To, A.**, Hartevelt, C. *Alienated Serendipity and Reflective Failure: Exploring Queer Game Mechanics and Queerness in Games via Queer Temporality*. In. Proc. ACM Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) 2022.
21. Chen, Y. T., Smith, A.D.R., Reinecke, K., **To, A.**, *Collecting and Reporting Race and Ethnicity Data in HCI: Who and Why?*. In Proc. ACM CHI 2022 Late-Breaking Work.
20. **To, A.**, Carey, H., Shrivastava, R., Hammer, J., Kaufman, G. *Interactive Fiction Prototypes for Coping with Interpersonal Racism*. In Proc. ACM CHI 2022.
19. Brooks, C., Principe Cruz, E., Camera, J., **To, A.** *Uplifting Us: A BIPOC Game Design Case Study*. In Proc. International Conference on Foundations of Digital Games (FDG) 2021 Late-Breaking Work.
18. Bennett, C. L., Gleason, C., Klaus Scheuerman, M., Bigham, J. P., Guo, A., **To, A.** *"It's Complicated": Negotiating Accessibility and (Mis)Representation in Image Descriptions of Race, Gender, and Disability*. In Proc. ACM CHI 2021. **Honorable Mention Award** 🏆
17. **To, A.**, Carey, H., Kaufman, G., Hammer, J. *Reducing Uncertainty and Offering Comfort: Designing Technology for Coping with Interpersonal Racism*. In Proc. ACM CHI 2021
16. Carey, H., **To, A.**, Hammer, J., Kaufman, G. *Fictional, Interactive Narrative as a Foundation to Talk about Racism*. In Proc. ACM Designing Interactive Systems (DIS) 2020 Work-in-Progress.
15. **To, A.**, Sweeney, W., Hammer, J., Kaufman, G. *"They Just Don't Get It": Towards Social Technologies for Coping with Interpersonal Racism*. In Proc. ACM Conference On Computer-Supported Cooperative Work And Social Computing (CSCW) 2020. **Best Paper Award** 🏆, **Award Recognizing Contribution to D&I** 🏆
14. [**To, A.**, Ogbonnaya-Ogburu, I.F., Smith, A.]\*, Toyama, K. *Critical Race Theory for HCI*. In Proc. ACM CHI 2020. **Best Paper Award** 🏆  
\*First three authors contributed equally
13. Holmes, J., **To, A.**, Zhang, F., Park, S.E., Ali, S., Bai, Z., Kaufman, G., Hammer, J. (2019). *A Good Score: Leveraging Game Theming and Narrative to Impact Player Experience*. In Proc. ACM CHI 2019 Late-Breaking Work.
12. Fath, E., **To, A.**, Kaufman, G., Hammer, J., (2018). *Designing an Inclusive Playtesting Process Using Cognitive Load Theory*. In Proc. Meaningful Play 2018
11. 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 Tandem Transformational Game Design*. In Proc. Meaningful Play 2018
10. **To, A.**, Holmes, J., Fath, E., Zhang, E., Kaufman, G., Hammer, J. (2017). *Modeling and Designing for Key Elements of Curiosity: Risking Failure, Valuing Questions*. In Proc. Digital Games Research Association (DiGRA) International Conference 2017.
9. **To, A.**, Hammer, J., Kaufman, G. (2017). *Character Diversity in Digital and Non-Digital Games*. In Proc. DiGRA 2017 Gaming the Systems: Towards a More Inclusive DiGRA Workshop.

8. **To, A.**, Kaufman, G., Hammer, J. (2017). *Scaffolding Conversation through the Design and Implementation of Board Games*. In Proc. DiGRA 2017 Boardgame Studies Round Table Workshop.
7. Valentine, M., Retelny, D., **To, A.**, Rahmati, N., Doshi, T., Bernstein, M. (2017). *Flash Organizations: Crowdsourcing Complex Work by Structuring Crowds as Organizations*. In Proc. ACM CHI 2017. **Best Paper Award** 🏆
6. **To, A.**, Fath, E., Zhang, E., Ali, S., Kildunne, C., Fan, A., Hammer, J., Kaufman, G. (2016). *Tandem Transformational Game Design: A Game Design Process Case Study*. In Proc. Meaningful Play 2016.
5. **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*. In Proc. ACM CHI Play Work-in-Progress 2016.
4. **To, A.**, Ali, S., Kaufman, G., Hammer, J. (2016). *Integrating Curiosity and Uncertainty in Game Design*. In Proc. DiGRA/FDG 2016.
3. Nebeling, M., **To, A.**, Guo, A., de Freitas, A., Teevan, J., Dow, S., Biggam, J. (2016). *WearWrite: Crowd-Assisted Writing from Smartwatches*. In Proc. ACM CHI '16.
2. Retelny, D., Robaszkiewicz, S., **To, A.**, Lasecki, W., Patel, J., Doshi, T., Valentine, M., Bernstein, M. (2014). *Expert Crowdsourcing with Flash Teams*. In Proc. UIST '14. **Best Paper Award** 🏆
1. Retelny, D., Robaszkiewicz, S., **To, A.**, Bernstein, M. (2013). *Enabling Expert Crowdsourcing with Flash Teams*. In Proc. CrowdConf 2013.

## Invited Journal Articles ---

Note: Invited submissions, typically non-reviewed articles.

5. Race in HCI Collective, Smith, A.D.R., Alvarado Garcia, A., Arawjo, I., Bennett, A., Braswell, K., Dosono, B., Eglash, R., Ford, D., Gardner, D., Goddard, S., Nias, J., Passmore, C., Rankin, Y., Rizvi, N., Scott, C.F., Thomas, J., **To, A.**, Ogbonnaya-Ogburu, I.F., & Wong-Villacres, M. (2021). *"Keepin' it real about race in HCI"*. Interactions, Vol. 28, No. 5, 28-33.
4. Thomas, J. O., Kumar, N., **To, A.**, Brown, Q., & Rankin, Y. A. (2021). *"Discovering intersectionality: part 2: reclaiming our time"*. Interactions, Vol. 28, No. 4, 72-75.
3. Brown, Q., Kumar, N., Thomas, J., **To, A.**, Rankin, Y. (2021) *"Discovering intersectionality part I: researcher interrupted"*. Interactions, Vol. 28, No. 3
2. **To, A.**, McDonald, J., Holmes, J., Hammer, J., Kaufman, G. (2018). *Character Diversity in Digital and Non-Digital Games*. In Proc. ToDiGRA Diversity Special Issue, Vol 4.1
1. **To, A.**, Holmes, J., Fath, E., Zhang, E., Kaufman, G., Hammer, J. (2018). *Modeling and Designing for Key Elements of Curiosity: Risking Failure, Valuing Questions*. In Proc. ToDiGRA Special Issue, Selected Papers from DiGRA 2017, Vol 4.2

## Book Chapters ---

3. Fath, E., Hammer, J., **To, A.** (2023?). *"Outbreak"*. *Learning, Education, & Games: 50 Games for Inclusion, Equity, and Justice*. Vol. 4. ETC Press. [IN PRESS]

2. Smith, A.D.R., Williams, I.F., **To, A.** (2021). *"Racial Justice and Scholar-Activism". Networked Feminisms: Activist Assemblies and Digital Practices.* Lexington Books.
1. Hammer, J., **To, A.**, Schrier, K., Bowman, S.L., Kaufman, G. (2018). *"Learning and Role-Playing Games". Role-Playing Game Studies: Transmedia Foundations.* Routledge.

## Other Publications

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### WORKSHOPS & WORKSHOP PAPERS

10. Hammer, J., **To, A.**, Principe Cruz, E. *Creating Countercultures in Game Research.* In Proc. Meaningful Play 2022.
9. Showkat, D., Bellamy, S., **To, A.**, *Fair and Trustworthy Welfare Systems: Rethinking Explainable AI in the Public Sector.* In Proc. CHI 2022 Workshop Human-Centered Explainable AI (HCXAI).
8. Liang, C.A., Tseng, E., Pendse, S., Lee, C., Allison, K.R., Tan, N.H., Wang, R., **To, A.**, Zhang, A. *Subtle CSCW Traits: Tensions Around Identity Formation and Online Activism in the Asian Diaspora.* In CSCW 2021 Workshops [organized virtually].
7. Smith, A., Ahmed, A., Alvarado Garcia, A., Dosono, B., Ogbonnaya-Ogburu, I., Rankin, Y., **To, A.**, Toyama, K. *What's Race Got to Do With It? Engaging in Race in HCI.* In CHI 2020 Workshops [organized virtually].
6. **To, A.**, Hammer, J., Kaufman, G. *The Role of Trust in Technology in Coping with Experiences with Racism.* In Proc. CSCW 2019 Social Technologies for Digital Wellbeing Among Marginalized Communities Workshop.
5. **To, A.**, Kaufman, G., Hammer, J. *Mitigating Vicarious Trauma in Conducting Sensitive Research.* In Proc. CHI 2019 Sensitive Research, Practice, and Design in HCI Workshop.
4. **To, A.**, Hammer, J., Kaufman, G. *Promoting Digital Wellbeing by Empowering Users from Racial Minority Groups.* In Proc. CHI 2019 Designing for Digital Wellbeing Workshop.
3. Deterding, S., Smith, D., Powley, E.J., Hammer, J., **To, A.**, Guckelsberger, C. 2018. *Curiosity in Games: An Interdisciplinary Workshop.* In Proc. FDG 2018 Workshops.
2. **To, A.**, Kaufman, G., Hammer, J. 2017. *Designing Affective Supports for Curiosity in Games.* In Proc. CHI 2017 Designing for Curiosity Workshop.
1. Nebeling, M., **To, A.**, Guo, A., de Freitas, A., Teevan, J., Dow, S., Bigham, J. 2016. *WearWrite: Crowd-Assisted Writing from Smartwatches.* In Proc. CHI 2016 Productivity Decomposed Workshop.

### MISCELLANEOUS (DEMOS, POSTERS, ALT.CHI, AND THESES)

6. **To, A.**. 2020. *Empowering Uncertainty Resolution for Marginalized Populations through Social Technology.* PhD Thesis, Human-Computer Interaction Institute. Committee: Jessica Hammer, Geoff Kaufman, Kevin Jarbo, Jason Hong, Kody Manke
5. Hammer, J., **To, A.**, Principe Cruz, E. *Lab Counterculture.* In CHI 2020 alt.CHI.
4. **To, A.**, Ali, S., Kaufman, G., Hammer, J. *Integrating Curiosity and Uncertainty in Game Design.* 2018 Curiosity Research in HCI.

3. Nebeling, M., Guo, A., **To, A.**, Dow, S., Teevan, J., Bigham, J. 2015. *WearWrite: Orchestrating the Crowd to Complete Complex Tasks from Wearables*. In Proc. UIST 2015 Demos.
2. **To, A.**. 2015. *Experts On Demand: Enabling Flash Organizations with Rapid Onboarding*. Masters Thesis, Symbolic Systems Program. Readers: Michael Bernstein, Melissa Valentine
1. **To, A.**. 2014. *Foundry: Managing Teams of Experts Online*. Senior Honors Thesis, Symbolic Systems Program. Readers: Michael Bernstein, Daniela Retelny

## Creative Activity - Games

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*"The Conversation Game"* 2021-2022

Adaptation of Michael Arnold Mages' tabletop card game for online synchronous play developed in Unity. The Conversation Game encourages reflective practice to facilitate difficult conversations.

*"myPWI"* 2020-2022

Adventure RPG prototype developed in Unity that addresses the experiences of students of color at predominantly white institutions.

*"They Didn't Mean That" - FOUNDATIONAL FICTION* 2018-2022

Twine Interactive fiction about racial microaggressions. Primer to facilitate generative conversations about coping with racism in follow-up design workshops as well as tool for prototyping and allowing people to use and critique speculative future technologies for coping with racism.

**OUTBREAK** 2015 - 2018

Tabletop game that encourages curiosity as a skill set to increase comfort with STEM for underrepresented adolescents (women and/or BIPOC students).

## Grants

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EXTERNAL (Total Funded: \$15k)

*Funded*

1. **SIGCHI Development Fund Grant** for "Engaging in Race in HCI" for **\$15k**  
Period: May 2020

INTERNAL (Total Funded: \$121k)

*Funded*

4. **Tier-1 Northeastern University FY24** for "*Transforming Education for BIPOC youth with Game Design and Ecological Justice*" for **\$50k**.  
Role: Co-PI with Cliff Lee  
Period: July 2023 - Sept 2024.
3. **Faculty Innovations Grant in Diversity and Academic Excellence** for "*The Conversation Game: Training students in Residence Life roles to respond to difficult conversations*" for **\$11k**.  
Role: Co-PI with Michael Arnold Mages.  
Period: Sept 2021 - Aug 2022.
2. **Khoury College Teaching Innovation Grant** for "*Can Team-based Learning Support Remote Indigenous Groups in Computer Science?*" for **\$10k**.  
Role: Co-PI with Bethany Edmunds, Logan Schmidt, Yvonne Coady, Derek Jacoby.  
Period: June 2021 - Sept 2021.
1. **Tier-1 Northeastern University FY22** for "*Visualizing Spatial Violence (VSV): Tools for Social Justice Advocacy*" for **\$50k**.  
Role: Co-PI with Angel David Nieves, Liza Weinstein, Margaret Burnham.  
Period: July 2021 - Sept 2022.

## Teaching Experience

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## Human-Computer Interaction (IS 4300) & Computer/Human Interaction (CS 5340)

KHOURY COLLEGE OF COMPUTER SCIENCE AT NORTHEASTERN UNIVERSITY

2023 Spring (102 students)

## Mixed Research Methods for Games (GSND 5130)

ART + DESIGN AT NORTHEASTERN UNIVERSITY

2021 Fall (17 students), 2022 Fall (17 students)

## Introduction to Transformational Games Elective

SMASH ACADEMY AT NORTHEASTERN UNIVERSITY

2-week elective, Co-Designed with Lead Instructor Doxa Asibey

2022 Summer (20 students)

## Rapid Idea Prototyping for Games (GAME 3700)

ART + DESIGN AT NORTHEASTERN UNIVERSITY

2021 Fall (12 students)

## Game Concept Dev. and Prod. (GAME 3800)

ART + DESIGN AT NORTHEASTERN UNIVERSITY

2021 Spring (6 students)

## Human-Computer Interaction (IS 4300)

KHOURY COLLEGE OF COMPUTER SCIENCE AT NORTHEASTERN UNIVERSITY

2020 Fall (16 students)

## TA, User-Centered Research & Evaluation (05-410/05-610)

HUMAN-COMPUTER INTERACTION INSTITUTE AT CARNEGIE MELLON UNIVERSITY

Instructors of Record: Amy Ogan and Raelin Musuraca

2019

## TA, Programming Usable Interfaces (05-430/05630)

HUMAN-COMPUTER INTERACTION INSTITUTE AT CARNEGIE MELLON UNIVERSITY

Instructor of Record: Jason Hong

2017

## TA, Navigating Race and Identity in America (85-357)

PSYCHOLOGY DEPARTMENT AT CARNEGIE MELLON UNIVERSITY

Instructor of Record: Kody Manke

2017

## TA, Minds and Machines (SymSys 100)

SYMBOLIC SYSTEMS PROGRAM AT STANFORD UNIVERSITY

Instructors of Record: Dan Lassiter, Thomas Icard, Todd Davies

2014

## CA, Human-Computer Interaction Seminar (CS 547)

COMPUTER SCIENCE DEPARTMENT AT STANFORD UNIVERSITY

Instructor of Record: Michael Bernstein

2014

## Advising & Mentorship

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### PHD STUDENTS - Advising (5)

Current **Bethany Turay**, Computer Science, Northeastern University

Current **Gianna Williams**, Computer Science, Northeastern University (Co-Advised with Saiph Savage)

Current **Jailyn Zabala**, Interdisciplinary Design and Media, Northeastern University

Current **Dilruba Showkat**, Computer Science, Northeastern University

2021-2023 **Shereen Bellamy**, Computer Science, Northeastern University

### PHD STUDENTS - Committee (2)

Current **Nathan Partlan**, Computer Science, Northeastern University

Current **Hillary Carey**, Transition Design, Carnegie Mellon University

### MASTERS STUDENTS - Research Assistants (10)

2023 **Audrey Lehrer**, Computer Science, Northeastern University  
 2022-2023 **Josie Zvebilova**, Computer Science, Northeastern University  
 2022 **Shipra Chirag Shah**, Experience Design, Northeastern University  
 2022 **Rafal Smietana**, Game Science and Design, Northeastern University  
 2022 **Srinivas Teja Bhattar**, Game Science and Design, Northeastern University  
 2022 **Jahaan Saini**, Human Factors, Northeastern University  
 2021-2022 **Devina Raithatha**, Computer Science, Northeastern University  
 2021-2023 **Doxa Asibey**, Computer Science, Northeastern University  
 2021 **Xinyu Hou**, Computer Science, Northeastern University  
 2021 **Heng Su**, Computer Science, Northeastern University

## UNDERGRADUATE STUDENTS - Research Assistants (5)

2022-2023 **Laveda Chan**, Cell and Molecular Biology, Northeastern University  
 2022-2023 **Natalie Chen**, Politics, Philosophy, and Economics, Northeastern University  
 2022 **Maeve Singer**, Computer and Environmental Science, Northeastern University  
 2021 **Jamie Camera**, BFA CS and Game Dev, Northeastern University  
 2020-2023 **Chris Brooks**, Computer Science, Northeastern University

## FORMAL MENTORING PROGRAMS

2022 **Distributed REsearch Apprenticeships for Master's (DREAM)**, NSF  
 2021-2022 **Trans/Queer in HCI 1-1 Mentoring Program**, Queer in HCI SIG

## Relevant Work Experience

### UX Research Intern

FACEBOOK, INC. 2018  
 Working on the Emerging Verticals team conducting qualitative research (e.g., diary studies, interviews) with small business owners and consumers.

### Design Intern

SHELL GAMES 2017  
 Working on an interdisciplinary team with eleven game designers, artists, and developers working on transformational game design for a digital app. Gathered and synthesized research related to the project's transformational goals, contributed to design brainstorming and iteration, and wrote narrative content.

## Selected Invited Presentations

2022 NEW ENGLAND FUTURE FACULTY WORKSHOP "Developing a Quick Start Plan: STEM" Panel	07/2022
WELLESLEY @ KHOURY "The Value of Research"	07/2022
HERTZ FOUNDATION SUMMER WORKSHOP: STEM INCLUSIVITY "Fostering Diversity and Inclusion through Lab Counterculture"	07/2022
KHOURY APPRENTICESHIP RESEARCH SHOWCASE KEYNOTE "The Value of Research"	04/2022
CHI 2022 QTBIPOC PARTICIPATORY DESIGN WORKSHOP LIGHTNING TALK "Racial Justice and Scholar-Activism in HCI"	04/2022
SCOUT NORTHEASTERN "INTERVENTIONS: AMPLIFY" CONFERENCE "Design Justice" Moderated Discussion with Sasha Costanza-Chock	04/2022
KTH ROYAL INSTITUTE OF TECHNOLOGY INTERACTION DESIGN FFF SEMINAR "Uplifting Us: Design Opportunities in Centering Racialized Experiences in Games"	04/2022
PITTSBURGH RACIAL JUSTICE SUMMIT "Processing Secondhand Trauma"	01/2022

MIT COMPARATIVE MEDIA STUDIES COLLOQUIUM SERIES <i>"Uplifting Us: Design Opportunities in Centering Racialized Experiences in Games"</i>	12/2021
METHODS, THEORIES, AND TAKING ACTION THROUGH GENDER AND FEMINISMS IN HUMAN-COMPUTER INTERACTION KEYNOTE <i>"Empowerment and Intersectional Feminism in HCI"</i>	09/2021
TWITCH "GAMES, COMMUNITIES, AND SOCIETY" SPEAKER SERIES <i>"Exploring Game Design for BIPOC Joy and Empowerment"</i>	05/2021
NORTHEASTERN UNIVERSITY CENTER FOR DESIGN CONVERSATION SERIES <i>"Rethinking Design Thinking in the Pluriverse"</i> Talk & Panel Discussion	04/2021
UConn CSE DIVERSITY & INCLUSION TALK <i>"Designing to Empower Marginalized Communities through Social Technology"</i>	04/2021
NORTHEASTERN UNIVERSITY ART+DESIGN FACULTY DEIB WORKSHOP <i>"Critical Race Theory for HCI (And Art + Design)"</i>	04/2021
UNIVERSITY OF MINNESOTA CSci 8115 GUEST LECTURE <i>"Qualitative Research - Interview Method Tips"</i>	03/2021
MIT CSAIL HCI SEMINAR <i>"Designing to Empower Marginalized Communities through Social Technology"</i>	03/2021
DEPAUL UNIVERSITY HCD 450 GUEST LECTURE <i>"Critical Race Theory for HCI" &amp; "Reducing Uncertainty and Offering Comfort: Designing Technology for Coping with Interpersonal Racism"</i>	02/2021
UNIVERSITY OF BRITISH COLUMBIA DESIGNING FOR PEOPLE (DFP@UBC) SEMINAR <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	02/2021
MICROSOFT RESEARCH CAMBRIDGE HCI COMMUNITY TALK <i>"Critical Race Theory for HCI" - Co-Presented with Angela Smith</i>	02/2021
INDIANA UNIVERSITY INFORMATICS COLLOQUIUM SERIES <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	01/2021
PITTSBURGH RACIAL JUSTICE SUMMIT <i>"Critical Race Theory and Technology"</i>	01/2021
UNIVERSITY OF WASHINGTON DUB SEMINAR <i>"Designing to Empower Marginalized Communities through Social Technology"</i>	01/2021
NORTHEASTERN UNIVERSITY - KHOURY COLLEGE <i>"Coded Bias Viewing &amp; Panel Discussion"</i>	12/2020
STANFORD HCI SEMINAR <i>"Designing to Empower Marginalized Communities through Social Technology"</i>	10/2020
CORNELL INFO SCI COLLOQUIUM <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	10/2020
WELLESLEY CS220 HCI GUEST LECTURE <i>"Designing to Empower Marginalized Communities through Social Technology" &amp; "Critical Race Theory for HCI"</i>	09/2020
UCHICAGO HCI SEMINAR <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	08/2020
UNIVERSITY OF MARYLAND HCIL <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	08/2020
SNAP HCI RESEARCH SPECIAL SEMINAR <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	08/2020



<b>UC BERKELEY AFOG GROUP</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	08/2020
<b>CHICAGOCHI</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	08/2020
<b>ADOBE RESEARCH HCI/VIS SEMINAR</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	08/2020
<b>THUMB TACK DEI, DESIGN, RESEARCH SPECIAL SEMINAR</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	07/2020
<b>UNIVERSITY OF MICHIGAN MISC SEMINAR</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	07/2020
<b>FACEBOOK</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	07/2020
<b>STANFORD UNIVERSITY HCI GROUP LUNCH SEMINAR</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	07/2020
<b>CARNEGIE MELLON HCII AND ROBOTICS INSTITUTE SPECIAL SEMINAR</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	07/2020
<b>UNIVERSITY OF WASHINGTON DUB SEMINAR</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	07/2020
<b>NORTHEASTERN UNIVERSITY - KHOURY COLLEGE OF COMPUTER SCIENCE</b> "Designing to Empower Marginalized Communities through Social Technology"	06/2020
<b>MICROSOFT RESEARCH HCI SEMINAR</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	05/2020
<b>INNOVATION WITH IMPACT, CARNEGIE MELLON UNIVERSITY</b> "Fictional, Interactive Narrative as a Foundation to Talk about Racism"	04/2020
<b>WOMEN IN DATA SCIENCE (WiDS) @ CMU</b> Virtual Panel	03/2020
<b>NORTHEASTERN UNIVERSITY - COLLEGE OF ARTS, MEDIA &amp; DESIGN</b> "Designing to Empower Marginalized Communities through Social Technology"	02/2020
<b>CMU HCII/PHILIPS HEALTH FUNDER MEETING</b> "SleepyGames Research Presentation" - Co-Presented with Adela Kapuścińska	10/2019
<b>MOSAIC ANNUAL CONFERENCE ON INTERSECTIONALITY, CARNEGIE MELLON UNIVERSITY</b> "Incorporating Intersectionality in Your Research" - Co-Facilitated with Judeth Oden Choi	10/2019
<b>INNOVATION WITH IMPACT, CARNEGIE MELLON UNIVERSITY</b> "‘They Just Don’t Get It’: Support Seeking for Racist Experiences"	04/2019
<b>STANFORD UNIVERSITY HCI GROUP LUNCH SEMINAR</b> "Supporting Curiosity-Driven Question-Asking with a Transformational Game"	07/2018
<b>IN MEDIA RES, THEME WEEK: TRANSFORMATIVE GAMES</b> "Tandem Transformational Game Design"	04/2017
<b>INNOVATION WITH IMPACT, CARNEGIE MELLON UNIVERSITY</b> "Treehouse Dreams: A Game-Based Method for Eliciting Interview Data from Children"	04/2017

## Service

### Institutional Service - Northeastern University

- 2022-2023** [Dept.] Hiring Committee - Art + Design Chair Search Member,  
 [Dept.] Weekly Game Group Meetings,  
 [Dept.] Game Science and Design (GSND) Masters Program Committee,  
 [College] Hiring Committee - "Extraordinary HCI" CAMD Search Chair,  
 [College] SMASH Northeastern Elective Instruction,  
 [Univ.] Women of Color in the Academy (WoCiA) Conference Planning Committee
- 2021-2022** [Dept.] Art+Design Graduate Lecture Series Co-Coordinator,  
 [Dept.] Bi-Weekly Game Group Meetings,  
 [Dept.] Games@Northeastern Lecture Series Co-Coordinator,  
 [College] Khoury CS PhD Admissions Committee,  
 [College] Khoury Working Group - Leading with Societal Impact,  
 [College] Khoury Diversity, Equity, Inclusion, Accessibility, and Belonging (DEIAB) Committee - Faculty Recruitment,  
 [Univ.] Women of Color in the Academy (WoCiA) Conference Planning Committee
- 2020-2021** [Dept.] Art + Design Diversity, Equity, Inclusion & Belonging (DEIB) Ad Hoc Committee,  
 [Dept.] Game Science and Design (GSND) Masters Program Committee,  
 [Dept.] Bi-Weekly Game Group Meetings,  
 [College] Hiring Committee - Joint CAMD + Khoury Faculty Search Member,  
 [Univ.] Women of Color in the Academy (WoCiA) Conference Planning Committee

### Institutional Service - Carnegie Mellon University

- 2019-2020** HCII Faculty Hiring Committee  
**2016-2018** HCII PhD Open House Volunteer  
**2015-2020** OH!Lab 2015-2020 Lab Historian, eHeart Lab 2015-2020 Lab Historian

### Service to the Discipline/Profession

**Co-Chair** CHI Play 2023 Masterclass,  
 CHI Play 2022 Masterclass

**Associate Chair** CHI Play 2023,  
 DIS 2023,  
 CHI Play 2022,  
 CHI 2022 "Games and Play" Subcommittee,  
 CSCW 2021 (Oct 2020, Jan 2021, Apr 2021, Jul 2021 Cycles)

**Program Committee** Meaningful Play 2022,  
 DiGRA 2020 "Game History and Cultural Context" Track,  
 DiGRA 2019 "Making Sense of Play and Players" Track,  
 DiGRA 2018 "Users" Track

**LBW/WiP Associate Chair** CHI: 2021, 2022  
 CHI Play: 2019, 2020

**Book Proposals Reviewed** Palgrave Macmillan 2021, MIT Press 2022

**Paper Reviewer** CHI: 2018\*, 2020, 2021\*, 2023  
 CSCW: 2020\*, 2021\*, 2022  
 CHI Play: 2020  
 DIS: 2020, 2021\*  
 IDC: 2019, 2020  
 Meaningful Play: 2018  
 DiGRA/FDG: 2016  
 Creativity & Cognition: 2017  
 \*Special Recognition for Outstanding Review

**LBW/WiP Reviewer** CHI: 2019, 2020, 2023  
 alt.CHI: 2020  
 CHI Play: 2017  
 MobileHCI: 2017  
 Creativity & Cognition: 2019

**Student Game Reviewer** CHI: 2016, 2020  
**Pictorial Reviewer** Creativity & Cognition: 2022  
**Student Volunteer** CHI Play 2016, DiGRA 2017

### Community Service

**Selection Committee** Carnegie Science Awards 2018, 2019, 2020  
**Logistics Committee** Pittsburgh Racial Justice Summit 2019 (*Signs, Logistics, Accessibility Co-Chair*),  
 Pittsburgh Racial Justice Summit 2020 (*Evaluations Chair*)  
**Alumni Volunteer Interviewer** Stanford University Undergraduate Admissions 2019, 2020  
**Presenter** Pittsburgh Racial Justice Summit 2021, 2022

### Professional Development

**2023** Khoury NSF CAREER Club  
**2022** National Center for Faculty Development & Diversity - Faculty Success Program,  
 Khoury NSF CAREER Club

## Skills & Methods

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**Research Methods** Interviewing, Grounded Theory, Controlled Lab Experiments, Think Aloud Study Protocols,  
 Studies with Children, Ethnomethodology, Surveys, Research Through Design, Co-Design

**User-Centered Design** Paper Prototyping, Rapid Iterative Prototyping, UI Wireframing, Heuristic Evaluation,  
 Storyboards, Cognitive Task Analysis, Transformational Game Design,  
 Competitive Analysis, Contextual Inquiry

**Game Design** Transformational, Educational, Tabletop, Interactive Narrative Games (e.g., Inform, Twine),  
 Playtesting, Participatory Design with Children

## Selected Media

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- 04/2023 **Khoury News**, Awards, ethics, cross-college collaboration: Northeastern at CHI 2023
- 09/2021 **Khoury News**, Applied learning and real-world problem-solving at the Summer Faculty Research Showcase
- 11/2020 **Khoury News**, New faculty member A. To designs social technologies for coping with racism
- 06/2020 **UMSI News**, U-M research reveals racism challenges in human-computer interaction
- 01/2019 **CMU News**, Alumnus, Students Join Pittsburgh Community at Racial Justice Summit
- 07/2017 **New York Times**, The Pop-Up Employer: Build a Team, Do the Job, Say Goodbye
- 11/2016 **HCII News & Events**, HCII & ETC Student Game Brings Home Best Student Game and People's Choice Award
- 08/2014 **Stanford News**, Stanford's Symbolic Systems program bridges the gap b/t humanity and technology
- 08/2014 **Stanford News**, Stanford team looks to take crowdsourcing to a whole new level