

# 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

- 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

## Grants

EXTERNAL (Total Funded: \$15k)

*Funded*

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

*Not Funded*

2. **NSF Science & Technology Studies** for *"Standard Research Grant: Speculative Narrative Technologies for Liberatory Futures"* for **\$400k**  
Role: PI with Co-PI Chris Martens  
Desk Rejected for fit with program, to be resubmitted to NSF CISE: HCC

1. **Spencer Foundation** Racial Equity Special Research Grants for “*Games as Cultural Spaces for PWI Students of Color*” for **\$75K**.

Role: PI. Period: Sept 2021 - Aug 2023. Notification: May 2021.

INTERNAL (Total Funded: \$71k)

*Funded*

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.

## Peer-Reviewed Articles

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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).

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. 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. CHI 2022.
19. Brooks, C., Principe Cruz, E., Camera, J., **To, A.** *Uplifting Us: A BIPOC Game Design Case Study*. In Proc. 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. 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. CHI 2021
16. Carey, H., **To, A.**, Hammer, J., Kaufman, G. *Fictional, Interactive Narrative as a Foundation to Talk about Racism*. In Proc. 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. 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. 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 Scare: Leveraging Game Theming and Narrative to Impact Player Experience*. In Proc. 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. DiGRA 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., Kim, M., Fonua, M., Bernstein, M. (2017). *Flash Organizations: Crowdsourcing Complex Work by Structuring Crowds as Organizations*. In Proc. 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. 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., Bigham, J. (2016). *WearWrite: Crowd-Assisted Writing from Smartwatches*. In Proc. 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.

## Other Publications

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### BOOK CHAPTERS

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.

### INVITED JOURNAL 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

## WORKSHOPS & WORKSHOP PAPERS

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.

## OTHER PUBLICATIONS

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-PRESENT

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-PRESENT

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

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

2018-PRESENT

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).

## Teaching Experience

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### Mixed Research Methods for Games (GSND 5130)

ART + DESIGN AT NORTHEASTERN UNIVERSITY

2021

### Rapid Idea Prototyping for Games (GAME 3700)

ART + DESIGN AT NORTHEASTERN UNIVERSITY

2021

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

ART + DESIGN AT NORTHEASTERN UNIVERSITY

2021

### Human-Computer Interaction (IS 4300)

KHOURY COLLEGE OF COMPUTER SCIENCE AT NORTHEASTERN UNIVERSITY

2020

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

HUMAN-COMPUTER INTERACTION INSTITUTE AT CARNEGIE MELLON UNIVERSITY

2019

*Instructors of Record:* Amy Ogan and Raelin Musuraca

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

HUMAN-COMPUTER INTERACTION INSTITUTE AT CARNEGIE MELLON UNIVERSITY

2017

*Instructor of Record:* Jason Hong

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

PSYCHOLOGY DEPARTMENT AT CARNEGIE MELLON UNIVERSITY

2017

*Instructor of Record:* Kody Manke

### TA, Minds and Machines (SymSys 100)

SYMBOLIC SYSTEMS PROGRAM AT STANFORD UNIVERSITY

2014

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

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

COMPUTER SCIENCE DEPARTMENT AT STANFORD UNIVERSITY

2014

*Instructor of Record:* Michael Bernstein

## Advising & Mentorship

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### PHD STUDENTS - Advising (2)

Current **Shereen Bellamy**, Computer Science, Northeastern University

Current **Dilruba Showkat**, 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 (4)

Current **Shipra Chirag Shah**, Experience Design, Northeastern University

Current **Rafal Smietana**, Game Science and Design, Northeastern University

Current **Srinivas Teja Bhattar**, Game Science and Design, Northeastern University

Current **Jahaan Saini**, Human Factors, Northeastern University

Current **Devina Raithatha**, Computer Science, Northeastern University

Current **Doxa Asibey**, Computer Science, Northeastern University

2021 **Xinyu Hou**, Computer Science, Northeastern University

2021 **Heng Su**, Computer Science, Northeastern University

### UNDERGRADUATE STUDENTS - Research Assistants (2)

Current **Maeve Singer**, Computer and Environmental Science, Northeastern University

2021 **Jamie Camera**, BFA CS and Game Dev, Northeastern University

2020-2021 **Chris Brooks**, Computer Science, Northeastern University

## Relevant Work Experience

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### 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

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KTH ROYAL INSTITUTE OF TECHNOLOGY INTERACTION DESIGN FFF SEMINAR

04/2022

*"Uplifting Us: Design Opportunities in Centering Racialized Experiences in Games"*

PITTSBURGH RACIAL JUSTICE SUMMIT

01/2022

*"Processing Secondhand Trauma"*

MIT COMPARATIVE MEDIA STUDIES COLLOQUIUM SERIES

12/2021

*"Uplifting Us: Design Opportunities in Centering Racialized Experiences in Games"*

METHODS, THEORIES, AND TAKING ACTION THROUGH GENDER AND FEMINISMS IN

09/2021

HUMAN-COMPUTER INTERACTION KEYNOTE

*"Empowerment and Intersectional Feminism in HCI"*

TWITCH "GAMES, COMMUNITIES, AND SOCIETY" SPEAKER SERIES

05/2021

*"Exploring Game Design for BIPOC Joy and Empowerment"*

NORTHEASTERN UNIVERSITY CENTER FOR DESIGN CONVERSATION SERIES

04/2021

*"Rethinking Design Thinking in the Pluriverse"* Talk & Panel Discussion

UConn CSE DIVERSITY & INCLUSION TALK

04/2021

*"Designing to Empower Marginalized Communities through Social Technology"*

<b>NORTHEASTERN UNIVERSITY ART+DESIGN FACULTY DEIB WORKSHOP</b> "Critical Race Theory for HCI (And Art + Design)"	04/2021
<b>UNIVERSITY OF MINNESOTA CSCI 8115 GUEST LECTURE</b> "Qualitative Research - Interview Method Tips"	03/2021
<b>MIT CSAIL HCI SEMINAR</b> "Designing to Empower Marginalized Communities through Social Technology"	03/2021
<b>DEPAUL UNIVERSITY HCD 450 GUEST LECTURE</b> "Critical Race Theory for HCI" & "Reducing Uncertainty and Offering Comfort: Designing Technology for Coping with Interpersonal Racism"	02/2021
<b>UNIVERSITY OF BRITISH COLUMBIA DESIGNING FOR PEOPLE (DFP@UBC) SEMINAR</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	02/2021
<b>MICROSOFT RESEARCH CAMBRIDGE HCI COMMUNITY TALK</b> "Critical Race Theory for HCI" - Co-Presented with Angela Smith	02/2021
<b>INDIANA UNIVERSITY INFORMATICS COLLOQUIUM SERIES</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	01/2021
<b>PITTSBURGH RACIAL JUSTICE SUMMIT</b> "Critical Race Theory and Technology"	01/2021
<b>UNIVERSITY OF WASHINGTON DUB SEMINAR</b> "Designing to Empower Marginalized Communities through Social Technology"	01/2021
<b>NORTHEASTERN UNIVERSITY - KHOURY COLLEGE</b> "Coded Bias Viewing & Panel Discussion"	12/2020
<b>STANFORD HCI SEMINAR</b> "Designing to Empower Marginalized Communities through Social Technology"	10/2020
<b>CORNELL INFO SCI COLLOQUIUM</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	10/2020
<b>WELLESLEY CS220 HCI GUEST LECTURE</b> "Designing to Empower Marginalized Communities through Social Technology" & "Critical Race Theory for HCI"	09/2020
<b>UCHICAGO HCI SEMINAR</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	08/2020
<b>UNIVERSITY OF MARYLAND HCIL</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	08/2020
<b>SNAP HCI RESEARCH SPECIAL SEMINAR</b> "Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith	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

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### Professional Service

**Co-Chair** CHI Play 2022 Masterclass

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

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

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

**Paper Reviewer** CHI: 2018\*, 2020, 2021\*  
CSCW: 2020\*, 2021\*  
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  
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

### Northeastern University Institutional Service

**2021-2022** Khoury CS PhD Admissions Committee,  
Khoury Working Group - Leading with Societal Impact,  
Khoury Diversity, Equity, Inclusion, Accessibility, and Belonging (DEIAB) Committee - Faculty Recruitment,  
Games@Northeastern Lecture Series Co-Coordinator,  
Art+Design Graduate Lecture Series Co-Coordinator,  
Women of Color in the Academy (WoCiA) Conference Planning Committee

**2020-2021** Art + Design Diversity, Equity, Inclusion & Belonging (DEIB) Ad Hoc Committee,  
Game Science and Design (GSND) Masters Program Committee,  
Joint CAMD + Khoury Faculty Hiring Committee,  
Women of Color in the Academy (WoCiA) Conference Planning Committee

### Carnegie Mellon University Institutional Service

**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

## 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

## 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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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