

# 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

### 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
- SIGCHI Development Fund Grant (\$15,000)**, “*Engaging in Race in HCI*”, ACM SIGCHI
- 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 2014
- B.S. Conferred with Honors**, Stanford University

## Grants

INTERNAL

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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20. Brooks, C., Principe Cruz, E., Camera, J., **To, A.** *Uplifting Us: A BIPOC Game Design Case Study*. In Proc. FDG 2021 Late-Breaking Work
19. 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** 🏆
18. **To, A.**, Carey, H., Kaufman, G., Hammer, J. *Reducing Uncertainty and Offering Comfort: Designing Technology for Coping with Interpersonal Racism*. In Proc. CHI 2021
17. 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.
16. **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** 🏆
15. [**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
14. 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.
13. Fath, E., **To, A.**, Kaufman, G., Hammer, J., (2018). *Designing an Inclusive Playtesting Process Using Cognitive Load Theory*. In Proc. Meaningful Play 2018
12. 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
11. **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
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 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.** (UNDER REVIEW). "Racial Justice and Scholar-Activism". *Networked Feminisms: Activist Assemblies and Digital Practices*.
1. Hammer, J., **To, A.**, Schrier, K., Bowman, S.L., Kaufman, G. (2018). "Learning and Role-Playing Games". *Role-Playing Game Studies*.

### INVITED JOURNAL ARTICLES

2. Brown, Q., Kumar, N., Thomas, J., **To, A.**, Rankin, Y. (2021) "Discovering intersectionality part I: researcher interrupted". *Interactions*, Vol. 28, No. 3
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

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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myPWI

2020-PRESENT

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

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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### Instructor of Record, Game Concept Dev. and Prod. (GAME 3800)

ART + DESIGN AT NORTHEASTERN UNIVERSITY

2021

### Instructor of Record, 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 (3)

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

Current **Xinyu Hou**, Transition Design, Carnegie Mellon University

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

### UNDERGRADUATE STUDENTS - Research Assistants (2)

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

Current **Chris Brooks**, Computer Science, Northeastern University

## Relevant Work Experience

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### UX Research Intern

FACEBOOK, INC.

May 2018 - Aug. 2018

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

### Design Intern

SCHELL GAMES

May 2017 - Aug. 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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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"

NORTHEASTERN UNIVERSITY ART+DESIGN FACULTY DEIB WORKSHOP

04/2021

"Critical Race Theory for HCI (And Art + Design)"

UNIVERSITY OF MINNESOTA CSCI 8115 GUEST LECTURE

03/2021

"Qualitative Research - Interview Method Tips"

<b>MIT CSAIL HCI SEMINAR</b> <i>"Designing to Empower Marginalized Communities through Social Technology"</i>	03/2021
<b>DEPAUL UNIVERSITY HCD 450 GUEST LECTURE</b> <i>"Critical Race Theory for HCI" &amp; "Reducing Uncertainty and Offering Comfort: Designing Technology for Coping with Interpersonal Racism"</i>	02/2021
<b>UNIVERSITY OF BRITISH COLUMBIA DESIGNING FOR PEOPLE (DFP@UBC) SEMINAR</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	02/2021
<b>MICROSOFT RESEARCH CAMBRIDGE HCI COMMUNITY TALK</b> <i>"Critical Race Theory for HCI" - Co-Presented with Angela Smith</i>	02/2021
<b>INDIANA UNIVERSITY INFORMATICS COLLOQUIUM SERIES</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	01/2021
<b>UNIVERSITY OF WASHINGTON DUB SEMINAR</b> <i>"Designing to Empower Marginalized Communities through Social Technology"</i>	01/2021
<b>NORTHEASTERN UNIVERSITY - KHOURY COLLEGE</b> <i>"Coded Bias Viewing &amp; Panel Discussion"</i>	12/2020
<b>STANFORD HCI SEMINAR</b> <i>"Designing to Empower Marginalized Communities through Social Technology"</i>	10/2020
<b>CORNELL INFO SCI COLLOQUIUM</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	10/2020
<b>WELLESLEY CS220 HCI GUEST LECTURE</b> <i>"Designing to Empower Marginalized Communities through Social Technology" &amp; "Critical Race Theory for HCI"</i>	09/2020
<b>UCHICAGO HCI SEMINAR</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	08/2020
<b>UNIVERSITY OF MARYLAND HCIL</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	08/2020
<b>SNAP HCI RESEARCH SPECIAL SEMINAR</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	08/2020
<b>UC BERKELEY AFOG GROUP</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	08/2020
<b>CHICAGOCHI</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	08/2020
<b>ADOBE RESEARCH HCI/VIS SEMINAR</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	08/2020
<b>THUMB TACK DEI, DESIGN, RESEARCH SPECIAL SEMINAR</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	07/2020
<b>UNIVERSITY OF MICHIGAN MISC SEMINAR</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	07/2020
<b>FACEBOOK</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	07/2020
<b>STANFORD UNIVERSITY HCI GROUP LUNCH SEMINAR</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	07/2020
<b>CARNEGIE MELLON HCII AND ROBOTICS INSTITUTE SPECIAL SEMINAR</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	07/2020
<b>UNIVERSITY OF WASHINGTON DUB SEMINAR</b> <i>"Critical Race Theory for HCI" - Co-Presented with Ihudiya Finda Ogbonnaya-Ogburu, Angela Smith</i>	07/2020

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

## Service

	Professional Service
<b>Associate Chair</b>	CSCW 2021
<b>Program Committee</b>	DiGRA 2018 "Users" Track, DiGRA 2019 "Making Sense of Play and Players" Track, DiGRA 2020 "Game History and Cultural Context" Track
<b>LBW/WiP Assoc. Chair</b>	CHI: 2021 CHI Play: 2019, 2020
<b>Paper Reviewer</b>	CHI: 2018, 2020, 2021 CSCW: 2020 CHI Play: 2020 DIS: 2020 IDC: 2019, 2020 Meaningful Play: 2018 DiGRA/FDG: 2016 Creativity & Cognition: 2017
<b>LBW/WiP Reviewer</b>	CHI: 2019, 2020 alt.CHI: 2020 CHI Play: 2017 MobileHCI: 2017 Creativity & Cognition: 2019
<b>Student Game Reviewer</b>	CHI: 2016, 2020
<b>Student Volunteer</b>	CHI Play 2016, DiGRA 2017

Northeastern University Institutional Service

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

#### Carnegie Mellon 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

## 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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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