

Safinah Ali

PhD Student - Personal Robots Group, MIT Media Lab

safinah@mit.edu | 412.313.1433 | safinahali.github.io

PUBLICATIONS

Ali, S., Park, H. W., & Breazeal, C. (2020). A Social Robot's Influence on Children's Figural Creativity during Gameplay. To appear in the *International Journal of Child-Computer Interaction*

Lee, I., **Ali, S.**, Zhang, H., DiPaola, D., Breazeal, C. (2020). Developing Middle School Students' AI Literacy. In *Proceedings of the 52nd ACM technical symposium on computer science education*

Ali, S., DiPaola, D. (2020). What are GANs?: Introducing Generative Adversarial Networks to Middle School Students. To appear in the *Eleventh AAAI Symposium on Educational Advances in Artificial Intelligence (EAAI-21)*

DiPaola, D., **Ali, S.**, Hong, J., Zhang, H., Breazeal, C., Lee, I. Youth as Investigators of Bias in Artificial Intelligence. To appear in *American Educational Research Association 2021*.

Ali, S., Lee, I. (2020). The Contour to Classification Game: An Introduction to Neural Networks. To appear in the *Eleventh AAAI Symposium on Educational Advances in Artificial Intelligence (EAAI-21)*

Ali, S., Park, H. W., & Breazeal, C. (2020, November). Can Children Emulate a Robotic Non-Player Character's Figural Creativity?. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play (pp. 499-509)*.

Devasia, N., **Ali, S.**, & Breazeal, C. (2020, November). Escape! Bot: Child-Robot Interaction to Promote Creative Expression During Gameplay. In *Extended Abstracts of the 2020 Annual Symposium on Computer-Human Interaction in Play (pp. 219-223)*.

Ali S., Park H., Breazeal C. (2020). Drawing with Jibo: Influence of a Social Robot's co-presence on Children's Creativity. Workshop on Creativity and Robotics. *International Conference on Social Robotics*

Saldias B., **Ali S.** (2020). Towards Child-Aware Machine Learning with a Focus on NLP Challenges and Applications. Women in Machine Learning Workshop. *Thirty-seventh International Conference on Machine Learning 2020*

Ali S., DiPaola D., Lee I., Jackson D., Kiel J., Beal K., Zhang H., Cheng Y. and Breazeal C. (2020). Adapting K-12 AI Learning for Online Instruction. 2nd International Workshop on Education in Artificial Intelligence K-12 (EduAI '20). In *Proceedings of German Journal of Artificial Intelligence 2/2021*

Ali S., Park H., Breazeal C. (2020). Influence of a Social Robot's Co-presence on Children's Figural Creativity. Workshop on Exploring Creative Content in Social Robotics. *ACM/IEEE International Conference on Human-Robot Interaction 2020*

Ali S., Muralidharan L., Alfieri F., Agrawal M., Jorgensen J. (2019) Sonify: Making Visual Graphs Accessible. In: Ahram T., Taiar R., Colson S., Choplin A. (eds) *Human Interaction and Emerging Technologies. IHET 2019*. Advances in Intelligent Systems and Computing, vol 1018. Springer, Cham

Ali, S., Williams, R., Payne B., Park H., Breazeal C. (2019) Constructionism, Ethics, and Creativity: Developing Primary and Middle School Artificial Intelligence. In Proceedings of *IJCAI 2019*

Ali, S., Moroso, T., Breazeal, C. (2019). Can Children Learn Creativity from a Social Robot? In *Proceedings of ACM Creativity and Cognition 2019*

Ali, S., Moroso, T. (2019). Leveraging Social Robots as a Creativity Support Tool for Young Children. Poster. *Computer Science and Learning Science Symposium 2019*.

Holmes, J., To, A., Zhang, F., **Ali, S.**, Bai, Z., ... & Hammer, J.. (2019). A Good Scare: Leveraging Game Theming and Narrative to Impact Player Experience. In *Proceedings of CHI 2019*

Spaulding, S., Chen, H., **Ali, S.**, Kulinski, M., & Breazeal, C. (2018, July). A Social Robot System for Modeling Children's Word Pronunciation: Socially Interactive Agents Track. In *Proceedings of the 17th International Conference on Autonomous Agents and MultiAgent Systems* (pp. 1658-1666). International Foundation for Autonomous Agents and Multiagent Systems

To, A., **Ali, S.**, Kaufman, G. Hammer, J. (2018). Integrating Curiosity and Uncertainty in Game Design. *The New Science of Curiosity* (pp. 169-203). New York, NY: Nova Science Publishers, Inc.

Ali, S., Breazeal, C. (2018). The Use of Social Robots for Social Emotional Communication within Families with Autism Spectrum Disorder *Play Make Learn*

Ali, S., To, A., Fath, E., Bai, Z., ... & Kaufman, G. (2018). Transition from Game Driven Goal Delineation to Goal Driven Game Design in Tandem Transformational Game Design *Proceedings of the International Academic Conference on Meaningful Play*

Ali, S., Moeller, R., Choi, J., Hammer, J. (2017) Analytic Frameworks for Audience Participation Games and Tools - *Spectating Play 2017*

To, A., Fath, E., Zhang, E., **Ali, S.**, Kildunne, C., Fan, A., ... & Kaufman, G. (2016). Tandem Transformational Game Design: A Game Design Process Case Study - *Proceedings of the International Academic Conference on Meaningful Play*

To, A., **Ali, S.**, Kaufman, G., & Hammer, J. (2016). Integrating Curiosity and Uncertainty in Game Design. *DiGRA/FDG '16 - Proceedings of the First International Joint Conference of DiGRA and FDG*.

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. *Meaningful Play 2016*

Agarwal, B., Goel, V., **Ali, S.**, Talukdar, N., & Sorathia, K. (2014, December). CaptuRing: A Tangible Imaging Tool for Brainstorming. *Proceedings of the India HCI 2014 Conference on Human Computer Interaction (p. 132)*. ACM.

Ali, S., Bahuguna, B. (2016, July). Guilt, Robots, and Interaction Design. *Article*

Ali, S. (2016, June). The Suggested Web is Killing Discovery. *Article*