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Lisa Egede

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UX Researcher & HCI PhD Candidate | Mixed-Methods Researcher | Culturally Responsible AI

Education

Carnegie Mellon University, PhD in Human-Computer Interaction — Aug 2021 - May 2026
Advised by Dr. Geoff Kaufman

University of Oklahoma, BS in Computer Science — Aug 2015 - May 2020
Undergraduate Research Advisors: Dr. Christan Grant and Dr. Jasmine DeHart

Research Internships

Microsoft Research - F.A.T.E Group — Montréal, Canada
Research Intern | Mentored by Alexandra Olteanu — June 2024 - Sept 2024

- Led a literature review and conceptual study exploring the ethical and cultural implications of anthropomorphic generative AI systems.
- Identified emerging research gaps in responsible AI design and user perceptions of human-like AI agents.

IBM Research - Tech for Social Justice Group — Yorktown Heights, NY
Research Intern | Mentored by Stacy Hobson & Fearghal O'Donncha — May 2021 - Aug 2021

- Collaborated with industry researchers and organizations to design and prototype an AI-driven tool for predicting water availability in Kenya, leveraging open-source visualization libraries (PySheds).
- Conducted exploratory user and system research to understand equity-centered applications of AI for global development.
- Partnered with engineers and research scientists to translate insights into actionable design and technical recommendations.

Microsoft Research - F.A.T.E Group — New York, NY
Undergraduate Research Intern | Mentored by Jenn Wortman Vaughan — May 2020 - Aug 2020

- Partnered with interdisciplinary researchers (PhD/Post-Doc) to design and develop a 3-phase qualitative research study exploring fairness and ethics in AI systems.
- Contributed to defining research objectives, refining study protocols, and synthesizing insights to conceptualize AI Fairness practitioners' needs.
- Presented key findings and literature reviews to cross-functional research teams to guide future responsible AI guidelines across Microsoft.

Selected Publications

[Paper] Lisa Egede. Exploring Black Communities' Perceptions and Design Approaches for Building Culturally Tailored AI Systems. Companion Publication of the 2025 ACM Designing Interactive Systems Conference (DIS 2025).

[Paper] Myra Cheng, Su Lin Blodgett, Alicia DeVrio, **Lisa Egede**, and Alexandra Olteanu. ACL 2025. Dehumanizing Machines: Mitigating Anthropomorphic Behaviors in Text Generation Systems. In Proceedings of the 63rd Annual Meeting of the Association for Computational Linguistics (Volume 1: Long Papers), pages 25923–25948, Vienna, Austria. Association for Computational Linguistics. **SAC Highlights** 🏆

[Paper] Lisa Egede, Ebtesam Al Haque, Gabriella Thompson, Alicia Boyd, Angela D. R. Smith, and Brittany Johnson. 2025. Exploring Culturally Informed AI Assistants: A Comparative Study of ChatBlackGPT and ChatGPT. In Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI Extended Abstract '25). Association for Computing Machinery, New York, NY, USA, Article 242, 1–9.

[Paper] DeVrio, A., Cheng, M., **Egede, L.**, Blodgett, S. L., & Olteanu, A. "A Taxonomy of Linguistic Expressions That Contribute To Anthropomorphism of Language Technologies," Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2025)

[Paper] **L. Egede**, Coney, L, Johnson, B., Harrington, C., Ford, D., "'For Us By Us': Intentionally Designing Technology for Lived Black Experiences", Proceedings of the ACM Conference on Designing Interactive Systems (DIS 2024). **Honorable Mention** 🏆

[Paper] C. Harrington, **L. Egede**, "Trust, Comfort, and Relatability: Understanding Black Older Adults' Perceptions of Chatbot Design for Health Information Seeking", Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2023)

[Paper] M. Madaio, **L. Egede**, H. Subramonyam, J. Wortman Vaughan, H. Wallach, "Assessing the Fairness of AI Systems: AI Practitioners' Processes, Challenges, and Needs for Support", Proceedings of the ACM on Human-Computer Interaction 6. CSCW (2022): 1-26

Research Interests

Human-centered AI, Co-Designing with Historically Excluded Communities, Ethical AI, Participatory Design, Inclusive Technology, Social Computing

Research Methods

Qualitative Methods, Survey Development, Interviewing, Participatory Design, Data (Collection/Analysis/Interpretation), Usability studies, Semi-structured interviews, Workshops

Tools

Atlas.ti, Mural, Miro, Figma, Adobe Creative Suite, GitHub

Programming Languages

Proficient: Python

Prior Experience: C++, C, Java, SQL, Bash