

# Michele Newman

PHD CANDIDATE · INFORMATION SCHOOL, UNIVERSITY OF WASHINGTON

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## PERSONAL STATEMENT

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Michele Newman is a doctoral candidate at the Information School at the University of Washington, working under the guidance of Dr. Jin Ha Lee and Dr. Jason Yip. She is also a member of the **UW Gamer Group** and the **Digital Youth Lab** working with KidsTeam UW and KidsTeam SPL. Her research focuses on creativity, play, and knowledge in digital spaces, exploring how interactive media shape how people imagine, create, and share ideas. Ultimately, her work aims to empower individuals and communities to build their creative confidence and see themselves as active participants in cultural production.

Specializations: *creativity, human-computer interaction, knowledge organization, music information retrieval, co-design*

## EDUCATION

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### University of Washington

Seattle, WA

DOCTOR OF PHILOSOPHY IN INFORMATION SCIENCE

2022 - present

- Advisors: Dr. Jin Ha Lee & Dr. Jason Yip

### University of Denver

Denver, CO

MASTER OF LIBRARY AND INFORMATION SCIENCE

2020 - 2022

- Capstone Advisor: Dr. Peter Organisciak
- Capstone Thesis: A Taxonomy of Game Mechanics

### Indiana University

Bloomington, IN

MASTER OF MUSIC IN MUSIC THEORY

2017 - 2019

### University of North Texas

Denton, TX

BACHELOR OF MUSIC IN MUSIC THEORY & MUSIC COMPOSITION [DOUBLE MAJOR]

2013 - 2017

- *summa cum laude*
- Honors Thesis Advisor: Dr. Diago Cubero
- Honors Thesis: Metric Dissonance in Asymmetric Meters

## RESEARCH EXPERIENCE

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### University of Washington, Graduate Research Assistant

Seattle, WA

DIGITAL CIVIC ENGAGEMENT IN LIBRARIES THROUGH TABLE TOP ROLE-PLAYING GAMES

2024 - Present

- Funding Organization: Institute of Museum and Library Services (Grant #LG-256571-OLS-24)
- Supervisor: Dr. Jason Yip
- Project Description: Development and co-design of a tabletop role-playing game (TTRPG) to enhance understanding and support for youth (ages 10-15) digital civic engagement and socioemotional learning.
- Activities: Creating/Running Co-Design sessions with youth ages 5-17, game design, coordinating with external partners

## University of Washington, Graduate Research Assistant

### PLAY-BASED ACTIVITIES FOR MISINFORMATION IN LIBRARIES

Seattle, WA

2022 - Present

- Funding Organization: Institute of Museum and Library Services (Grant #LG-252291-OLS-22)
- Supervisor: Dr. Jason Yip
- Project Description: Project Description: Co-design and dissemination of a set of innovative online play-based digital activities for children around combating misinformation in libraries.
- Activities: Creating/Running Co-Design sessions with youth ages 5-17, developing and testing curriculum, creation of materials and website for dissemination

## University of Denver, Graduate Research Assistant

Denver, CO

### MEASUREMENT OF ORIGINAL THINKING IN ELEMENTARY STUDENTS

2020 - 2022

- Funding Organization: Institute of Education Sciences (Grant #R305A200519)
- Supervisor: Dr. Peter Organisciak
- Project Description: Development of a new measurement and computer application that measures original thinking among late-elementary students (grades 3 – 5) through automated scoring.
- Activities: Collection and Development of a corpus of child directed speech, coding of test on Qualtrics with JavaScript, qualitative coding and validation of measurement

## Indiana University, Member

Bloomington, IN

### MUSIC AND MIND LAB, JACOBS SCHOOL OF MUSIC

2018-2019

- Activities: Helped to review and administer various experiments concerning music cognition.

## AWARDS AND GRANTS

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### AWARDS

- 2024 **Best Paper Honorable Mention**, CHI 2023
- 2022 **Beta Phi Mu Library & Information Science and Information Technology Honor Society**, University of Denver, Morgridge College of Education
- 2021 **Student Leadership Award**, College of Education Student Association, University of Denver
- 2017 **Outstanding Student in Composition**, College of Music, University of North Texas
- 2016 **Pi Kappa Lambda National Music Honor Society**, College of Music, University of North Texas

### FELLOWSHIPS & GRANTS

- 2025 **Innovation Fund**, The Information School, University of Washington \$9,225
- 2016 **Undergraduate Research Fellowship**, University of North Texas \$500

## PUBLICATIONS

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*\*equal contribution; +presenting author*

### PEER REVIEWED JOURNALS

- [J2] Dumas, D., Acar, S., Berthiaume, K., Organisciak, P., Eby, D., Grajzel, K., Vlaamster, T., **Newman, M.**, & Carrera, M. (2023). What Makes Children's Responses to Creativity Assessments Difficult to Judge Reliably? The Journal of Creative Behavior, 57(3), 419–438. <https://doi.org/10.1002/jocb.588>
- [J1] Organisciak, P., **Newman, M.**, Eby, D., Acar, S. & Dumas, D. (2023), "How do the kids speak? Improving educational use of text mining with child-directed language models", Information and Learning Sciences, Vol. 124 No. 1/2, pp. 25-47. <https://doi.org/10.1108/ILS-06-2022-0082>

## CONFERENCE PROCEEDINGS (REFEREED)

- [C9] Fu, Y., **Newman, M.**, Going, L., Feng, Q., Lee, J. H. (2025). Exploring the Collaborative Co-Creation Process with AI: A Case Study in Novice Music Production. arXiv preprint arXiv:2501.15276. <https://doi.org/10.48550/arXiv.2501.15276>
- [C8] **Newman, M.**<sup>+</sup>, Morris, L., Kato, J., Goto, M., Yip, J., and Lee, J. H. (2024). Purposeful Play: Evaluation and Co-Design of Casual Music Creation Applications with Children. Proceedings of the 25th International Society for Music Information Retrieval Conference.
- [C7] Morris, L.<sup>\*</sup>, Leger, R.<sup>\*</sup>, **Newman, M.**, Burgoyneand, J. A., Groves, R., Mangai, N., & Lee, J. H. (2024). Human-AI Music Process: A Dataset of AI-Supported Songwriting Processes from the AI Song Contest. Proceedings of the 24th International Society for Music Information Retrieval Conference.
- [C6] **Newman, M.**<sup>+</sup>, Favors, D., Koughan, L., and Lee, J. H. (2024). Participatory Media and Game Preservation: A Taxonomy of YouTube Game-Related Content. Proceedings of the 87th Annual Meeting of the Association for Information Science and Technology. <https://doi.org/10.1002/pr2.1027>  
[30% acceptance rate]
- [C5] Cho, Y., **Newman, M.**, Pitt, C., Yip, J.C., & Lee, J.H., (2024). You Are Tilted!: Leveraging Tabletop Gaming to Manage Tilt and Strengthen Team Dynamics in Esports. Proceedings of the 2024 Annual Symposium on Computer-Human Interaction in Play (CHI PLAY). <https://doi.org/10.1145/3677116>
- [C4] Dangol, A.<sup>\*</sup>, **Newman, M.**<sup>++</sup>, Wolfe, R., Lee, J. H., Kientz, J. A., Yip, J., & Pitt, C. (2024, July). Mediating Culture: Cultivating Socio-cultural Understanding of AI in Children through Participatory Design. In Proceedings of the 2024 ACM Designing Interactive Systems Conference (pp. 1805-1822). <https://doi.org/10.1145/3643834.3661515>
- [C3] **Newman, M.**<sup>+</sup>, Sun, K., Gasperina, I.D., Pedraja, M., Kanchi, R., Song, M.B., Li, R., Lee, J.H., & Yip, J.C. (2024). “I want it to talk like Darth Vader”: Helping children construct creative self-efficacy with generative AI. Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems.  
[26.4% acceptance rate] [Paper Honorable Mention, top 5% of submissions]
- [C2] **Newman, M.**<sup>+</sup>, Morris, L., and Lee J. H. (2023). Human-AI music creation: Understanding the perceptions and experiences of music creators for ethical and productive collaboration. Proceedings of the 24th International Society for Music Information Retrieval Conference.
- [C1] Cho, Y., **Newman, M.**, Morris, L., Koughan, L. D., Yip, J., and Lee, J. H. (2023). Gender differences in ethical stances for playing AR games: The case of Pokémon GO. Proceedings of the 2023 Digital Games Research Association International Conference: The Limits and Margins of Games Conference.

## SHORT PUBLICATIONS (REFEREED; PUBLISHED IN PROCEEDINGS AS EXTENDED ABSTRACTS)

- [S1] **Newman, M.**<sup>+</sup> and Lee, J. H. (2023). “Accidental archivists”: YouTube gameplay content and game preservation. Proceedings of the 2023 Digital Games Research Association International Conference: The Limits and Margins of Games Conference.

## PRESENTATIONS

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### WORKSHOPS

- [W1] **Newman, M.** & Coward, C. (2025, May 27). From Play to Participation: Designing tabletop games to empower digital civic engagement with youth [Workshop]. Next Library, Aarhus, Denmark. <https://www.nextlibrary.net/>

### PANELS

- [W1] **Newman, M.** & Coward, C. (2025, May 27). From Play to Participation: Designing tabletop games to empower digital civic engagement with youth [Workshop]. Next Library, Aarhus, Denmark. <https://www.nextlibrary.net/>

## CONFERENCE PRESENTATIONS (REFEREED; WITHOUT ASSOCIATED PROCEEDINGS)

- [CP3] **Newman, M.** (2021). The OTHER UW: Where Games Meet Learning - User-centered, Community-Focused Projects from the University of Washington. Presentation at the 2025 Play Make Learn Conference. Madison, WI.
- [CP2] **Newman, M.** (2021). "Scoring Diversity:" Engaging with Diverse Composers in Academic Music Libraries. Presentation at the Mountain-Plains Chapter Music Library Association Annual Conference. Online.
- [CP1] **Newman, M.** (2021). A Gamers Guide to Metadata. Presentation at the MCE Research Methods and Information Science Student Conference. Online.

## INVITED TALKS AND GUEST LECTURES

- [IT4] Winter 2025. *AI and Creativity*. Guest Lecture, Seattle, WA.
- [IT3] Fall 2024. *Video Game Cataloging & Participatory Media*. Guest Lecture, Norman, OK.
- [IT2] Fall 2024. *The Video Game Metadata Schema and Linked Data*. Guest Lecture, Seattle, WA.
- [IT1] Fall 2023. *Co-Design Drop In*. Invited talk: The Library Collective, Online.

## ADDITIONAL INTELLECTUAL CONTRIBUTIONS

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### REPORTS

- [R1] **Newman, M.**, Benson, M., Hilt, T., Johnson, K., Kennedy, C., Lee, K.J., McGrew, C., Lee, J.H., & Yip, J.C. (2025). Welcome to KidsTeam - A guidebook. University of Washington - Seattle.

### METADATA APPLICATIONS, SCHEMA, AND CONTROLLED VOCABULARIES

- [M2] **Newman, M.**, Favors, D., Koughan, L. D., & Lee J. H. (2024). Taxonomy of YouTube Game-Related Content. Version 1.0. Retrieved from: <https://github.com/uwgamergroup/taxonomy-youtube-game-related-content>  
(See [C6] for associated paper)
- [M1] Lee, J. H., Schmalz, **M., Newman, M.**, & Koughan, L. (2024). UW/SIMM Video Game Metadata Schema (Metadata Application Profile - Full Set). Version 4.2.  
<https://github.com/uwgamergroup/video-game-metadata-schema>

### DESIGN AND CURRICULUM

- [D1] **Newman, M.**, Zhao, R., Hu, S., Batalov, P., Lollo, J., Coward, C., Lee, J.H., & Yip, J.C. (2025). The Misinformation Play Pack. Curricula for children to build resilience against misinformation. Includes: AI Misadventures; Starbound Secrets: Down the Rabbit Hole; The Reel Deel: Online video and misinformation. University of Washington.  
<https://lokisloop.org/misinfoeplaypack/>

### BLOG POSTS

- [BL2] **Newman, M.** (2024, September 24). Can AI Help Kids Feel Creative?. <https://joanganzcooneycenter.org/2024/09/24/can-ai-help-kids-feel-creative/>
- [BL1] **Newman, M.** (2021, August 3). Webinar Recap: International Research in LIS. The Librarian Parlor.  
<https://libparlor.com/2021/08/03/webinar-recap-international-research-in-lis/>

## TEACHING EXPERIENCE

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### UNIVERSITY OF WASHINGTON

- Sum 2025 **Study Abroad, Amsterdam: Innovation in Libraries, Archives, and Museums**, Co-Director
- Fall 2024 **LIS 577: Participatory Design in Libraries**, Graduate Teaching Assistant
- Sum 2024 **Study Abroad, Amsterdam: Innovation in Libraries, Archives, and Museums**, Co-Director
- Fall 2023 **LIS 577: Participatory Design in Libraries**, Graduate Teaching Assistant
- Sum 2023 **Study Abroad, Amsterdam: Innovation in Libraries, Archives, and Museums**, Co-Director
- Win 2023 **INFO 380: Information Systems Analysis and Design**, Graduate Teaching Assistant
- Fall 2022 **INFO 360: Design Thinking**, Graduate Teaching Assistant

### INDIANA UNIVERSITY - BLOOMINGTON

- Spr 2019 **MUS – T 152: Musical Theory and Literature II**, Graduate Associate Instructor
- Fall 2018 **MUS – T 151: Musical Theory and Literature I**, Graduate Associate Instructor
- Spring 2018 **MUS – T 123: Musical Skills I**, Graduate Associate Instructor
- Fall 2017 **MUS – T 109: Fundamentals of Music**, Graduate Associate Instructor

## Press Coverage

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Milne, S. (2024, May 29) Q&A: How AI Affects Kids' Creativity. UW News. <https://www.washington.edu/news/2024/05/29/ai-kids-creativity-chatgpt/>

McQuate, S. (2023, May 31). UW researcher discusses the buzz behind “Legend of Zelda: Tears of the kingdom.” UW News. <https://www.washington.edu/news/2023/05/31/uw-researcher-discusses-the-buzz-behind-legend-of-zelda-tears-of-the-kingdom/>

## Professional Experience

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- 2022 **Digitization Technician Internship**, Special Collections, Western History and Genealogy, Denver Public Libraries
- 2016-2018 **Instructional Design Assistant**, Morgridge College of Education, University of Denver
- 2015–2017 **Academic Coach**, University of North Texas

## Outreach & Professional Development

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### SERVICE

- 2022-2024 **Graduate and Professional Student Senate**, Senator for Information Science PhD Students
- 2016-2017 **Graduate Student Association**, Jacobs School of Music, Committee Member

### PEER REVIEW

International Society for Music Information Retrieval  
Interaction Design and Children  
Computer Human Interaction (CHI)

## PROFESSIONAL MEMBERSHIPS

Association for Computing Machinery

International Society of Music Information Retrieval

Association for Information Science and Technology

Society for American Archivists