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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*
- DiPaola, D., **Ali, S.** (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*.
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- **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)*.
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- **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*
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- **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. IHIET 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*
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