

**STANDARD FORMAT FOR RESUMES  
FOR  
REAPPOINTMENT, PROMOTION, AND TENURE**

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**Elizabeth “Betsy” DiSalvo  
Associate Professor  
School of Interactive Computing**

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**Elizabeth “Betsy” DiSalvo**  
**Associate Professor**  
**School of Interactive Computing**

**I. Earned Degrees**

- Ph.D. 2012 Georgia Institute of Technology, College of Computing,  
Major: Human-Centered Computing  
Specialization: Learning Sciences and Technology  
Minor: History Technology and Society
- B.A. 1991 University of Dallas, Constantine College of Liberal Arts  
Major: Fine Arts  
Specialization: Ceramics

**II. Employment History**

College of Computing, Georgia Institute of Technology	
Associate Professor	2022 - Present
Interim Chair, School of Interactive Computing	2018 - 2023
Assistant Professor	2012 - 2018
Graduate Research Assistant	2007 - 2012
University of Pittsburgh, Learning Research & Development Center (LRDC)	2004 - 2007
Research Scientist	
IGate, Pittsburgh, PA, Account Executive for IT Consulting	2001 - 2003
EAlInvest, San Francisco, CA, Senior Marketing Manager	2000 - 2001
Minnesota Department of Transportation, Communications Officer	1998 - 2000
Cystic Fibrosis Foundation, St. Paul, MN, Director of Special Events,	1996 - 1998
Marquette Bank, N.A., Minneapolis, MN, Assistant Buyer	1993 - 1996

**III. Honors and Awards**

- Provost Teaching and Learning Fellow 2022-2024
- NCWIT BridgeUp Faculty Fellow 2021-2023
- Tapia Poster Competition 2nd Place, *Tapia Celebration of Diversity in Computing Conference* 2022
- ACM Student Research Competition Semi-finalist (Michael Johnson), *Tapia Celebration of Diversity in Computing Conference* 2022

May 8, 2023

- Honorable Mention Best Paper Award, *CHI Conference on Human Factors in Computing Systems 2021*
- Cool Tool Award Finalist for “Best Games for Learning / Simulation Solution” *EdTech Digest, 2021*
- James Paul Gee Game Design Award - Judge's Choice at *Play Make Learn 2020*
- Honorable Mention Best Paper Award, CHI Conference on Human Factors in Computing Systems 2020
- ACM Student Research Competition Semi-finalist (Michael Johnson), *Tapia Celebration of Diversity in Computing Conference 2020*
- Best Paper Award, ACM Conference on Designing Interactive Systems 2019
- ACM Hesberg Award Teaching Fellows, 2018
- Top Paper Award, Meaningful Play, 2018
- SLS Smart Cities and Connected Communities Fellow, Spring 2017
- Frontiers of Engineering Education Fellow, 2016
- Best Paper Award, ACM Conference on Designing Interactive Systems, 2014
- Lockheed Inspirational Young Faculty Award, 2014
- GoSTEM Faculty Fellowship, Spring and Summer 2014
- Class of 1969 Teaching Fellow, Center for Enhancement for Teaching and Learning 2013
- Honorable Mention, Outstanding Dissertation, Georgia Tech College of Computing 2012
- Digital Media Learning
- (DML) Summer Institute Fellow 2011
- Foley Scholar Award 2010, GVU Research Center, Georgia Tech 2010
- Scholarship Recipient: EA Foundation of Digital Games Scholar 2009
- Scholarship Recipient: Google Anita Borg Scholarship 2008

## IV. Research, Scholarship, and Creative Activities

### A. Published Books, Book Chapters, and Edited Volumes

#### A1. Books

1. Holbert, Nathan, Daisy Rutstein, Matthew Berland, Betsy DiSalvo, Jeremy Rochelle, Vishesh Kumar, Satabdi Basu, Reina Fujii, and Beth Pinzur, (2023). *Playful Testing, Designing a Formative Assessment Game for Data Science*, Pittsburgh, ETC Press, 2023.

#### A2. Refereed Book Chapters

1. D’Andrea, Vincenzo, Jesper Simonsen, Giacomo Poderi, and Betsy DiSalvo (Accepted) “How to Get Started: Introducing and Teaching Participatory Design,” In *The Routledge Handbook of Participatory Design* editors Rachel Charlotte Smith, Daria Loi, Heike Winschiers-Theophilus, Liesbeth Huybrechts, and Jesper Simonsen. Anticipated publication in 2024.
2. DiSalvo, Betsy and **DesPortes, Kayla** (2017). “Participatory Design for Value-Driven Learning” In *Participatory Design for Learning: Perspectives from Practice and Research* edited editors Betsy DiSalvo, Jason Yip, Elizabeth Bonsignore, and Carl DiSalvo, New York: Routledge, 2017.
3. DiSalvo, Betsy, “Gaming Masculinity: Constructing Masculinity with Video Games” In Kafai, Yasmin B., Brendesha M. Tynes, and Gabriela T. Richard. *Diversifying Barbie and*

*Mortal Kombat: Intersectional Perspectives and Inclusive Designs in Gaming*. Pittsburgh: Carnegie Mellon ETC Press, 2016.

4. DiSalvo, Betsy, "Faculty Wives of Computing" in *Advancing Women in Science: An International Perspective*, edited by Willie Pearson, Jr., Lisa M. Frehill, and Connie L. McNeely. New York: Springer, 2014.

### **A3. Edited Volumes**

1. DiSalvo, Betsy, Jason Yip, Elizabeth Bonsignore and Carl DiSalvo, Editors of *Participatory Design for Learning: Perspectives from Practice and Research*. New York: Routledge, 2017.

## **B. Refereed Publications and Submitted Articles**

### **B1. Published and Accepted Journal Articles**

1. Shapiro, Ben Rydal, Amanda Meng, **Annabel Rothschild**, Sierra Gilliam, Cicely Garrett, Carl DiSalvo, and Betsy DiSalvo. "Bettering Data." *Educational Technology & Society* 25:4 (2022): 109-125. <https://www.jstor.org/stable/48695985>
2. **Rothschild, Annabel**, Amanda Meng, Carl DiSalvo, **Britney Johnson**, Ben R Shapiro, and Betsy DiSalvo. "Interrogating data work as a community of practice." *Proceedings of the ACM on Human-Computer Interaction* 6:CSCW2 (2022): Article 307: 1-28.
3. DiSalvo, Betsy, **Dheeraj Bandaru**, **Qiaosi Wang**, **Hong Li**, and Thomas Plötz. "Reading the Room: Automated, Momentary Assessment of Student Engagement in the Classroom: Are We There Yet?." *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies*. 6:3 (2022): Article 112: 1-26. <https://doi.org/10.1145/3550328>
4. Holbert, Nathan, Betsy DiSalvo and Matthew Berland. "The Rollout of Computer Science Education to Every Student in New York City: A Socio-Contextual Social Network Analysis." *Teachers College Record* 122, no. 11 (2020). <https://doi.org/10.1177/016146812012201106>
5. **Wong-Villacres, Marisol**, Aakash Gautam, Deborah Tatar, and Betsy DiSalvo. "Reflections on Assets-Based Design: A Journey Towards a Collective of AssetsBased Thinkers." *Proceedings of the ACM on Human-Computer Interaction* 5, CSCW2 (2021): Article 401: 1-32. <https://doi.org/10.1145/3479545>
6. **Wong-Villacres, Marisol**, Aakash Gautam, Wendy Roldan, Lucy Pei, Jessa Dickinson, Azra Ismail, Betsy DiSalvo et al. "From Needs to Strengths: Operationalizing an Assets-Based Design of Technology." In *Conference Companion Publication of the 2020 Journal on Computer Supported Cooperative Work and Social Computing*, pp. 527-535. 2020. <https://doi.org/10.1145/3406865.3418594>
7. **Wong-Villacres, Marisol**, Neha Kumar, and Betsy DiSalvo, (2019). "The "Work of Bilingual Parent-Education Liaisons: Assembling Information Patchworks for Immigrant Parents." *Proceedings of the ACM on Human-Computer Interaction* 2019, 3:CSCW (2019):Article 186: 1-24. <https://doi.org/10.1145/3359288>
8. DiSalvo, Betsy, Amy Bruckman, Mark Guzdial, and Tom Mcklin, (2014) "Saving Face While Geeking Out: Video Game Testing as a Justification for Learning Computer Science." *Journal of Learning Sciences*. 2014, 23, 3: 272-315. <https://doi.org/10.1080/10508406.2014.893434>
9. Giarratani, Lauren, Anuja Parikh, Betsy DiSalvo, Karen Knutson, and Kevin Crowley, (2011). "Click!: Pre-Teen Girls and a Mixed-Reality Role Playing Game for Science and

Technology." *Nordic Journal of Digital Literacy*. April 2011, 3.  
<https://doi.org/10.18261/ISSN1891-943X-2011-03-0>

10. DiSalvo, Betsy, Kevin Crowley, and Roy Norwood, (2008). "Learning in Context: Digital games and young black men." *Games and Culture* 3, no. 2 (2008): 131-141.

## **B2. Conference Presentation with Proceedings (Refereed)**

1. **Johnson, Michael**, Chris Hovey, **Rachel Baker**, and Betsy DiSalvo, "Keeping Mindful of Modality: A Comparison of Computer Science Education Resources for Learning", In Proceedings of Koli Calling 23 International Conference on Computing Education Research, November 2023.
2. **Johnson, Michael**, Francisco Castro, Betsy DiSalvo, Kayla Desportes, "Chronicles of Exploration: Examining the Materiality of Computational Artifacts", In Proceedings of the *19th Annual ACM Conference on International Computing Education Research*, August 2023.
3. **Johnson, Michael** and Betsy DiSalvo. "Static and Changing Roles in Transdisciplinary Co-Design", In *Proceedings of the International Conference of the Learning Sciences*, November 2022.
4. **Schoemann, Sarah**, Elaisa Hardy, and Betsy Disalvo. "Hemonauts: Exploring In Game Remediation for Health Literacy and STEM Learning." In *Proceedings of the 17th International Conference on the Foundations of Digital Games*, pp. 1-12. 2022.
5. **Rothschild, Annabel**, Justin Booker, Christa Davoll, Jessica Hill, Venise Ivey, Carl DiSalvo, Ben Rydal Shapiro, and Betsy DiSalvo. "Towards fair and pro-social employment of digital pieceworkers for sourcing machine learning training data." In *CHI Conference on Human Factors in Computing Systems Extended Abstracts*, pp. 1-9. 2022.
6. **Johnson, Britney**, Ben Rydal Shapiro, Betsy DiSalvo, **Annabel Rothschild**, and Carl DiSalvo. "Exploring Approaches to Data Literacy Through a Critical Race Theory Perspective." In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*, pp. 1-15. 2021. (Honorable Mention Award) (Acceptance rate 26%)
7. Hamilton, Matthew, Betsy DiSalvo, and Tracy Fullerton. "Mindful Gaming: User Experiences with Headspace and Walden, a Game." Fang X. (eds) *HCI in Games: Serious and Immersive Games. HCII 2021. Lecture Notes in Computer Science*, vol 12790. Springer, Cham. (Acceptance rate 29%)
8. **Wong-Villacres, Marisol**, Carl DiSalvo, Neha Kumar, and Betsy DiSalvo. "Culture in Action: Unpacking Capacities to Inform Assets-Based Design." In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*, pp. 1-14. 2020. (Honorable Mention Award) (Acceptance rate 24%)
9. **Zhou, Rui**, and Betsy DiSalvo. "User's Role in Platform Infrastructuralization: WeChat as an Exemplar." In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*, pp. 1-13. 2020. (Acceptance rate 24%)
10. **Solomon, Amber, Miyeon Bae**, Betsy DiSalvo, and Mark Guzdial. "Embodied Representations in Computing Education: How Gesture, Embodied Language, and Tool Use Support Teaching Recursion." In Gresalfi, M. and Horn, I. S. (Eds.), *The Interdisciplinarity of the Learning Sciences, 14th International Conference of the Learning Sciences (ICLS) 2020*, Volume 4 (pp. 2133-2140). Nashville 2020. (Acceptance rate ~30%)
11. **Wang, Qiaosi, Shan Jing**, David Joyner, Lauren Wilcox, Hong Li, Thomas Plötz, and Betsy Disalvo. "Sensing Affect to Empower Students: Learner Perspectives on Affect-Sensitive Technology in Large Educational Contexts." In *Proceedings of the Seventh ACM Conference on Learning@ Scale*, pp. 63-76. 2020. (Acceptance rate 37%)

12. **Oguamanam, Vanessa**, Taneisha Lee, Tom McKlin, **Zane Cochran**, Gregory Abowd, and Betsy DiSalvo. "Cultural Clash: Exploring How Studio-Based Pedagogy Impacts Learning for Students in HCI Classrooms." In *Proceedings of the 2020 ACM Designing Interactive Systems Conference*, pp. 1131-1142. 2020. (Acceptance rate: 24%)
13. **Zhou, Rui** and Betsy DiSalvo. 2020. User's Role in Platform Infrastructuralization: WeChat as an Exemplar. In *Proceedings of the 2020 ACM Conference on Human Factors in Computing Systems (CHI '20)*. ACM, New York, NY, USA. (Acceptance rate: 24%)
14. Basu, Satabdi, DiSalvo, Betsy; Wise Rutstein, Daisy; Roschelle, Jeremy; Holbert, Nathan and Young Xu. The Role of Evidence Centered Design and Participatory Design in a Playful Assessment for Computational Thinking About Data. In *Proceedings of the 2020 ACM Conference on Computer Science Education (SIGCSE'20)*. (Acceptance rate 31%)
15. **Solomon, Amber, Vanessa Oguamanam**, Mark Guzdial, and Betsy DiSalvo. Making CS Learning Visible: Case Studies on How Visibility of Student Work Supports a Community of Learners in CS Classrooms. In *Proceedings of the 2019 ACM Conference on Innovation and Technology in Computer Science Education* (pp. 161-167). (Acceptance rate 27%)
16. **DesPortes, Kayla**, & Betsy DiSalvo. (2019, July). Trials and tribulations of novices working with the arduino. In *Proceedings of the 2019 ACM Conference on International Computing Education Research* (pp. 219-227). (Acceptance rate 20%)
17. Wilcox, Lauren, Betsy DiSalvo, Dick Henneman and **Qiaosi Wang**. "Design in the HCI Classroom: Setting a Research Agenda." In *Proceedings of the 2019 ACM Conference on Designing Interactive Systems*, pp. 871-883. ACM, 2019. (Best Paper Award) (Acceptance Rate 25%)
18. Pellicone, Anthony J., Nathan Holbert, Betsy DiSalvo, Matthew Berland, Vishesh Kumar, and Yilang Zhao. "Who Played the Game Correctly? Data Signatures of Interaction in Playful Assessment." In *Proceedings of 2019 Connected Learning Summit*, Irvine. (Acceptance Rate NA)
19. **Wong-Villacres, Marisol**, Neha Kumar, and Betsy DiSalvo. "The parenting actornetwork of Latino immigrants in the United States." In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*, pp. 1-12. 2019. (Acceptance Rate 23%).
20. Xie, Benjamin, Erik Harpstead, Betsy DiSalvo, Petr Slovak, Ahmed Kharrufa, Michael J. Lee, Viktoria Pammer-Schindler, Amy Ogan, and Joseph Jay Williams. "Learning, Education, and HCI." In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*. ACM. Glasgow, (Acceptance Rate 23%).
21. Rutstein, Daisy, Betsy DiSalvo, Satabdi Basu, Jeremy Roschelle, (2019) "Game-based Assessment of Data and Analysis for Middle School Students," Proceeding of American Education Research Association (AERA) 2019 Annual Meeting. Toronto. (Acceptance rate 59%)
22. **Wong-Villacres, Marisol**, Betsy DiSalvo, and Neha Kumar. "Consejero automatico: chatbots for supporting Latino parents' educational engagement." In *Proceedings of the Tenth International Conference on Information and Communication Technologies and Development*. Ahmedabad, January 2019. (acceptance rate 19%)
23. **Schoemann, Sarah, Cheryl Cheong**, Wilbur Lam, Elaissa Hardy, and Betsy DiSalvo (2018). Hemonauts: Initial Implementation of Digital Games to Increase STEM Learning Among Chronically Ill Children. *Proceedings of Meaningful Play Conference*, East Lancing, October 2018. (Top Paper Award). (acceptance rate NA)
24. **Solomon, Amber**, Mark Guzdial, Mark, Betsy DiSalvo, and Ben R. Shapiro, (2018, August). Applying a Gesture Taxonomy to Introductory Computing Concepts. In

- Proceedings of the 2018 ACM Conference on International Computing Education Research* ( pp. 250-257). ACM. August 2018, Espoo. (acceptance rate 22%)
25. **Wong-Villacres, Marisol, Aditya Vishwanath, Naveea Karusala, Arkadeep Kumar, Betsy DiSalvo, and Neha Kumar**, 2018. Designing for Intersection. *Proceedings of the ACM Conference on Designing Interactive Systems 2018*. Hong Kong, June, 2018. (acceptance rate 23%).
  26. **Wong-Villacres, Marisol, Upol Ehsan, Amber Solomon, Maria Pozo Buil, and Betsy DiSalvo**, (2017). Design Guidelines for Parent-School Technologies to Support the Ecology of Parental Engagement. *Proceedings of the ACM International Conference on Interaction Design and Children 2017*, Stanford, June 2017. (Acceptance rate 29.8%)
  27. **DesPortes, Kayla** and Betsy DiSalvo, (2017). Where are the Glass-Boxes? Examining the Spectrum of Modularity in Physical Computing Hardware Tools. *Proceedings of the ACM International Conference on Interaction Design and Children 2017*, Stanford, June 2017. (Acceptance rate 29.8%)
  28. **Roshan, Parisa Khanipour, Kayla DesPortes, Zane Cochran**, and Betsy DiSalvo (2017). "Framing Makerspace Communities." Short paper in *Proceedings of Fablearn 2017 Flagship Conference*, Stanford, Oct. 2017. (Acceptance rate 32%)
  29. **Zhou, Rui, Zhonghe Wen, Muchao Tang**, and Betsy DiSalvo, (2017). Navigating Media Use: Chinese Parents and Their Overseas Adolescent Children on WeChat. *Proceedings of the ACM Conference on Designing Interactive Systems 2017*, Edinburgh, June 2017. (Acceptance rate 22%)
  30. **Cochran, Zane** and Betsy DiSalvo, 2016. Exploring Traditional and WorkbenchStyle Kits to Support Project- and Problem-Based Learning. Presented at the *IEEE conference on Frontiers in Education 2016*, Erie, 2016 (Acceptance rate 57%)
  31. **DesPortes, Kayla, Aditya Anupam, Neeti Pathak**, and Betsy DiSalvo, (2016). Circuit Diagrams Vs. Physical Circuits: The Effect of Representational Forms During Assessment. Presented at the *IEEE conference on Frontiers in Education 2016*, Erie, 2016. (Acceptance rate 57%)
  32. **DesPortes, Kayla, Aditya Anupam, Neeti Pathak**, and Betsy DiSalvo, (2016). BitBlox: A Redesign of the Breadboard. Presented at the *16th International Conference on Interaction Design and Children*, Manchester, 2016. (Acceptance rate 33%)
  33. **DesPortes, Kayla, Monet Spells**, and Betsy DiSalvo, (2016), Interdisciplinary computing and the emergence of boundary objects: A case-study of dance and technology. Presented at the *International Conference of the Learning Sciences*, Singapore, June 2016. (Acceptance rate 34%)
  34. DiSalvo, Betsy (2016). Participatory Design through a Learning Science Lens. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (SIGCHI)*. ACM, San Jose ,2016. (Acceptance rate 23%)
  35. DiSalvo, Betsy, **Parisa Khanipour Roshan**, and **Briana Morrison** (2016). Information Seeking Practices of Parents: Exploring Skills, Face Threats and Social Networks. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (SIGCHI)* (pp. 623–634). ACM. (Acceptance rate 23%)
  36. **DesPortes, Kayla, Monet Spells**, and Betsy DiSalvo, (2016) The MoveLab: Developing Congruence between the Self-Concept and Computing. Presented at the *47th ACM Technical Symposium on Computer Science Education (SIGCSE)*, Memphis, March 2016. (Acceptance rate 35.4%)



37. **Roshan Khanipour, Parisa, Maia Jacob, Michaelanne Dye,** and Betsy DiSalvo (2014) "Exploring How Parents in Economically Depressed Communities Access Learning Resources" Proceedings of the *International ACM Conference on Supporting Groupwork (Group 2014)*, Sanibel Island, November 2014. (Acceptance rate 30%)
38. DiSalvo, Betsy and **Parisa Roshan Khanipour** (2014) "Medium Probes: Exploring the Medium Not the Message", Proceedings of the ACM Conference on Designing Interactive Systems 2014, Vancouver, June 2014. (Acceptance rate 26%) (Best Paper Award)
39. DiSalvo, Betsy and Carl DiSalvo (2014) Designing for Democracy in Education: Participatory Design and the Learning Sciences, Proceedings of *11th International Conference of the Learning Sciences*, Boulder, June 2014. (Acceptance rate 30%)
40. **Morrison, Briana** and Betsy DiSalvo (2014) "Khan Academy Gamifies Computer Science", Proceedings of *45th ACM Technical Symposium on Computer Science Education (SIGCSE)*, Atlanta, March 2014. (Acceptance rate 39%)
41. DiSalvo, Betsy, **Cecili Reid**, and **Parisa Roshan Khanipour** (2014). "They Can't Find Us: The Search for Informal CS Education." Proceedings of *45th ACM Technical Symposium on Computer Science Education (SIGCSE)*, Atlanta, March 2014. (Acceptance rate 39%)
42. DiSalvo, Betsy, Mark, Charles Meadows, Charles, Tom Mcklin, Kenneth Perry, and Amy Bruckman (2013). "Workifying Games: Successfully Engaging African American Gamers with Computer Science." Proceeding of *44th ACM Technical Symposium on Computer Science Education (SIGCSE)*, Denver, CO, March 2013. (Acceptance rate 38%)
43. Dimond, Jill, Casey Fiesler, Betsy DiSalvo, Jon Pelc, and Amy Bruckman (2012). "Qualitative Data Collection Technologies: A Comparison of Instant Messaging, Email, and Phone." Proceedings of ACM Group 2012, Sanibel Island, FL, October 2012. (Acceptance rate 33%)
44. DiSalvo, Betsy, Sarita Yardi, and Amy Bruckman (2011). "African American Men Constructing Computing Identity." Note, In Proceedings of CHI 2011, Vancouver, Canada, May 2011. (Acceptance rate 26%)
45. DiSalvo, Betsy and Amy Bruckman, (2010). "Constructing Identity with Gaming: Young African American males." In Proceeding of *ACM Fifth International Conference on the Foundations of Digital Games*, Monterey, California, USA, June 2010. ACM New York, NY, USA. (Acceptance rate 34%)
46. Bruckman, Amy, Maureen Biggers, Barb Ericson, Tom Mcklin, Jill Dimond, Jill, Betsy DiSalvo, Mike Hewner, Lijun Ni, Lijun and Sarita Yardi (2009). "Georgia Computes: Improving the Entire Computing Education Pipeline." In Proceedings of the *40th SIGCSE technical symposium on computer science education*, ACM, Chattanooga, TN, USA, 2009. (Acceptance rate 33%)
47. DiSalvo, Betsy, Corey Stewart, and Amy Bruckman. (2009) "Glitch Videogame Testers: African American Men Breaking Open the Console." In Proceedings of Digital Games Research Association Conference (*DiGRA*). West London, UK, August-September 2009.
48. DiSalvo, Betsy, and Amy Bruckman, (2009). "Questioning Video Games' Influence on CS Interest," In Proceeding of the *ACM 4th International Conference on the Foundations of Digital Games*, April, 2009. (Acceptance rate 30%)
49. DiSalvo, Betsy and Abby Sheehan (2007). "Expanding art museums into humanities classrooms: Research on online curricula for cross-disciplinary study", In Proceedings of *Museums and the Web Conference*, San Francisco, CA, April 2007. (Acceptance rate 36%)

50. DiSalvo, Betsy, Anuja Parikh, and Kevin Crowley. (2006). "Click!: Developing the ultimate urban adventure game for middle school girls." In *Proceedings of Women in Games Conference*, Teesside, UK, July 2006.

### **B3. Other Refereed Material**

1. **Johnson, Michael J**, Betsy DiSalvo, **Ashmitha Julius Aravind**, Christopher Hovey, Matt Muchna, , and Sherri Sanders, Advice for Building Recruiting Pipelines from High School to College: BridgeUP STEM Program, 54th ACM Technical Symposium on Computer Science Education. V. 2, 2023, Toronto
2. **Rothschild, Annabel and Betsy DiSalvo**. "Understanding civic and non-profit data through a custom data lifecycle", Workshop participant at the *ACM Conference on Computer-human Interaction (SIGCHI) 2022*
3. **Johnson, Michael**, and Betsy DiSalvo. "Learning about Complex Adaptive Systems in Makerspaces." Lightening talk and abstract in *Proceedings of the 53rd ACM Technical Symposium on Computer Science Education V. 2*. 2022.
4. **Rothschild, Annabel** and Betsy DiSalvo. "Towards a Community Defined Framework for Responsible Digital Piecework Requests" Workshop for the *2021 Conference on Computer Supported Cooperative Work and Social Computing*, 2021.
5. **Zhou, Rui, Shengxi Wu**, Susan Faulkner, and Betsy DiSalvo. "Marketplace for Choice and Independence: Young Chinese's Social Commerce Practices on WeChat." In *The eighth International Workshop of Chinese CHI*, pp. 10-20. 2020.
6. **Wong-Villacres, Marisol**, Aakash Gautam, Wendy Roldan, Lucy Pei, Jessa Dickinson, Azra Ismail, Betsy DiSalvo et al. "From Needs to Strengths: Operationalizing an Assets-Based Design of Technology." Workshop for the *2020 Conference on Computer Supported Cooperative Work and Social Computing*, 2020.
7. DiSalvo, Betsy, Ricarose Roque, Alexander Cho, **Marisol Wong-Villacres**, Wendy Roldan, and Emily Roden. Connected Learning Across Socio-Cultural Borders: Designing to Support Immigrant Parents. Symposia at the *Connected Learning Summit 2019*, Irvine
8. Yip, Jason, Tamara Clegg, and Betsy DiSalvo, Making The Learning Sciences Count: Impacting ACM Communities in HCI, Workshop for the 2019 International Conference of Computer Supported Collaborative Learning 2019
9. Holbert, Nathan, Matthew Berland, Betsy DiSalvo, Daisy Wise Rutstein, Jeremy Roschelle, Vishesh Kumar, Satabdi Basu, and Marleen Villeroy,. Designing Constructionist Formative Assessment Games. Poster presented at the *AERA 2019 American Education Research Association Annual Meeting*. Toronto, Canada.
10. Rutstein, Daisy, Betsy DiSalvo, Satabdi Basu, and Jeremy Roschelle, Game-Based Assessment of Data and Analysis for Middle School Students - Paper presented at the *AERA 2019 American Education Research Association Annual Meeting*. Toronto, Canada.
11. **DesPortes, Kayla** and Betsy DiSalvo (2018). Infrastructuring Strategies in Making Activities: Student empowerment Through Value-Driven Learning, (2018) Presented as part of the Making at the Margins: Engaging Underserved Communities in Maker Technologies, Activities, and Spaces *Symposium at the AERA 2018 American Education*

- Research Association Annual Meeting The Dreams, Possibilities, and Necessities of Public Education*, New York, April 2018,
12. Wilcox, Lauren, Betsy DiSalvo, Richard Henneman, and **Lindsay Kelly**. "Design and the Future of the HCI Classroom: Lessons Learned from an International Survey on HCI Education." In *ACM CHI 2018 Workshop on HCI Education (Montreal, Quebec, Canada)*. ACM, New York, NY, USA, pp. 1-4. 2018..
  13. Implementing Maker-Oriented Learning in Undergraduate HCI Courses. *ACM Conference on Computer-human Interaction (SIGCHI) 2017*, lead this course with Zane Cochran on a maker based approach to teaching HCI. Denver, May 2017.
  14. Human Computer Interaction Consortium 2016 Workshop, Connected Life! Discussant and Participant, HCIC 2016 HCIC attending and discussant for Families and Connected Life Panel, June 2016, Watsonville.
  15. International Conference of the Learning Sciences (ICLS) Mid-Career Workshop. (Applied for Early Career Workshop but asked to attend Mid-Career workshop.) Workshop at *ICLS Conference*, Singapore, June 2016.
  16. Research Workshop on Maker and Making hosted by the Children's Museum of Pittsburgh, in collaboration with the University of Pittsburgh's Center for Learning in Out of School Environments (UPCLOSE), with the support of the American Educational Research Association (AERA). Pittsburgh, May 2016.
  17. MacIntyre, Blair., **Dang Zhang, R. Jones, R., Amber Solomon**, Betsy DiSalvo, and Mark Guzdial, 2016. Using Projection AR to Add Design Studio Pedagogy to a CS Classroom. Virtual Reality (VR), IEEE.
  18. **Roshan, Parisa Khanipour, Kayla DesPortes**, Rebecca Grinter, and Betsy DiSalvo (2015). "Collaborative Learning in Online and Offline Makerspaces." Poster presented at *Computer Supported Collaborative Learning*, Gothenburg, June 2015. (45% acceptance rate)
  19. DiSalvo, Betsy, Cameron Fadjo, Irena Lee, and Karen Peterson, Informal Education In Computer Science. Panel at the *45th ACM Technical Symposium on Computer Science Education (SIGCSE)*, Kansas City, MO, March 2015.
  20. DiSalvo, Betsy, and **Zane Cochran**, Dia de los Muertos Puppets: Meta Design of Children's Maker Activities Course. Course at the *ACM SIGCHI Interaction Design and Children Conference*, Boston, July 2015.
  21. DiSalvo, Betsy, CRA-W-Early Career Workshop. Kansas City, MO, March 2015.
  22. **Roshan Khanipour, Parisa** and DiSalvo, Betsy (2014) Takes a Village: The Role of Community in Access to Learning Resources in Economically Disadvantaged Families Accepted workshop participant to *CCCiC GROUP 2014 Workshop*. Sanibel Island, FL Nov. 2014.
  23. Barron, Bridet, Betsy DiSalvo, Michealanne Dye, Katie Headrick Taylor, **Maia Jacob**, Briana Pressey, Ricarose Roque, **Parisa Roshan Khanipour**, Reed Stevens, and Lori Takeuchi, Learning with Technology: Different Perspectives from Low-income Families, Invited session at the *AERA 2014 Annual Meeting The Power of Education Research for Innovation in Practice and Policy*. Philadelphia, PA, April 2014.

24. DiSalvo, Betsy and **Briana Morrison**, (2013). Refereed abstract accepted for “A Critique of “Gamification” in Khan Academy” In Proceedings of DiGRA 2013, Atlanta, USA, August 2013.
25. DiSalvo, Betsy, Bielak, Susy and Shultz, Sarah (2013). “Mapping a Participatory Learning Community: Case study with the Walker Art Center Kitchen Lab.” In Proceedings of AERA 2013 Annual Meeting: Education and Poverty: Theory, Research, Policy, and Praxis. San Francisco April 2013.
26. Bruckman, Amy, Quinn William Burke, Quinn William, Susan Davidson, Betsy DiSalvo, Michelle Friend, Michelle Joanna Goode, Michelle Grab, Jean Griffin, Mark Guizdial, Yasmine Kafai, Clifford Lee, Marcia Linn, Louise Anne Lyon, Jane Margolis, Tom McKlin, Rita Powell, Jean Ryoo, , Dianna Moreno Sandoval Cueponcaxochitl, Michelle Slattery, “Culturally Relevant Computer Science: Pathways to Broadening Participation” *AERA 2013 Annual Meeting: Education and Poverty: Theory, Research, Policy, and Praxis*, San Francisco, April 2013.
27. DiSalvo, Betsy, Computer Supported Collaborative Learning (CSCL) Early Career Workshop. Workshop at *the CSCL Conference*, Madison, WI, June 2013. Understanding Inequalities in Digital Media and Learning. Lead this workshop with
28. Mark Chen (University of Washington), Katie Davis (University of Washington), Nettrice Gaskins (Georgia Tech Digital Media), Justin Fire Reich (Harvard University). Workshop at AERA Annual Meeting, San Francisco, CA, April 2013.
29. Witkowki, Emma, T.L. Taylor, Betsy DiSalvo, and Nick Taylor,(2011). Practicing Masculinities, Panel at the *Digital Games Research Conference (DiGRA): Think Design Play*, Hilversum, Netherlands, September 2011.
30. Berland, Matthew, Amy Bruckman, Betsy DiSalvo, Sean Duncan, Barry Fishman, Yasmin Kafai, Nathan Holbert, Kylie Peppler, Brett Shelton, and Uri Wilensky, (2011). “Supporting Computational Thinking through Games and Game Design.” Symposium, *AERA 2011 Annual Meeting: Inciting the Social Imagination: Education Research for the Public Good*, New Orleans, LA, April 2011.
31. DiSalvo, Betsy. Glitch Game Testers: Designing a Computer Learning Intervention with Young African American Men. Poster presented at the *Game Developers Conference (GDC) Educational Summit*, San Francisco, March 2011.
32. DiSalvo, Betsy. “Glitch Game Testers: Designing a Learning Intervention.” Accepted for Doctorial Consortium, *11th Participatory Design Conference*, Sydney, Australia, November 2010.
33. DiSalvo, Betsy, Terris Johnson, and Amy Bruckman. “Keeping It Real: Authenticity and Participatory Design” Participant in Innovation in Design Workshop, *11th Participatory Design Conference*, Sydney, Australia, November 2010.
34. DiSalvo, Betsy. Gaming Masculinity: Video games as a reflection on masculinity in Computer Science and African American culture.” presented at the Texas A&M University Race & Ethnic Studies Institute’s (RESI) Race, Ethnicity, and (New) Media Symposium, College Station, TX, May 2009.

35. DiSalvo, Betsy (2008). Game Testing: Increasing African American gamers' interest in CS, poster presented at IDGA Education SIG Summit, San Francisco, CA, February 2008.
36. Hughes, Kristin and Betsy DiSalvo, (2005). Click! Urban Adventure: Seeing and sensing science in the city. Accepted workshop participant: Engaging the City: Public Interface as Civic Intermediary, CHI2005: Technology, Safety, Community, Portland, OR, April 2005.

#### **B4. Submitted Journal Articles (with Date of Submission)**

1. Schenck, Lara and Betsy DiSalvo, "Stop the Gatekeepers: Expanding Our Ideas of 'Real' Programming," *Transactions of Computing Education*. (Submitted April 2023)

#### **C. Other Publications and Creative Products**

1. Pammer-Schindler, Viktoria, Erik Harpstead, Benjamin Xie, Betsy DiSalvo, Ahmed Kharrufa, Petr Slovak, Amy Ogan, Joseph Jay Williams, and Michael J. Lee. "Learning and education in HCI: A reflection on the SIG at CHI 2019." *Interactions* 27, no. 5 (2020): 6-7.
2. DiSalvo, Betsy. "Graphical qualities of educational technology: Using drag-and-drop and text-based programs for introductory computer science." *IEEE computer graphics and applications* 34.6 (2014): 12-15.
3. DiSalvo, Betsy (2014) White Paper: Navigating Motivations to Not Learn Computer Science, submitted as participant in Future Directions in Computer Education Summit Meeting, Orland, January 2014.
4. DiSalvo, Betsy and Amy Bruckman (2011). "From Interests To Values: Computer science is not that difficult but wanting to learn it is." *Communications of the ACM*, August 2011, pp. 27-29.
5. DiSalvo, Betsy and Carl DiSalvo, The First Supper: Public design & local food. Lead this workshop with Carl DiSalvo. Workshop brought together professional artists, designers, chefs, and growers to explore food politics and the use of food as a medium for social engagement and commentary. The Walker Art Center, Minneapolis, MN July 2011

#### **D. Presentations**

1. Invited Discussant for "Design Principles for Creating Accessible and Inclusive Introductory Computing Experiences" American Educational Research Association Conference, April 2023
2. What is ChatGPT and How are Georgia Tech Faculty Responding, Panel Discussion for Center for Teaching and Learning, February 2023
3. DataWorks: Data for All. Atlanta City Council August 2022
4. DataWorks: Understanding Data Contexts and Developing Data Literacy, University of Colorado Boulder INFO Science Seminar, October 2021
5. DataWorks: Understanding Data Contexts and Developing Data Literacy, GUV Center Brown Bag Seminar, November 2020
6. Culture-in-Action: Capacities-based Design of Learning Technology, Carnegie Mellon PIERs Speaker Series, November 2019

7. Designing Technology for Values-Driven Learning, University of California Irvine School of Informatics Speaker Series, February 2019
8. Designing Technology for Value-driven Learning Environments, Carnegie Mellon University HCII Speaker Series, March 2018.
9. Designing Technology for Values-driven Learning, University of Pittsburgh School of Computing and Information, March 2018.
10. Making Computing Meaningful: Computational Action for Formal and Informal Computing Education Panel, Connected Learning Summit 2018.
11. Value-driven Learning: Decoding and Building upon Playful Computing Education, Keynote Talk, IEEE Symposium on Visual Languages and Human Centric Computing, Raleigh, October 2017.
12. Panel on Learning Sciences and IDC, ACM Interaction Design & Children (IDC) conference, Stanford, August 2017.
13. Computer Science in the United States: Achievement Gap Based on Gender, Race, Ethnicity, and Ability, Invited talk at the AchieveSTEM Conference, Arlington, April 2017.
14. Participatory Design as a Practice in the Learning Sciences, Invited talk for the HCII Seminar Series, Carnegie Mellon University, February 2017.
15. Participatory Design as a Practice in Designing for Learning, Invited talk for the Wisconsin Ideas in Education Series Madison, University of Wisconsin – Madison, October 2016.
16. Making and Dance, Invited talk for the Georgia Tech Center for Music Technology Seminar Series, Georgia Institute of Technology, October 2016.
17. Participatory Design in the Learning Sciences, Invited talk at the University of Washington School of Information, Seattle, May 2016.
18. Studio Pedagogy in Computer Classes with Projection AR, Invited Microsoft Research Tech Talk with Blair MacIntyre, Seattle, May 2016.
19. Supply & Demand: K-12 Computer Science Education in Georgia and Implications on the Technical Skills Gap, Invited discussant at the 7th Annual Dr. John H. Hopps Jr. Defense Research Scholars Program Symposium hosted by Black Men Code, Atlanta, October 2015.
20. Values-based Computer Science Education, Invited talk, Brown Bag Talk at the Center for Mobile Learning at the MIT Media Lab Brown Bag, Cambridge, July 2015.
21. Rethinking Learning with Contemporary Art Centers and Museums. Invited talk, Walker Art Center, Minneapolis, June 2014.
22. Learning Ecologies, Parents, Games and Jobs as Learning Communities. Invited Talk at ACT, Iowa City, June 2014.
23. “Computational Thinking” Invited discussant at American Educational Researchers Association (AERA) 2014 Annual Meeting: The Power of Education Research for Innovation in Practice and Policy, Philadelphia, April 2014 .
24. Saving Face While Geeking Out. Invited talk, Intel Research Group and Intel Foundation, Portland, October 2013.

25. The STEM Pipeline. Invited discussant at American Educational Researchers Association (AERA) 2013 Annual Meeting: Education and Poverty: Theory, Research, Policy, and Praxis, San Francisco, April 2013.
26. Saving Face While Geeking Out: Leveraging cultural and technology practices to motivate learning. Invited talk, School of Information University of Texas, Austin, March 2013.
27. Leveraging Cultural and Technology Practices to Motivate Learning. Invited talk Computer Science PhD Seminar Series, University of Alabama Birmingham, April 2012.
28. The Glitch Game Testers: Getting Young African American Male into Computer Science. Keynote address at the University of Alabama Birmingham Digital Film Festival 2012. Birmingham, Alabama, April 28, 2012.
29. Saving Face While Geeking Out: Leveraging cultural and technology practices to motivate learning. Invited talk School of Interactive Computing Georgia Institute of Technology, Atlanta, GA, November 2011.
30. Computing Made Cool: CS Ed Week 2010. Appeared with Professor Amy Bruckman, Glitch graduate James Bowland-Gleason in an NSF-sponsored webcast to talk about the Glitch program. December 2010.
31. Informal Learning in Games. Invited talk at the Entertainment Technology Center Seminar Series, Carnegie Mellon University, March 2007.
32. Gaming as Informal Experience: Building cultures of learning in virtual spaces. Presented at the University of Tokyo, Museum and Informal Learning Symposium, Tokyo, Japan, June 2006.
33. The explanatoids Project. Keynote address with Crowley, Kevin, Stocks, Janet, Hughes, Kristen and DiSalvo, Betsy. Transforming Encounters II: Children and Science, Imagination and Inquiry, Gainesville, FL, February 2005.

## **E. Grants and Contracts**

### **E1. As Principal Investigator**

Title of Project: Examining the data practices of human-in-the-loop ML development

Agency/Company: Google

Total Dollar Amount: \$80,000

Dates: 1/2023 – 12/2023

Title of Project: Designing workshops to support ethical data use

Agency/Company: PIT-UN

Total Dollar Amount: \$90,000

Dates: 12/2021 – 12/2022

Title of Project: I-Corps™: DataWorks Sustainable Business Development

Agency/Company: National Science Foundation

Total Dollar Amount: \$50,000

Dates: 1/2022 – 12/2022

May 8, 2023

Title of Project: SCC-IRG Track2: DataWorks: Building Smart Community Capacity  
Agency/Company: National Science Foundation  
Total Dollar Amount: \$1,499,861  
Collaborators: Carl DiSalvo, Ben Shapiro  
Dates: 10/2020 – 9/2024

Title of Project: DataWorks Agency/Company: PWC Foundation  
Total Dollar Amount: \$25,000  
Collaborators: Amanda Meng, Carl DiSalvo  
Dates: 10/2019 – 9/2020

Title of Project: DataWorks  
Agency/Company: College of Computing / Constellations Center  
Total Dollar Amount: \$100,000 annual  
Collaborators: Amanda Meng, Carl DiSalvo, Ben Shapiro, Ellen Zegura  
Dates: 10/2019 - ongoing

Title: EAGER: Leveraging Behavioral and Physiological Feedback in the Design of Affect-Sensitive Distance Learning  
Agency: National Science Foundation, CISE/EHR  
Total Dollar Amount: \$300,000  
Collaborators: Lauren Wilcox (PI), Thomas Ploetz (Co-PI)  
Dates: 8/2018 – 12/2021

Title of Project: WeChat Cultural Context and Infrastructure  
Agency/Company: Intel  
Total Dollar Amount: \$47,000  
Start date of Gift: 8/2018

Title of Project: I-Corps™: BitBlox Electronic Toolkits  
Agency/Company: National Science Foundation  
Total Dollar Amount: \$50,000  
Dates: 3/2017 – 3/2018

Title of Project: Design of a Parents Network to Improve Educational Outcomes  
Agency/Company: ACT  
Total Dollar Amount: \$15,000  
Collaborators: ACT  
Dates: 8/2016 – 7/2017

Title of Project: Study of Parents Online Networks  
Agency/Company: ACT  
Total Dollar Amount: \$15,000  
Collaborators: ACT  
Dates: 8/2015 – 7/2016

Title of Project: Designing and Studying Maker Oriented Learning to Transform



May 8, 2023

Advanced Computer Science  
Agency/Company: National Science Foundation, Division of Undergraduate Education  
Total Dollar Amount: \$718,753.00  
Collaborators: Gregory Abowd (Co-PI)  
Dates: 9/2014 – 8/2018

Title of Project: The Move Lab: A STEAM Community of Learners  
Agency/Company: 2014-2015 GVU/IPat Research Grant  
Total Dollar Amount: \$14,000  
Collaborators: Al Matthews and Onar Topal-Sumer, Eyedrum Art Center (Co-PIs) Dates:  
8/1/2014 – 6/31/2015

Title of Project: Interactive Computing Learning Ecologies  
Agency/Company: Adobe  
Total Dollar Amount: \$5,000  
Dates: 8/1/2014 – 7/31/2015

Title of Project: Developing MOOC Projects that Engage a Diverse Audience  
Agency/Company: College of Computing, Georgia Institute of Technology, OMS  
Faculty Seed Grant  
Total Dollar Amount: \$30,000  
Collaborators: Mark Guzdial (Co-PI)  
Dates: 1/2014 – 12/2014

Title of Project: Women in Makerspaces  
Agency/Company: Intel  
Total Dollar Amount: \$3,000  
Dates: 5/2013 – 4/2014

## **E2. As Co-Principal Investigator**

Title: Collaborative Research: DTI: Creative Computing Cookbook: Grounding Artistic Computing in the Learning Sciences  
Agency: National Science Foundation  
Total Dollar Amount: \$500,000  
Collaborators: PI, Kayla DesPortes, New York University  
Dates: 5/2023 – 12/2025  
Candidate's Share: \$134,500

Title: SBIR: Hemonauts - Interactive Digital Media for Increased STEM Learning Among Chronically Ill Children and Their Support Networks  
Agency: National Institute of Health  
Total Dollar Amount: \$1,583,000  
Collaborators: PI, Jesse Lindsey, Thrust Interactive Inc, Wilber Lam, GT Bio-Medical Engineering  
Dates: 9/2018 – 8/2020  
Candidate's Share: \$194,500

May 8, 2023

Title: STEM+C: P-FACS: Playful Formative Assessment of Computer Science  
Agency: National Science Foundation, Division Information and Intelligent Systems Total  
Dollar Amount: \$2,500,000  
Collaborators: Matthew Berland, University of Wisconsin, (Co-PI); Nathan Holbert, Teachers  
College Columbia University (PI), Jeremy Rochelle, SRI (Co-PI)  
Dates: 8/2017 – 7/2019  
Candidate's Share: \$305,000

Title of Project: RAPID: CS-NYCE: An Ecological Approach to Understanding the Rollout of  
Student-Centered Computer Science Education in New York  
CityAgency/Company:  
National Science Foundation, Computer and Information Science and Engineering Total  
Dollar Amount: \$193,442  
Collaborators: Matthew Berland, University of Wisconsin, (PI); Nathan Holbert,  
Teachers College Columbia University (Co-PI), Mike Tissenbaum, MIT (Co-PI)  
Dates: 8/2016 - 2/2019  
Candidate's Share: \$58,000

Title of Project: Body Games: Exploring Complex Systems Through Interactive  
Games by Leveraging the Diseases of Chronically Ill Children  
Agency/Company: National Institute of Health; Serious STEM Games for Precollege and  
Informal Science Learning  
Total Dollar Amount: \$150,000  
Collaborators: Thrust Interactive, Wilber Lam, GT Bio-Medical Engineering Dates: 9/2014  
– 8/2017  
Candidate's Share: \$36,000

Title of Project: EAGER: Virtual STEM Buddies: Tailored Avatars Promoting STEM through  
Shared Islands of Expertise in Informal Learning Settings  
Total Dollar Amount: \$150,000  
Agency/Company: National Science Foundation, Computer and Information Science and  
Engineering Role: Co-PI  
Collaborators: Kyle Johnson, University of Georgia (PI), Sun Joo Ahn, University of Georgia  
(Co-PI), Karen Kelly, Children's Museum of Atlanta (Co-PI)  
Dates: 8/2015 – 6/2016  
Candidate's Share: \$25,961

### **E3. As Senior Personnel or Contributor**

Title: Glitch Game Testers  
Agency/Company: Arthur M. Blank Family Foundation  
Total Dollar Amount: \$25,000  
Role: Lead PhD Student  
Collaborators: Amy Bruckman (PI)  
Dates: 6/2011 – 8/2011

Title: BPC-DP: Testers to Techies: Culturally Aware and Authentic Computing  
Education through Game Testing

Agency/Company: National Science Foundation, Division of Computer and Network Systems

Amount awarded: \$678,435

Role: Lead PhD Student

Collaborators: Amy Bruckman (PI), Mark Guzdial (Co-PI), Charles Meadows, Morehouse College (Co-PI), Kenneth Perry, Morehouse College (Co-PI)

Dates: 12/2009 – 11/2012

#### **E4. Pending Proposals**

No Data

#### **E5. Proposals Submitted but Not Funded (Last Two Years)**

No Data

#### **F. Other Scholarly and Creative Accomplishments**

1. DataWorks. DataWorks recruits young people from communities historically minoritized in computing and employs them as data wranglers. Operated 2020 – present. <https://dataworkforce.gatech.edu/>
2. “Beats Empire.” A digital music production simulation game created to help teachers with formative assessment of data literacy in their classrooms, and a fun educational game to play, initial public release 2020, <https://info.beatsempire.org/>.
3. “Hemonauts.” A digital game that teaches chronically ill children about their bodies. Initial public release 2021, <https://www.th.ru.st/hemonauts>
4. “Bridge Academy Community Apps Designs.” Designs developed as part of design thinking workshops at Bridge Academy were publically exhibited at the Museum of Design Atlanta, March 2016.
5. “The MoveLab.” Dances developed as part of the MoveLab workshop, performed at Eyedrum Art Center, November, 2013.
6. “Kitchen Lab: A Mobile Hearth for Collectivist Action.” Art exhibit in collaboration with Kitchen Lab Collaborative <http://walkerkitchenlab.wordpress.com>. The Walker Art Center, Minneapolis, MN. Minneapolis, June 2012.
7. “Amuse Bouche.” Interactive art piece in collaboration with Carl DiSalvo. The Walker Art Center. Minneapolis, MN, June 2012.
8. “Virtual Census of Video Games.” Video featured at the Computing on the Margins Symposium Multi-media Exhibits. Georgia Institute of Technology. Atlanta, Georgia, May 2009.
9. Glitch Game Testers, a CS training and work program for young men who are underrepresented in computing. Operated 2009 – 2012.
10. “The Productivity Paradox and the Cupcake Robot” Software and robot art instillation for the Meet the Made exhibit. The Mattress Factory Art Museum, Pittsburgh, PA July – September 2008.

11. "Candy Indulgence." Site-specific installation and performance for the Resolution Sculpture Exhibit. Pittsburgh Cultural Trust. Pittsburgh, PA, December 2005 – January 2006.
12. "Are You Nuts?" Installation and video collaboration with Kristin Hughes for the Hidden in Plain Sight/The Forest in the City Exhibit, curators Katherine Talcott, Tom and Connie Merriman. Three Rivers Gallery, Pittsburgh, PA Fall 2005.
13. "UNMOVIE (stand\_in)." An interactive installation in collaboration with 0501 Art Collaborative, Phillip Pocock and Gregor Stehle for Critical\_Conditions Exhibit, curator Timothy Druckrey. Wood Street Gallery. Pittsburgh, PA, Fall 2003.
14. "Predatory Lending Garments." Site-specific interactive art performance with members of the 0501 Art Collaborative and the Value Krew graffiti artist for FLUX Oakland. Pittsburgh, PA, October 2003.
15. "Form." Created in collaboration with dancer David Wick. Walker Art Center, Minneapolis, MN, 2001, Theatre de la Jeune Lune, Minneapolis, MN, 2000, Lowertown Arts Cooperative, St. Paul, MN, 1998.
16. "Columns." Site-specific installation for Room Show, No Name Exhibitions at The Soap Factory. Minneapolis, MN, 1998.

## **G. Societal and Policy Impacts**

1. Saporta Report (April 2022), Working Toward Fair Data For All, Review of DataWorks Program
2. EdTech Digest (January 2021), Beats Empire Cool Tool feature. <https://www.edtechdigest.com/2022/01/06/beats-empire/>
3. Common Sense Media Review of Beats Empire (2020) <https://www.commonsense.org/education/reviews/beats-empire>
4. School of Interactive Computing Interaction Hour Podcast (June, 2020), Pursuing Equity Through DataWorks, <https://www.spreaker.com/user/10751784/interaction-hoursn-3-ep-1>
5. Wired Magazine, (January 202) What Atlanta Can Teach Tech About Cultivating Black Talent. <https://www.wired.com/story/what-atlanta-can-teach-tech-about-cultivating-blacktalent/>
6. The Human Show Podcast, (2018) Betsy DiSalvo: More than just play, or the significance of ethnicity, race, gender and sociality in how young people engage with video games, education and technology. <https://worldpodcasts.com/category/podcast/innovation-through-social-science/> G.6 Waddell, K. (2016, September 26). *Virtual Classrooms Can Be as Unequal as Real Ones*.
7. The Atlantic. [https://www.theatlantic.com/\(DiSalvo,2012\)technology/archive/2016/09/inequity-in-the-virtual-classroom/501311/](https://www.theatlantic.com/(DiSalvo,2012)technology/archive/2016/09/inequity-in-the-virtual-classroom/501311/)
8. Hindustan Times, (May 2016) Parents, work on your technical skills if you want kids to excel. <https://www.hindustantimes.com/sex-and-relationships/parents-work-on-your-technical-skills-if-you-want-kids-to-excel/story-XeeRzeHGo0N6OdS5V5rNxM.html>
9. IANS. 2016. "Parents' Lack of Technical Skills Affects Kids' Achievements." Business Standard India, May 20, 2016. [https://www.businessstandard.com/article/news-ians/parents-lack-of-technical-skills-affects-kidsachievements-116052001028\\_1.html](https://www.businessstandard.com/article/news-ians/parents-lack-of-technical-skills-affects-kidsachievements-116052001028_1.html).

10. Salon, (June 2014). Liz Losh, Education’s war on millennials: Why everyone is failing the “digital generation.”  
[http://www.salon.com/2014/06/14/educations\\_war\\_on\\_millennials\\_why\\_everyone\\_is\\_failing\\_the\\_digital\\_generation/](http://www.salon.com/2014/06/14/educations_war_on_millennials_why_everyone_is_failing_the_digital_generation/)
11. Education Week, (May 2013). Justin Reich, The Digital Fault Line: Background
12. Guy, A. (2012, June). Walker Art Center presents Kitchen Lab: a series of free food events.<http://www.citypages.com/restaurants/walker-art-center-presents-kitchenlab-a-series-of-free-food-events-6610234>
13. Bielak, S., & Nichols, S. (2012). Why Food Now?  
<http://www.walkerart.org/magazine/2012/food-activism-kitchen-lab-carl-betsydisalvo>
14. Michael Eric Dyson Radio Show, *The Glitch Game Testers*, March 7, 2011 and April 20, 2011.
15. Losh, Liz [Young Black Males, Learning, and Video Games](#), DMLcentral, February 17, 2011.
16. Emmanuel, Adeshina *The Glitch Game Testers*, Black Digerati, February 15, 2010.
17. Ciolek, Todd [On High School Bug Hunts With Glitch Game Testers](#), *Gamasutra*, September 18, 2009.

## H. Other Professional Activities

Morehouse College, Researcher, Atlanta, GA, July - August 2012

Walker Art Center, Visiting Artist and Researcher, Minneapolis, MN, June 2012

Local Learning Ltd., Consultant, clients included Scholastic Books, Carnegie Museum of Natural History, 2006 – 2008.

## V. Education

### A. Courses Taught

Spring 2023	CS7455	Issues in Human Centered Computing	10
Fall 2022	CS4690	Empirical Methods in HCI	4
Fall 2022	CS6454	Qualitative Methods in HCI	93
Spring 2022	CS6460	Ed Technology: Theoretical Foundation	36
Spring 2022	CS4660	Introduction to Educational Technology	67
Fall 2021	CS4690	Empirical Methods in HCI	4
Fall 2021	CS6454	Qualitative Methods in HCI	75
Fall 2021	CS8001/2	Human-Centered Computing Seminar	34
Spring 2021	CS8300	Community Design Research	10
Fall 2020	CS4690	Empirical Methods in HCI	6
Fall 2020	CS6454	Qualitative Methods in HCI	44
Fall 2020	CS8001/2	Human-Centered Computing Seminar	30
Spring 2020	CS7455	Issues in Human Centered Computing	7
Fall 2019	CS4690	Empirical Methods in HCI	8
Fall 2019	CS6455	User Interface Design & Evaluation	40

Fall 2019	CS8001/2	Human-Centered Computing Seminar	28
Summer 2019	CS4660	Introduction to Educational Technology	27
Summer 2019	CS4001	Computing and Society	48
Spring 2019	CS7455	Issues in Human Centered Computing	3
Fall 2018	CS4690	Empirical Methods in HCI	1
Fall 2018	CS6455	User Interface Design & Evaluation	37
Spring 2018	CS4690	Empirical Methods in HCI	6
Spring 2018	CS6455	User Interface Design & Evaluation	30
Fall 2017	CS6460	Ed Technology: Theoretical Foundations	17
Fall 2017	CS4660	Introduction to Educational Technology	51
Spring 2017	CS7455	Issues in Human Centered Computing	8
Fall 2016	CS6460	Ed Technology: Theoretical Foundations	16
Fall 2016	CS4660	Introduction to Educational Technology	34
Spring 2016	CS7455	Issues in Human Centered Comp	10
Spring 2016	Multiple Sections	Serve-Learn-Sustain Community Engage	16
Fall 2015	CS6460	Ed Technology: Theoretical Foundations	17
Fall 2015	CS4660	Introduction to Educational Technology	31
Summer 2015	CS6460	Ed Technology: Theoretical Foundations	13
Summer 2015	CS4660	Introduction to Educational Technology	10
Spring 2015	CS4690	Empirical Methods in HCI	5
Spring 2015	CS6455	User Interface Design & Evaluation	36
Fall 2014	CS6460	Ed Technology: Theoretical Foundations	24
Fall 2014	CS4660	Introduction to Educational	28
Fall 2014	CS8001/2	Human-Centered Computing Seminar	29
Fall 2013	CS6460	Ed Technology: Theoretical Foundations	14
Fall 2014	CS8001/2	Human-Centered Computing Seminar	33
Spring 2013	CS4660	Introduction to Educational Technology	11
Spring 2013	CS6460	Ed Technology: Theoretical Foundations	14
Fall 2012	CS4660	Introduction to Educational Technology	48
Spring 2011	CS4660	Introduction to Educational Technology	48

## **B. Individual Student Guidance**

### **B1. Ph.D. Students**

Student: Lara Schenck  
 Advisement start: Fall 2022  
 Title of Project/Dissertation: Workforce Tech Skill Development  
 Progression: Year 1  
 Funding: NSF

Student: Annabel Rothschild  
 Advisement start: Fall 2020  
 Title of Project/Dissertation: DataWorks and Critical Data Literacy  
 Progression: Passed qualifying exam 2022  
 Funding: NSF

May 8, 2023

Student: Michael Johnson  
Advisement start: Fall 2020 (previously ROBO Ph.D. student)  
Title of Dissertation: Cultural Context of Maker Tools in Educational Settings  
Progression: Passed proposal 2022  
Funding: College of Computing Fellowship/Slone Foundation

Student: Amber Solomon (co-advised with Mark Guzdial)  
Advisement start: Fall 2017  
Title of Dissertation: Embodiment in Computer Science Learning: How Space, Metaphor, Gesture, and Sketching Support Student Learning  
Graduation Date: May 2021  
Currently: Researcher United States Army

Student: Lucia Marisol Villacres Falconi Wong (co-advised with Neha Kumar)  
Advisement start: Fall 2016  
Title of Dissertation: From Needs to Strengths: Devising Assets-Based Parent-Education ICTs For Latinx/A/O Immigrant Parents in the United States  
Graduation Date: May 2021  
Currently: Associate Professor Escuela Superior Politécnica del Litoral, Ecuador

Student: Zane Cochran  
Advisement start: Spring 2015  
Title of Dissertation: Maker Oriented Learning for Undergraduate CS courses  
Graduation date: December 2020  
Currently: Assistant Professor Berry College

Student: Rui Zhou  
Advisement start: Fall 2017  
Title of Dissertation: Unintended Use & Appropriation of WeChat in Mainland China  
Graduation date: December 2020  
Currently: Researcher TikTok

Student: Kayla DesPortes  
Advisement start: Fall 2013  
Title of Dissertation: Physical Computing Education: Designing for Student Authorship of Values-based Learning Experiences  
Graduation date: August 2018  
Currently: Assistant Professor NYU Steinhardt School of Education

Student: Aman Parnami (co-advised with Gregory Abowd)  
Advisement start: Fall 2014  
Dissertation: Enabling In Situ & Context-Based Motion Gesture Design  
Graduation date: May 2017  
Currently: Associate Professor, IIIT Dehli

May 8, 2023

**B2. M.S. Students (Indicate Thesis Option for Each Student)**

Jessie Chui

Advisement Start: Fall 2021

Title of Project: AVLF Tenant Facing Eviction Application

Thesis option: Design Project

Expected graduation date: May 2023 (Awarded Outstanding MS HCI project of year)

Student: Xiao Luo

Advisement Start: Fall 2021

Title of Project: AVLF Tenant Facing Eviction Application

Thesis option: Design Project

Expected graduation date: May 2023 (Awarded Outstanding MS HCI project of year)

Student: Grace Barkhuff

Advisement Start: Fall 2021

Title of Project: Data Tools Catalogue

Thesis option: Design Project

Expected graduation date: May 2022

Student: Victoria Green

Advisement Start: Spring 2020

Title of Project: DIY Online Design Education

Thesis option: Design Project

Graduation date: May 2021

Student: Priyanka Mohondra

Advisement Start: Fall 2019

Title of Project: Virtual Reality Fashion Showcases

Thesis option: Design Project

Graduation date: May 2021

Student: Monica Jeon

Advisement Start: Spring 2020

Title of Project: Virtual Reality Fashion Showcases

Thesis option: Design Project

Graduation date: May 2021

Student: Yunfei Wang

Advisement Start: Spring 2020

Title of Project: Tools for Domestic Chinese Couples Chore Assignments

Thesis option: Design Project

Graduation date: May 2021

Student: Yangyi Xu

Advisement Start: Spring 2020

Title of Project: Tools for Domestic Chinese Couples Chore Assignments

Thesis option: Design Project

Graduation date: May 2021



May 8, 2023

Student: Yi (Hayley) He  
Advisement Start: Fall 2018  
Title of Project: Notes and Prep Technology for the Technology Interview  
Thesis option: Design Project  
Graduation date: May 2020

Student: Xuejin (Serena) Tan  
Advisement Start: Fall 2018  
Title of Project: Notes and Prep Technology for the Technology Interview  
Thesis option: Design Project  
Graduation date: May 2020

Student: Perian Tan  
Advisement Start: Fall 2018  
Title of Project: Technology Interfaces for VPNs  
Thesis option: Design Project  
Graduation date: May 2020

Student: Junjie Xu  
Advisement Start: Fall 2018  
Title of Project: Teacher Dashboards for Empire Beats Game  
Thesis option: Design Project  
Graduation date: May 2020

Student: Karthick Srinivasan  
Advisement Start: Fall 2017  
Title of Project: Gamification of CS 1 Work Problems  
Thesis option: Publication  
Graduation date: May 2019

Student: Tony Jin  
Advisement Start: Spring 2018  
Title of Project: Collaborative Design Learning Interface  
Thesis option: Design Project  
Graduation date: May 2019

Student: Agrim Chandra  
Advisement Start: Spring 2018  
Title of Project: Collaborative Design Learning Interface  
Thesis option: Design Project  
Graduation date: May 2019

Student: Cheryl Chong  
Advisement Start: Fall 2016  
Title of Project: Hemonots: Educational Video Games for Chronically Ill Children  
Thesis option: Publication  
Graduation date: May 2018

May 8, 2023

Student: Akansha Gupta  
Advisement Start: Fall 2016  
Title of Project: Search Engine Optimization for Informal CS Learning Resources  
Thesis option: Publication  
Graduation date: May 2018

Student: Varsha Jagdale  
Title of Project: Participatory Design with Virtual STEM Buddies  
Thesis option: Publication  
Graduation date: May 2016

Student: Auzita Irani  
Title of Project: Interaction Design with Virtual STEM Buddies  
Thesis option: Publication  
Graduation date: May 2016

Student: Monet Spells  
Title of Project: Reaching At-Risk Students with Design Thinking and Community Engagement  
Thesis option: Project  
Graduation date: May 2016

### **B3. Undergraduate Students**

Student: Danial Ansher  
Major: Computer Science  
Advisement Start: Fall 2016  
Title of Project: Cross Cultural Study of Computer Science Undergraduate Programs  
Graduation date: May 2017

Student: Justin Li  
Major: Computer Science  
Advisement Start: Fall 2015  
Title of Project: Understanding Makerspaces as Learning Spaces on Campus  
Graduation date: May 2016

Student: Cecili Reid  
Major: Computer Science  
Advisement Start: Fall 2011  
Title of Project: Evaluating Online Searches for Informal CS Learning Tools  
Graduation Date: May 2014

Student: John Casey Smith  
Major: Computational Media  
Advisement Start: Spring 2014  
Title of Project: Parent Journal Kit  
Graduation Date: May 2014

#### **B4. Service on Thesis or Dissertation Committees**

Students: Hayley Evans  
Degree: PhD Human-Centered Computing  
Program: Georgia Tech, School of Interactive Computing  
Title of Dissertation: Veterans' Care Ecologies in the Design of User-Centered Interfaces for PTSD Therapy Advisor: Rosa Arriaga  
Graduation Date: Anticipated December 2021

Students: Udaya Lakshmi Tattamangalam Ananthanarayanan  
Degree: PhD Human-Centered Computing  
Program: Georgia Tech, School of Interactive Computing  
Title of Dissertation: Warm Solutions: Medical Making and Collaborative Infrastructure for Care  
Advisor: Rosa Arriaga  
Graduation Date: December 2021

Students: Duri Long  
Degree: PhD Human-Centered Computing  
Program: Georgia Tech, School of Interactive Computing  
Title of Dissertation: Collaborative Learning and Tangible Computing  
Advisor: Brian Magerko  
Graduation Date: May 2021

Students: Sarah Schoemann  
Degree: PhD Digital Media  
Program: Georgia Tech, School of Literature, Media and Communications  
Title of Dissertation: Gender Differences in Indie Game Development Environments  
Advisor: Ian Bogost  
Graduation Date: July 2021

Student: Kristin Siu  
Degree: PhD Computer Science  
Program: Georgia Tech, School of Interactive Computing  
Title of Dissertation: Design and Evaluation of Intelligent Reward Structures in Human Computation Games  
Advisor: Mark Riedl  
Graduation Date: July 2021

Students: Carlos Gerardo Prieto Alvarez  
Degree: HCI and Learning Analytics  
Program: University of Technology Sydney  
Title of Dissertation: Engaging Stakeholders in the Learning Analytics Design Process  
Graduation Date: 2020

Students: Brianna Tomlinson  
Degree: PhD Human-Centered Computing  
Program: Georgia Tech, School of Interactive Computing

May 8, 2023

Title of Dissertation: Measuring the effect of user experience and engagement on learning using interactive simulations  
Advisor: Bruce Walker  
Graduation Date: July 2020

Students: William Easley  
Degree: PhD, Information Systems  
Program: University of Maryland Baltimore County, Information Systems  
Title of Dissertation: Understanding and Supporting Handoffs Between Youth in Technical Workplaces  
Advisor: Amy Hurst  
Graduation Date: Summer 2020

Students: Miranda Parker  
Degree: PhD Human-Centered Computing  
Program: Georgia Tech, School of Interactive Computing  
Title of Dissertation: Understanding Socio-economic Influences on Computer Science Education  
Advisor: Mark Guzdial  
Graduation Date: December 2019

Students: Joelle Alcacidinho  
Degree: PhD Human-Centered Computing  
Program: Georgia Tech, School of Interactive Computing  
Title of Dissertation: The Internet of Living Things: Enabling Increased Information Flow in Dog-Human Interactions  
Advisor: Melody Jackson and Gregory Abowd  
Graduation Date: August 2017

Student: Brianna Morrison  
Degree: PhD Human-Centered Computing  
Program: Georgia Tech, School of Interactive Computing  
Title of Dissertation: Replicating Experiments from Educational Psychology to Develop Insights into Computing Education: Cognitive load as a significant problem in Learning programming  
Advisor: Mark Guzdial  
Graduation Date: December 2016

Student: Lavonda Brown  
Degree: PhD Human-Centered Computing  
Program: Georgia Tech, Electrical and Computer Engineering  
Title of Dissertation: Developing an Engagement and Social Interaction Model for a Robotic Educational agent  
Advisor: Ayanna Howard  
Graduation Date: December 2015

Student: Hwajung Hong  
Degree: PhD Human-Centered Computing  
Program: Georgia Tech, School of Interactive Computing

May 8, 2023

Title of Dissertation: Specializing Social Networking Services to Support the Independence of Adolescents and Adults with Autism

Advisor: Gregory Abowd

Graduation Date: May 2015

Student: Yee Chien Chew

Degree: PhD Human-Centered Computing

Program: Georgia Tech, School of Interactive Computing

Title of Dissertation: Assessing the Use of Auditory Graphs for Middle School Mathematics

Advisor: Bruce Walker

Graduation Date: December 2014

Student: Nazneen

Degree: PhD Human-Centered Computing

Program: Georgia Tech, School of Interactive Computing

Title of Dissertation: In-home Behavior Apecimen Collection and Sharing for Clinical Assessment of Children with Autism

Advisor: Gregory Abowd

Graduation Date: May 2014

## **B5. Mentorship of Postdoctoral Fellows or Visiting Scholars**

Ben Shapiro, School of Interactive Computing Teaching Fellow 2019 - 2021

## **C. Educational Innovations and Other Contributions**

- NCWIT BridgeUp Faculty Fellow 2021-2023 - National Center for Women in Technology (NCWIT) launched a pilot program with Georgia Tech College of Computing. The program engages four Faculty Fellows for two years to lead women and gender non-conforming individuals in computer science research, including 12 Undergraduate Fellows and 22 High School Scholars. Faculty members bring undergraduates into their lab to assist with research and teach high school students research methods through problem-based learning in a summer and after-school program. Among the faculty, DiSalvo led graduate students in teaching the high school student 150 hours of computer programming and led the faculty by kicking off a year of direct research engagement and 40 hours of teaching and engagement with the Scholars. DiSalvo, her graduate and undergraduate students, and representatives from NCWIT will share the program's results at the ACM Conference on Computer Science Education (SIGSCE) in March 2023.
- DiSalvo engages in opportunities to improve her teaching, creating an inclusive classroom. She is currently part of the Georgia Tech Provost Teaching and Learning Fellows 2022- 2024 cohort. Her focus for this program is to research how to create more inclusive group work in C.S. classrooms. Students from underrepresented computing groups are often marginalized or left out of group projects. DiSalvo is establishing a

research agenda with the PTLF to explore scaffolding group work to emphasize learning and equity to increase the inclusivity and learning opportunities for all students.

- Created the Special Topic course on Community Design Research was a graduate level course developed to teach students how to work with communities to conduct research for new technologies and access to existing technology. The learning objectives were to learn methods and considerations when create partnerships, conducting participatory research and setting a research agenda with communities. (2021)
- Created a list of readings for computer sciences courses written by scholars of color/underrepresented groups to help Georgia Tech College of Computing faculty create more diverse course content. (2020)
- Revised the list of required readings for Learning Science and Technology specialization of the Ph.D. qualifying exam for Georgia Tech, College of Computing. (2019)
- Revised the list of required readings for the Human Centered Computing Major for the Ph.D. qualifying exam for Georgia Tech, College of Computing. (2019)
- The Serve-Learn-Sustain Community Engagement course was developed with Ellen Zegura, Sabir Khan, Dan Matisoff and Wayne Li. The learning objectives of this course was for students to better understand the complexity of community engagement, to learn strategies for engaging the public, and to critically reflect on the impact of science and technology on communities. My role was to expose students to theoretical reading on public engagement that challenged the students' notions of doing "good" and to step students through participatory design methods to better understand, gain input and navigate different goals and values of community members in community engagement projects. (2017)
- The Kitchen Lab studio art lab was developed with Rebecca Krinke and Carl DiSalvo for the University of Minnesota. The learning objective of this course was to introduce students to publicly engaged art through development of programs for the Walker Art Center, that encouraged critical reflection on food systems and cultures. My role was to introduce students to learning theory tied to informal learning including the role of conversation in museum learning, methods for modelling and encouraging reflection in museum settings, and theories on communities of learners. I also directed the documentation of educational components for the final art museum exhibits related to the project. (2012)

## VI. Service

### A. Professional Contributions

#### Research project reviewing

Small Business Innovation Research (SBIR) program, National Science Foundation 2021  
Division of Human Resources and Education, National Science Foundation, 2012, 2013, 2017, 2021

Division of Information and Intelligent Systems, National Science Foundation, 2014, 2020

### **Editorial**

Board Member for the ACM Transactions of Computing Science Education (TOCE) Journal 2022

Co-Chair of ACM Transaction on Computing Education (TOCE), Editor Search Committee, 2021

Guest Co-editor with Mark Guzdial for *IEEE Computer* on “Computer Science Education.” 46(9): 30-31 (October 2013).

### **Reviewer of journal articles**

Educational Technology & Society, 2022

Design Issues, 2021

Social Justice Review 2020

ACM Transactions on Computing Education (TOCE), 2014 - 2023

Computer Science Education, 2015 - present

Journal of the Learning Sciences, 2010—present

Games and Culture: A Journal of Interactive Media, 2011- 2013

Journal of Information Technology, 2013

### **REVIEWER OF BOOK CHAPTERS**

*Advancing Women in Science: An International Perspective*. Edited by Willie Pearson, Jr., Lisa M. Frehill, and Connie L. McNeely. New York: Springer, 2017.

### **REVIEWER OF BOOK PROPOSALS AND MANUSCRIPTS**

The Charisma Machine, By Morgan G. Ames, MIT

*Untold Story: Design as Scholarship in the Learning Sciences*. Edited by Vanessa Svihla and Richard Reeve for Routledge

### **CONFERENCE COMMITTEE ACTIVITIES**

Associate Chair ACM Conference on Designing Interactive Systems (DIS) 2023

Associate Chair ACM International Computer Education Research Conference 2023

Co-Chair, ACM SIG CHI, Subcommittee on Learning, Education and Families 2020 – 2021

Co-Chair, AERA SIG Advanced Technology and Learning 2019 – 2020

Program Committee Member, ACM Interaction Design and Children (IDC) 2018

Program Committee Member, International Conference of the Learning Sciences (ICLS) 2018

Papers Chair, ACM FabLearn Flagship Conference, 2017

Associate Chair, ACM Conference on Computer-Human Interaction (SIGCHI), Special Topics Committee. 2016, 2017 and 2018

Executive Review Committee, American Educational Research Association (AERA) Annual Conference, Division C, Section 1e: Engineering and Computer Science, 2014

Program Committee, *ACM Conference on Foundation of Digital Games (FDG)* 2011 and 2012

Program Committee. 5th International DiGRA (Digital Games Research Association) Conference 2011.

#### **REVIEWER FOR CONFERENCES**

ACM Conference on Designing Interactive Systems (DIS), 2014 - Present

ACM Foundations of Digital Games (FDG), 2009 – 2014

ACM SIGCHI Conference on Computer—Human Interaction, 2010 - Present

ACM SIGGROUP Conference on Supporting Group Work, 2011, 2014

ACM SIGCSE Conference on Computer Science Education, 2012 – Present

ACM Participatory Design Conference (PDC), 2014

American Educational Research Association (AERA):

Division C, Section 1e: Engineering and Computer Science, 2012 – Present

SIG Advanced Technology and Learning, 2012-Present

SIG Informal Learning Environments Research, 2012-2015

Creating, Connecting and Collaborating through Computing (4C), 2011

Computer Supported Collaborative Learning (CSCL), 2011, 2013, 2015 – 2017

Computer Supported Collaborative Work (CSCW), 2011 – 2022

DiGRA (Digital Games Research Association) Conference, 2010 – 2014

International Conference on Learning Sciences (ICLS), 2010 – 2022

#### **B. Public and Community Service**

Committee Member, NCWIT EngageCSEdu- 2016 – 2019

Reviewer for Engagement Excellence Committee 2017

Board Member, Bridge Academy, Atlanta, GA 2016 - Present

Board Chair and Board Member Liberated Tech, Atlanta, GA 2013 - 2014

Volunteer, CFY (Computers for Youth) Atlanta, GA 2013 - 2014

Mentor, Computer Club House, Atlanta, GA 2007 - 2009.

#### **C. Institute Contributions**



**INSTITUTE LEVEL CONTRIBUTIONS**

Transformative Teaching and Learning Committee, 2022 - present

EthicX Faculty Advisory Board, 2020 - Present

Faculty Executive Board, College of Computing Representative 2017 – 2019

Undergraduate Curriculum Committee, Faculty Executive Board Representative 2017 – Present

GVU Faculty Council, 2017 – 2020

Georgia Tech Living Building Diversity Committee, 2016 - 2017

Faculty Senate Member 2013 - 2017

Member of Quality Enhancement Plan (QEP) for Service Learning and Sustainability for The

Southern Association of Colleges and Schools Commission on Colleges 2013 – 2014

Advisory Board Member, Development of Texas Instruments Instructional Building, 2014

**COLLEGE LEVEL CONTRIBUTIONS**

Developed the Broadening Participation Plan for the College of Computing 2022

Chair for College of Computing Graduate Orientation, 2016 – 2017

**SCHOOL LEVEL CONTRIBUTIONS**

Interim Chair for the School of Interactive Computing 2022-2023

Director of Human Centered Computing PhD program, 2019 - 2022

Area Lead, Cognition and Learning 2018 - 2022

Faculty Search Committee, School of Interactive Computing, 2017 - 2018

Strategic Planning Committee, Human Centered Computing Program, 2018 - Present

Search Committee for the Chair of Interactive Computing 2017

Chair for School of Interactive Computing Ph.D. Recruiting 2013-2014

Co-Chair for School of Interactive Computing Ph.D. Recruiting 2012-2013

**STUDENT ORGANIZATION CONTRIBUTIONS**

Advisor on various student lead outreach programs 2012 - present

Member, Graduate Women @ CC, 2007 – 2012