

JESSICA HAMMER
Curriculum Vitae February 2017

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ACADEMIC APPOINTMENTS

Assistant Professor, Carnegie Mellon University, Pittsburgh PA January 2014 - present
Jointly appointed at the HCI Institute in the School of Computer Science and at the
Entertainment Technology Center.

EDUCATION

Ph.D., Cognitive Studies in Education May 2014
Doctorate in Cognitive Studies in Education at Columbia University
Dissertation, "Playing prejudice: The impact of game-play on attributions of gender and
racial bias"

MPS, Interactive Telecommunications June 2002
Master of Professional Studies degree from the Interactive Telecommunications Program at
New York University

BA, Computer Science June 1999
Bachelor of Arts degree in Computer Science with High Honors at Harvard University

PUBLICATIONS

– Published –

Shannon, A., Sciuto, A., Hu, D., Dow, S. P., & Hammer, J. (in press). Better organization or a source of distraction? Introducing digital peer feedback to a paper-based classroom. *Proceedings of the 2017 ACM conference on computer-human interaction*.

Uchidiuno, J., Yarzebinski, E., Koedinger, K., Hammer, J., & Ogan, A. (in press). Characterizing ELL students' behavior during MOOC videos using content type. *Proceedings of the fourth ACM conference on Learning @ Scale*.

Hammer, J. (in press). Online freeform role-playing games. *The Handbook of RPG Studies*.

Hammer, J., Beltran, W., Walton, J., & Turkington, M. (in press). Distribution of power and control in role-play. *The Handbook of RPG Studies*.

- Hammer, J., To, A., Schrier, K., Bowman, S., & Kaufman, G. (in press). Role-playing games and learning. *The Handbook of RPG Studies*.
- Hammer, J., & Davidson, D. (in press). The role of culture in game-based learning. *Educational technology*.
- Turkington, M., & Hammer, J. (2017). *Rosenstrasse*. Fastaval. (Game festival with 29% acceptance rate.)
- Choi, J. O., Forlizzi, J., Christel, M., Moeller, R., Bates, M., Hammer, J. (2016). Playtesting with a purpose. *Proceedings of the 2016 annual symposium on computer-human interaction in play*.
- Hammer, J., Choi, J. O., Forlizzi, J. (2016). Character creation methods: From role-playing games to HCI research. *CHI workshop position paper*.
- Shannon, A., Hammer, J., Thurston, H., Diehl, N., Dow, S. (2016). PeerPresents: A web-based system for in-class peer feedback during student presentations. *Proceedings of the 2016 ACM conference on designing interactive systems*.
- To, A., Ali, S., Kaufman, G., Hammer, J. (2016). Integrating curiosity and uncertainty in game design. *First joint international conference of DiGRA and FDG*.
- To, A., Fath, E., Hammer, J., Kaufman, G., (2016). The tandem transformational game design process. *Meaningful Play 2016 Conference Proceedings*.
- To, A., Fan, A., Kildunne, C., Zhang, E., Kaufman, G., Hammer, J. (2016). Treehouse dreams: A game-based method for eliciting interview data from children. *Proceedings of the 2016 annual symposium on computer-human interaction in play companion extended abstracts*.
- Kasunic, A., Hammer, J., Massimi, M., Kraut, B., & Ogan, A. (2016). A preliminary look at MOOC-associated Facebook groups: Prevalence, geographic representation, and homophily. *Proceedings of the third ACM conference on Learning @ Scale*.
- Uchidiuno, J., Ogan, A., Koedinger, K., Yarzebinski, E., & Hammer, J. (2016). Browser language preferences as a metric for identifying ESL speakers in MOOCs. *Proceedings of the third ACM conference on Learning @ Scale*.
- Uchidiuno, J., Ogan, A., Yarzebinski, E., & Hammer, J. (2016). Understanding ESL students motivations to increase MOOC accessibility. *Proceedings of the third ACM conference on Learning @ Scale*.
- Kasunic, A., Hammer, J., & Ogan, A. (2015). Cultural relevance in MOOCs: Asking about socioeconomic context. *Proceedings of the second ACM conference on Learning @ Scale*.
- Garner, J., Wood, G., Danilovic, S., Hammer, J. & Mueller, F. (2014). Intangle: Exploring interpersonal bodily interactions through sharing controllers. *Proceedings of the first ACM SIGCHI annual symposium on computer-human interaction in play*.
- Hammer, J. & Baker, M. (2014). Problematizing power fantasy. *The Enemy*, 1(2).
- Hammer, J. & Stavropoulos, J. (2014). Game design as creative advocacy. In N. Granger (Ed.),

Advocating Creatively.

- Toups, Z. O., Hammer, J., Hamilton, W. A., Jarrah, A., Graves, W., & Garretson, O. (2014). A framework for cooperative communication game mechanics from grounded theory. *Proceedings of the first ACM SIGCHI annual symposium on computer-human interaction in play.*
- Hammer, J. (2012). Tisha B'Av – Judea and the Roman Empire. In L. Burke (Ed.), *Asocena*. Oakland: Liwanag Press.
- Hammer, J. & Heller, K. B. (2012). Playing history: How *Ars Magica* players develop historical literacy. *Meaningful Play 2012 Conference Proceedings.*
- Jamalian, A., Mezei, J., Levitan, P., Garber, A. Hammer, J., & Kinzer, C. K. (2012). The Lit2Quit mobile app: Evoking game-based physiological effects that mimic smoking. In Martin, C., Ochsner, A., & Squire, K. (Eds.), *Proceedings, GLS 8.0 Games + Learning + Society Conference* (pp. 484-485). Madison, WI: ETC Press.
- Lee, J. J. & Hammer, J. (2011). Gamification in education: What, how, why bother? *Academic Exchange Quarterly*, 15(2).
- Mezei, J., Jamalian, A., Levitan, P., Hammer, J., & Kinzer, C. (2010). A mobile game aiming to evoke arousal effects of nicotine. *Meaningful Play 2010 Conference Proceedings.*
- Hammer, J. & Black, J. (2009). Games and (preparation for future) learning. *Educational Technology*, 49(2), 29-34.
- Hammer, J., Levitan, P., Jamalian, A. & Alex, N. (2009). *Advance!*: Discrimination education through play. *Proceedings of Teachers College Educational Technology Conference (TCETC)*, New York, NY.
- Hammer, J. (2008). Games in learning contexts. *E-Learning*, 5(2), 142-145.
- Hammer, J. (2007). Agency and authority in role-playing 'texts.' In M. Knobel & C. Lankshear (Eds.), *New Literacies Sampler* (pp. 67-94). New York: Lang Press.
- Thorpe, C., Hammer, J., Camp, J., Callas, J. & Bond, M. (2007). Virtual economies: Threats and risks. *Financial Cryptography 2007*, 239-244.
- Brucato, P., Hammer, J. & Hall, C. (2007). *Everyday heroes*. New York: Laughing Pan Press.
- Hammer, J. (2006). Decade. In J. Murphy, A. Kitkowski & S. Antunes (Eds.), *Game Chef 2006*. Seattle: Technomancer Press.
- Hammer, J. (2004). *The end of the line*. Play produced for NYC Fringe Festival.
- Baron-Cohen, S. & Hammer, J. (1997). Is autism an extreme form of the male brain? *Advances in Infancy Research*, 11, 193-217.
- Baron-Cohen, S. & Hammer, J. (1997). Parents of children with Asperger Syndrome: What is the cognitive phenotype? *Journal of Cognitive Neuroscience*, 9(4), 548-554.

– In Revision –

Uchidiuno, J. O., Koedinger, K., Hammer, J., Yarzebinski, E., & Ogan, A. (in revision) How do ELLs interact with different content types in MOOCs? *International Journal of Artificial Intelligence in Education*.

– Under Review –

Choi, J. O., Forlizzi, J., & Hammer, J. (under review) Beyond slacktivism: Social justice activist practices on Twitter. *Designing Interactive Systems 2017*.

Kelley, C., Wilcox, L., & Hammer, J. (under review) Design features in games for health: Disciplinary and interdisciplinary expert perspectives. *Designing Interactive Systems 2017*.

Seering, J., Savage, S., Eagle, M., Churchin, J., Moeller, R., Bigham, J., & Hammer, J. (under review). Audience participation games: Blurring the line between spectator and player. *Designing Interactive Systems 2017*.

To, A., Fath, E., Zhang, E., Kaufman, G., & Hammer, J. (under review). Modeling and designing for key elements of curiosity: Risking failure, valuing questions. *DiGRA 2017*.

Uchidiuno, J. O., Ogan, A., Yarzebinski, E., & Hammer, J. (under review). Going global: Understanding ELL student motivation in English-language MOOCs. *International Journal of Artificial Intelligence in Education*.

GRANTS, FELLOWSHIPS AND AWARDS

– Research Grants –

Amazon Industry Partnership Funding	2016-present
Crosswalk Seed Grant (Playtest Night)	2016
Okawa Foundation Fellowship	2015-2016
Heinz Foundation Grant	2015-present
Simon Initiative Seed Grant (Online Critique)	2015-2016
AIG Games for Pain Relief Seed Grant	2015
Google Focused Research Award	2014-present
Simon Initiative Seed Grant (Playtesting)	2014-2016
Breneman-Jaech Foundation Ludus Project Grant	2012-2013
National Network for IT-Research (ITU) Grant	2009-2011
Robert Johnson Wood Foundation Games for Health Grant	2009-2011

– Graduate Fellowships –

Mellon Interdisciplinary Senior Research Scholar	2011-2013
Mellon Interdisciplinary Graduate Research Fellow	2009-2011
Ben D. Wood Grant	2006-2007
Spencer Research Training Grant	2004-2006

– Other Awards –

People's Choice Award, Meaningful Play game competition	2016
Invitee, Women Techmakers	2015
Invitee, Curiosity Camp	2015
Young Scientist Award, World Economic Forum	2014-2015
Finalist, Diana Jones Award	2013
Attendee Choice Award, Games Learning and Society Conference	2012
Silver Award: Best Blog (Gaming as Women), EN World RPG Awards	2012
Best Narrative, Come Out and Play game festival	2010
Semi-Finalist, Cooney Center Breakthroughs in Mobile Learning	2010
Finalist, Iron Game Chef game design competition	2007
Microsoft Female Academic All-Stars Scholarship	2006
Winner, Mobile Game Mosh game design competition	2006
Finalist, Iron Game Chef game design competition	2006

LECTURES AND PRESENTATIONS

– Presentations and Posters –

Design and Alterity at the Studio for Creative Inquiry, Pittsburgh, PA	February 2016
Presentation, "Games for Civility and Connection in Real-World Social Networks."	
Transformative Experiences Summit, Pittsburgh, PA	April 2015
Presentation, "Context, Constraints, and Community: Designing Games for Girls in Rural Ethiopia."	
Games for Change Festival, New York, NY	June 2013
Presentation, "Stronger Together: Helping Ethiopian Girls Help Themselves."	
Meaningful Play, East Lansing, MI	October 2012
Presentation, "Playing History: Fantastic and Historical Reasoning in <i>Ars Magica</i> ."	
AERA Annual Meeting, Vancouver, Canada	April 2012
Presentation, "Playing History: Fantastic and Historical Reasoning in <i>Ars Magica</i> ."	
APA Annual Meeting, San Diego, CA	August 2010
Presentation, "Inside the System: Creativity and the Conceptualization of Systemic Change."	
Games for Health Conference, Boston, NY	June 2010
Presentation, " <i>Lit</i> : A Game Intervention for Nicotine Smokers."	
TCETC Conference, Teachers College, New York, NY	May 2010
Presentation, " <i>Lit</i> : A Game Intervention for Nicotine Smokers."	
AERA Annual Meeting, Denver, CO	May 2010
Presentation, " <i>Lit</i> : A Game Intervention for Nicotine Smokers."	
AERA Annual Meeting, Denver, CO	May 2010
Poster, " <i>Advance!</i> : Discrimination Education Through Play."	
Game Education Summit, Pittsburgh, PA	June 2009
Presentation, "Creativity in the Game Design Classroom."	
Games, Learning and Society, Madison, WI	June 2009
Presentation, "Reaching Racists: Discrimination Education Through Play."	
TCETC Conference, Teachers College, New York, NY	May 2009

Presentation, “ <i>Advance!</i> : Discrimination Education Through Play.”	
Dean's Grant Poster Session, Teachers College, New York, NY	April 2009
Poster, “ <i>Advance!</i> : Teaching and Learning About Systemic Bias.”	
AERA Annual Meeting, San Diego, CA	April 2009
Presentation, “Games as Virtual Experience: Implications for Teaching and Design.”	
AERA Annual Meeting, San Diego, CA	April 2009
Presentation, “Games and Education: A Preparation for Future Learning Approach.”	
CCTE Doctoral Colloquium, Teachers College, New York, NY	February 2009
Presentation, “ <i>Advance!</i> : Teaching Systemic Bias Through Play.”	
International Congress on Medieval Studies, Kalamazoo, MI	May 2007
Presentation, “The Dungeon and the Covenant.”	
MIT5: Creativity, Ownership and Collaboration, Cambridge, MA	April 2007
Presentation, “Traditional, Collaborative, and Mixed Forms of Authorship.”	
Serious Games Summit GDC, San Francisco, CA	March 2007
Presentation, “A Process-PFL Approach to Learning in Games.”	
National Reading Conference, Los Angeles, CA	December 2006
Presentation, “Traditional, Collaborative, and Mixed Forms of Authorship.”	
Serious Games Summit GDC, San Jose, CA	March 2006
Symposium presentation, “Seven Tensions Between Schools and Games.”	
National Reading Conference, Miami, FL	December 2005
Presentation, “Social Literacies in Games.”	
National Reading Conference, Miami, FL	December 2005
Presentation, “Agency and Authority in Interactive Narrative.”	
Digital Language Learning Roundtable, New York, NY	October 2005
Presentation, “Creative Literacies in Collaborative Environments.”	
MIT4: The Work of Stories, Cambridge, MA	May 2005
Presentation, “What Happens Next? Strategies of Interactive Storytelling.”	
NEXT 2.0, Karlstad University, Karlstad, Sweden	May 2003
Presentation, “We're In It Together: Shared Authorship and Interactive Narrative.”	

– Invited Speaker –

Designing for Curiosity CHI Workshop, Denver, CO	May 2017
Presentation, “Game Design as Curiosity Support.”	
Metatopia, Morristown, NJ	November 2016
Presentation, “Playtesting with a Purpose.”	
Massachusetts Institute of Technology, Cambridge, MA	April 2015
Presentation, “Love the Player, Love the Game.”	
New York University, New York, NY	February 2013
Presentation, “Gaming + Ethiopian Teens = Stronger Together.”	
Games for Health, Boston, MA	June 2012
Workshop, “Shaping Health with Game Design.”	
Rochester Institute of Technology, Rochester, NY	February 2012
Presentation, “What Games Mean (And How They Mean It).”	
Social Media Week, New York, NY	February 2012
Workshop, “Designing for Desire.”	

Massachusetts Institute of Technology, Cambridge, MA	January 2012
Presentation, “What Games Mean (And How They Mean It).”	
University of Texas at Austin, Austin, TX	September 2011
Presentation, “Games that Do Good.”	
GE Game Changers, New York, NY	July 2011
Presentation, “ <i>Lit2Quit</i> : How to Quit Smoking Through Play.”	
Mellon Biennial Zuckerman Conference, New York, NY	April 2011
Discussant, “Violence, Identity and Control.”	
Girl Geek Dinners, New York, NY	October 2010
Presentation, “Women and Risk: Taking Chances in the Game Design Classroom.”	
NMC Summer Conference, Anaheim, CA	June 2010
Presentation, “Playing History: How <i>Ars Magica</i> Players Develop Historical Literacy.”	
Games for Change Festival, New York, NY	May 2010
Microtalk, “Social Desirability Bias, Games for Change, and You.”	
NYU Video Game Theory Seminar, New York, NY	April 2010
Presentation, “Games, Play, and the Architecture of Desire.”	
Rochester Institute of Technology, Rochester, NY	April 2010
Presentation, “ <i>Lit to Quit</i> : Game Design, Motivation, and Pedagogy.”	
IGDA Education Summit, San Francisco, CA	March 2010
Workshop, “Creativity and Collaboration in Game Design Education.”	
Games for Health NYC, New York, NY	January 2010
Presentation, “ <i>Lit</i> : A Game Intervention for Nicotine Smokers.”	
VR@RL, Online Conference	July 2006
Presentation, “Composition Practices in Interactive Narrative.”	
New Media Consortium, New Haven, CT	October 2005
Presentation, “Understanding Play.”	
Distributed Creativity Conference, Online Conference	November 2003
Discussant for issues of community and “digital karma” in online art.	
Enarrative 5, Eastgate, Boston, MA	May 2003
Presentation, “Six Principles of Interactive Narrative.”	
Lunch Lecture Series, BBC, London	May 2003
Lecture, “Six Principles: Toward a New Theory of Interactive Narrative.”	

– Guest Lectures and Workshops –

Carnegie Mellon University, Pittsburgh, PA	February 2017
Guest lecture in mobile health class, “Introduction to Games for Health.”	
Carnegie Mellon University, Pittsburgh, PA	January 2017
Panel, “Women in STEM.”	
Metatopia, Morristown, NJ	November 2016
Game facilitation, “Rosenstrasse.”	
Metatopia, Morristown, NJ	November 2016
Game facilitation, “The Land of a Thousand Kings.”	
Meaningful Play, East Lansing, MI	October 2016
Roundtable, “Metaphor in Transformational Games.”	
Carnegie Mellon University, Pittsburgh, PA	October 2016

Guest lecture in MHCI seminar, "Transformational and Meaningful Games."
 Massachusetts Institute of Technology, Cambridge, MA April 2015
 Guest lecture in philosophy seminar, "Ethics, Games, and Gender."
 World Economic Forum, Tianjin, China September 2014
 Facilitator, "Technological Revolutions and Their Long-Term Impact on Society, Geopolitics
 and Economics."
 World Economic Forum, Tianjin, China September 2014
 Discussion leader, "Better, Faster, Smarter."
 Entertainment Technology Center, Carnegie Mellon University February 2014
 Workshop, "Dirty Secrets of Playtesting."
 Adobe Generation Game Design Course, Online Course April 2012
 Guest lecture, "The Role of Research in Character Design."
 Teachers College Columbia University, New York, NY March 2012
 Guest lecture in mobile learning course, "The Future of Mobile Gaming."
 Columbia University, New York, NY November 2011
 Guest lecture in computer science course, "Why Games Are Different."
 University of Texas at Austin, Austin, TX September 2011
 Workshop, "Game Design for Human Needs."
 Barnard College, New York, NY July 2011
 Guest lecture in psychology of media course, "Introduction to Game Design."
 Columbia University, New York, NY June 2011
 Workshop, "Building an Academic Portfolio with Wordpress."
 New York University, New York, NY May 2011
 Presentation, "Hacking Academia."
 Game Design and Development Workshop, London, England April 2011
 Guest lecture in online game design course, "Objectives and Procedures."
 Games for Learning Institute, New York, NY March 2011
 Workshop, "Games, Learning, and Mathematics."
 Teachers College Columbia University, New York, NY February 2011
 Guest lecture in mobile learning course, "Theory and Practice of Mobile Games."
 Teachers College Columbia University, New York, NY August 2010
 Guest lecture in mobile learning course, "Theory and Practice of Mobile Games."
 Teachers College Columbia University, New York, NY December 2009
 Guest lecture in educational psychology course, "Games, Play, and Learning."
 DIGRA Conference, London, England September 2009
 Workshop, "Creativity and Game Design."
 Teachers College Columbia University, New York, NY March 2009
 Seminar in EdLab, "Why Games?"
 Networks, Art and Collaboration, SUNY Buffalo, Buffalo, NY April 2004
 Workshop, "Interactive Storytelling Techniques."
 School of Visual Arts, New York, NY March 2004
 Guest lecture in computer art course, "Storytelling in Virtual Worlds."
 School of Visual Arts, New York, NY November 2004
 Guest lecture in interactive design course, "Designing Fun."

TEACHING

- Game Design for Crowd and Cloud, HCII, Carnegie Mellon University Fall 2016
Designed and developed mixed graduate-undergraduate class on design and technical aspects of interactive live-streaming games, in collaboration with Jeff Bigham. (Evaluations: 4.43/5 undergraduate, 4.58/5 graduate.)
- Interaction Design Studio, HCII, Carnegie Mellon University Spring 2016
Taught studio-based interaction design course to mixed graduate-undergraduate audience. Developed new unit on game design as interaction design, including class activities and assignments. (Evaluations: 4.59/5.)
- Game Design Studio, HCII, Carnegie Mellon University Fall 2014
Taught studio-based game design course to mixed graduate-undergraduate audience. Determined curriculum goals, developed syllabus, designed assignments. (Evaluations: 5/5 undergraduate, 4.88/5 graduate.)
- Interdisciplinary Project Course, ETC, Carnegie Mellon University Spring 2014, Fall 2015
Supervised project teams on semester-long client-driven projects. Responsibilities included helping with problem definition, technology selection, critiquing student work, and troubleshooting team processes. (Evaluations: 5/5, 4.75/5, 5/5, 5/5, 5/5.)
- Games2Girls Project, Teachers College, Columbia University 2009-2010
Partnered with the Women in Games SIG of the International Game Developers Association. Managed institutional relationships and prepared grant materials. Created and tested non-digital game design curriculum for middle-school girls. Determined curriculum goals, designed activities, developed assessments, prepared curriculum for future national distribution through IGDA.
- Instructor, Teachers College, Columbia University 2006-2010
Designed and developed two-course graduate-level game design sequence: Videogames in Education (MSTU 4039) and Advanced Design of Videogames (MSTU 6000). Taught Videogames in Education Spring 2006, Spring 2007, Spring 2008, Fall 2008. Taught Advanced Design of Videogames Fall 2007, Spring 2009, Spring 2010.
- Adjunct Assistant Professor, Columbia University 2007
Taught Special Topics in Computer Science: Game Design and Production (COMS W-4995) Fall 2007, in collaboration with experienced game design professional.
- Guest Teacher, University of West Florida 2006
Developed and taught week-long course for middle- and high-schoolers on game design and game theory.
- Adjunct Assistant Professor, Interactive Telecommunications, NYU 2002-2003
Taught Introduction to Computational Media (H79.2233) Fall 2002, Fall 2003.

OTHER GAME EXPERIENCE

- Founder, Replayable Design 2012-present
Recruit and lead international team of designers, researchers, and developers. Design, develop, and test play experiences for diverse groups. Conduct original research and apply existing academic research to solve design problems. Clients include Girl Effect / Nike Foundation, Grasshopper, Shanti Bhavan, Double Exposure, Opportunity Education Foundation, and NerdNYC.
- Writer, Gaming As Women 2012-present
Write essays and reviews for award-winning women-only group blog on role-playing games.
- Founder and Organizer, Manhattan Gaming Club 2002-2014
Organize game design and play-test meetings for new games: board, card, role-playing, digital. Discuss and analyze successful and unsuccessful techniques.
- Game Designer and Programmer, Gamelab 2002-2003
Designed and programmed web-based games. Consulted on development of game and toy products for major American and European producers. Headed QA and testing for high-profile LEGO project. Assisted with design and implementation of massively multi-player board game for Game Developer's Conference.
- Founder and Organizer, Experimental Storytelling Group 2000-2014
Lead a group of storytellers interested in defining and developing interactive storytelling. Focus on integrating game design, technology, visual arts and music into more traditional narrative forms.
- Consultant, YaYa 2000-2001
Consulted on game design projects, including online games for viral marketing and web-based community-creation games. Focused on appealing to non-traditional audiences.
- Game Designer, TERC 1999-2000
Assisted with design and testing of *Zoombini Mountain Rescue*, an educational game for ages 8+. Created mini-games around math and logic skills. Tested games with elementary and middle-school subjects.

DOCTORAL SUPERVISION

- Doctoral Committee Member, Erik Harpsted 2016-present
Doctoral Committee Member, Nesra Yannier 2015-2016
Co-Advisor, Alexandra To (with Geoff Kaufman) 2015-present
Co-Advisor, Judeth Oden Choi (with Jodi Forlizzi) 2014-present
Co-Advisor, Amy Shannon (with Steven Dow, UCSD) 2014-present

OTHER MENTORING AND ADVISING

Project Advisor, Lurkers	2017
Project Consultant, Empathy Engines	2016
Project Advisor, Triage Training Game	2016
Project Advisor, Virtual Trolley Problem Project	2016
Project Advisor, The Poverty Spiral	2015-present
Project Advisor, Star Stone (ETC project)	2014
Project Advisor, Vapor / Slate (MHCI project)	2014
Project Advisor, Living Games Conference	2013-2014
Instructional Advisor, Dungeon World (French edition)	2013
Mentor, #1reasonmentors	2012-2014
Recruitment Advisor, Hacker School	2012
Game Advisor, Creativity, Play and the Imagination Conference	2010
Mentor, Explore Your Opportunities	2009-2010
Mentor, MentorNet	2002-2007

PROFESSIONAL AFFILIATIONS

SIGCHI (Special Interest Group on Computer-Human Interaction)	2014-present
AERA (American Educational Research Association)	2006-present
IADAS (International Academy of Digital Arts and Sciences)	2005-present
IGDA (International Game Developers Association)	2003-present
WITI (Women in Technology International)	2002-2014

PROFESSIONAL SERVICE

Panelist, NSF HCBU Targeted Infusion Program	2017
Reviewer, Life Sciences Education Journal	2016
Reviewer, ToCHI Journal	2016-present
Publications Committee Member, ISLS	2015-present
Reviewer, CHI Play Doctoral Consortium	2015
Reviewer, Computers in Human Behavior Journal	2015
Reviewer, Foundations of Digital Games Conference	2015
Reviewer, ACM SIGCHI Conference	2014-present
Reviewer, CHI Play Conference	2014-present
Reviewer, CSCW Conference	2014
Reviewer, International Journal of Gaming and Computer-Mediated Simulations	2014
Reviewer, Journal of Communication	2014
Reviewer, Transactions on Learning Technologies	2014-present
Program Committee, Living Worlds Conference	2013-2014
Reviewer, ACM SIGCHI Conference	2013
Reviewer, Game-Based Learning book	2013
Panelist, NSF CE21 Program	2012
Reviewer, International Communication Association Conference	2010
Reviewer, International Journal of Arts and Technology	2009

Reviewer, Innovations in Education and Teaching International	2009
Reviewer, Advances in Computer Entertainment Technology	2008-2009
Guest Editor, E-Learning special issue on “Games and Learning”	2008

LOCAL SERVICE

Committee Member, IDeATe game design curriculum	2017
Committee Member, PhD Admissions	2017
Internal Reviewer, Collaborative Robotics Proposals	2017
Founder and Organizer, Playtest Night	2016-present
Committee Member, BHCI Admissions	2016
Committee Member, MHCI Admissions	2016
Committee Member, HCII Hiring	2015-present
Organizer, Z-Axis Speaker Series	2014-2015
ETC-HCII Liaison	2014-present

JUDGING, JURIES, AND BOARDS

Judge, Civic Games design competition	2017
Co-Chair, CHI student game design competition	2015-2016
Different Play advisory board member	2014-2016
CMU X-Prize Team advisory board member	2015-present
ALICE Project advisory board member	2015-present
UNESCO MGIEP advisory board member	2015-2016
Indiecade jury member	2014-present
Game Developers Choice Award jury member	2014
Jewish Publication Society executive board member	2006-2010
KidsCook Productions executive board member	2006-2008
Webby Award jury member	2005-present