

Amy Bruckman
Associate Professor
College of Computing
Georgia Institute of Technology
Atlanta, Georgia 30332-0760

Table of Contents

EDUCATIONAL BACKGROUND	
EMPLOYMENT HISTORY	
CURRENT FIELDS OF INTEREST	
I. TEACHING	
A. Courses Taught	
B. Continuing Education	
C. Curriculum Development	
D. Individual Student Guidance	
E. Teaching Honors and Awards	
F. Other Academic and Teaching Activities	
II. RESEARCH AND CREATIVE SCHOLARSHIP	
A. Thesis	
B. Published Journal Papers (refereed)	
C. Published Books and Parts of Books	
D. Edited Proceedings	
E. Conference Presentations	
E.1. Invited Keynote addresses	
E.2. Conference Presentations with Proceedings (refereed)	
E.3. Conference Presentations with Proceedings (non-refereed)	
E.4. Conference Presentations without Proceedings	
F. Other	
F.1. Submitted Journal Papers	
F.2. Refereed Research Reports	
F.3. Software	
F.4. Published Papers (non-refereed)	
F.5. Books In Preparation	
G. Research Proposals and Grants (Principal Investigator)	
H. Research Proposals and Grants (Contributor)	
I. Research Honors and Awards	
III. SERVICE	
A. Professional Activities	
A.1. Memberships and Activities in Professional Societies	
A.2. Conference Committee Activities	
A.3. Workshops and External Courses	
B. On-Campus Georgia Tech Committees	
C. Special Assignments at Georgia Tech	
D. External Member of Ph.D. Examining Committees	
E. Consulting and Advisory Appointments	
F. Research Project Reviewer	
G. Civic Activities	
IV. NATIONAL AND INTERNATIONAL PROFESSIONAL RECOGNITION	
A. Honors and Awards	
B. Invited Conference Session Chairmanships	
C. Professional Registration	
D. Patents	
E. Editorial and Reviewer Work for Technical Journals and Publishers	
F. Testimony Before Legislative Committees	
G. Expert Witness Testimony	
V. OTHER CONTRIBUTIONS	
A. Seminar Presentations (Invited Papers and Talks at Meetings and Symposia)	
B. Special Activities	
VI. PERSONAL DATA	

EDUCATIONAL BACKGROUND

Degree	Year	University	Field
Ph.D.	1997	Massachusetts Institute of Technology	Media Arts and Sciences (Epistemology and Learning)
MSVS	1991	Massachusetts Institute of Technology	Media Arts and Sciences (Interactive Cinema)
AB	1987	Harvard University	Physics

EMPLOYMENT HISTORY

Title	Organization	Years
Associate Professor	College of Computing , Georgia Institute of Technology	2003—present
Assistant Professor	College of Computing , Georgia Institute of Technology	1997—2003
Associate Project Manager	Competence Assurance Systems Cambridge, MA	1989
Medical Writer/ Editor	Competence Assurance Systems Cambridge, MA	1987—1989

CURRENT FIELDS OF INTEREST

Online communities.
Social computing.
Learning sciences and technologies.
Constructivist/constructionist learning.
Human-computer interaction (HCI).
Computer-mediated communication (CMC).
Ethical issues in Internet research.

I. TEACHING

A. Courses Taught

College of Computing, Georgia Institute of Technology

<u>Term/Year</u>		<u>Course</u>	<u>Number of Students</u>	<u>Comments</u>
Fall 2011	CS6451	Introduction to Human-Centered Computing	4	
	CS8001ELC	Electronic Learning Communities	5	
Spring 2011	CS4001A	Computing, Society & Professionalism	40	
	CS8001ELC	Electronic Learning Communities	7	
Fall 2010	CS4001B	Computing, Society & Professionalism	40	
	CS8001ELC	Electronic Learning Communities	8	
Spring 2010	CS 4472/6470	Design of Online Communities	29	
	CS8001ELC	Electronic Learning Communities	5	
Fall 2009	CS4001B	Computing, Society & Professionalism	39	
	CS8001ELC	Electronic Learning Communities	6	
Spring 2009	CS6470	Design of Online Communities	22	
	CS8001ELC	Electronic Learning Communities	5	
Fall 2008	CS4001B	Computing, Society & Professionalism	31	
	CS8001ELC	Electronic Learning Communities	5	
Spring 2008	CS4803DOC	Design of Online Communities	33	
	CS8001ELC	Electronic Learning Communities	6	
Fall 2007	CS4001B	Computing, Society & Professionalism	32	
	CS8001ELC	Electronic Learning Communities	6	
Spring 2007	CS6470	Design of Online Communities	38	
	CS8001ELC	Electronic Learning Communities	4	
Fall 2006	CS4001B	Computing, Society & Professionalism	31	
	CS8001ELC	Electronic Learning Communities	6	
	CS8001LST	Learning Sciences & Technology Seminar	15	3
Fall 2005	CS 4660	Introduction to Educational Technology	30	
	CS8001ELC	Electronic Learning Communities	3	
Spring 2005	CS6470	Design of Online Communities	36	
	CS8001ELC	Electronic Learning Communities	5	
Fall 2004	CS4001D	Computing, Society, & Professionalism	40	
	CS8001ELC	Electronic Learning Communities	6	
Fall 2003	CS 4660	Introduction to Educational Technology	40	
	CS8001ELC	Electronic Learning Communities	6	

Spring 2003	CS4670/7467	Computer Supported Collaborative Learning	18	
	CS8001ELC	Electronic Learning Communities	6	
Fall 2002	CS6470	Design of Online Communities	30	
	CS8001ELC	Electronic Learning Communities	5	
Spring 2002	CS4665/7465	Educational Technology: Design and Evaluation	8	
	CS8001ELC	Electronic Learning Communities	5	
Fall 2001	CS8001F	Electronic Learning Communities	7	
Spring 2001	CS8001E	Electronic Learning Communities	6	
Fall 2000	CS6470	Design of Online Communities	20	
	CS8001E	Electronic Learning Communities	8	
	CS8001F	Educational Technology Research	15	1
Spring 2000	CS7465	Educational Technology: Design and Evaluation	6	
	CS8001E	Electronic Learning Communities	9	
	CS8001F	Educational Technology Research	10	1
Fall 1999	CS8001E	Electronic Learning Communities	8	
	CS8001F	Educational Technology Research	17	1
Spring 1999	CS4803C	Video Game Design and Programming	36	2
	CS8011C	Educational Technology Research	10	1
	CS8011H	Electronic Learning Communities	9	
Winter 1999	CS8113	Design of Online Communities	21	
	CS8011A	Electronic Learning Communities	12	
	CS8011E	Educational Technology Research	13	1
Fall 1998	CS6398	Design and Evaluation of Educational Software	18	
	CS8011I	Electronic Learning Communities	8	
	CS8011J	Educational Technology Research	12	1
Spring, 1998	CS8113H	The Design of Virtual Communities	18	new
	CS8011C	Electronic Learning Communities	8	new
	CS8011H	Educational Technology Research	4	1
Winter, 1998	CS4803B	Electronic Game Design	40	new, 2
	CS8011E	Educational Technology Research	6	1
Fall, 1997	CS6398	Design and Evaluation of Educational Software	20	

1: With Mark Guzdial and Janet Kolodner

2: With Jessica Hodgins

3: With Jim Foley, Mark Guzdial, and Janet Kolodner

B. Continuing Education

Continuing Education Courses Taught At Georgia Tech

<u>Date</u>	<u>Course</u>	<u>Number of Students</u>	<u>Comments</u>
None			

C. Curriculum Development

College of Computing, Georgia Institute of Technology

Developed CS4455, "Video Game Design and Programming," together with Jessica Hodgins.

Developed CS6470, "Design of Online Communities."

Developed CS4660, "Introduction to Educational Technology."

Revised CS6460, "Educational Technology: Theoretical Foundations"

Developed CS7465, "Educational Technology: Design and Evaluation"

Developed CS4665, "Educational Technology: Design and Evaluation"

Developed LCC 4700, "Writing an Undergraduate Thesis" (with Leigh Bottomley, Amanda Gable, Lisa McNair, and Lisa Rosenstein.)

Developed Social Computing specialization for HCC PhD program, 2007.

Developed CS4803DOC, "Design of Online Communities." Led conversion to permanent course, CS 4472.

Developed LCC 4701 and 4702, and shepherded them through the approval process. (Converting the 2-credit support class for writing an undergrad thesis into two one-credit classes, one for proposal writing and one for thesis writing.)

Member of faculty for program in Computational Media.

D. Individual Student Guidance

1. Postdoctoral Fellows supervised.
None

2. Ph.D. Students Supervised

Jason Ellis
Graduation date: 05/03
Dissertation: "Palaver Tree Online: Technological Support for Classroom Integration of Oral History"
Employment: Research Staff Member, Social Computing Group, IBM TJ Watson Labs

Jason Elliott
Graduation date: 12/05
Dissertation: "AquaMOOSE 3D: A Constructionist Approach to Math Learning Motivated by Artistic Expression"
Employment: R&D Team Lead, CareerBuilder.com

James Hudson
Graduation date: 1/06
Dissertation: "The Role of Chatrooms in Facilitating Learning Behaviors in Small Group Learning"
Employment: Global Research Manager, Customer Experience & Design, Paypal

José Zagal
Graduation date: 5/08
Dissertation: "Supporting Learning About Games"
Employment: Assistant Professor, DePaul University, Chicago, IL

Andrea Forte
Graduation date: 8/09
Dissertation: "Learning in Public: Information Literacy and Participatory Media"
Employment: Assistant Professor, Drexel University, Philadelphia, PA

Kurt Luther
Graduation date: in progress

Sarita Yardi
Graduation date: in progress

Betsy DiSalvo
Graduation date: in progress

Jill Dimond
Graduation date: in progress

Casey Fiesler
Graduation date: in progress

3. Ph.D. Special Problems Students

Josh Berman, "The Turing Game: Identity on the Internet"; winter 1998, spring 1998, fall 1998, winter 1999, spring 1999, fall 1999, spring 2000, fall 2000.

Jason Elliott, "Programming 3D Virtual Worlds"; winter 1998, spring 1998, fall 1998, winter 1999, spring 1999, fall 1999, spring 2000, fall 2000, spring 2001, fall 2001, spring 2002, fall 2002, spring 2003, fall 2003, spring 2004, summer 2004, fall 2004, spring 2005, summer 2005, fall 2005.

Jason Ellis, "Creating a Virtual Historical Community"; winter 1998, spring 1998, fall 1998, winter 1999, spring 1999, fall 1999, spring 2000, fall 2000, spring 2001, fall 2001, spring 2002, fall 2002.

Rodney Walker, "Using 'Whole Language' To Teach Kids To Read"; winter 1998, spring 1998. "Dialog Interfaces for 3D Multi-User Worlds"; fall 1998, winter 1999.

Elizabeth Edwards, "Programming Languages for Kids"; spring 1998, summer 1998, fall 1998, winter 1999, spring 1999, fall 1999, spring 2000, fall 2000. "Motivation in a constructionist learning environment," spring 2001.

M. Sean Molley, "Construction Kits for 3D Virtual Worlds"; spring 1998.

Priscilla Dodds, "Approaches to Managing Deviant Behavior in Online Communities"; summer 1998, fall 1998, winter 1999, spring 1999, fall 1999, spring 2000.

Alex Zhao, "CSCW for Community Awareness"; summer 1998.

Carlos Jensen, "Software Architecture for Online Professional Communities"; winter 1999, spring 1999, spring 2000. "Gender and achievement in a constructionist learning environment," spring 2001. "Privacy and Identity Online," fall 2001.

Mary Austin, "Distributed Computing for Online Communities"; winter 1999, spring 1999.

Hudson, James. "IRC Français: Learning French Through Real-Time CMC." Fall 2000, spring 2001, fall 2001. "End-user programming for CSCW", spring 2002. "Participation in CSCL environments," summer 2002, fall 2002, spring 2003, fall 2003, spring 2004, fall 2004, spring 2005, summer 2005, fall 2005.

Orr, Robert. "Online Communities for Building Social Capital." Spring 2001, summer 2001, fall 2001.

Forte, Andrea. "Curriculum design for online oral history," spring 2003, fall 2003, spring 2004, summer 2004, fall 2004, spring 2005, summer 2005, fall 2005, spring 2006, fall 2006, spring 2007, summer 2007, fall 2007, spring 2008, fall 2008, spring 2009, summer 2009.

Zagal, José. "Samba schools as a metaphor for building successful constructionist online communities," spring 2003. "Learning through animation," fall 2003, spring 2004,

summer 2004, fall 2004, spring 2005, fall 2005, spring 2006. “Educational technology for teaching games studies,” fall 2006, spring 2007, fall 2007, spring 2008.

Luther, Kurt. “Collaborative Creation of Animations Online.” Fall 2006, spring 2007, fall 2007, spring 2008, fall 2008, spring 2009, fall 2009, spring 2010, fall 2010, spring 2011, summer 2011.

Yardi, Sarita. “Cool Computing Online—encouraging under-represented groups to chose careers in computing.” Fall 2006, spring 2007, summer 2007, fall 2007, spring 2008, fall 2008, spring 2009, fall 2009, spring 2010, fall 2010, spring 2011, summer 2011.

DiSalvo, Elizabeth. “Game Testing as a Path to Broadening Participation in Computing for African American Teenagers.” Fall 2007, spring 2008, fall 2008, spring 2009, summer 2009, fall 2009, spring 2010, fall 2010, spring 2011, summer 2011.

Klara Benda, “Online learning for teacher professional development.” Fall 2009, spring 2010.

Jill Dimond. “Examing Domestic Violence and Technology.” Fall 2009, spring 2010. Combatting street harassment with mobile and social computing, fall 2010, spring 2011, summer 2011.

Casey Fiesler. “Remixers’ understanding of intellectual property.” Fall 2009, spring 2010, fall 2010, spring 2011.

4. M.S. Thesis Students Supervised

Lewis, Scott
“HCI for a 3D Educational Game.”
Graduation: May 2001

Edwards, Elizabeth
“Motivation in a Constructionist Learning Environment.”
Graduation: May 2001

Hudson, James M.
“IRC Français: Learning French Through Real-Time CMC.”
Graduation: 2001

Millner, Amon
“Conceptions of the web of kids and teens at the Computer Clubhouse.”
CS 8903, spring 2002, fall 2002. HCI MS project, spring 2003.
Graduation: May 2003

Bryant, Susan
“Transformation of Participation in the Wikipedia”
CS 8903 spring 2004, HCI MS project fall 2004
Graduation: fall 2004

Inman, Lee

“Curriculum and Web Design of the Anival Online Animation Festival”
CS 8903 spring 2004, fall 2004, HCI MS project spring 2005
Graduation: spring 2005

Fiesler, Casey
“Fiction Role Playing in Blogs and the Impact of Age in Online Interaction”
CS 8903 fall 2004, HCI MS project spring 2005
Graduation: spring 2005

Lonkar, Amruta
“References as first-class objects in support of student writing to learn.”
HCI MS project summer 2005, CS 8903 fall 2005, spring 2006.
Graduation: spring 2006

Gov, Susan
“Identity in Online Environments and Social Network Aggregators”
HCI MS project, fall 2006
Graduation: fall 2006

Lee, Adeline
“Online Dating in General-Purpose Social Networking Sites”
HCI MS project fall 2006, spring 2007
Graduation: spring 2007

Griffith, Pamela.
“Collaboration in Online 3D Animation Communities.”
HCI MS project fall 2007, spring 2008
Graduation: spring 2008

Rood, Vanessa
“Online Brand Communities”
HCI MS project fall 2007, spring 2008
Graduation: spring 2008

Scott Sherrill,
“Geographic Community Information”
HCI MS project fall 2007, spring 2008
Graduation: spring 2008

Eric Soto
“Geographic Community Information”
HCI MS project fall 2007, spring 2008
Graduation: spring 2008

Patton, Jordan.
“Deviant Behavior on Wikipedia.”
HCI MS project spring 2008, summer 2008, fall 2008, spring 2009.
Graduation: spring 2009

Keslensky, Rahcel
“The Turing Game, Recreated on Facebook”
HCI MS project spring, 2011, fall 2012
Graduation: in progress

5. M.S. Special Problems Students

Burgos-Rivera, Emily
"The Audit and Redesign of a Multimedia Distance Learning Project"
Member of master's thesis committee

Information Design and Technology Program (IDT),
Department of Literature, Communication, and Culture (LCC)
Graduation: August 1998

Levin, Debbie
"The BEARS Project: BIome Emergency Alert Rescue Squad"
Member of master's thesis committee
Information Design and Technology Program (IDT),
Department of Literature, Communication, and Culture (LCC)
Graduation: June 1998

McCrohan, Sean
"Chat Client Supporting Customizable Discussion Environments"
Member of master's thesis committee, independent study supervisor.
HCI Master's Program
Graduation: June 1999

Kim, Sung-Woo
"Narrative and Online Community."
Independent study supervisor.
Information Design and Technology Program (IDT),
Department of Literature, Communication, and Culture (LCC)
Spring 1999, fall 1999, spring 2000

Ressel, Dawn
"Interactive Music Software."
Member of master's thesis committee,
Information Design and Technology Program (IDT),
Department of Literature, Communication, and Culture (LCC)
Graduation: May 2000

Hudson, James
"IRC Francais: Learning French Online"
Independent study: fall 1999, spring 2000

Hooda, Naureen
"Motivation for Learning in an Online Community"
Independent study: fall 2000—summer 2001

Bandlow, Alisa
"The MOOSE Crossing Merit Badge System"
RA, summer 2001, fall 2001, spring 2002

Adams, Lori
"Evaluation of Math Learning in AquaMOOSE 3d"
CS 8903 & RA, fall 2001; RA spring 2002

Johri, Aditya.
"Computers, Communication, Collaboration, and Cognition: Evaluating Learning on the
Global Classroom Project"
Member of master's thesis committee,

Information Design and Technology Program (IDT),
Department of Literature, Communication, and Culture (LCC)
Graduation: May 2002

Barki, Smitha
Member of master's thesis committee,
Information Design and Technology Program (IDT),
Department of Literature, Communication, and Culture (LCC)
Graduation: May 2004

Walia, Nina
Member of master's thesis committee,
Information Design and Technology Program (IDT),
Department of Literature, Communication, and Culture (LCC)
Graduation: May 2004

Banaszewski, Tomasz.
"Digital Storytelling: How to Teach Students to Tell an Effective Story
Using Digital Media."
Member of master's thesis committee,
Information Design and Technology Program (IDT),
Department of Literature, Communication, and Culture (LCC)
Graduation: May 2005

Dasgupta, Chandan.
"Design of an Educational Facebook Application."
Supervised research, fall 2007.

Biggs, Michael
"Visualization of Virtual World User Behavior."
Member of master's thesis committee (Advisor: Celia Pearce)
Department of Literature, Communication, and Culture (LCC)
Graduation: May 2008

Kim, Walter
"DebateWeb: A Social Framework for Consolidating, Evaluating, and Referencing
Arguments."
Member of master's thesis committee (Advisor: Ian Bogust)
Department of Literature, Communication, and Culture (LCC)
Graduation: May 2008

Peshterianu, Veronica
"Team Formation for Resource Collection in Online Casual Games"
Member of master's thesis committee (Advisor: Celia Pearce)
Department of Literature, Communication, and Culture (LCC)
Graduation: May 2008

Watson, Nic
Member of master's thesis committee (Advisor: Celia Pearce)
Department of Literature, Communication, and Culture (LCC)
Graduation: in progress

Larose, Daphne
Development of a mobile application to support street harassment.
Fall 2010, spring 2011, summer 2011

deSouza, Boris
Development of a tool to support creative collaboration online.
Fall 2010, spring 2011

Patharachalam, Dilip
Web design and information visualization for Georgia Computes!
Fall 2010

6. Undergraduate Special Problems students.

Hudson, James. "Learning French in an Online Community"; fall 1998, senior research winter 1999. Winner of the College of Computing Undergraduate Student Research Award (1999), and judges' honorable mention in the Undergraduate Research Symposium.

Jeff, Stuart. "The AquaMOOSE Avatar Construction Kit." Supervised research, spring 1998-summer 2000. Senior research project, spring 2000-summer 2000.

Lewis, Scott. "Computer Game Design"; senior research project winter 1999-spring 1999.

Perkins, Cameron, Vu Pham, William Scott, and Adam Tegen. "WinMOOSE." Software engineering project, spring 1998.

Scott, William. "2D Game Design Language"; winter 1999, spring 1999, summer 1999.

Tegen, Adam. "WinMOOSE: Programming Environment for Kids"; winter 1999-spring 1999.

Wilson, Jeffrey. "Computer Game Design"; winter 1999-spring 1999.

Lo, Dan, Jason Dorough, Stephen Lawrence, Olivia Carpenter, and Jonathan Tew. Senior design project, fall 1999.

Bishop, Jeffrey, Will Frishe, Duff Means, and Dave Lovell. "Iron Pentacle: a Tactical Role-Playing Game." Senior design project, spring 2000.

Hooda, Naureen. "MOOSE Crossing: Designing an Online Learning Environment." Supervised research, spring 2000. "MOOSE Crossing: Teacher Assistance Software and Support." Senior project, fall 2000.

Chastain, Spencer. "Sound Design in Support of Mathematics Learning." Senior project, summer 2000. Supervised research, fall 2000.

Grandhige, Hemanth. "Programming Environment Design for Kids." Senior project, summer 2000-fall 2000.

Packman, Pamela J. "Electronic Learning Communities." Fall 2000.

Pociask, Peter. "Electronic Learning Communities." Fall 2000.

Dolobowsky, Irwn, George Parantatos, and Scott Percy. "Student Labor Exchange (SLE)." Senior design Fall 1999; continued as supervised research spring 2000.

Graham, Phil. "Electronic Learning Communities." Fall 2001, spring 2002, fall 2002.

Perszyk, Tysen. "Electronic Learning Communities." Fall 2001.

Dianna Merriam Volkov, Todd Matthews, Stephen Belknap, Michelle Burnett. And Collin Lobb. "Supporting land acquisition for Dekalb County Parks and Recreation." Senior design, fall 2001.

Tsai, Peter. "Usability issues for an online registration system." Spring 2002.

Appleyard, Katherine. "The Intel Computer Clubhouse Network: an Ethnographic Study," Senior design project, spring 2002.

Chris Heilman, Joseph King, and Evanda Remington. "SqueakMOOSE: a programming environment for children." Senior design, spring 2002.

Jordan, Steve. "Participation in CSCL environments." Summer 2002.

Parsons, Jared. "Electronic Learning Communities." Fall 2002.

Rudnick, Alex. "Electronic Learning Communities." Fall 2002.

Uhl, Joseph. "Electronic Learning Communities." Fall 2002.

John Scott Crannell, "The Jason Project Quilt Project." Senior research project, fall 2002.

Philip Graham. "Leveraging connections between math and art in AquaMOOSE 3D." Senior research project, spring 2003. Supervised research, spring 2004.

Bayazes, Michael Anthony, Gary Brown, Ryan Studelska, and Kevin Tabb. "The Turing Game: .NET implementation." Senior design, fall 2002.

Parsons, Jared. "Robust database access for a networked interactive educational system." Senior research project, spring 2003. Supervised research, fall 2003.

Piper, Anne Marie. "Girls and Learning at the Intel Computer Clubhouse." Senior research project, spring 2003. Supervised research, fall 2003, spring 2004.

Whited, Brian. "Use of color to promote programming understanding and interactivity in a programming environment for children." Senior research project, spring 2003.

Brown, Gary, Ryan Studelska, and Kevin Tabb. "The Turing Game: .NET implementation." Spring 2003.

Zeina Atrash. "Learning through animation at the computer clubhouse." Fall 2003, spring 2004.

Zafar, Huzaiifa. "Visualization tools for mathematical learning." Senior design, fall 2003. Supervised research, spring 2004.

Michael Johnson, Derrick Lewis, Zong Bao Tang, ShiDong Zheng, "History Meta-index database." Senior design, fall 2003.

Yang, James. "Supporting learning in CS 4001." Fall 2003, spring 2004.

Robinson, Martin. "Online History Learning." Spring 2004, summer 2004.
 "Visualization support for the Wikipedia." Fall 2004. Senior research project, spring 2005.

Adrian Abraham , Mitch Halpin, Jimi Malcomb, Paul Royal, and Joe Uhl. "Online Conference Registration System." Senior design, spring 2004.

DeBarros, Marcio, Erik Kline, Leslie Kubilius, Angela Liang and Pritesh Patel. "Kids with Food Allergies Online Recipe Database." Senior design, fall 2004.

Kinnaird, Peter. "Anival Online Animation Festival Database." Fall 2004, spring 2005.

Scott Harlan, Jonathon McAbee-Reher, Summers Pittman, and Walter Drew Stevens. "Live Action Role-Playing Character Database." Senior design, summer 2005.

Jesse Dahlstrom, William Miller, Matthew Parcell, and Austin Syfert. "User Support Groups for Kids with Food Allergies Website." Senior design, fall 2005.

Kalyanasundaram, Vigneshwar. "Mathematical notation on wikis." Fall 2006.

Krolikowski, Pamela. University of Maryland. CRA Distrbuted Mentor Program. "Teaching HCI First, to Broaden Participation in Computing for Inner-City Teens." Summer 2007.

Marshall, Taneisha. "Teaching HCI First, to Broaden Participation in Computing for Inner-City Teens." Summer 2007.

Ehardt, Scott. "References Tools for MediaWiki." Summer 2007.

Holloman, Jeffrey. "Animation of Human Motion on Second Life." Summer 2007.

Panicker, Shruthi." Analysis of collaboration in online animation communities. Fall 2007.

Matthew Garrison, Alex Martinello, Brandon Pitman, and Robert Watts. "Deal or No Deal Web Application to Teach About Expected Value Functions." Senior design, fall 2007.

Aaron Boyd , Tuyen Tran Tran, William Brantley Wells, and Ethan Yi-hung Wu. "Undergraduate Research Opportunities Program Job Database." Senior design, spring 2008.

Terris Johnson. Anival, fall 2006, spring 2007, summer 2007, fall 2007, spring 2008. Glitch Game Testers, fall 2008, spring 2009, summer 2009, fall 2009, spring 2010. Prove-It: Spring 2010, fall 2010.

Corey Steward, Glitch Game Testers, spring 2008, summer 2008, fall 2008, spring 2009, summer 2009, fall 2009, spring 2010, fall 2010.

Marcus Austin, Glitch Game Testers, summer 2009, fall 2009, spring 2010.

Matthew Flaschen, "ProveIt!" Wikipedia reference tool. Fall 2008, spring 2009, fall 2009, spring 2010, fall 2010.

Kevin Ziegler. "Leadership in Online Creative Collaboration. Fall 2008, spring 2009, summer 2009, spring 2010.

Heather Chang, "Flagged Revisions on the German Wikipedia." Summer 2009, fall 2009, spring 2010. Glitch Game Testers, summer 2010, fall 2010.

E. Teaching Honors and Awards

Raytheon E-Systems Faculty Fellowship Award (jointly with Jessica Hodgins). \$10,000 award to support enhancements to our Video Game Design and Programming class.

Minorities in Computer Science at Georgia Tech, Outstanding Faculty 2005.

William A. "Gus" Baird Faculty Teaching Award, College of Computing, April 2007.

F. Other Academic and Teaching Activities

None

II. RESEARCH AND CREATIVE SCHOLARSHIP

A. Thesis

Masters Thesis

Title: The Electronic Scrapbook: Towards an Intelligent Home-Video Editing System
Completed: 1991
Advisor: Professor Glorianna Davenport
College: Massachusetts Institute of Technology

Ph.D. Thesis

Title: MOOSE Crossing: Construction, Community, and Learning in a Networked Virtual World for Kids
Completed: 1997
Advisor: Dr. Mitchel Resnick
College: Massachusetts Institute of Technology

B. Published Journal Papers (refereed)

(For the purposes of this vita, refereed means full paper (not just abstract) reviewed by two or more peers. Review by an editor is not considered refereed.)

Bruckman, Amy and Mitchel Resnick (1995). "The MediaMOO Project: Constructionism and Professional Community." *Convergence* 1:1, pp 94-109.

Reprinted in the web journal The Difference Engine 2, January 1996,
<http://www.gold.ac.uk/difference/bruckman.html>.

Reprinted in *Constructionism in Practice*, (Y. Kafai and M. Resnick, eds.). New Jersey: Lawrence Erlbaum Associates, 1996.

Translated into Finnish and published as "MediaMOO: virtuaalinen yhteiso ammattilaisille", in *Sahkoioho. Kone, media, ruumis*. Toimittaneet (edited by) Erkki Huhtamo and Martti Lahti. Tampere: Vastapaino, 1995, pp.239-256.

Translated into Belorussian and available as <http://www.fatcow.com/edu/mediamoo-be>

Bruckman, Amy (1998). "Community Support for Constructionist Learning." *Computer Supported Collaborative Work: The Journal of Collaborative Computing* 7: 47-86.

Bruckman, Amy (1999). "The Day After Net Day: Approaches to Educational Use of the Internet." *Convergence* 5:1, pp. 24-46.

Bruckman, Amy (2000). "Situated Support for Learning: Storm's Weekend with Rachael." *Journal of the Learning Sciences* 9(3), 329-372.

Berman, Joshua and Amy Bruckman (2001). "The Turing Game: Exploring Identity in an Online Environment." *Convergence*, 7(3), 83-102.

Hudson, James M. and Amy Bruckman (2002). "IRC Français: The Creation of an Internet-Based SLA Community." *Computer Assisted Language Learning (CALL)* 15(2), 109-134.

Kafai, Y. B., Fishman, B. J., Bruckman, A. S., & Rockman, S. (2002). "Models of educational computing @ home: New frontiers for research on technology in learning." *Educational Technology Review*, 10(2), 52-68.

Bruckman, Amy (2002). "Studying the Amateur Artist: A Perspective on Disguising Data Collected in Human Subjects Research on the Internet." *Ethics and Information Technology* 4:3 (217-231). Available as http://www.nyu.edu/projects/nissenbaum/ethics_bru_full.html

Hudson, James M. and Amy S. Bruckman (2004). "The Bystander Effect: a Lens for Understanding Patterns of Participation." *Journal of the Learning Sciences* 13:2, pp. 165-195.

Hudson, James M. and Amy Bruckman (2004). "'Go Away': Participant Objections to Being Studied and the Ethics of Chatroom Research." *The Information Society* 20(2), 127-139.

Reprinted in Dicks, Bella (2012). *Digital Qualitative Research Methods*. Sage Publications.

Kraut, Robert, Judith Olson, Mahzarin Banaji, Amy Bruckman, Jeffrey Cohen, and Mick Couper (2004). "Psychological research online: Report of Board of Scientific Affairs' Advisory Group on the Conduct of Research on the Internet." *American Psychologist*, 59(4), pp. 1-13.

Bruckman, Amy (2006). "Teaching Students to Study Online Communities Ethically." *Journal of Information Ethics* 15:2, 82-98.

Yardi, Sarita, Pamela Krolikowski, Taneshia Marshall and Amy Bruckman (2008). "An HCI Approach to Computing in the Real-World." *Journal of Educational Resources in Computing*, 3 (Oct. 2008), 1-20.

Zagal, José and Amy Bruckman (2009). "Novices, Gamers, and Scholars: Exploring the Challenges of Teaching About Games." *Game Studies* 8(2).

Forte, Andrea, Vanessa Larco, and Amy Bruckman (2009). "Decentralization in Wikipedia Governance." *Journal of Management of Information Systems*, 26:1, 49-72.

Forte, Andrea and Amy Bruckman (2009). "Writing, Citing, and Participatory Media: Wikis as Learning Environments in the High School Classroom." *International Journal of Learning and Media*. 1:4, 23-44.

Zagal, José and Amy Bruckman (2010). "Designing Online Environments for Expert/Novice Collaboration: Wikis to Support Legitimate Peripheral Participation." *Convergence* 16:4, 451-470.

Zagal, José and Amy Bruckman (2011). "Blogging for Facilitating Understanding: A Study of Videogame Education." *International Journal of Learning and Media*, 3:1, 7-27, September 2011. Available as: <http://ijlm.net/node/13051/toc>

Dimond, J. P., Fiesler, C., & Bruckman, A. S. (2011). Domestic Violence and Information and Communication Technologies. *Interacting with Computers* 23:5, pp. 413-421.

C. Published Books and Parts of Books

Books

None

Chapters in Books and Encyclopedias

(Reprints listed under original place of publication.)

Resnick, Mitchel, Amy Bruckman, and Fred Martin. "Constructional Design: Creating New Construction Kits for Kids." In *The Design of Children's Technology*. Ed: Allison Druin. San Francisco: Morgan Kaufmann, 1998.

"Online Chat." *Encarta Encyclopedia*. Seattle, WA: Microsoft, 2002.

Bruckman, Amy and Alisa Bandlow. "HCI For Kids." *Handbook of Human-Computer Interaction*. Edited by Julie Jacko and Andrew Sears. NJ: Lawrence Erlbaum Associates, 2002, pp. 428-440.

Bruckman, Amy and Carlos Jensen. "The Mystery of the Death of MediaMOO, Seven Years of Evolution of an Online Community." In *Building Virtual Communities*. Edited by Ann Renninger and Wesley Shumar. Pp. 21-33. Cambridge University Press, 2002.

Bruckman, Amy. "Online Communities—Youth." *Encyclopedia of Community*, Sage, 2003.

Bruckman, Amy. "Co-Evolution of Technological Design and Pedagogy in an Online Learning Community." In *Designing for Virtual Communities in the Service of Learning*. Editors: Sasha Barab, Rob, and James Gray. Cambridge University Press, 2004.

Bruckman, Amy. "Foreword: Reflecting on Best Practices." Foreword to *Learning, Culture and Community in Online Education: Research and Practice* edited by Caroline Haythornthwaite and Michelle Kazmer. Pp. ix-xi. Peter Lang, 2004.

Bruckman, Amy. "Introduction: Opportunities and Challenges in Methodology and Ethics." In *Online Social Research: Methods, Issues, & Ethics*. Edited by Mark D. Johns, Shing-Ling Sarina Chen, and G. Jon Hall. Peter Lang, 2004.

Bruckman, Amy. "Analysis of Log File Data to Understand Behavior and Learning in an Online Community." In *International Handbook of Virtual Learning Environments*. Edited by Joel Weiss, Jason Nolan, Jeremy Hunsinger, and Peter Trifonas. Pp. 1449-1465. New York: Springer, 2006.

Bruckman, Amy. "Learning In Online Communities." *Cambridge Handbook of the Learning Sciences*, edited by Keith Sawyer. Pp. 461-472. Cambridge University Press, 2006.

Translated into Japanese, Chinese 2010.

Bruckman, Amy, Andrea Forte, and Alisa Bandlow. "HCI For Kids." *Handbook of Human-Computer Interaction*. Second edition. Edited by Julie Jacko and Andrew Sears. NJ: Lawrence Erlbaum Associates, 2007.

Reprinted in *Human-Computer Interaction: Designing for Diverse Users and Domains*, Edited by Julie Jacko and Andrew Sears. NJ: Lawrence Erlbaum Associates, 2007.

Bruckman, Amy. "Returning to Samba School." In *HCI Remixed*, edited by Thomas Erickson and David McDonald. Pp. 93-96. Boston: MIT Press, 2008.

Bruckman, Amy (2008). "Foreword." In Hudson, James M. *Chatting to Learn: The Changing Psychology and Evolving Pedagogy of Online Learning*. Cambria Press: Youngstown, NY.

Bruckman, Amy (2010). "Interviewing Members of Online Communities: a Practical Guide to Recruiting Participants." In *Methods for Studying Small Groups: A Behind-the-Scenes Guide* (Eds: Andrea B. Hollingshead & Marshall Scott Poole). Taylor Francis/Routledge, forthcoming.

Bruckman, Amy (2010). "Foreword." *A Handbook of Research on Methods and Techniques for Studying Virtual Communities: Paradigms and Phenomena*. Editor: Ben K. Daniel. IGI Global: Hersey, PA.

D. Edited Proceedings

Proceedings of International Conference on the Learning Sciences, December 1998. With Mark Guzdial, Janet Kolodner, and Ashwin Ram. Charlottesville, VA: AACE Press.

E. Conference Presentations

E.1. Invited Keynote addresses

"Whole Learning: Three Communities Meet in Cyberspace." Keynote address at the Tenth Conference on Computers and Writing. Columbia, Missouri; May 20th, 1994.

"Down with Virtual Blackboards! Better Educational Uses of MUDs." Keynote address at The Virtual Classroom: Writing Across the Internet. Berkeley, CA; March 16th, 1996.

"Virtual Connections, Real People: Ethical Dilemmas of Online Research." Keynote address delivered at the Association for Education in Journalism and Mass Communication (AEJMC); Chicago, IL; July 31st, 1997.

"Social Dimensions of a Networked World." Invited Keynote Dialog, with Manuel Castells and William Davidow. Santa Clara University Sesquicentennial Celebration. Santa Clara, CA, April 26th, 2001.

"Beyond Ideology: Challenges for Empirical Research About Gender and Feminism Online." Invited keynote address, conference on "Feminist Spaces in the Net - Discourses, Visions and Communities." Feminist Institute, Heinrich Bohl Foundation. Berlin, Germany, November 17th, 2001.

"Building a Learning Culture: Constructionism and Online Communities." National Invited keynote address, Technology Conference, Boys and Girls Clubs of America. Atlanta, GA, February 1st, 2002.

Pinkard, Nichole, Marcia Linn, Amy Bruckman, Sherry Hsi, Brian Foley, Yasmin Kafai, Tiffany Marra, "Gendered by Design: Examining the Impact of Design on the Existing Technological Gender Gap." Keynote panel session, ICLS 2002. Seattle, WA, October 2002.

"Learning in Online Communities." Consortium for Computing Sciences in Colleges (CCSC): Southeastern Conference. Invited keynote speaker at ACM/SIGCSE sponsored conference, November 2003.

"Educational Technology: the Hype and the Reality." Invited keynote address, Companion Animal Parasitology Educators Annual Meeting, Atlanta, GA, December 2006.

"Constructionist Online Learning Goes Mainstream." TCC Worldwide annual conference (online). Invited keynote address, opening the conference, April 2007.

"The Evolution of Identity Online." Invited presentation, closing plenary panel, ACM GROUP 2007. With Wendy Kellogg (IBM, moderator & organizer), Scott Counts (Microsoft), Thomas Erickson (IBM), and Cliff Lampe (Michigan State). Sanibel Island, FL, November 7th, 2007.

"Social Support for Learning and Creativity Online." Invited keynote address, workshop on Delivering Music Instruction with Web 2.0 Social Tools, College Music Society. Atlanta, GA September 2008.

"Social Support for Learning and Creativity Online." Invited keynote address, Digitel 2008, Banff, Canada, November 2008.

“How Wikipedia Really Works, and What this Means for the Nature of “Truth”.” Invited opening keynote address, Library IT Association National Forum (LITA), October 1st, 2010.

E.2. Conference Presentations with Proceedings (refereed)

(For the purposes of this vita, refereed means full paper (not just abstract) reviewed by two or more peers. Review by an editor is not considered refereed.)

"Gender Swapping on the Internet." *Proceedings of INET '93*. Reston, VA: The Internet Society, 1993.

Translated into German and published as "Gender Swapping auf dem Internet," *Medien und Öffentlichkeit*, Ed: Rudolf Maresch. Berlin: Boer Verlag, 1996.

Reprinted in *CyberReader* (Victor Vitanza, ed.). Needham Heights, MA: Allyn and Bacon, 1996.

Translated into Croatian and published as “Zamjena roda na Internetu.” *Cyberfeminizam* (Igor Markovi'c, editor). Zagreb: Centar za zenske studije, 1999.

"Democracy in Cyberspace." *Proceedings of DIAC94*. Computer Professionals for Social Responsibility.

"‘Serious’ Uses of MUDs?" *Proceedings of DIAC94*. Computer Professionals for Social Responsibility.

"Programming for Fun: MUDs as a Context for Collaborative Learning." *Proceedings of the National Educational Computing Conference 94 (NECC94)*. Eugene, OR: International Society for Technology in Education.

Bruckman, Amy and Austina DeBonte. "MOOSE Goes to School: A Comparison of Three Classrooms Using a CSCL Environment." *Proceedings of CSCL 97*, Toronto, Canada, December 11th, 1997.

Bruckman, Amy and Elizabeth Edwards. “Should We Leverage Natural-Language Knowledge?” *Proceedings of CHI 99*. New York: ACM Press, pp. 207-214. (25% acceptance rate.)

Ellis, Jason, Amy Bruckman, and Robert Satterwhite. “Children and Elders Sharing Stories: Lessons from Two Online Oral History Projects.” *Proceedings of Computer Supported Collaborative Learning (CSCL) 99*. Stanford, CA, December 15th, 1999. (50% acceptance rate.)

Berman, Joshua and Amy Bruckman. “The Turing Game — A Participatory Exploration of Learning in Online Environments.” *Proceedings of DIAC 2000*; Seattle, WA, May 2000.

Bruckman, Amy, Elizabeth Edwards, Jason Elliott, and Carlos Jensen. "Uneven Achievement in a Constructionist Learning Environment." *Proceedings of ICLS 2000*. Ann Arbor, MI, June 2000. (36% acceptance rate.)

Ellis, Jason, and Amy Bruckman. "Designing Palaver Tree Online: Supporting Social Roles in a Community of Oral History." *Proceedings of CHI 2001*. Seattle, WA, April 2001 pp. 474-481. (19.5% acceptance rate)

Edwards, Elizabeth, Jason Elliott, and Amy Bruckman. "AquaMOOSE 3D: Math Learning in a 3D Multi-user Virtual World." Short talk, *Proceedings of CHI 2001*. Seattle, WA, April 2001, pp. 259-260. (23% acceptance rate)

Hudson, James and Amy Bruckman. "Effects of CMC on Student Participation Patterns in a Foreign Language Learning Environment." Short talk, *Proceedings of CHI 2001*. Seattle, WA, April 2001, pp. 263-4. (23% acceptance rate)

Bruckman, Amy; Carlos Jensen, and Austina DeBonte. "Gender and Programming Achievement in a CSCL Environment." Long talk, *Proceedings of CSCL 2002*, Boulder, CO, January 2002. (50/268=18.7% of papers accepted as long talks.) Available as: <http://newmedia.colorado.edu/cscl/63.pdf>

Elliott, Jason and Amy Bruckman. "Design of a 3D Interactive Math Learning Environment." *Proceedings of DIS 2002* (ACM conference on Designing Interactive Systems). London, UK, June 2002. (22% acceptance rate).

Elliott, Jason, Lori Adams, and Amy Bruckman. "No Magic Bullet: 3D Video Games in Education." *Proceedings of ICLS 2002*, Seattle, WA, October 2002. (50% acceptance rate)

Ellis, Jason and Amy Bruckman. "Encouraging Attitudinal Change through Online Oral History." *Proceedings of ICLS 2002*, Seattle, WA, October 2002. (50% acceptance rate)

Bryant, Susan, Andrea Forte and Amy Bruckman (2005). "Becoming Wikipedian: Transformation of Participation in a Collaborative Online Encyclopedia." *Proceedings of GROUP: International Conference on Supporting Group Work*, Sanibel Island, FL. pp 1-10. (26% acceptance rate).

Hudson, James. M. and Amy Bruckman (2005). Using Empirical Data to Reason about Internet Research Ethics. *Proceedings of the European Conference on Computer-Supported Cooperative Work (ECSCW)*, 287-306. Paris, France. (19% acceptance rate.)

Forte, A. and Bruckman, A. (2006). "From Wikipedia to the classroom: exploring online publication and learning." *Proceedings of the 7th International Conference of the Learning Sciences*. Bloomington, IN, June 2006. (46% acceptance rate).

Medynskiy, Yevgeniy and Amy Bruckman (2007). "The Effects of Conversations with Regulars and Administrators on the Participation of New Users in a Virtual Learning Community." Short paper, *Proceedings of CSCL 2007*, Rutgers, NJ, June 2007.

Zagal, J. and Bruckman, A. (2007), "GameLog: Fostering Reflective Gameplaying for Learning." *Proceedings of the 2007 ACM SIGGRAPH Sandbox Symposium on Videogames*, San Diego CA.

Yardi, S. & Bruckman, A. (2007). "What Is Computing? Bridging the Gap Between Teenagers' Perceptions and Graduate Students' Experiences." In *ICER'07: Proceedings of the 3rd International Workshop on Computing Education Research*. Atlanta, GA. Sep 13-15, 2007.

Zagal, J. P. and Bruckman, A. (2007), "From Gamers to Scholars: Challenges of Teaching Game Studies", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2007)*, Tokyo, Japan

Forte, Andrea and Amy Bruckman. (2007). Constructing text: wiki as a toolkit for (collaborative?) learning. *Proceedings of OOPSLA/ACM International Symposium on Wikis (WikiSym)*, Montreal, Canada.

Lee, Adeline and Bruckman, A (2007). "Judging You by the Company You Keep: Dating on Social Networking Sites." *Proceedings of GROUPE: International Conference on Supporting Group Work*, Sanibel Island, FL. (Acceptance rate: 28%).

Forte, Andrea. and Amy Bruckman (2008). "Scaling Consensus: Increasing Decentralization in Wikipedia Governance." *Proceedings of HICSS*, Waikoloa, HI.

Zagal, Jose and Amy Bruckman (2008). "The Game Ontology Project: Supporting Learning While Contributing Authentically to Game Studies." *Proceedings of the International Conference of the Learning Sciences ICLS 2008*, Utrecht, The Netherlands, June 2008.

Luther, Kurt and Amy Bruckman (2008). "Leadership in Online Creative Collaboration." *Proceedings of CSCW 2008*, San Diego, CA, November 2008. (23% acceptance rate.)

Bruckman, A., Biggers, M., Ericson, B., McKlin, T., Dimond, J., DiSalvo, B., Hewner, M., Ni, L. and Yardi, S. (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. (33% acceptance rate)

Rood, Vanessa and Amy Bruckman (2009). "Member Behavior in Company Online Communities." *Proceedings of GROUP 2009*, Sanibel Island, Florida, May 2009. (36% acceptance rate)

Luther, Kurt, Kelly Caine, Kevin Ziegler and Amy Bruckman. (2010). "Why It Works (When It Works): Success Factors in Online Creative Collaboration." In *GROUP '10: Proceedings of the ACM Conference on Supporting Group Work*, pp. 1–10, New York: ACM Press. (36% acceptance rate)

DiSalvo, B., and A. Bruckman (2010). Constructing Identity with Gaming: Young African American males. In *Proceeding of Foundation of Digital Games*, Monterey, California, USA, June 2010. ACM New York, NY, USA. (34% acceptance rate)

DiSalvo, B, Sarita Yardi, and Amy Bruckman (2011). "African American Men Constructing Computing Identity." Note, *Proceedings of CHI 2011*, Vancouver, Canada, May 2011. (26% acceptance rate)

Yardi, Sarita and Amy Bruckman (2011). "Challenges in Parenting Teens' Social Media Use." *Proceedings of CHI 2011*, Vancouver, Canada, May 2011. (26% acceptance rate)

E.2b. Workshop Papers, Posters, Panels, & Other Conference Contributions with Proceedings (refereed)

"The Electronic Scrapbook: Preliminary Results." *AAAI-91 Workshop on Intelligent Multimedia Interfaces*, Anaheim, CA. July 1991.

"Approaches to Managing Deviant Behavior in Virtual Communities." Panel, In *Proceedings of CHI*, 1994 (Boston, MA, April 24-April 27, 1994). New York: Association for Computing Machinery, 1994.

"MOOSE Crossing: Creating a Learning Culture." Doctoral consortium, *International Conference on the Learning Sciences*. Chicago; July 23rd, 1996.

Jason B. Ellis, Amy Bruckman. "Building a Community of History." Short talk, extended abstracts, *Proceedings of CHI 99*. May 1999, pp. 37-38.

Ellis, Jason, Amy Bruckman, D. Kevin O'Neill, and Nancy Butler Songer. "Scaling Educational Online Communities: The Role of Volunteerism in Doing Large-Scale Educational Projects Online." Panel discussion. *Proceedings of ICLS 2000*. Ann Arbor, MI, June 2000.

Hudson, James and Amy Bruckman. "Disinhibition in a CSCL Environment." . Short talk, *Proceedings of CSCL 2002*, Boulder, CO, January 2002. Long version in electronic

proceedings. (268 submissions; 50 accepted as long talks, 93 as short. $50+93/268=53\%$ overall paper acceptance rate.)

Ellis, Jason B. and Amy S. Bruckman. "Different Achievement in Online Oral History." Short talk, *Proceedings of CSCL 2002*, Boulder, CO, January 2002. Long version, "What Do Kids Learn from Adults Online? Examining Student-Elder Discourse in Palaver Tree," in electronic proceedings. (268 submissions; 50 accepted as long talks, 93 as short. $50+93/268=53\%$ overall paper acceptance rate.)

Hayes, Gillian, Anne Marie Piper, Korin J. Bevis, Bob Amar, Amy S. Bruckman, and Wendy Newstetter. "Audience in Computer Learning: A Constructionist Interpretation." Poster, *Proceedings of ICLS 2004*, Los Angeles, CA, June 2004.

"Connecting with Kids: So What's New?" Panel, CHI 2005. Organizer: Lori Scarlatos. Panelists: Amy Bruckman, Allison Druin, Mike Eisenberg, Molly Lenoire, and Oren Zuckerman. *Proceedings of CHI 2005*, Portland, OR, April 2005.

Bruckman, Amy (2006). "A New Perspective on "Community" and its Implications for Computer-Mediated Communication Systems." Works in Progress, *Extended Abstracts, Proceedings of CHI 2006*, Montréal, Québec, Canada, April 2006.

"Managing Deviant Behavior in Online Communities." Panel, CHI 2006. Organizer and Panelist: Amy Bruckman. Panelists: Catalina Danis (IBM Research), Cliff Lampe (Michigan State University), Janet Sternberg (Fordham University), and Chris Waldron (Cartoon Network New Media). *Extended Abstracts, Proceedings of CHI 2006*, Montréal, Québec, Canada, April 2006.

Yardi, Sarita, Amy Bruckman (2007). Panel organizers. Panelists: Allison Druin, Robin Jeffries, Yasmin Kafai, Kylie Peppler. (2007). "Broadening the Field of Computing Through a Design-Based HCI Curriculum." *Proceedings of the Grace Hopper Celebration of Women in Computing Conference*. Orlando, FL., Oct. 17-20, 2007.

Peters, V., Slotta, J., Forte, A., Bruckman, A., Lee, J., Gaydos, M., Hoadley, C., Clarke, J. (2008). "Learning and Research in the Web 2 Era: New Opportunities for Research" Refereed symposium. Proceedings of the *International Conference of the Learning Sciences*, Utrecht, NL, June 2008.

Luther, Kurt, Kevin Ziegler, Kelly Caine, and Amy Bruckman (2009). "Predicting Success in Online Creative Collaboration." Poster, *ACM Conference on Creativity and Cognition*, Berkeley, California, October 2009.

Luther, Kurt, Nicholas Diakopoulos, and Amy Bruckman (2010). "Edits & Credits: Exploring Integration and Attribution in Online Creative Collaboration." *Proceedings of ACM alt.chi*, Atlanta, GA, April 2010.

DiSalvo, Betsy, and Bruckman, Amy (2009). "Questioning Video Games' Influence on CS Interest," long-poster presented at *Foundation of Digital Games*, April, 2009.

Weaver, Kimberly A., Harley Hamilton, Zahoor Zafrulla, Helene Brashear, Thad Starner, Peter Presti, and Amy Bruckman (2010). "Improving the Language Ability of Deaf Signing Children through an Interactive American Sign Language-Based Video Game." Short paper/poster, *Proceedings of ICLS 2010*, Chicago, IL, June 2010.

E.3. Conference Presentations with Proceedings (non-refereed)

"Social Support for Computing at Home." Presentation at symposium, "Compute @ Home: Expanded Environments for Learning Mathematics, Science, and Programming." International Conference on the Learning Sciences (ICLS 98). Atlanta, GA, December 16th, 1998.'

"Can Educational Be Fun?" Game Developer's Conference, San Jose, California, March 17th, 1999.

Ellis, Jason and Amy Bruckman. "Building a Community of History." CHI Senior Consortium. CHI 99, Pittsburgh, PA. May 1999.

Hudson, James and Amy Bruckman (2001). "Using the Internet to Decrease Inhibition in Foreign Language Conversations." Emory Dogwood Conference on Education.

Bruckman, Amy, Jessica Hodgins (CMU), Paul Hemp (Harvard Business Review), Asi Lang (Linden Labs) and Vernor Vinge (science fiction author). "The Potential of End-User-Programmable Worlds: Present and Future." Panel, SIGGRAPH 2007, San Diego, CA, August 2007.

DiSalvo, Betsy and Amy Bruckman. "Glitch Videogame Testers: African American Men Breaking Open the Console." Proceedings of DiGRA 2009. West London, UK, August-September 2009.

Kurt Luther and Amy Bruckman. "Flash Collabs: Collaborative Innovation Networks in Online Communities of Animators." To appear in Proceeding of the 2009 Conference on Collaborative Innovation Networks (COINS 2009).

Churchill, Elizabeth, Amy Bruckman, Mary Czerwinski, Kerry Rodden, MC Schraefel, Katherine Isbester. "Career Stories of Women Working in Human Computer Interaction." Panel discussion, Grace Hopper Celebration of Women in Computing, October 2010.

E.4. Conference Presentations without Proceedings

"The Electronic Scrapbook: Knowledge Representation and Interface Design for Desktop Video." Poster. CHI 92, Monterey, CA; May 1992.

"MUDs: Learning in Virtual Communities" (panel discussion), International Conference on Technology and Education. Cambridge, MA; March 1993.

"Virtual Professional Community: Results from the MediaMOO Project." (With Mitchel Resnick.) The Third International Conference on Cyberspace, Austin, Texas; May 1993.

"Why Care About MUDs?" Invited talk, Online Communities Workshop, Interval Research. Palo Alto, CA; May 1993.

"Learning in Virtual Communities." Invited talk, Informatics Applied to Education, sponsored by UNESCO and the Brazilian Ministry of Education. Brasilia, Brazil; October 1993.

"MOOSE Crossing." Invited talk, Summit on MUDs in Education, Phoenix College. Phoenix, AZ; March 9th, 1994.

"Beyond Groupware: Lessons from Virtual Communities." Invited talk, CSC Vanguard. Atlanta, GA; September 23rd, 1994.

"Online Communities." Invited talk, News in the Future Consortium meeting, MIT Media Lab. Cambridge, MA; October 18th, 1994.

"Virtual Community, Not Virtual Reality." Invited talk, Cybersphere Conference. Stockholm, Sweden; October 24th, 1994.

"Design for Interaction: Lessons from Virtual Communities." Invited talk, Doors of Perception 2. The Netherlands Design Institute, Amsterdam, The Netherlands; November 4th, 1994.

"Constructionism and Virtual Community." Invited talk, New York Mac Users Group Fair. New York, NY; February 18th, 1995.

"The Social Computer: New Opportunities for Girls and Computers." Invited talk, National Association of Independent Schools. Boston, MA; March 3rd, 1995.

"Cyberspace is not Disneyland." Invited talk, Ars Electronica. Linz, Austria; June 21st, 1995.

"Democracy in Cyberspace: Lessons from a Failed Political Experiment." Invited talk, Conference "Virtue & Virtuality: Gender, Law, and Cyberspace." MIT; April 20th, 1996.

"Social Computing." Invited talk, Interact '96; April 23rd, 1996.

"From Information Superhighway to Global Finger-Painting Party: Better Metaphors for Cyberspace." Invited talk, Internet 2000. University of Toronto; April 29th, 1996.

"Peopled Online Virtual Worlds: A New Home for Cooperating Communities, a New Frontier for Interaction Design." Invited closing plenary panel presentation at CSCW '96. Cambridge, MA; November 20th, 1996.

"The Day After Net Day: Approaches to Educational Use of the Internet." Invited talk, DIAC 97: Community Space and Cyberspace; Seattle, WA; March 1st, 1997.

"The Design of Thoughtful Virtual Communities." Invited talk, News in the Future Consortium, MIT Media Lab, Cambridge, MA; May 22nd, 1997.

"The Disney Dilemma: Opportunities and Obstacles for Virtual Communities." Invited talk, MIT Communications Forum, Cambridge, MA; November 6th, 1997.

"The Optimistic Hypothesis: Opportunities and Obstacles for Virtual Communities." Invited talk, Highlands Forum X, "Information Technology, Journalism, and Diplomacy," United States Department of Defense, Chantilly, VA; November 12th, 1997.

"Research on Electronic Learning Communities." International Conference on the Learning Sciences (ICLS 98). Atlanta, GA; December 17th, 1998.

Ellis, Jason and Amy Bruckman (1998). "Towards an Online Community of History." presented at HCIC 99, Human Computer Interaction Consortium, February 1999.

"Research on Cultural Change in Online Communities." Interactive symposium on "Indicators of Change in Computer-Based Community Building," with Ann Renninger, James Levin, Roy D. Pea, and Mark Schlager. American Educational Research Association (AERA). Montreal, Canada; April 19th, 1999.

"Computing at Home." Group poster session with Yasmin Kafai, Nichole Pinkard, and Saul Rockman. American Educational Research Association (AERA). Montreal, Canada; April 21st, 1999.

"The Second Generation of Internet Users—Designing Online Communities." With Joshua Berman, Amy Jo Kim, and Marc Smith. Panel discussion presented at INET 99, San Jose, CA; June 24th, 1999.

"The Turing Game: An Exploration of Cultural Identity in Online Environments" With Joshua Berman. Talk at Digital Arts and Culture (DAC 99). Atlanta, GA., October 1999.

Hudson, James and Amy Bruckman. "At the Dinner Table with IRC Français: Technological and Pedagogical Challenges in Design of a CSCL Environment." Poster presentation at CSCL 99, Stanford, CA, December 13th, 1999.

"A Brief History of Online Games." Talk given at tutorial "Community Design for Large-Scale Gaming Worlds," Game Developer's Conference. Tutorial co-organizer with Amy Jo Kim, Jonathan Baron, Raphael Koster, Brad McQuaid, Toby Ragiani, and Mike Sellers. San Jose, CA, March 9th, 2000.

Hudson, James and Amy Bruckman. "IRC Français: The Creation of an Internet-based SLA Community." Presented at UNTELE (Usages des Nouvelles Technologies dans l'Enseignement des Langues Etrangères) 2000; Compiègne, France, March 23rd, 2000.

"From Analogies to Genres: Approaches to the Ethics of Online Research." ACM conference on Computers, Freedom, and Privacy. Toronto, Canada, April 6th, 2000.

Berman, Joshua and Amy Bruckman. "The Turing Game: Understanding Identity In On-Line Worlds." Interactive symposium presentation, American Educational Research Association (AERA) 2000; New Orleans, LA, April 26th, 2000.

Berman, Joshua and Amy Bruckman. "The Turing Game: A Participatory Exploration of Identity in Online Environments." Conference on Cultural Diversity in/and Cyberspace. University of Maryland, College Park, MD; May 5th, 2000.

Hudson, James M. and Amy Bruckman. "The Role of Chat in Increasing Student Participation." Computer Assisted Language Instruction Consortium (CALICO 2001). Orlando, FL. 17 March 2001.

Bruckman, Amy. "Constructionism and the Design of Online Communities." Association of Internet Researchers (AoIR) conference. Minneapolis, MN, October 2001. (60% acceptance rate).

Orr, Robert and Amy Bruckman. "Encouraging Community Interactions: Experiences with the Student Labor Exchange." Association of Internet Researchers (AoIR) conference. Minneapolis, MN, October 2001. (60% acceptance rate).

Hudson, James and Amy Bruckman Online Communities as Third Places: Implications for Conversational Environments.” Association of Internet Researchers (AoIR) conference. Minneapolis, MN, October 2001. (60% acceptance rate).

Bruckman, Amy, Charles Ess, James Hudson, and Susan Herring. “Ethical Challenges to Doing Research on the Internet.” Panel discussion, Association of Internet Researchers (AoIR) conference. Minneapolis, MN, October 2001.

Schlosser, Ann, Amy Bruckman, Priscilla Dodds, Albert Muniz, and Hope Schau. “Come Together, Right Now, Virtually: An Examination into Online Communities.” Panel presentation at Association of Consumer Research, Atlanta, GA, October 2002.

Forte, Andrea and Amy Bruckman (2005). “Self and school: nurturing students’ identities as science writers using wikis.” Refereed symposium “Networked technologies for fostering positive youth development,” with Marina Bers, Sasha Barab, Sandra Calvert, and Joseph Gonzalez-Heydrich. American Psychological Association. Washington, DC, August 2005.

Bos, Nathan (organizer), Hugh Cannon, Erik Johnston, and Amy Bruckman (discussant). “Real Versus Realistic: a Symposium on Tradeoffs of Using Accurate Detail in Simulations.” International Simulation and Gaming Association (ISAGA). Atlanta, GA, June 30th, 2005.

“Undergraduate Research at Georgia Tech.” Georgia Tech High School Advisory Board meeting, Atlanta, GA, November 4th, 2005.

“Enhancing the Research Experiences of Undergraduate Students.” Southern Association of Colleges and Schools (SACS), Commission on Colleges, annual meeting. Atlanta, GA. December 5th, 2005.

Kurt Luther, Pamela Griffith and Amy Bruckman. (2008). "Collaboration in Online Animation Communities." Poster presented at the First Annual American Society for Information Science and Technology Social Computing Summit. Miami, Florida, November 2008.

Yardi, S., Feamster, N., Bruckman, A. (2008). “Photo-Based Authentication Using Social Networks.” *ACM Sigcomm Workshop on Online Social Networks (WOSN)*. Seattle, WA, Aug 18, 2008.

Yardi, S., Luther, K., Diakopoulos, N., and Bruckman, A. (2008). “Opening the Black Box: Four Views of Transparency in Remix Culture.” CSCW workshop: Tinkering, Tailoring, & Mashing: The Social and Collaborative Practices of the Read-Write Web. San Diego, CA, Nov 9, 2008.

Forte, Andrea and Amy Bruckman. (2009) "Science Online: Learning by constructing a public science resource." In: Symposium on New Technology Supports for Authentic Science Inquiry, Practice, and Assessment in the Classroom. James Slotta, Organizer. American Educational Research Association Annual Meeting.

Berland, Matthew (University of Texas San Antonio), Amy Bruckman, Betsy DiSalvo, Sean Duncan (Miami University of Ohio), Barry Fishman (University of Michigan), Yasmin Kafai (University of Pennsylvania), Nathan Holbert (Northwestern), Kylie Pepler (Indiana University), Brett Shelton (Utah State), and Uri Wilensky (Northwestern) (2011). "Supporting Computational Thinking through Games and Game Design." Symposium, American Educational Research Association (AERA), New Orleans, LA, April 2011.

F. Other

F.1. Submitted Journal Papers

Benda, Klara, Amy Bruckman and Mark Guzdial. "When Life and Learning Do Not Fit: Challenges of Workload and Communication in Introductory Computer Science Online." Submitted to *ACM Transactions on Computing Education*, April 2011; revised September 2011.

F.2. Refereed Research Reports

Charles Ess and the AoIR Ethics Working Committee. "Ethical decision-making and Internet research, recommendations from the AoIR ethics working committee." Approved by vote of the AoIR membership, November 27, 2002. Available as www.aoir.org/reports/ethics.pdf

Bruckman, Amy (2004). "Many-to-Many Communications: a New Medium." In *Computer Science, Reflections from the Field*, report of the Computer Science and Telecommunications Board (CSTB), National Research Council (NRC), National Academy of Sciences (NAS). Washington, DC: The National Academies Press, pp. 134-143.

Zagal, Jose, Anne Marie Piper, and Amy Bruckman (2006). "Social and Technical Factors Contributing to Successful 3D Animation Authoring by Kids." GVU Technical Report GIT-GVU-06-14. Available as: http://www.cc.gatech.edu/gvu/research/tr/2006/tr06_14.html

Medynskiy, Yevgeniy "Eugene" and Amy Bruckman (2007). The Effects of Conversations with Regulars and Administrators on the Participation of New Users in a Virtual Learning Community." GVU Technical Report Number: GIT-GVU-07-05. Available as: http://www.cc.gatech.edu/gvu/research/tr/2007/tr07_05.html

F.3. Software

MacMOOSE

Developed as part of the MOOSE Crossing project, MacMOOSE is also a general-purpose MUD client available at most major Internet archives. 6,386 unique individuals have registered copies as of March 2006.

WinMOOSE

Windows version of MacMOOSE, developed under my supervision by Georgia Tech undergraduates as part of their software engineering class. Second place prize in class competition. 2,251 unique registered users as of July 2002.

The Turing Game

Developed together with graduate student Josh Berman. An identity game, designed to be a learning experience for participants about concepts of personal identity online. 12,032 unique registered users from 81 countries (and all seven continents) as of January 28th, 2001.

IRC Français

Developed together with undergraduate James Hudson. An IRC client designed to promote learning of the French language through informal conversation practice in a chat environment. Used to date in six Georgia Tech classes, six at Emory, ten at University of Arizona, and one at Pima Community College.

AquaMOOSE

Developed with PhD student Jason Elliott and others. AquaMOOSE is a 3D math learning environment designed to promote connections between math and art. 1499 unique users as of 3/10/06, from initial public release on 7/22/02.

ProveIt.

Developed with Kurt Luther, Andrea Forte, Matthew Flaschen, and others. A Wikipedia user script that provides a WYSIWYG interface for editing references. Released December 2010. Accepted that same month as a Wikipedia “gadget,” available to all users through a check-box on their preferences page.

F.4. Published Papers (non-refereed)

a.) Professional Society Magazines

"MIT Card Holds Promise and Pitfalls: Questions of Privacy and Security." MIT Faculty Newsletter Vol. VIII, No 1, pp. 18-19.

"Pianos, Not Stereos: Creating Computational Construction Kits." With Mitchel Resnick and Fred Martin. *Interactions* September/October 1996, pp. 40-50.

“Research Issues in the Design of Online Communities.” With Judith Donath, Thomas Erickson, Wendy Kellogg, and Barry Wellman. *SIGCHI Bulletin*, October 1999, 31:4, pp. 23-25.

Bruckman, Amy. "The Future of E-Learning Communities." *Communications of the ACM*, April 2002, 45:4, pp. 60-63.

Bruckman, Amy. "Viewpoint: Student research and the Internet." *Communications of the ACM*, December 2005, 48:12, pp. 35-37.

Bruckman, Amy. "Viewpoint: Software Copyright and Role Models." *Communications of the ACM*, August 2007, pp. 19-20.

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.

Luther, Kurt and Amy Bruckman. (September/October 2011). "Leadership and Success Factors in Online Creative Collaboration." *IEEE Potentials* 30:5, pp. 27-32. (Invited submission)

b.) Trade Publications.

"Christmas Unplugged: Sometimes you've got to get away: an Internet aficionado leaves her virtual office behind and discovers the joy of the broken routine." *Technology Review*, January 1995, pp. 64-65.

Reprinted in *Reflections on Language*, edited by Stuart Hirschberg and Terry Hirschberg. New York: Oxford University Press, 1998.

Reprinted in *Perspectives on Contemporary Issues: Readings Across the Disciplines*, 2nd edition, edited by Katherine Ackley. Forth Worth: Harcourt Brace, 2000.

"Cyberspace is Not Disneyland: The Role of the Artist in a Networked World."
Commissioned for the Getty Art History Information Program's web site. 1995. Available as <http://www.cc.gatech.edu/~asb/papers/getty/disneyland.html>

Reprinted in *Subjektivitaet und Oeffentlichkeit. Grundprobleme virtueller Welten*, edited by Winfried Marotzki and Mike Sandbothe. Koln, Germany. Herbert von Halem Verlag, 2000.

Translated into Italian and published in *Intercom*. Available at: <http://intercom.publinet.it/2001/disneyland.htm>

"Finding One's Own Space in Cyberspace." *Technology Review*, January 1996, pp. 48-54.

Translated into Italian and reprinted as "Galateo per communita virtuali." *Technology Review*, Edizione Italiana, March 1996, 89: 46—51.

Reprinted in *Composing Cyberspace : Identity, Community, and Knowledge in the Electronic Age*. Ed: Richard Holeton. USA: McGraw-Hill, 1997.

Reprinted in *Common Culture: Reading and Writing About American Popular Culture*. Second edition. Eds: Madeleine Sorapure and Michael Petracca. USA: Prentice Hall, 1997.

Reprinted in *High Wired: On the Design, Use, and Theory of Educational MOOs*. Eds: Cynthia Haynes and Jan Rune Holmevik. USA: University of Michigan Press, 1998.

"Digital Perfection." *Technology Review*, Jan/Feb 1998, pp. 60-61.

Wired Magazine: Numerous software and book reviews.

"Thinking about the Future: Leaders in the field of education technology tell us what they see ahead." Short comments predicting the future of educational technology. Featured contribution in both print and online versions. *Electronic School*, January 2000. Available online at <http://www.electronic-school.com>

c.) Research Project Final Reports

None

d.) Journal "Notes & Ideas" Contributions

Zagal, Jose and Amy Bruckman (2005). "From Samba Schools to Computer Clubhouses: Cultural Institutions as Learning Environments." Feature report, *Convergence*, 11:1, 88-105.

F.5. Books In Preparation

None

F.6. Blog

The Next Bison: Social Computing and Culture, <http://nextbison.wordpress.com>
Started 1/20/2010. Over 18,000 hits as of 9/2011

G. Research Proposals and Grants (Principal Investigator)

G.1. Approved and Funded

Learning in Virtual Worlds
Neometron
Amount requested: \$30,000
Amount funded: \$30,000
1997

Intellectually Engaging, Distributed Graphical Worlds
Intel
Amount Requested: \$111,480
Result: Funded \$106,092
(Plus equipment valued at \$26,819)
Initial award 1997; renewed 1999

Research on Electronic Learning Communities
IBM
Amount Requested: \$120,000
Result: Funded: \$100,000
Initial award 1998 (faculty development award); renewed 1999 (partnership award) renewed
2000 (partnership award)
2000 award was highest-rated grant proposal in HCI for the year.

Research on Online Communication and Community
Microsoft
Amount Funded: \$100,000
(Plus equipment valued at \$13,392)
Initial award 1998; renewed 1999; renewed 2000; renewed 2001

Net Flyer: Community Support for Constructionist Learning
National Science Foundation, CAREER Program
Amount Requested: \$499,793
Result: Funded: \$499,793
1999-2004

Undergraduate Research Opportunities (UROC)
Microsoft
Funded: \$21,000
(Plus symposium prizes valued at over \$21,000)
Initial award early 1999; renewed late 1999; 2000; 2001; 2002; 2003, 2004

Research Experience for Undergraduates (REU)
In support of NSF CAREER Grant
Amount Requested: \$32,325
Result: Funded \$32,325
Initial award 1999; renewed 2001

Research on Electronic Learning Communities
Ricoh
Funded: \$32,000
Initial award early 2000; renewed November 2000

AquaMOOSE 3D: Multi-User Functionality for a 3D Math Learning Environment
Microsoft Research
First year of formal grant process.
Requested: \$38,294
Funded: \$38,294
2001

"Students as Authors of History: Using the Internet to Increase Student Motivation and Critical Thought in the class American Government."
PIs: Amy Bruckman, Richard Barke (Public Policy, Georgia Tech)
GVU Seed Grant
Funded: \$30,000
June 2004

Undergraduate Research Opportunities in Computing
Intel
Funded: \$5,000
September 2004

Research on Learning and Communication Online
Pitney Bowes
Funded: \$18,000
December 2004

"Science Online: Learning Through Collaborative Writing of an Open-Content Scientific Encyclopedia"
NSF Advanced Technologies for Learning
PI: Amy Bruckman
Amount Requested: \$321,812
Awarded: \$321,812
Submitted: May 2005
Start date: 10/1/05
REU: \$12,000 (6/07)
REU: \$12,000 (1/09)

Undergraduate Research Opportunities in Computing
Intel
Funded: \$5,000
May 2006

Focused Research Program (FRP) in Web Science
Office of the Provost, Georgia Institute of Technology
PIs: Amy Bruckman (Interactive Computing) and Milena Mihail (Computer Science)
Co-PIs: Michael Best (International Affairs), Athanassios Economou (Architecture), Hans Klein (Public Policy), Celia Pearce (Literature, Communication, and Culture), George Riley (ECE), William Rouse (ISYE), Sandra Slaughter (Management), and Robin Thomas (Mathematics)
Amount requested: \$29,313
Amount awarded: \$29,313
Submitted: May 2007
Award period: June 2007-May2008

Web Science Lecture Series
Yahoo!, Inc.
\$10,000 (\$5,000 5/08, \$5,000 5/09)

Undergraduate Research Opportunities in Computing (UROC)
Yahoo!, Inc.
\$5,000 (\$2,500 5/08, \$2,500 5/09)

“BPC-DP: Testers to Techies: Culturally Aware and Authentic Computing Education through Game Testing”
PI: Amy Bruckman
Co-PIs: Mark Guzdial, Charles Meadows (Morehouse College), Kenneth Perry (Morehouse College)
National Science Foundation
Program in Broadening Participation in Computing
Amount requested & awarded: \$678,435
(GT: \$404,030 Morehouse: \$194,260; supplement for external evaluator \$80,145)
Submitted: May 2008
Award Period: December 1st, 2009—November 30th, 2012

“Pilot: Supporting and Transforming Leadership in Online Creative Collaboration”
PI: Amy Bruckman
Program in CreativeIT
Amount requested & awarded: \$460, 5hi48
Submitted: September 2008
Award Period: 8/1/09-7/31/12

“Glitch Game Testers”
PI: Amy Bruckman
Arthur M. Blank Family Foundation
Amount requested & awarded: \$25,000
June 2011

G.2. Pending

“HCC: Large: Collaborative Research: Social Computing and Civic Engagement: Public Square Atlanta 2.0”

PIs: Amy Bruckman, Eric Gilbert

Co-PI: Keith Hampton, Rutgers University

Senior Investigators: Nicole Jones, Wayne Sharpe, Public Broadcasting Atlanta
National Science Foundation

CISE: Human-Centered Computing

Requested: \$3,000,000 (GT: \$1,500,000; PBA: \$1,000,000; Rutgers: \$500,000)

Submitted: November 2011

“Badges for Civic Engagement: Public Square Atlanta 2.0”

PIs: Amy Bruckman, Eric Gilbert

Co-PI: Keith Hampton, Rutgers University

Senior Investigators: Nicole Jones, Wayne Sharpe, Public Broadcasting Atlanta
MacArthur Foundation

Requested: \$200,000

Submitted: October 2011

G.3. Not Funded

"Scaffolding Online Discourse to Promote Professional Ethics Education in Computer Science"

PI: Amy Bruckman

National Science Foundation

SDEST

Requested: \$415,607

Submitted: February 2004

“Transforming Practice and Identity: an Investigation of Student Participation in Communities of Written Discourse.”

PI: Amy Bruckman

Spencer Foundation

Amount Requested: \$40,000

Submitted: November 2004

“Center for Computing Education”

NSF Science of Learning Center Catalyst Proposal

PIs: Mark Guzdial and Amy Bruckman

Amount Requested: \$200,000

Submitted: January 2005

“Splat!: Building Technological Fluency Through Teens Sharing Creative Projects on Facebook”

PI: Amy Bruckman

MacArthur Foundation

Amount Requested: \$98,704

Submitted: October 2007

“Splat!: Building Technological Fluency Through Teens Sharing Creative Projects on Facebook”

PI: Amy Bruckman
Electronic Arts
Amount Requested: \$96,825
Submitted: October 2007

“HCC-Small: Computer-Supported Collaborative Innovation”
PI: Amy Bruckman
National Science Foundation
Program in Human-Centered Computing
Amount requested: \$450,000
Submitted: December 2007

“BPC-DP: Teens as Designers of Social Networks”
PI: Amy Bruckman
Co-PI: Mark Guzdial
National Science Foundation
Program in Broadening Participation in Computing
Amount requested: \$555,965
Submitted: May 2009
Rated competitive (E, V, V, G, F).

“An Empirical Study of the DMCA”
PI: Amy Bruckman
National Science Foundation
Program in Law and Social Sciences
Requested: \$95,361
Submitted: January 2011

H. Research Proposals and Grants (Contributor)

H.1. Approved and Funded

“ITR: Providing Intuitive Access to Human Motion Databases”
PI: Jessica Hodgins (CMU)
Co-PIs: Amy Bruckman (Georgia Tech), and Nancy Pollard (Brown)
National Science Foundation
Medium ITR
Requested: \$5 million (\$355,985 Georgia Tech sub-contract)
Result: Funded \$510,000 (\$19,358)
Start date: September 1st 2002

“ITR Collaborative Research: Indexing, Retrieval, and Use of Large Motion Databases”
PI: Christos Faloutsos (CMU)
Co-PIs: Amy Bruckman (Georgia Tech), Jessica Hodgins (CMU), Randy Pausch (CMU), and Nancy Pollard (CMU)
National Science Foundation
Requested: \$4 million (\$400,000 Georgia Tech)
Result: Funded \$1.6 million (\$200,000 Georgia Tech)
REU Supplement \$5,993
Submitted: February 2003
Start date: March 15, 2004

“Engaged Learning in Online Communities”

NSF Science of Learning Center Catalyst Proposal, Participant
PIs: Gerry Stahl, Drexel University, Virtual Math Teams Project
Co-PIs:

Sharon J. Derry, University of Wisconsin, Wisconsin Center for Education Research

Mary Marlino, UCAR, Digital Library for Earth System Education

K. Ann Renninger, Swarthmore College, Math Forum @ Drexel

Daniel D. Suthers, University of Hawaii, Hawaii Networked Learning Communities

National Science Foundation

Amount Requested: \$180,762

Awarded: \$180,762

Submitted: January 2005

Start date: 10/1/05

“BPC: Statewide Vertical Alliance to Broaden Participation through Innovative, Inviting, and Relevant Computing Education”

PI: Mark Guzdial,

Co-PIs: Maureen Biggers and Amy Bruckman

NSF Broadening Participation in Computing

Amount Requested: \$2,011,557.00

Awarded: \$2,011,557.00 (Bruckman: \$260,000)

REU: \$19,950 (6/13/07)

Submitted: May 2006

Start date: October 2006

“Copycat: Learning Through Signing”

Institute of Education Sciences

US Department of Education

PIs: Thad Starner, Amy Bruckman

Amount Requested: \$1,491,965.00

Awarded: \$1,491,965.00 (Bruckman: \$47,998.00)

Submitted: February 2006

Award period: 3/1/2007-2/28/2010

“BPC-AE: Collaborative Research: Extending "Georgia Computes!": A Statewide Vertical Alliance to Broaden Participation through Innovative, Inviting, and Relevant Computing Education”

PI: Mark Guzdial

Co-PI: Amy Bruckman

National Science Foundation

Program in Broadening Participation in Computing

Amount requested & awarded: \$1,372,296

Submitted: May 2009

Award Period: 9/1/09-8/31/11

“SmartSign: Learning Sign Language Via Mobile Phone”

PI: Thad Starner

Co-PI: Amy Bruckman

US Department of Education

Amount requested & awarded: \$1,500,000

Submitted: June 2009

Award Period: 3/1/10—2/28/13

H.2. Pending

“Next Generation of Student Supports”

PI: Sheila Jones, University System of Georgia

Co-PIs: Art Seavey (USG), Jon Preston (SPSU), & Amy Bruckman
Lumina Foundation

Amount requested: \$189,800 (GT Portion: \$11,683)

Submitted: September 2011

“CopyCat: Learning Classifiers Through Signing”

PI: Thad Starner

Co-PIs: Amy Bruckman, Harley Hamilton, Helene Brashear

US Department of Education, Institute for Education Sciences (IES)

Amount requested: \$1,500,000

Submitted: September 2011

H.3. Not Funded

“Providing Intuitive Access to Digital Libraries of Human Motion”

PI: Jessica Hodgins (CMU),

Co-PIs: Amy Bruckman (Georgia Tech), Christos Faloutsos (CMU), Randy Pausch (CMU), and
Nancy Pollard (Brown)

National Science Foundation

International Digital Libraries Initiative

Requested: \$5 million

2002-3

"Focused Research Program in Procedural Entertainment and Educational Environments (PE3)."

PIs: Janet Murray (LCC), Nelson Baker (Civil Engineering), Amy Bruckman, Jay Bolter (LCC),
Constantinos Dovrolis (CoC), Irfan Essa (CoC), Ruth Dalton (Arch.), Blair Macintyre (CoC),
Michael Mateas (CoC/LCC), and Chris Shaw (CoC)

Georgia Tech Focused Research Program

Requested: \$30,000 to begin new collaborations

Submitted: June 2003

"Focused Research Program: The Center for Computing Education (CCE)"

PIs: Amy Bruckman (CoC, FRP Coordinator), Mark Guzdial (CoC, CCE Center Director),
Maureen Biggers (CoC), Jim Foley (CoC), Janet Kolodner (CoC), Michael McCracken (CoC),
Ashwin Ram (CoC), Richard Barke (PubP), Michael Mateas (LCC, CoC), Tom Barnwell (ECE),
Pete Ludovice (CHBE), Wendy Newstetter (BME), Matthew Realff (CHBE)

Georgia Institute of Technology

Requested: \$60,000

Submitted: June 2004

"A technology-immersion model classroom for innovative middle school education"

PIs: Ashwin Ram (PI), Jim Foley, Ron Ferguson, Jeff Pierce, Janet Kolodner, Amy Bruckman,
and Preetha Ram (Emory University)

NSF

Requested: \$3,960,944 for 5 years

Submitted: February 2004

“Telesign: Learning Through Signing”
PIs: Thad Starner and Amy Bruckman.
National Institutes of Health
Amount Requested: \$800,000
Submitted: October 2004

“Jumpback Now!”
American History and Civics Initiative
Corporation for Public Broadcasting
Proposing organizations: A. L. Burruss Institute Of Public Service, Casenex, Dekalb County School System (Dcss), Discovery Education, Georgia Institute Of Technology [Center For Education Integrating Science, Math, And Computing (Ceismc), Electronic Learning Communities Research Group (Elc), Interactive Media Technology Center (Imtc)], Georgia Public Policy Foundation (Gppf), Georgia State University [Digital Arts And Entertainment Laboratory (Dael), Pixelville, Y-Drop], Girdwood Partners, University Of Georgia [Grady College Of Journalism And Mass Communications].
Amount Requested: \$181, 257 (\$19,625 for GT College of Computing part)
Submitted: November 2005

Statewide Vertical Alliance to Broaden Participation through Contextualized Computing.
PIs: Mark Guzdial. Co-PIs: Maureen Biggers, Amy Bruckman
NSF Broadening Participation in Computing (BPC)
Amount Requested: \$2,671,077
Submitted: 6/14/05

Attracting and Retaining Women and Underrepresented Groups by Presenting Computing in the Context of Creating Animated Movies
PI: Stephen Cooper (St Joseph’s University). Co-PIs: Amy Bruckman, Mark Guzdial, Randy Pausch (CMU), Wanda Dann (SJU)
NSF Broadening Participation in Computing (BPC)
Amount Requested: \$2,912,298
Submitted: 6/14/05

“Copycat: Learning Through Signing”
National Institute on Disability and Rehabilitation Research (NIDRR),
US Department of Education
PIs: Thad Starner, Amy Bruckman
Amount Requested: \$450,000
Submitted: February 2006

“iSign: Learning Sign Language Via Mobile Phone”
PIs: Thad Starner, Amy Bruckman
US Department of Education
Amount requested: \$1,491,962
Submitted: November 2007

“CDI-Type II: Sense Making in Virtual Organizations: How Computational Thinking can Transform the Task of Smog Alert Forecasting”
PIs: Sandra Slaughter (Management), Nicholas Lurie (Management), Michael Chang (EAS), Amy Bruckman, and John Stasko
Pre-proposal

Amount requested; \$1,828,773.00
Submitted: December 2008

“HCC: Medium: SmartSign: Learning Sign Via Mobile Phone.”=

PIs: Thad Starner, Amy Bruckman
Amount requested; \$1,199,999.00
Submitted: October, 2008

“iSign: Learning Sign Language Via Mobile Phone”

PIs: Thad Starner, Amy Bruckman
US Department of Education
Amount requested: \$1,499,700
Submitted: June 2008

“HCC Large: Center for Accessible Learning in Sign (CATS).”

PI: Thad Starner
Co-PI: Amy Bruckman
National Science Foundation
Amount requested: \$2,998,945
Submitted: November 2009

“National Research Ethics Commons”

PIs: Jane Fountain (University of Massachusetts Amherst), Marilyn Billings (University of Massachusetts Amherst), Kenneth Fleischmann (University of Maryland College Park), Elizabeth Buchanan (University of Wisconsin Milwaukee), and Amy Bruckman (Georgia Tech). Co-PIs: Eric Gilbert (Georgia Tech), Daniel Higgins (Kansas State), Brian Martinson (Health Partners Research Foundation), Russell W. Robbins (University of Pittsburgh), Steven Starrett (Kansas State), Carol Thrush (University of Arkansas), William A. Wallace (RPI), Michael Zimmer (University of Wisconsin Milwaukee)
National Science Foundation
Ethics Education for Science and Engineering Program
Requested: \$5 million
Submitted: June 2010
Rated Highly Competitive (2 out of 20 proposals) but not funded.

“SHB: Large: Collaborative Research: A Computing Agenda for Personalized Healthcare Delivery”

PI: Elizabeth Mynatt
Co-PIs: Eric Gilbert, Rosa Arriaga, Amy Bruckman (Georgia Tech);
National Science Foundation
IIS: Smart Health & Wellbeing
Requested: \$1,991,964
Submitted: November 2010

I. Research Honors and Awards

Semi-Finalist and special Certificate of Merit, Second Annual National Information Infrastructure (NII) Awards, October 1996.

Two semi-final awards and one special certificate of merit, Third Annual Global Information Infrastructure (GII) Awards, 1997.

IBM Faculty Development Award. \$20,000 award to support ongoing research, 1998. (See also under grants.)

Dean's Award. "This award is given to the person (or persons) in the College who, in the Dean's opinion, best epitomizes the spirit of the college. It recognizes outstanding dedication to the College and significant efforts for its continued improvement." June 1999.

IBM Partnership Award. \$40,000 award to support ongoing research, 1999. (See also under grants.)

Technology Review "100 Young Innovators," November 1999. Named one of the 100 leading young innovators in science and technology in the world by *Technology Review* magazine.

Winner of the Fourth Annual Global Information Infrastructure (GII) Awards in the Arts and Culture Category for The Turing Game (with Joshua Berman and Steve Hsu), December 1999.

Outstanding Use of Educational Technology Award, Georgia Institute of Technology, May 2001.

Named one of the "40 Under 40: rising stars in business education and politics" by Georgia Trend Magazine, October 2001.

Sigma Xi Young Faculty Research Award, Georgia Tech, April 2002.

2002 Jan Hawkins Award for Early Career Contributions to Humanistic Research and Scholarship in Learning Technologies. Award includes invitation to deliver an address at AERA 2003.

"Outstanding Junior Faculty Research Award." College of Computing, Georgia Tech, April 2002.

Emerald Management Reviews Citation of Excellence for one of the 50 best articles published in 2009 in management for: Forte, Andrea, Vanessa Larco, and Amy Bruckman (2009). "Decentralization in Wikipedia Governance." *Journal of Management of Information Systems*, 26:1, 49-72.

III. SERVICE

A. Professional Activities

A.1 Memberships and Activities in Professional Societies

ACM and ACM SIGCHI, 1990—present

Computer Professionals for Social Responsibility (CPSR), 1992—2002.

American Educational Research Association (AERA), 1995—present.

Association for Internet Researchers (AoIR) Ethics Working Group, co-founder and member, 2000—2002. Chair, Charles Ess.

American Psychological Association (APA) task force on the implication of the Internet for research validity and research ethics, 2001—2002. Chair: Robert Kraut (CMU). Members: Amy Bruckman (Georgia Tech), Judith Olson (University of Michigan), Mahzarin Banaji (Harvard), Jeffrey Cohen (US Office of Protection from Research Risks), and Mick Couper (University of Michigan).

ACM Presidential Task Force to look at social networking and ACM members, 2011. Task force members: Alain Chesnais (ACM President), Amy Bruckman (Georgia Tech), Cliff Lampe (Michigan State), Kelly Lyons (University of Toronto), Shandra Williams (Pittsburgh Supercomputing Center), Qiang Yang (SIGKDD, Hong Kong), Pat Ryan (ACM COO), Wayne Graves (ACM Director of IS).

A.2 Conference Committee Activities

Directions and Implications of Advanced Computing (DIAC), Computer Professionals for Social Responsibility (CPSR), Program Committee and Organizing Committee. Cambridge, MA, 1994.

International Conference on Computers in Education, Program Committee. Beijing, China, October 1998.

International Conference on the Learning Sciences (ICLS), Conference General Co-Chair (with Mark Guzdial, Janet Kolodner, and Ashwin Ram). Atlanta, GA, December 1998.

“Shaping the Network Society: The Future of the Public Sphere in Cyberspace.” Directions and Implication of Advanced Computing (DIAC) 2000, Computer Professionals for Social Responsibility (CPSR), Program Committee. Seattle, WA; May 20th-25th, 2000.

Directions and Implications of Advanced Computing (DIAC), Computer Professionals for Social Responsibility (CPSR), Program Committee. Seattle, WA, May 2000.

International Conference on the Learning Sciences (ICLS), Program Committee. Ann Arbor, MI, June 2000.

ACM SIGCHI Conference on Universal Usability. Associate Chair of Technical Program Committee. Washington, DC, November 2000.

Computer-Supported Collaborative Learning (CSCL) 2002. Conference steering committee, co-chair of doctoral consortium. Program committee. Boulder, CO, January 2002.

“Interactive Technology Design for Children.” Program Committee. Eindhoven, The Netherlands, August 2002.

International Conference on the Learning Sciences (ICLS), Program Committee. Seattle, WA, October 2002.

Computer-Supported Collaborative Learning (CSCL) 2003. Conference steering committee, program committee, panels and debates program chair. Bergen, Norway, 2003.

Dagstuhl Workshop, “Conceptual, Technological, and Organizational Aspects of Electronic Learning.” Co-organizer with Gottfried Vossen (University of Muenster) and Wolffried Stucky (University of Karlsruhe). Dagstuhl Research Center for Computer Science (<http://www.dagstuhl.de/index.en.html>), May 2003.

Conference Committee, International Society for the Learning Sciences (ISLS), November 2002—present. Society committee to organize ICLS and CSCL conferences.

Interaction Design for Children (IDC) 2004. Conference steering committee, Chair of doctoral consortium.

International Conference on the Learning Sciences (ICLS), Program Committee. Santa Monica, CA, June 2004.

Jan Hawkins Award Committee. American Educational Research Association (AERA) 2004, 2005, 2006, 2007, 2008.

Second International Conference on Communities and Technologies, June 2005, Milan, Italy. Program Committee.

Computer-Supported Collaborative Learning (CSCL) 2005. May 30-June 4, Taipei, Taiwan. Program Committee.

The 1st International Conference on Web Information Systems and Technologies (WEBIST 2005). Miami, FL, April, 2005. Program Committee.

The 2nd International Conference on Web Information Systems and Technologies (WEBIST 2006). Setubal, Portugal, April, 2006. Program Committee.

International Symposium on Wikis (WikiSym 2006). Odense, Denmark, August 2006. Program Committee.

The Third Communities and Technologies Conference, Michigan State University, June 2007. Program Committee.

The 3rd International Conference on Web Information Systems and Technologies (WEBIST 2007). Barcelona, Spain, March, 2007. Program Committee.

Creativity & Cognition Conference 2007 (CC2007). Washington, DC, June 2007. Program Committee.

DIGITEL 2007, The first IEEE International Workshop on Digital Game and Intelligent Toy Enhanced Learning. National Central University, Jhongli, Taiwan, March 2007. Program Committee.

International Symposium on Wikis (WikiSym 2007). Montréal, Canada, October 2007. Program Committee.

The 4th International Conference on Web Information Systems and Technologies (WEBIST 2008). Funchal, Madeira, Portugal, May 2008. Program Committee.

International Symposium on Wikis (WikiSym 2008). Porto, Portugal, September 2008. Program Committee.

International Conference on Online Communities and Social Computing (OCSC 2009). Part of HCI International. San Diego, CA, July 2009. Program Committee.

ACM Multimedia, Human-Centered Multimedia Track October 27th-November 1st, 2008. Vancouver, BC, Canada. Member of Technical Program Committee.

Group 2009 (ACM Conference). Member of Program Committee. Sanibel Island, FL, May 2009.

ACM Conference on Wikis and Open Collaboration (WikiSym 2009), Program Chair, October 2009.

International Congress on Web Studies. Toluca, Mexico, 2010. Program committee/advisory board.

ACM Conference on Wikis and Open Collaboration (WikiSym), Steering Committee, September 2009—present.

ACM Conference on Computer-Human Interaction (CHI 2010). Associate Chair, Interaction Beyond the Individual Sub-Committee, April 2010.

ACM Conference on Wikis and Open Collaboration (WikiSym 2010), Program committee, best paper committee. Gdansk, Poland, July 2010.

International Conference on Creating, Connecting and Collaborating through Computing (C5 2011). Program Committee. Kyoto, Japan, January 2011.

International Conference on Computer-Supported Collaborative Learning (CSCL), Hong Kong, June/July 2011. Program committee.

ACM Conference on Computer-Human Interaction (CHI 2011). Associate Chair, Applications Sub-Committee, May 2011.

ACM Conference on Wikis and Open Collaboration (WikiSym 2011). Program committee. Mountain View, CA, September 2011.

Creativity & Cognition Conference 2011 (C&C 2011). Atlanta, GA, November 2011. Program Committee.

ACM Conference on Computer Supported Cooperative Work and Social Computing 2012 (CSCW 2012). Seattle, WA, February 2012. Associate Chair, technical program.

iConference 2012, Toronto, Canada, February 2012. Program Committee.

A.3 Workshops and External Courses

“Community Design for Game Developers.” With Amy Jo Kim. Day-long tutorial offered at the Game Developer’s Conference, San Jose, CA, March 16th, 1999.

“Research Issues in the Design of Online Communities.” Organizer and chair for two-day workshop. Responsible for soliciting and reviewing papers. CHI 99, Pittsburgh, PA, May 15th-16th, 1999.

“Community Design for Large-Scale Gaming Worlds.” With Amy Jo Kim, Jonathan Barron, Raph Koster, Brad McQuaid, Toby Ragaini, and Mike Sellers. Day-long tutorial offered at the Game Developer’s Conference, San Jose, CA, March 9th, 2000.

“Dealing with Community Data.” Co-organizer for one-day workshop, with Tom Erickson, Danyel Fisher, and Christopher Lueg. CSCW 2000, Philadelphia, PA, December 2000.

“Integrating Diverse Research and Development Approaches to the Construction of Social Cyberspaces.” Co-organizer for one-day workshop with Shelly Farnham (chair), Jenny Preece, Doug Schuler, and Marc Smith. CHI 2001, Seattle, WA, April 2001.

B. On-Campus Georgia Tech Committees

EduTech Steering Committee, 1998—2001.

Women’s Resources Center Advisory Board, 1998—2001.

Undergraduate Curriculum Revision Committee, Spring 1998.

Committee to revise introductory CS classes, Fall 1998.

Undergraduate Research Opportunities in Computing (UROC) Committee, Chair, Summer 1998—summer 2002. Co-chair with Tucker Balch, fall 2002—May 2004. Chair May 2004-present.

Graduate Committee, Summer 1999—summer 2003.

Graduate Committee sub-committee to reorganize PhD breadth requirement, 2002.

Graduate Committee sub-committee on IBM fellowship applications, 2002.

Area advisor, Learning Sciences and Technologies (LST), summer 1999-summer 2003; summer 2009—present.

Faculty Recruiting Committee, 2002-3.

Committee on New PhD Programs, Co-Chair, Fall 2002. Member 2003.

Institute Committee on Academic Misconduct Process, December 2002—April 2003.

Future of Computing Education committee. November 2003—August 2004.

Institute Committee on SACS Accreditation. January 2004—present.

Chair, subcommittee on undergraduate research, January 2004—September 2004.

Institute QEP Steering Committee. September 2004—present.

Institute Undergraduate Research Committee. Chair, September 2004—August 2005.

Institute Committee to develop an Honors Degree. October 2004—January 2005.

Search Committee for a Director of Undergraduate Research. Chair, May 2005-January 2006.

Undergraduate Research Advisory Group (URAG). Chair, August 2005-present. Committee provides faculty input to shape the campus undergraduate research program, and makes decisions on all issues with curricular impact in collaboration with the Institute Undergraduate Curriculum Committee (IUCC).

Technology Services Organization (TSO) Advisory Committee, AY2007-8.

PhD Admissions Committee, Program in Human-Centered Computing (HCC), AY2007.

Sigma Xi Young Faculty Award Committee, Chair, AY2007.

Awards Committee, School of Interactive Computing, Chair, AY2008-9.

Web Science Working Group, co-chair with Milena Mihail, March 2007—December 2007; co-chair also with Constantine Dovrolis and Irfan Essa, December 2007—present.

Organizer of Web Science Lecture Series. September 2007—present. Past speakers include: Bernardo Huberman (HP), Brewster Kahle (The Internet Archive), Jon Kleinberg (Cornell), Robert Kraut (CMU), Ben Shneiderman (Maryland), Loren Terveen (University of Minnesota), and Jimmy Wales (Wikia.com).

GVU Research Director, AY2008.

Area advisor, Social Computing, 2007—present. Led creation of social computing focus for MSCS degree. Leading effort to create social computing area of CS PhD program (in addition to HCC PhD).

Dean's Advisory Committee (elected), August 2008—May 2010. Chair, September 2009—May 2010.

Campus Library/Faculty Advisory Board. August 2009-November 2010.

Search Committee for a Director of Undergraduate Research and Student Innovation. Chair, February 2010-November 2010.

Campus faculty advisory committee to new Clough Undergraduate Learning Commons (CULC), 2011.

C. Special Assignments at Georgia Tech

Faculty advisor to Tech Corps, 2001—2005

Tech Corps is a student organization that solicits donations of old computers from corporations, refurbishes them, and donates them to less advantaged individuals and community organizations. Georgia Tech award for best new campus organization, spring 2003.

D. External Member of Ph.D. Examining Committees

Examining Committees— Georgia Tech

Scott McCrickard, College of Computing

Advisor: John Stasko

Graduation: June 2000

Alex Zhao, College of Computing

Advisor: John Stasko

Graduation: August 2001

Alice Anne Bailey, Psychology

Advisor: Jack Feldman

Graduation: Fall 2004

Carlos Jensen, College of Computing

Advisor: Colin Potts

Graduation: December 2005

Jakita Owensby, College of Computing

Advisor: Janet Kolodner

Graduation: May 2006

Kristin Kaster Lamberty, College of Computing

Advisor: Janet Kolodner

Graduation: January 2007

Jochen "Je77" Rick, College of Computing

Advisor: Mark Guzdial

Graduation: March 2007

Tammy Clegg

Advisor: Janet Kolodner

Graduation: August 2010

Christina Gardner
Advisor: Janet Kolodner

Lena Mamykina
Advisor: Elizabeth Mynatt
Graduation: November 2008

Brian Dorn
Advisor: Mark Guzdial
Graduation: December 2010

Andrea Grimes
Advisor: Rebecca Grinter

Allison Tew
Advisor: Mark Guzdial
Graduation: December 2010

Lana Yarosh
Advisor: Gregory Abowd

Steven P. Crain
Advisor: Hongyuan Zha

Andrew Miller
Advisor: Elizabeth Mynatt

Examining Committees— External

Hannes Vilhjalmsson, MIT Media Lab
Advisor: Justine Cassell
Graduation: May 2003

E. Consulting and Advisory Appointments

Wired Magazine, reviewer of educational software, multi-player games, and books about the Internet; San Francisco, CA, 1993—2001.

Scholastic Books, Interactive web sites for children; New York, NY, 1996.

Third Age Media, Community building on the Internet; San Francisco, CA, 1997.

National Geographic, Survey 2000 Advisory Board; Washington, DC, 1998—2000.

Public Radio International (PRI), Advisory Board for coverage of the social implications of science and technology in the show *The World*; Boston, MA, 1998—2000.

Advisory board of Explorati, a company developing online role-playing for entertainment. 2000—2002.

Advisory committee to project on “The Impact of Information Technology on Human Subjects Research.” Scientific Freedom, Responsibility & Law Program, American Association for the Advancement of Science (AAAS). Study funded by the National Science Foundation (NSF), 2001.

Advisory Board of HCIL (Human Computer Interaction Laboratory), University of Maryland at College Park. Attended advisory board meeting and assisted in reviewing current accomplishments and future plans for the program, May 31st, 2002.

Advisory board of NSF IT Workforce Program grant “Alternate Pathways to Success in Information Technology (APSIT),” PI: Donna Llewellyn; Co-PIs Jim Foley, Joseph Hoey, Gordon Moore, and Marion Usselman. July 1, 2002--June 30, 2003. Grant amount: \$180,141.

Advisory board of NSF grant (divisions of Human Resource Development and Education and Human Resources) “Hear Our Voices: Girls and Technology at the Computer Clubhouse.” PI: Gail Breslow. September 2003-August 2005. Grant amount: \$894,000.

Advisory board of NSF grant (divisions of Experimental and Integrative Activities and Computer Science & Information Science and Engineering): “ITR: A Networked, Media-Rich Programming Environment to Enhance Technological Fluency at After-School Centers in Economically-Disadvantaged Communities.” PIs: Mitchel Resnick, Yasmin Kafai, and John Maeda. September 2003-August 2007. Grant amount: \$1,957,435

Advisory board of NSF Grant (EHR Division, ROLE) “Quest Atlantis: Researching a Socially-Responsive Meta-Game for Learning.” PI: Sasha Barab (Indiana University). Co-Investigators: Susan Herring (Indiana University), Daniel Hickey (University of Georgia), William Blanton (University of Miami). August 2004-2006. Grant amount: \$528,435

NSF/CRA Workshop: “Setting an Agenda for Cyberlearning: Communities of Practice Enabled by Technology.” Invited participant. Washington, DC, March 24th-25th, 2005. Contributed to developing a policy document for future NSF funding in cyber-infrastructure to support learning.

Cyberchase Digital Think Tank, Thirteen/WNET, Advisor on design of public television website for kids. New York, NY, June 1st, 2007.

OfficeArrow.com, consultant, August-December 2008.

Visiting committee, MIT department of Comparative Media Studies (CMS), September 29th-30th, 2008.

Study Group/Advisory Board, NSF Grant “Internet Research and Ethics 2.0,” PIs Elizabeth Buchanan and Charles Ess, NSF Program in Science Technology, and Society. September 2009—present.

GenerationStation.com, consultant, 2009-present. Assisted with basic site design and policies.

Re(evolution) studio, inc, consultant, 2009.

F. Research Project Reviewer

Reviewer for ND EPSCoR (North Dakota Experimental Program to Stimulate Competitive Research), National Science Foundation, 1998.

Reviewer for KDI (Knowledge and Distributed Intelligence) program, National Science Foundation, 1999.

Reviewer for Program in Societal Dimensions of Engineering, Science and Technology Program, National Science Foundation, 2000.

Reviewer for Research Council of Canada, Social Sciences and Humanities, November 2002.

National Science Foundation, National Science Digital Library (NSDL) Initiative, 2003.

National Science Foundation Small Business Innovation Research and Small Business Technology Transfer Programs (SBIR/STTR), 2004.

US Civilian Research and Development Foundation for the Independent States of the Former Soviet Union (CRDF), 2005.

National Science Foundation Science & Society Program, 2006.

Louisiana Board of Regents Support Fund Enhancement Program, 2006-7.

National Science Foundation program in Human-Centered Computing, 2008.

Economic and Social Research Council (ESRC), Swindon, UK, February 2008.

Natural Sciences and Engineering Research Council (NSERC) of Canada, July 2008.

Health Sciences Institute (HSI) at Georgia Tech seed grant program, August 2008, June 2009, June 2010.

National Science Foundation, Directorate of Social, Behavioral, and Economic Sciences, May 2009; November 2009.

National Institute of Health, Challenge Grant Competition, July 2009.

Israel Science Foundation (ISF), 2010.

National Science Foundation, program in Education and Human Resources (EHR), 2011.

G. Civic Activities

Co-organizer of the Narrative Intelligence Reading Group, a student-run reading group focusing on the intersection of narrative theory and artificial intelligence, and more generally on grounding media research in theoretical writings from a variety of fields. 1990—1996.

Graduate student representative to the MIT Faculty Committee on Privacy, 1992—1997.

Judge, Global Information Infrastructure Awards, 1997—2000.

Judge, Webby Awards, 2000—present.

Chair of Kids' Category, 2002.

Cluster Chair, Living Categories (Events, Family/Parenting, Health, Lifestyle, Religion and Spirituality, Youth), 2005.

IV. NATIONAL AND INTERNATIONAL PROFESSIONAL RECOGNITION

A. Honors and Awards

International Professional Awards:

None

Biographical Listings:

Wilson's Guide to Internet Experts

Directory of American Scholars

Who's Who in America

Professional Society Recognition:

CRA Digital Government Fellow, 2002. Invited to give a lecture to members of the US Federal Government, and meet with government officials. Award includes honorarium and profile in Computing Research News (CRN).

Awarded designation of Senior Member of the ACM, 2010.

Academic Awards and Honors:

National Merit Scholar. 1983.

Elizabeth Cary Agassiz Scholar, John Harvard Scholarship "in recognition of academic achievement of the highest distinction." 1987.

Media Lab Fellowships: Telecom Italia, 1996-7. Video Online, 1995-6. AT&T, 1994-5. Interval Research, 1993-4. Each award includes a full fellowship.

B. Invited Conference Session Chairmanships

"New Media and New Directions." Invited session chair and respondent/moderator. The Future of Media Studies: A Conference. Cambridge, MA; October 14th, 1995.

"Benefits and Risks [of Internet Research Involving Human Subjects]." Invited session chair/moderator. American Association for the Advancement of Science (AAAS) workshop on Internet Research Involving Human Subjects. Washington, DC; June 10th, 1999.

"The Merits of Multiple Theories of Learning in the Study of Technology Use in Classroom Settings." Invited moderator/respondent. American Educational Research Association (AERA) 2000; New Orleans, LA, April 24th, 2000.

"Collaboration and Communication." Invited session chair and discussant, International Conference on the Learning Sciences, Ann Arbor, MI, June 2000.

"Synchronous Collaboration Support for Children." Invited session chair and discussant, Computer Supported Collaborative Learning (CSCL) 2002, Boulder, CO, January 2002.

"Social Computing and Journalism." Invited panel moderator. Panelists: David Cohn (NewAssignment.net), Anton Kast (Digg), and Cliff Lampe (Michigan State University). Journalism 3G: The Future of Technology in the Field. Georgia Tech, February 22nd, 2008.

"Collaborative Tools and Technologies." Invited session chair, Group 2009, Sanibel Island, Florida, May 2009.

"Organizations and Communities." Invited session chair, CHI 2010, Atlanta, GA, April 2010.

C. Professional Registration

Not Applicable

D. Patents

None

E. Editorial and Reviewer Work for Technical Journals and Publishers

Editorial positions:

- Associate Editor of journal *Convergence: The International Journal of Research into New Media Technologies*. Sage Publications, 2006—present.

Guest editor of journal:

- *Convergence* special issue on “New Media Technologies for Learning,” summer 2003.

Journal editorial boards & review boards:

- *Convergence*, reviewer, 1995—present. Member of the Editorial Advisory Board, 1998—2005. Associate Editor, 2006—present.
- *Journal of the Learning Sciences*, reviewer, 1997—present. Member of the Review Board, 1998—present. Member of the Editorial Board, 2000—2004.
- *Journal of On-Line Learning and Teaching*, member of the Editorial Board, 1998.
- *Journal of Educational Computing Research*, member of the manuscript review board, 2000—present
- *International Journal of Web Based Communities*, member of review board, 2003—present.
- *Journal of Gaming Studies*, Member of editorial board, 2004—present
- *International Journal of Computer Supported Collaborative Learning (CSCL)*, member of Editorial Board, 2004—present.
- *Games & Culture*, member of Editorial Board, 2005—present.
- *Journal of Internet Research Ethics*, member of Editorial Board, 2007—present.
- *Journal of Educational Technology Systems*, member of editorial board, 2009—present.

Journal reviewer for:

- *ACM Transactions on Information Systems*, reviewer, 1994; 2001
- *Computers and Education*, reviewer, 1995
- *Communications Research*, 1997

- *CSCW*, reviewer, 1997, 2002, 2006, 2007
- *The Information Society*, reviewer, 1998—present
- *Journal of Research in Science Teaching*, 1998—present
- *Transactions on Computer-Human Interaction*, 1999—present
- *IEEE Multimedia*, 1999—present
- *Virtual Environments*, 1999
- *IBM Systems Journal*, 2000
- *Journal of Women and Minorities in Science and Engineering*, 2000
- *American Educational Research Journal*, 2001
- *Mosaic*, 2001
- *Human-Computer Interaction* journal, 2001—present
- *Presence*, 2001
- *Communications of the ACM*, 2001 (special issue on online communities; special issue on peer-to-peer systems); 2006; 2009
- *New Media and Society*, 2002—present
- *Educational Policy*, 2002
- *HCI Journal*, 2002—present
- *History and Technology*, 2002
- *International Journal of Human-Computer Studies*, 2003, 2007
- *Interacting with Computers*, 2003, 2004
- *Children, Youth, and Environments*, 2004, 2008
- *Applied Developmental Science*, 2005
- *International Journal of Human-Computer Interaction (IJHCI)*, 2005
- *Behavior and Information Technology*, 2005
- *International Journal of Web-Based Communities*, 2005, 2006, 2007, 2010
- *International Journal of Computers for Mathematical Learning*, 2005
- *International Journal of Computer-Supported Collaborative Learning (IJCSCL)*, 2005, 2006, 2007, 2008, 2009, 2010, 2011
- *Journal of Computer-Mediated Communication (JCMC)*, 2005, 2006, 2007, 2008, 2009
- *IEEE Computer Graphics & Applications*, 2006
- *Information, Communication, and Society*, 2006, 2007
- *Games and Culture*, 2006, 2007, 2008
- *New Media and Society*, 2006—present
- *International Journal of Internet Research Ethics*, 2007, 2010
- *AIS Transactions on Human-Computer Interaction*, 2009
- *International Journal of Communication*, 2009, 2010

- *International Journal of Learning and Media*, 2010
- *Transactions on Computing Education*, 2010
- *Science Education*, 2011

Reviewer for Professional Society Magazines

- *Communications of the ACM*, 2006—present

Reviewer of chapters for edited volumes:

- *HCI in the New Millennium*, edited by John M. Carroll. Addison Wesley/ACM Press, 2000.
- *The Handbook of Information Security*, edited by Hossein Bidgoli. John Wiley & Sons, forthcoming.

Book series:

- Book series *Bildungsraeume digitaler Welten*, edited by Winfried Marotzki and Mike Sandbothe. Opladen, Germany: Leske & Budrich. Member of series scientific editorial board. Series info available at <http://www.uni-magdeburg.de/iew/html/publikationen.htm>

Conferences:

- Computer Supported Collaborative Learning (CSCL '95). Bloomington, IN, October 1995
- Second International Conference on the Learning Sciences (ICLS '96). Chicago, IL, July 1996
- Computer Supported Collaborative Learning (CSCL '97). Toronto, Canada, December 1997
- Third International Conference on the Learning Sciences (ICLS '98). Atlanta, GA, December 1998
- Hawaii International Conference on System Sciences (HICSS), Persistent Conversation Mini-Track. Hawaii, 1998, 1999, 2000, 2001.
- ACM Southeast Conference. Marietta, GA, April 1998
- ACM Conference on Computer-Human Interface (CHI 99), papers. Pittsburgh, PA, 1999
- American Educational Research Association (AERA), papers and panels for SIG-ATL, SIG-EST, and Division C; 1999, 2000, 2001, 2002.
- ACM Conference on Computer-Human Interface (CHI 2000), papers. The Hague, The Netherlands, 2000
- ACM Conference on User Interface Software and Technology (UIST 2000); San Diego, CA, November 2000
- Conference on Universal Usability; Washington, DC, November 2000

- ACM Conference on Computer-Supported Cooperative Work (CSCW 2000); Philadelphia, PA, December 2000
- ACM Conference on Computer-Human Interface (CHI 2001), papers, short talks. Seattle, WA, April 2001.
- European Conference on Computer-Supported Collaborative Learning (EuroCSCL); Maastricht, The Netherlands, March 2001.
- AERA Division C Graduate Student Award Committee, 2001.
- ACM Conference on User Interface Software and Technology (UIST 2001), papers; Orlando, FL, November 2001.
- Computer-Supported Collaborative Learning (CSCL 2002), Boulder, CO, January 2002.
- ACM Conference on Computer-Human Interface (CHI 2002), papers. Minneapolis, MN, April 2002.
- ACM Conference on Computer-Supported Cooperative Work (CSCW 2002).
- Interaction Design for Children, Eindhoven, the Netherlands, 2002.
- ACM Conference on Computer-Human Interface (CHI 2003), papers. Fort Lauderdale, FL, 2003
- SIGGRAPH 2003, papers
- ACM Conference on Computer-Human Interface (CHI 2004), papers, workshops. Vienna, Austria, 2004.
- International Conference on the Learning Sciences (ICLS) 2004, papers. Los Angeles, CA, June 2004.
- ACM Conference on Computer-Supported Cooperative Work (CSCW 2004).
- *UIST 2004*, ACM Symposium on User Interface Software and Technology, Santa Fe, New Mexico October 2004.
- ACM Conference on Computer-Human Interface (CHI 2005), papers, April 2005.
- International Conference on Web Information Systems and Technologies (WEBIST 2005), Miami, FL, May 2005.
- Computer-Supported Collaborative Learning (CSCL 2005), Taipei, Taiwan, May-June 2005.
- Second International Conference on Communities and Technologies, June 2005, Milan, Italy.
- International Conference on Web Information Systems and Technologies (WEBIST 2006), Setubal, Portugal, April 2006.
- ACM Conference on Computer-Human Interface (CHI 2006), papers, notes. Montreal, April 2006.
- ACM Conference on Computer-Supported Cooperative Work (CSCW 2006).
- DIGITEL 2007, The first IEEE International Workshop on Digital Game and Intelligent Toy Enhanced Learning. National Central University, Jhongli, Taiwan, March 2007.
- ACM Conference on Computer-Human Interface (CHI 2007), papers, notes, trends. San Jose, CA, April 2007.
- Digital Humanities 2007, University of Illinois, Urbana-Champaign, IL June 2007

- Hawaii International Conference on System Sciences (HICSS), Social Spaces Minitrack, Hawaii, January 2008
- International Conference on Web Information Systems and Technologies (WEBIST 2008), Funchal Madeira, Portugal, May 2008.
- ACM Conference on Computer-Supported Cooperative Work (CSCW 2008).
- Hawaii International Conference on System Sciences (HICSS), Hawaii, January 2009
- Computer-Supported Collaborative Learning (CSCL) 2009
- ACM Conference on User Interface Software and Technology (UIST) 2009
- ACM Conference on Computer-Supported Cooperative Work (CSCW 2010).
- International Conference on the Learning Sciences (ICLS '10). Chicago, IL, June 2010
- Grace Hopper Conference, Atlanta, GA, September-October 2010
- NordiCHI 2010, Reykjavik, Iceland, October 2010
- ACM Conference on Computer-Supported Cooperative Work (CSCW 2011).
- Computer-Supported Collaborative Learning (CSCL) 2011
- ACM Conference on Ubiquitous Learning (UbiComp) 2011

Reviewer of book proposals and manuscripts:

- MIT Press, 1995—present
- Kluwer Academic Publishers, 1998—present
- Morgan Kaufmann Publishers, 2000—present
- Cambridge University Press, 2003
- McGraw Hill, 2005
- APA Press, 2006
- Taylor and Francis, 2007
- Oxford University Press, 2009

F. Testimony Before Legislative Committees

Commission on Web-Based Education. Demonstration of innovative learning technologies to the commission, June 12th, 2000. Invited electronic testimony to the commission, August 18th, 2000.

G. Expert Witness Testimony

None

V. OTHER CONTRIBUTIONS

A. Seminar Presentations (Invited Papers and Talks at Meetings and Symposia)

"Knowledge Representation for Video." Invited talk, MIT Media Lab; 1992.

"Identity Workshops." Invited talk, MIT Program in Science, Technology, and Society; 1993.

"Identity Workshops." Invited talk, MIT Program in Science, Technology, and Society; 1993.

"MUDs and Education." Invited talk, Apple Computer. Cupertino, CA; August 1993.

"Learning in Virtual Communities." Invited talk, Cityspace Project. Boston Computer Museum, Boston, MA; November 21st, 1993.

"Learning in Virtual Communities." Invited talk, Broderbund Inc. Novato, CA; January 20th, 1994.

"Constructionism, Community, and Gender." Invited talk, Interval Research. Palo Alto, CA; January 25th, 1994.

"A Fourth for Bridge: Rethinking Gender in Cyberspace." Invited talk, Symposium on Gender in Cyberspace. Program in Women's Studies, MIT. Cambridge, MA; April 28th, 1994.

"Learning in Virtual Communities." Invited talk, New York University Interactive Technologies Program. New York, NY; March 31st, 1994.

"Technology and the Culture of Learning." Invited talk, MIT Department of Science, Technology, and Society; April 14th, 1994.

"Democracy in Cyberspace: Society, Politics, and the Virtual Republic." Invited talk, MIT Communications Forum, Cambridge, MA; May 5th, 1994.

"Virtual Communities." Invited talk, IT Seminarium. Malmö, Sweden; October 25th, 1994.

"Virtual Community, Not Virtual Reality." Invited talk, Stockholm University, School of Journalism and Communications (JMK). Stockholm, Sweden; October 26th, 1994.

"Cyberspace is Not Disneyland: Lessons from Virtual Communities." Invited talk, MIT Department of Architecture; November 30th, 1994.

"Women, Children, and Online Communities." Invited talk, Saatchi and Saatchi. New York, NY; February 16th, 1995.

"'Women' on 'The Net' (and Other Red Herrings): Challenges for Designers of Virtual Communities," Invited talk, Greater Boston SIGCHI; June 12th, 1995.

"Building New Worlds on the Internet: Community, Creativity, and the Democratization of Computational Media." Invited talk, University of Colorado at Boulder, Department of Computer Science colloquium; February 22nd, 1996.

"Creating a Learning Culture on the Internet." Invited talk, University of Colorado at Boulder, Institute for Cognitive Science colloquium; February 23rd, 1996.

"Community and the Co-Creation of Cyberspace." Invited talk, Center for Coordination Science. MIT; March 8th, 1996.

Protecting Children/Protecting Freedom of Speech Online." Invited talk, MIT Communications Forum. MIT; March 21st, 1996.

"Building New Worlds on the Internet: Community, Creativity, and the Democratization of Computational Media." Invited talk, Northwestern University, Department of Computer Science colloquium; May 10th, 1996.

"Learning in Virtual Communities." Invited talk, Cuccioli E Multimedialita'. Desenzano del Garda, Italy; September 6th, 1996.

"Kids on the Net: The Hype and the Reality." Invited talk, Scholastic Books, New York, New York; October 18th, 1996.

"MOOSE Crossing: Construction and Community in a Networked Virtual World for Children." Invited talk, AT&T Labs, Murray Hill, New Jersey; December 2nd, 1996.

"The Design of Thoughtful Virtual Communities." Invited talk, Global Senior Network, San Francisco, CA; January 13th, 1997.

"The Design of Thoughtful Virtual Communities." Invited talk, Apple Computer, Cupertino, CA; January 14th, 1997.

"MOOSE Crossing: Children Building Virtual Worlds." Invited talk, Electric Communities, Cupertino, CA; January 17th, 1997.

"The Design of Thoughtful Virtual Communities." Invited talk, MIT Media Lab, Cambridge, MA; January 22nd, 1997.

"Building New Worlds on the Internet: Community, Creativity, and the Democratization of Computational Media." Invited talk, Harvard University, Cambridge, MA; February 5th, 1997.

"The Design of Thoughtful Virtual Communities." Invited talk, Georgia Institute of Technology, Atlanta, Georgia; February 10th, 1997.

"The Design of Thoughtful Virtual Communities." Invited talk, University of Washington, Seattle, WA; March 4th, 1997.

"The Design of Thoughtful Virtual Communities." Invited talk, Walt Disney Imagineering, Glendale, CA; April 17th, 1997.

"The Design of Thoughtful Virtual Communities." Invited talk, IBM TJ Watson Research Center, Yorktown Heights, NY; May 16th, 1997.

"The Design of Thoughtful Virtual Communities." Invited talk, The MacArthur Foundation; Chicago, IL; August 1st, 1997.

"Open Research Questions About Virtual Communities." Invited talk, GVI Brown Bag Lunch Series, Georgia Institute of Technology, Atlanta, GA, October 30th, 1997.

"Open Research Questions About Virtual Communities." Invited talk, Cognitive Science Brown Bag Lunch Series, Georgia Institute of Technology, Atlanta, GA, October 31st, 1997.

"Sugar and Spice? Challenges in Doing Research about Girls and Computer Games." Invited talk, sponsored by the Women's Student Union and Webgrlls Atlanta. Georgia Institute of Technology, Atlanta, GA, November 20th, 1997.

"Open Research Questions About Virtual Communities." Invited talk, Terry Winograd's Seminar on People, Computers, and Design. Stanford University, Palo Alto, CA, December 5th, 1997. <http://hci.stanford.edu/html/cs547.html>

“Global Participatory Culture.” Invited talk, International Cyberlaw and Business Conference, New York County Lawyers’ Association (NYCLA), New York, NY, April 23rd, 1998.

“The Day After Net Day: Innovative Approaches to Educational Use of the Internet.” With BJ Conn (The Open School, Los Angeles, CA). Invited talk at The White House Internet Summit: Digital Media Content for Children and Teens. Los Angeles, CA, June 11th, 1998.

“Beyond Prototypes to Scalable Learning Solutions: The Promise of Networked Media.” Invited talk at “Ensuring a Quality Children’s Media Culture in the Digital Age.” The Center for Media Education, Washington, DC, October 23rd, 1998.

“From Hype to Reality: The Educational Potential of Online Communities.” Invited talk at Technological Visions: Utopian and Distopian Perspectives, sponsored by USC and the Annenberg Center. Los Angeles, CA, November 6th, 1998.

“AquaMOOSE 3D: Research on Intellectually Engaging, Programmable Graphical Worlds.” Invited talk at Intel Arts and Entertainment Research Council. Portland, Oregon, November 19th, 1998.

“Technological Samba Schools: Interdisciplinary Learning-By-Doing on the Internet.” With Jason Ellis. Invited talk, “Computing in the Humanities” lecture series, University of Georgia, Athens, GA, February 18th, 1999.

“Beyond Information: Research on Electronic Learning Communities.” Invited talk at University of California at Berkeley, School of Information Management and Systems. Berkeley, CA, morning of March 15th, 1999.

“Beyond Information: Research on Electronic Learning Communities.” Invited talk at University of California at Berkeley, Department of Computer Science, HCI lecture series. Berkeley, CA, afternoon of March 15th, 1999.

“‘Learning by Doing’ Goes Online.” With Joshua Berman and James Hudson. Invited talk, Stanford Research Institute (SRI), Palo Alto, CA, June 22nd, 1999.

“The Turing Game: Learning About Identity Online.” Invited talk, Microsoft Research, Redmond, WA, July 30th, 1999.

“Learning and Identity Online.” With Joshua Berman. Cognitive Science Brown Bag Series, Georgia Institute of Technology, Atlanta, GA; September 10th, 1999.

"The Turing Game." With Joshua Berman. Invited interactive installation at Digital Arts and Culture (DAC 99). Atlanta, GA., October 1999.

"Ethical Dilemmas of Online Research and Teaching." Invited talk at the Center for the Enhancement of Teaching and Learning (CETL), Faculty Development Seminar Series. Georgia Tech, Atlanta, GA; November 18th, 1999.

"Online Communities: Designing to Maximize User Contributions." Invited talk, IBM TJ Watson Labs. Hawthorne, NY, November 29th, 1999.

"The Future of Online Communities: Applications for Entertainment, Education, and Business." Invited talk, Ricoh Silicon Valley, December 10th, 1999.

"The Day After Net Day: Technology and Pedagogy Online." Emory Digital Seminar Series. Invited talk to Emory's committee (members including the university chancellor) investigating future use of technology at the university. Atlanta, GA, January 13th, 2000.

"Online Everything? The Hype and the Reality." Invited talk, Blue Skies Summer Institute, Department of Electrical and Computer Engineering, Georgia Institute of Technology. Atlanta, GA, July 13th, 2000.

"The Impact of Collaborative Technologies on Universities and Research." Invited talk, Faculty Summit 2000, Microsoft Research. Redmond, WA, July 18th, 2000.

"The Design of Online Communities for Business, Entertainment, and Education: How Educational Theory Can Help." Invited talk, Microsoft Research. Redmond, WA, July 19th, 2000.

"Constructionism and Online Communities." Invited talk, Concord Consortium. Concord, MA, October 12th, 2000.

"Life in Academia as a Media Lab Graduate." Invited panel participant, MIT Media Lab Alumni Reunion. Cambridge, MA, October 14th, 2000.

"Constructionism and Online Communities." Invited talk, ACTLab/Convergent Media Lecture Series, College of Communication, University of Texas Austin. Austin, TX, October 26th, 2000.

"Constructionism and Online Communities." Invited talk, University of Georgia, February 1st, 2001.

“Social Trends in Computing in the Next Ten Years.” Invited session respondent, College of Computing 10th Anniversary Celebration. Atlanta, GA, April 2001.

“Synergies Between Educational Theory and Computer Science.” Invited talk, Computer Science and Telecommunications Board (CSTB) of the National Research Council (NRC). Washington, DC, July 26th, 2001.

“Authorship Goes Online: The Ideal and the Reality.” Invited panel presentation with Steve Jones; moderated by Sarina Chen: “Radical(Izing) Academic Work: Critical Issues Of Online Authorship And Online Courses.” National Communications Association (NCA); Atlanta, GA, November 2nd, 2001.

“The Design of Online Communities: How Educational Theory Can Help.” Invited talk, HCI Institute, HCI Seminar Series, Carnegie Mellon University, May 1st, 2002.

“The Design of Online Communities: How Educational Theory Can Help.” Invited talk, HCI Institute, HCI Seminar Series, University of Maryland Baltimore County, May 14th, 2002.

“Learning Science and Technology Socratic Dialog.” Invited panel participant, Microsoft Faculty Summit, Bellevue, WA, July 30th, 2002.

“After the Hype: Users as Creators of Content on the Internet.” Invited talk, Pop!Tech conference, Camden, ME, October 18th, 2002.

“A Story About Gender and Computing: Two Versions.” Invited talk, Microsoft Research, Redmond, WA, October 23rd, 2002.

“Synergies Between Computer Science and Education Research: Balancing Learner-Centered and Technology-Centered Approaches.” CRA Digital Government Fellowship, invited talk. Presented at the National Science Foundation, January 29th, 2003.

“Ethical Dilemmas of Working with Online Identities.” Invited talk, Human-Computer Interaction Consortium (HCIC). Fraser, CO, February 7th, 2003.

“Ethical Dilemmas of Internet Research.” Invited talk, Emory University Institutional Review Board (IRB) Retreat. February 22nd, 2003, Greenboro, GA.

"Social Balance: Designing Information Technology to Foster New Social Structures and Patterns of Human Relationship." Invited talk, "Informatics: Setting the Research Agenda." School of Informatics, Indiana University, Bloomington, IN. September 12, 2004.

"Learning in Online Communities: Open Questions." Invited talk, distinguished lecture series, Department of Electrical Engineering and Computer Science, Vanderbilt University. September 23rd, 2004.

"Learning in Online Communities: Open Questions." Invited talk, Department of Computer Science, University of North Carolina, Charlotte. October 15th, 2004.

"Designing New Genres of Online Learning Community." Invited talk, Learning Sciences, School of Education and Social Policy, Northwestern University, Evansville, IL. March 2nd, 2005.

"Designing New Genres of Online Learning Community." Invited talk, School of Communication, Northwestern University, Evansville, IL. March 3rd, 2005.

"Users as Creators of Content." Invited panel presentation, panel on "Procedural Content Creation. With Ken Perlin (NYU), Lassi Tasajärvi (Evenlake Studios & Author), Steve Cross (Georgia Tech), Moderator, Will Wright, Respondent. Living Game Worlds Symposium, Ivan Allen College, Georgia Tech, March 16th, 2005.

"What is 'Community'? Cognitive science helps provide an answer." Invited talk, Social Computing Symposium 2005, Microsoft Research, April 2005.

"A New Definition of 'Community' and its Implications for Social Computing." Invited talk, IBM TJ Watson Research Center, Hawthorne, NY, July 20th, 2005.

"A New Definition of 'Community' and its Implications for Social Computing." Invited talk, Pitney Bowes, Shelton, CT, July 21st, 2005.

"Shaping the Age of User-Generated Content." Invited talk, Gamescapes Symposium, Georgia Tech, September 29th, 2006.

"Shaping the Age of User-Generated Content." Invited talk, HCIL Seminar Series, University of Maryland, May 1st, 2007.

"Shaping the Age of User-Generated Content." Invited talk, HCI Seminar Series, MIT CSAIL (Computer Science and Artificial Intelligence Laboratory), November 2nd, 2007.

"Web Science and Online Communities." Invited talk, Georgia Tech Library Council, January 23rd, 2008.

“Shaping the Age of User-Generated Content.” Invited talk, HCI Seminar Series, University of Illinois at Urbana-Champaign, March 27th, 2008.

“Collaboration Online: How Wikipedia Really Works, and What’s Next.” Invited talk, Yahoo! Research, August 2008.

“Design and Learning Online.” Invited panel presentation with Hyun-Yeul Lee (Boston University), Ali Mazalek (Georgia Tech), Claudia Urrea (MIT), and Jonathan Harber (Schoolnet.com). MIT Media Lab, “Media Fabrics to Media Makers: Realizing an Expressive Landscape for Digital Dialogs.” Symposium in honor of Glorianna Davenport. June 20th, 2008.

“Supporting and Transforming Online Collaboration.” Invited talk, Radcliffe Institute for Advance Study, Exploratory Seminar on Cooperation in Human Systems Design. Organized by Yochai Benkler and David Parkes (Harvard University). March 26th-28th, 2009.

“Social Support for Learning and Creativity Online.” Annenberg School for Communications, USC, August 31st, 2009.

“Panel: The Future of Technology-Mediated Social Participation.” Organized by Jenny Preece (University of Maryland) and Peter Piroli (PARC). Panelists: Amy Bruckman, Bernardo Huberman (HP Labs), Cameron Marlow (Facebook), and Ben Shneiderman (University of Maryland). PARC Forum, December 10th, 2009.

“Understanding the Internet’s Present, and Values-Based Design of Its Future.” Invited talk, TEDxNYED, March 6th, 2010, New York, NY.

“The New Digital Natives: How Technology Affects Their Learning.” Invited talk, Association for Library Services for Children (ALSC), Bi-annual national institute. Emory University, Atlanta, GA, September 24th, 2010.

“Leadership in Online Creative Collaboration.” Invited talk, Sandbox Summit, MIT, April 2011.

“How Wikipedia Really Works, and What’s Next.” Invited talk, Special Libraries Association, Georgia Chapter, April 20th, 2011.

“Collaboration Online: Creative and Civic.” Invited talk, Summer Social Webshop, University of Maryland, College Park, MD, August 26th, 2011.

B. Special Activities

AMITA High-School Visiting Program, 1996.

Mentor, CRA Distributed Mentor Program: summer 1998, summer 2001, summer 2007.

Mentor, Women in Science and Technology program, 2002—2003.

VI. PERSONAL DATA

Born: 1965, New York, NY

Citizenship: U.S.A.

Married to: Peter Weimann

Children: Noah, born 2003; Evan, born 2005