Casper Harteveld, PhD

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EMPLOYMENT

2023-Current **Associate Dean of Graduate Programs and Strategic Initiatives at Northeastern University**
College of Arts, Media & Design (CAMD)
- Oversee and represent all CAMD graduate programs
- Manage six graduate program staff (advising, recruitment) and 1 director of master programs
- Build the infrastructure for the new PhD Program (currently, 67 students), launched in Fall 2021, and manage it
- Launch and manage new programs in the network (e.g., Vancouver, Oakland, New York)
- Initiate and manage new strategic initiatives (e.g., XR, games, dataviz)
- Director of EXCITE, the Institute for Experiential Technologies

2023-Current **Professor of Game Design at Northeastern University**
Department of Art & Design, College of Arts, Media & Design
Core/Affiliated faculty member Center for Design, Global Resilience Institute, Experiential AI Institute, Experiential Robotics Institute
Affiliated Appointment Department of Electrical & Computer Engineering, College of Engineering
Affiliated Appointment Department of Mechanical & Industrial Engineering, College of Engineering
Courtesy Appointment College of Computer Sciences
Courtesy Appointment School of Law

2021-2022 **Associate Dean of Graduate Programs at Northeastern University**
College of Arts, Media & Design (CAMD)

2018-2023 **Associate Professor of Game Design at Northeastern University**
Department of Art & Design, College of Arts, Media & Design

2012-2018 **Assistant Professor of Game Design at Northeastern University**
Department of Art & Design, College of Arts, Media & Design

2015-2016 **Part-Time Lecturer for thesis supervision at Northeastern University**
Law & Public Policy Program, College of Professional Studies

2007-2012 **PhD Researcher at Delft University of Technology**
Department of Policy, Organisation, Law & Gaming, Faculty of Technology, Policy & Management

VISITING APPOINTMENTS

2018-2019 **Visiting Scholar at Queensland University of Technology**

Faculty of Science and Engineering; School of Computer Science

2005   **Exchange Student at Carnegie Mellon University**
            Heinz School of Public Policy

EDUCATION
2012   PhD in Systems Engineering, Policy Analysis & Management (SEPAM) at Delft
            University of Technology
2007   MS in SEPAM at Delft University of Technology
2007   BS in Psychology at Leiden University
2006   BS in SEPAM at Delft University of Technology

AWARDS & NOMINATIONS
Personal Honors & Awards
2019-2025   **21 Special Recognitions for Outstanding Reviews** for CHI and CHI PLAY
2025   **Honorable Mention Paper Award at CHI'25** for "CT4All"
2024   **Honorable Mention Paper Award at MobileHCI'24** for "User experiences with
            commercial pregnancy apps"
2024   **Best of IEEE CoG 2024** for "GPT for games"
2022   **2nd Nomination for the NSF Alan T. Waterman Award** by the Dean of the
            College of Arts, Media & Design
2022   **Best Paper Award at FDG'22** for "Ticket to the mind"
2022   **Honorable Mention Paper Award at FDG'22** for "Towards non-technical
            design control over PCG systems"
2022   **Highlights of ACM IUI 2022** for "Rather solve the problem from scratch"
2022   **Honorable Mention Paper Award at CHI'22** for "To trust or to stockpile"
2021   **Nomination for the NSF Alan T. Waterman Award** by the Dean of the College
            of Arts, Media & Design
2021   **Honorable Mention Paper Award at CHI PLAY'21** for "From flow to fuse"
2021   **Honorable Mention Paper Award at CHI'21** for "Exploring player health
            concerns in esports"
2020   **Exceptional Paper Award at FDG'20** for "And then they died: Using Action
            Sequences for Data-Drive, Context-Aware Gameplay Analysis"
2020   **Excellence in Research and Creative Activity Award**, at the College of Arts,
            Media & Design
2020   **Best Paper Award at CHI'20** for "Exploring how game genres in student-
            designed games influences computational thinking development"
2020   **Honorable Mention Paper Award at CHI'20** for "Introducing gamettes"
2019   **Honorable Mention Paper Award at FDG'19** for "Teamwork and adaptation in
            games"
2019   **Honorable Mention Paper Award at CHI'19** for "Influencers in multiplayer
            online shooters"
2017   **Dean's Fellow** for "Designing and Engaging Sustainable Cities and
            Communities"
2017   **Honorable Mention Paper Award at FDG'17** for "AI-assisted analysis of
            player strategy across level progressions in a puzzle game"

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2017	**Excellence in Research and Creative Activity Award Nominee**, at the College of Arts, Media & Design
2016	**DARPA Young Faculty Award,** one of the 24 next generation of academic scientists, engineers and mathematicians who will focus a significant portion of their careers on DoD and national security issues
2015	**2016 Andrew Carnegie Young Fellow Nominee and Finalist,** nominated by the President of Northeastern University
2015	**2015-2016 Northeastern University Faculty Scholar Mentor** to promote interdisciplinary dialogue and advance teaching and learning
2015	**David M. Levine Best Paper in Innovative Education** award for "Exploring digital games as a research and educational platform for replicating experiments."
2014	**National Science Foundation Fellowship 2015-2016** for Next Generation of Hazards & Disasters Researchers (20 selected fellows out of 140 applications)
2014	**2014-2015 Northeastern University Faculty Scholar** to promote interdisciplinary dialogue and advance teaching and learning
2013	**Best Dissertation Award on Simulation & Gaming** presented by SAGSAGA (the Swiss Austrian German Simulation and Gaming Association) in cooperation with the Centre for Management Simulation of the DHBW Stuttgart
2007	**Best Master Thesis Award on Information Systems** by the Royal Holland Society of Sciences and Humanities

Honors & Awards by Supervised Students

2023	**Graduate Fellowship for STEM Diversity** for Aubrey Simonson
2023	**Undergraduate Experiential Award** at the College of Arts, Media & Design for Caleb Myers
2022	**Best Reviewer Award** at ISAGA'22 for Ghada Alsebayel
2022	**Graduate Creative Research Award** by the Department of Art+Design *and* the College of Arts, Media & Design for Nathan Miner
2022	**Outstanding Graduate Research Award** at the Department of Mechanical and Industrial Engineering for Omid Mohaddesi
2021	**Outstanding Graduate Interdisciplinary Research Award** ($1,000) at Northeastern RISE for INAM5964 Game Studio students for "Chrysalis: Adaptive Physical Rehabilitation in Extended Reality (XR)"
2021	**CAMD Jill Gabbe Creative Leader Fund** ($1,000) for Nicolette Tovstashy "ContrastVR: Leveraging Remaining Light Perception in VR for People with Blindness"
2021	**CAMD Jill Gabbe Creative Leader Fund** ($1,000) for Nicolette Tovstashy "ContrastVR: Leveraging Remaining Light Perception in VR for People with Blindness"
2020	**CAMD Student Grant for Research, Scholarship and Creative Activity** ($500) for Nicolette Tovstashy for her project "Leveraging Remaining Light Perception in VR for People with Blindness"
2020	**Outstanding Graduate Research Award** at Northeastern College of Engineering for Omid Mohaddesi
2016	**Outstanding Graduate Interdisciplinary Research Award** at Northeastern RISE for Michael Williams and Aybike Ulusan for *Human in the Loop Debris Collection*"

2016   **Dean's Medal for Outstanding Doctoral Work** at College of Professional Studies for Hunter Hustus for the thesis "*Nuclear Arsenals at Low Numbers: When Less is Different*"

2015   **Outstanding Undergraduate Computer and Information Sciences Award** at Northeastern RISE for ChiSheng Liang for the poster "*VISTALights: A Game That Helps People Make Better Decisions*"

PUBLICATIONS

Note: Typically, I am listed as <u>last author</u> *when my students or postdocs are first author. In such cases, I lead the writing effort and mentor the students or postdocs. When I am second author, I am not leading the project but play an extensive role in the writing or intellectual contribution of the work. As of 2012, when first author, I led the writing effort and wrote most of the publication. In all other circumstances, I play a particular role (e.g., analyzing the data, related work, etc.). My default policy with grants I am the PI on is that faculty are last authors when their students or postdocs are the first author; as PI I would then be the second-to-last author. The same is the case with co-advising.*

* My postdoc/visiting researcher **My student/staff

Google Scholar: citations: 3,881; h-index: 31; i10-index: 77.
Publications (excl. books): total: 180; peer-reviewed: 165.
Paper awards/recognitions: 16 (approx. 16% of full conference papers)

<u>Books (3)</u>
1. **Harteveld, C.** (Forthcoming, contract signed). *Triadic game design: Balancing reality, meaning and play* (2nd edition). London, UK: Springer.
2. **Harteveld, C.** (2012). *Making sense of virtual risks: A quasi-experimental investigation into game-based training*. Delft, the Netherlands: IOS Press.
3. **Harteveld, C.** (2011). *Triadic game design: Balancing reality, meaning and play*. London, UK: Springer.

<u>Refereed Traditional Journal Articles (18)</u>
1. Yoo, S., **Harteveld, C.,** Wilson, N., Jona, K., & Moghaddam, M. (2025). Multimodal Assessment of Expertise in AR-Guided Psychomotor Tasks. *IEEE Transactions on Systems, Man, and Cybernetics: Systems*, *55*(11), 8126-8141.
2. Robles, G., Pons, G., Escobar-Morales, D., **Harteveld, C.,** & Troiano, G. M. (2025). Dr. Scratch 2.0 (CT4ALL): Advanced modes and rubrics for assessing computational thinking in Scratch projects. *SoftwareX*, *32*, 102359.
3. Yang, D.**, Kleinman, E.*, & **Harteveld, C.** (2025). GPT for games: An updated scoping review (2020-2024). *IEEE Transactions on Games*.
4. Kosa, M.*, Puhlman, D., Tochilnikova, E., & **Harteveld, C.** (2025). The role of gaming passion in couples' romantic relationships. *Leisure Sciences*, 1-25.
5. Miner, N.**, Gill, K., **Harteveld, C.,** Bono, C., & Mehta, D. H. (2025). Media-dependent effects in heart rate variability biofeedback: A systematic review of extended reality and screen-based training Approaches. *Journal of Medical Extended Reality*, *2*(1), 114-131.
6. Troiano, G. M., Abdollahi, A.**, Machado, T.*, Cassidy, M., Puttick, G., **Harteveld, C.** (2025). Leveling the computational playing field: Inquiring about factors predicting

computational thinking in constructionist game-based learning. *Computers & Education*. [IF: 8.9; SJR: 3.343; H-index: 253]

7. Yang, D.**, Kleinman, E.*, & **Harteveld, C.** (2025). GPT for games: An updated scoping review (2020-2024). *IEEE Transactions on Games*. [IF: 1.7; SJR: 0.626; H-index: 56]

8. Tung, W. S., Baker, R., Toy, K., Eftekhari, M., Casey, G., Jahani, R.**, Bono, C., **Harteveld, C.**, Bejarano-Pineda, L., Ashkani-Esfahani, S. and Casey, G.A. (2024). Gamification and serious games in orthopedic education: A systematic review. *Cureus*, *16*(8). [IF: 1.1]

9. Puttick, G., Cassidy, M., Tucker-Raymond, E., **Harteveld, C.,** Troiano, G. M. (2024). "So, we kind of started from scratch, no pun intended": An integrated learning approach. *Journal of Science Education and Technology*. [IF: 2.315; SJR: 1.151; H-index: 66]

10. Jiang, X.*, **Harteveld, C.,** Yang, Y., Fung, A. Y., Huang, X., & Chen., S. (2023). "If it's sunny, don't take an umbrella": A systematic evaluation of design principles for CT teaching games. *Educational Technology Research and Development*. [IF: 3.565; SJR: 1.346; H-index: 90]

11. Tsi, J., Huang, M., Huang. B., **Harteveld, C.,** Jackson, D. (2022). Legal, mental health, and psychosocial outcomes of the RePresent games: A quasi-experimental study. *Psychiatry, Psychology and Law*. [IF: 1.084; SJR: 0.395; H-index: 31]

12. Tsi, J., Huang, M., Huang. B., Daniels, K., **Harteveld, C.,** Jackson, D. (2020). Psychosocial and mental health characteristics of RePresent game users. *Journal of the American Academy of Psychiatry and the Law*. [IF: 2.349; SJR: 0.408; H-index: 56]

13. Tucker-Raymond, E., Puttick, G., Cassidy, M., **Harteveld, C.,** Troiano, G. M. (2019). "I broke your game!": Critique among middle schoolers designing computer games about climate change. *International Journal of STEM Education*, *6*(41) https://doi.org/10.1186/s40594-019-0194-z [IF: 5.012; SJR: 1.594; H-index: 22]

14. Sutherland, S. C.*, **Harteveld, C.,** & Young, M. (2016). Effects of the advisor and environment on requesting and complying with automated advice. *ACM Transactions on Interactive Intelligent Systems*, *6*(4), 1-36. doi:10.1111/bjet.12067 [IF: 2.137; SJR: 0.381]

15. Mayer, I. S., Bekebrede, B., **Harteveld, C.,** Warmelink, H. J. G., Zhou, Q., van Ruijven, T.W.J.,...Wenzler, I. (2014). The research and evaluation of serious games: Towards a comprehensive methodology. *British Journal of Educational Technology*, *45*(3), 502-527. doi:10.1111/bjet.12067 [IF: 4.949; SJR: 1.790; H-index: 95]

16. Heijden, J. van der, Heuvelhof, E. ten, Arend, S. van de, Broekhans, B., Bueren, E. van, **Harteveld, C.,** & Ruijven, T. W. J. van (2013). Contrasting stories on overcoming governance challenges: The implementation of the EU Water Framework Directive in the Netherlands. *Local Environment: The International Journal of Justice and Sustainability*, *19*(3), 318-333. doi:10.1080/13549839.2013.790349 [IF: 2.496; SJR: 0.848; H-index: 62]

17. **Harteveld, C.,** & Bekebrede, G. (2011). Learning in single- versus multiplayer games: The more the merrier? *Simulation & Gaming: An Interdisciplinary Journal*, *41*(3), 316-340. doi:10.1177/1046878110378706 [IF: 1.5; SJR: 0.510; H-Index: 60]

18. **Harteveld, C.,** Guimarães, R., Mayer, I. S., & Bidarra, R. (2010). Balancing play, meaning and reality: The design philosophy of LEVEE PATROLLER. *Simulation & Gaming: An Interdisciplinary Journal*, *42*(1), 43-63. doi:10.1177/1046878108331237 [IF: 1.5; SJR: 0.510; H-Index: 60]

Refereed Full Conference Papers / Journal Articles (97)

1. Bennett, V., **Harteveld, C.,** & Zastavker, Y. V. (2025). Pilot Implementation of a Game-

Based Learning Module for Levee Inspection and Development of Engineering Judgement. In *2025 ASEE Annual Conference & Exposition*.

2. Alsebayel, G.**, Troiano, G. M., Gunawan, J., Saksono, H., & **Harteveld, C.** (2025). "An Ad Posing as Medical Advice": User Accounts of Dark UX in FemTech mHealth Apps. *Proceedings of the ACM on Human-Computer Interaction*, *9*(5), 1-34.

3. Issak, A.**, Narayan, U.**, Srinivasan, R., Kleinman, E.*, & **Harteveld, C.** (2025). Kaleidoscope Gallery: Exploring ethics and generative AI through art. In *Proceedings of the 2025 Conference on Creativity and Cognition* (pp. 949-963).

4. Troiano, G. M., Cassidy, M., Morales, D. E., Pons, G., Abdollahi, A.**, Robles, G., Puttick, G., & **Harteveld, C.** (2025). CT4ALL: Towards putting teachers in the loop to advance automated computational thinking metric assessments in game-based learning. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems*. New York, NY: ACM Press. [Acceptance: 24.9%] (Honorable Mention)

5. Lee, H., Kleinman, E.*, Kim, N., Park, S., **Harteveld, C.**, & Lee, B. (2025). Crafting champions: An observation study of esports coaching processes. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems*. New York, NY: ACM Press. [Acceptance: 24.9%]

6. Kleinman, E.*, Jahani, R.**, McGivney, E., Kosa, M.*, Cooper, S., & **Harteveld, C.** (2025). From locked rooms to open minds: Escape room best practices to enhance reflection in extended reality learning environments. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems*. New York, NY: ACM Press. [Acceptance: 24.9%]

7. Chiu, M.**, Tochilnikova, E., & **Harteveld, C.** (2024). From novelty to clinical practice: Exploring VR exergames with physical therapists. *Proceedings of the ACM on Human-Computer Interaction*, *8* (CHI PLAY). New York, NY: ACM Press. [Acceptance: 23.3%]

8. Alsebayel, G.**, Troiano, G., & **Harteveld, C.** (2024). "I believe the baby in the picture is my baby": User experiences with commercial pregnancy apps. *Proceedings of the ACM on Human-Computer Interaction*, *8* (MHCI). New York, NY: ACM Press. [Acceptance: 32.6%] (Honorable Mention)

9. Yang, D.**, Kleinman, E.*, & **Harteveld, C.** (2024). GPT for games: A scoping review (2020-2023). In *2024 IEEE Conference on Games (CoG)*. IEEE. (Selected as Best of CoG)

10. **Harteveld, C.**, Javvaji, N.**, Mohaddesi, O.*, Kleinman, E.*, Daniels, K., Jackson, D., & Troiano, G. M. (2024). RePresent: Enabling access to justice for pro se litigants via co-authored serious games. In *Proceedings of the 2024 ACM Designing Interactive Systems Conference*. New York, NY: ACM Press. [Acceptance: 27%]

11. Alsebayel, G.**, Nasri, M.**, Myers, C. P.**, Troiano, G.M., Hatamimajoumerd, E., Ostadabbas, S., Allison, K., & **Harteveld, C.** (2024). Articumotion: Towards assessing motor speech disorders via gamification. In *Proceedings of the 23rd Annual ACM Interaction Design and Children Conference*. New York, NY: ACM Press. [Acceptance: 32%]

12. Carkin, R., Bennett, V., Zastavker, Y. V., Snyder, A., Richtarek, A., **Harteveld, C.**, & Abdoun, T. (2024). Investigating student perceptions of engineering judgment through experiential learning. In *Geo-Congress 2024* (pp. 405-412)

13. Yang, D.**, Kleinman, E.*, Troiano, G. M., Tochilnikova, E., & **Harteveld, C.** (2024). Snake story: Exploring game mechanics for mixed-initiative co-creative storytelling games. In *Proceedings of the 19th International Conference on the Foundations of Digital Games*. New York, NY: ACM Press. [Acceptance: 43%]

14. Miner, N.**, Amir Abdollahi, A.**, Myers, C.**, Kosa, M.*, Ghaednia, H., Schwab, J.H.,

Harteveld, C., and Troiano, G.M. (2024). Stairway to heaven: A gamified VR journey for breath Awareness. In *Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems*. New York, NY: ACM Press. [Acceptance: 26.4%]

15. Madkour, A.**, Martens, C., Holtzen, S., **Harteveld, C.**, & Marsella, S. (2023). Probabilistic logic programming semantics for procedural content generation. In *Proceedings of the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment* (Vol. 19, No. 1, pp. 295-305). [Acceptance: 67%; full paper as poster]

16. Zhou, C.**, Machado, T.*, & **Harteveld, C.** (2023). Cautious curiosity: A novel approach to a human-like gameplay agent. In *Proceedings of the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment* (Vol. 19, No. 1, pp. 370-379). [Acceptance: 67%; full paper as poster]

17. Corwin, T.**, Kosa, M.*, Nasri, M.**, Holmgård, C., & **Harteveld, C.** (2023). The teaching efficacy of the protégé effect in gamified education. In *2023 IEEE Conference on Games (CoG)*. IEEE. [Acceptance: 43.8%]

18. **Harteveld, C.**, Bennett, V., Zastavker, Y.V., El Shamy, U., Tiwari, B., De, A., Wirth, X., Wen, K., Saftner, D.A., Ajmera, B., & Brandenberg, S. (2023). Lessons Learned from a Game-Based Learning Intervention in Civil Engineering. In *2023 ASEE Annual Conference & Exposition*.

19. Carkin, R., Bennett, V., Zastavker, Y. V., Richtarek, A., **Harteveld, C.**, & Abdoun, T. (2023). Beginning to develop and assess engineering judgment in an introductory geotechnical engineering course. In *Geo-Congress 2023* (pp. 554-562).

20. Sutherland, S. C., Machado, T.*, Mahajan, S., Mohaddesi, O.*, Matuk, C., Smith, G., & **Harteveld, C.** (2023). Exploring the role of AI-generated feedback tangential to learning outcomes. In *2023 IEEE Conference on Games (CoG)*. IEEE. [Acceptance: 43.8%]

21. Mohaddesi, O.**, Chicoine, N., Gong, M., Ergun, O., Griffin, J., Kaeli, D., Marsella, S., & **Harteveld, C.** (2023). Thought bubbles: A proxy into players' mental model development. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems*. New York, NY: ACM Press. [Acceptance: 27.6%]

22. Perovich, L.J., Titcomb, C., Hirsch, T., Helmuth, B., & **Harteveld, C.** (2023). Sustainable HCI under water: Opportunities for research with oceans, coastal communities, and marine systems. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems*. New York: ACM Press. [Acceptance: 27.6%]

23. Zhu, J., Lei, Y., Sha, A., Schein, G., Ghaednia, H., Schwab, J.H., **Harteveld, C.**, & Mueller, S. (2022). MuscleVR: Improving unsupervised physical rehabilitation by monitoring and visualizing muscle engagement. In *Proceedings of the ACM Symposium on User Interface Software and Technology (UIST)*. New York: ACM Press. [Acceptance: 26.3%]

24. Coburn, A.**, **Harteveld, C.**, Holmgård, C. (2022). Ticket to the mind: A mobile eye-tracking exploration of game media and cognitive functions. In *Proceedings of the 17th International Conference on the Foundations of Digital Games*. New York: ACM Press. (Best Paper)

25. Madkour, A.**, Marsella, S., & **Harteveld, C.** (2022). Towards non-technical design control over PCG systems: Investigating an example-based mechanism for controlling graph grammars. In *Proceedings of the 17th International Conference on the Foundations of Digital Games*. New York: ACM Press. (Honorable Mention)

26. Hantsbarger, M.**, Troiano, G.M., To, A., & **Harteveld, C.** (2022). Alienated serendipity and reflective failure: Exploring queer game mechanics and queerness in games via queer

temporality. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play*. New York: ACM Press. [Acceptance: 29.4%]

27. Haider, A., **Harteveld, C.**, Johnson, D., Birk, M.V., Mandryk, R.L., Seif El-Nasr, M., Nacke, L.E., Gerling, K., & Abeele, V. Vanden (2022). miniPXI: Development and validation of a single-item variant of the player experience inventory. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play*. New York: ACM Press. [Acceptance: 29.4%]

28. Villareale, J., **Harteveld, C.**, & Zhu, J. (2022). "I want to see how smart this AI really is": Player mental model development of an adversarial AI player. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play*. New York: ACM Press. [Acceptance: 29.4%]

29. Fatehi, B.**, Holmgård, C., & **Harteveld, C.** (2022). Guiding game design decisions via eye-tracking: An indie game case study. In *Proceedings of the ETRA 2022 Workshop – Eye Tracking in Games and Play (PLEY 2022)*. New York: ACM Press.

30. Richtarek, A., Bennett, V., Carkin, R., Zastavker, Y.V., **Harteveld, C.**, and Abdoun, T. (2022). Assessing in-person versus remote learning gains: An endeavor to extend the engineering education environment. *GeoCongress* 2022, Charlotte, NC.

31. Ulusan, A., Narayan, U.**, Snodgrass, S.*, Ergun, O., & **Harteveld, C.** (2022). "Rather solve the problem from scratch": Gamesploring human-machine-collaboration for optimizing the debris collection process. In *Proceedings of the 2022 IUI Conference*. New York: ACM Press. [Acceptance: 24.5%]

32. Mohaddesi, O.**, Ergun, O., Griffin, J., Marsella, S., Kaeli, D., & **Harteveld, C.** (2022). To trust or to stockpile: Modeling human-simulation interaction in supply chain shortages. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems*. New York: ACM Press. [Acceptance: 24.3%] (Honorable Mention)

33. Tochilnikova, E.*, Patnaik, A.**, Alsebayel, G.**, Narayan, U.**, Coeytaux, A.**, Kim, M., & **Harteveld, C.** (2022). "Guilty of talking too much": How psychotherapists gamify therapy. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems*. New York: ACM Press. [Acceptance: 24.3%]

34. Richtarek, A., Bennett, V., Carkin, R., Zastavker, Z., **Harteveld, C.**, and Abdoun, T. (2022). Assessing in-person versus remote learning gains: An endeavor to extend the engineering education environment. *GeoCongress 2022*, Charlotte, NC.

35. Jalife, K., Harteveld, C., & Holmgård, C. (2021). From flow to fuse: A cognitive perspective. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play*. [Acceptance: 25.6%] (Honorable Mention)

36. Canossa, A., Azadvar, A., Harteveld, C., Salimov, D., & Yannakakis, G. (2021). For honor, for toxicity: Detecting toxic behavior through gameplay. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play*. [Acceptance: 25.6%]

37. Bennett, V., **Harteveld, C.**, Zastavker, Y., Abdoun, T., Hossein, M., Omidvar, M., Wen, K., and Wirth, X. (2021). A mixed-reality pedagogical innovation in the reality of a new normal. *Proceedings of the International Foundations Congress and Equipment Expo (IFCEE)*, Dallas, TX, 10-14 May.

38. Troiano, G.M., Wood, M., Sonbudak, M.F.**, Padte, R.C.**, & **Harteveld, C.** (2021). "Are we now post-COVID?": Exploring post-COVID futures through a gamified story completion method. In *Designing Interactive Systems Conference 2021*. [Acceptance: 24.5%]

39. Madden, D.**, & **Harteveld, C.** (2021). "Constant pressure of having to perform":

Exploring player health concerns in esports. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*. [Acceptance: 26.3%] (Honorable Mention)

40. Bunian, S.**, Li, K., Jemmali, C., **Harteveld, C.,** Fu, Y., & Seif El-Nasr, M. S. (2021). VINS: Visual search for mobile user interface design. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*. [Acceptance: 26.3%]

41. Madden, D.**, Liu, Y.**, Yu, H.**, Sonbudak, M. F.**, Troiano, G.M., & **Harteveld, C.** (2021). "Why are you playing games? You are a girl!": Exploring gender biases in esports. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*. [Acceptance: 26.3%]

42. Zhu, J., Villareale, J., Javvaji, N.**, Risi, S., Löwe, M., Weigelt, R., & **Harteveld, C.** (2021). Player-AI interaction: What neural network games reveal about AI as play. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*. [Acceptance: 26.3%]

43. **Harteveld, C.,** Javvaji, N.**, Machado*, T., Zastavker, Y.V., Bennett, V., & Abdoun, T. (2020). Gaming4All: Reflecting on diversity, equity, and inclusion for game-based engineering education. In *2020 IEEE Frontiers in Education Conference (FIE)*. IEEE.

44. Liu, Y.**, Si, Y.**, Lc, R., & **Harteveld, C.** (2020). cARd: Mixed reality approach for a total immersive analog game experience. In *Proceedings of the Future Technologies Conference* (pp. 889-906). Springer.

45. Bennett, V., **Harteveld, C.,** Abdoun, T., El Shamy, U., McMartin, F., Tiwari, B., De, A. (2020). Implementing and assessing a game-based module in geotechnical engineering education. *GeoCongress 2020*, Minneapolis, MN.

46. Duke, T., Althoff, W., Schouten, D.M.G.*, **Harteveld, C.,** Maltuk, C., Smith, G., & Sutherland, S. (2020). User support systems: Lessons learned from implementing multiple interaction methods during testing. In *Proceedings of the Human Factors and Ergonomics Society Annual Meeting* (Vol. 64, No. 1, pp. 2070-2074). Los Angeles, CA: SAGE Publications.

47. Javvaji, N.**, **Harteveld, C.,** & Seif El-Nasr, M. (2020). Understanding player patterns by combining knowledge-based data abstraction with interactive visualization. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play* (pp. 254-266). New York: ACM Press. [Acceptance: 29.45%]

48. Troiano, G.M.*, Schouten, D.M.G.*, Cassidy, M., Tucker-Raymond, E., Puttick, G., & **Harteveld, C.** (2020). Ice paddles, CO2 invaders, and exploding planets: How young students transform climate science into serious games. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play* (pp. 534-548). New York: ACM Press. [Acceptance: 29.45%]

49. Kleinman, E., Ahmad, S., Teng, Z., Bryant, A., Nguyen, T.H.D., **Harteveld, C.,** & Seif El-Nasr, M. (2020). "And then they died": Using action sequences for data driven, context aware gameplay analysis. In *Proceedings of the 15th International Conference on the Foundations of Digital Games*. New York: ACM Press. [Acceptance: 36%]

50. Amato, A., Matuk, C., Schouten, D.*, Sutherland, S.C., Smith, G.M., & **Harteveld, C.** (2020). What do students learn about experimental research by designing interactive fiction games? In *Proceedings of the International Society of the Learning Sciences* (ICLS).

51. Troiano, G.M.*, Chen, Q.**, Alba, A.V., Robles, G., Smith. G.M, Cassidy, M,...& **Harteveld, C.** (2020). Exploring how game genre in student-designed games influences computational thinking development. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. New York: ACM Press. [Acceptance: 24.3%] (Best paper)

52. Troiano, G. M.*, Wood, M., & **Harteveld, C.** (2020). "And this, kids, is how I met your mother": Consumerist, mundane, and uncanny futures with sex robots. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. New York: ACM Press. [Acceptance: 24.3%]

53. Mohaddesi, O.**, Sun, Y., Azghandi, R., Doroudi, R., Snodgrass, S.*, Ergun, O…& **Harteveld, C.** (2020). Introducing gamettes: A playful approach for capturing decision-making for informing behavioral models. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. New York: ACM Press. [Acceptance: 24.3%] (Honorable Mention)

54. **Harteveld, C.**, Zastavker, Y., Bennett, V., & Abdoun, T. (2019). Rationale for game-based learning in engineering education: The case for self-determination theory. Presented at the *Connected Learning Summit*, Irvine, CA.

55. Snodgrass, S.*, Mohaddesi, O.**, Hart, J.**, Rodriguez, G.R.**, Holmgård, C., & **Harteveld, C.** (2019). Like PEAS in PoDS: the player, environment, agents, system framework for the personalization of digital systems. In *Proceedings of the 14th International Conference on the Foundations of Digital Games* (p. 26). New York, NY: ACM. [Acceptance: 37.1%]

56. Fatehi, B.**, Holmgård, C., Snodgrass, S.*, & **Harteveld, C.** (2019). Gamifying psychological assessment: Insights from gamifying the thematic apperception test. In *Proceedings of the 14th International Conference on the Foundations of Digital Games* (p. 3). New York, NY: ACM. [Acceptance: 37.1%]

57. Jiang, X.*, Harteveld, C., Huang, X., & Fung, A.Y. (2019). The computational puzzle design framework: A design guide for games teaching computational thinking. In *Proceedings of the 14th International Conference on the Foundations of Digital Games* (p. 29). New York, NY: ACM. [Acceptance: 37.1%]

58. **Harteveld, C.**, Kleinman, E., Rizzo, P., Schouten, D.*, Nguyen, T.H., Liberty, S., ... & El-Nasr, M. S. (2019). Teamwork and adaptation in games (TAG): A survey to gauge teamwork. In *Proceedings of the 14th International Conference on the Foundations of Digital Games* (p. 18). New York, NY: ACM. [Acceptance: 37.1%] (Honorable Mention)

59. Troiano, G.M.*, Snodgrass, S.*, Argımak, E.**, Robles, G., Smith, G.M., Cassidy, M., ... & **Harteveld, C.** (2019). Is my game OK Dr. Scratch?: Exploring programming and computational thinking development via metrics in student-designed serious games for STEM. In *Proceedings of the 18th ACM International Conference on Interaction Design and Children* (pp. 208-219). New York, NY: ACM.

60. Canossa, A., Azadvar, A., **Harteveld, C.**, Drachen, A., & Deterding, S. (2019). Influencers in multiplayer online shooters: Evidence of social contagion in playtime and social play. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* (p. 259). New York: ACM Press. [Acceptance: 23%] (Honorable Mention)

61. Doroudi, R., Azghandi, R., Feric, Z., Mohaddesi, O.**, Sun, Y., Griffin, J., ... & **Harteveld, C.** (2018). An integrated simulation framework for examining resiliency in pharmaceutical supply chains considering human behaviors. In *Proceedings of the 2018 Winter Simulation Conference* (pp. 88-99). IEEE Press.

62. Partlan, N.**, Carstensdottir, E., Snodgrass, S.*, Kleinman, E., Smith, G., **Harteveld, C.**, & Seif El-Nasr, M. (2018). Exploratory automated analysis of structural features of interactive narrative. In *Proceedings of AIIDE*. Menlo Park, CA: Association for the Advancement of Artificial Intelligence. [Acceptance: 26%]

63. Puttick, G., Barnes, J.*, Troiano, G.M.*, **Harteveld, C.**, Tucker-Raymond, E., Cassidy, M., & Smith, G. (2018). Exploring how student designers model climate system complexity in computer games. In *Proceedings of CLS Connected Learning Summit*. Pittsburgh, PA: ETC Press.

64. Barnes, J.*, Hoover, A.*, Fatehi, B.**, Moreno, J.**, Smith, G., & **Harteveld, C.** (2017). Exploring emerging patterns in student-made climate change games. In *Proceedings of Foundations of Digital Games 2017 (Workshop)*. New York, NY: ACM Press.

65. Horn, B.**, Hoover, A.*, Barnes, J.*, Folajimi, Y.*, **Harteveld, C.**, & Smith, G. (2017). AI-assisted analysis of player strategy across level progressions in a puzzle game. In *Proceedings of Foundations of Digital Games 2017.* New York, NY: ACM Press. [Acceptance: 40%] (Honorable Mention)

66. Horn, B.**, Hoover, A.*, Barnes, J.*, Folajimi, Y.*, Smith, G., & **Harteveld, C.** (2016). Opening the black box of play: Playtrace analysis of an educational game. In *Proceedings of ACM CHI PLAY*, Austin, TX. [Acceptance: 29%]

67. Sun, Y.**, Liang, C.**, Sutherland, S.C., **Harteveld, C.**, Kaeli, D. (2016). Modeling player decisions in a supply chain game. In *Proceedings of IEEE Computational Intelligence and Games (CIG)*, Santorini, Greece.

68. Folajimi, Y.*, Horn, B.**, Hoover, A.*, Barnes, J.*, Smith. G., & **Harteveld. C.** (2016). A cross-cultural evaluation of a computer science teaching game. In *Proceedings of Games+Learning+Society*. Pittsburgh, PA: ETC Press.

69. Barnes, J.*, & **Harteveld, C.** (2016). When is a game not a game? Considering player perceptions of an educational game. In *Proceedings of Games+Learning+Society*. Pittsburgh, PA: ETC Press.

70. **Harteveld, C.**, Sutherland, S.C., & Folajimi, Y. (2016). Sustainable life cycle game design: Mixing games and reality to transform education. In *Proceedings of Joint Conference of Digital Games Research Association and Foundations of Digital Games*. [Acceptance: 38%]

71. Horn, B.**, Clark, C.**, Strom, O.**, Chao, H.**, Stahl, A.J.**, **Harteveld, C.**, Smith, G. (2016). Design insights into the creation and evaluation of a computer science educational game. In *Proceedings of the 47th ACM Technical Symposium on Computer Science Education* (SIGCSE), Memphis, TN. [Acceptance: 35%]

72. **Harteveld, C.**, Sutherland, S.C.*, Stahl, A.J.**, Smith, G., & Talgar, G. (2016). Standing on the shoulders of citizens: Exploring gameful collaboration for creating social experiments. In *Proceedings of the 49th Hawaii International Conference on System Sciences* (HICSS), Kauai, Hawaii. [Acceptance: 53%]

73. Arnab, S., Nalla, M., **Harteveld, C.**, & Lameras, P. (2015). An inquiry into business gamification. Paper presented at the *International Gamification for Business Conference* (IGBC) 2015, Birmingham, UK, September 21-22.

74. Azadegan, A., & **Harteveld, C.**, & Sutherland, S.C.* (2015). Design approach for collaborative cognitive games. In *Proceedings of Foundations of Digital Games 2015*, Monterey, CA.

75. Sutherland, S.C.*, **Harteveld, C.**, & Young, M. (2015). The role of environmental predictability and costs in relying on automation. In *Proceedings of the 2015 CHI Conference on Human Factors in Computing Systems*. New York: ACM Press. doi:10.1145/2702123.2702609 [Acceptance: 23%]

76. **Harteveld, C.**, & Sutherland, S.C.* (2015). The goal of scoring: Exploring the role of game performance in educational games. In *Proceedings of the 2015 CHI Conference on Human*

Factors in Computing Systems. New York: ACM Press. doi: 10.1145/2702123.2702606 [Acceptance: 23%]

77. Sutherland, S.C.*, **Harteveld, C.**, Smith, G., Schwartz, J., & Talgar, C. (2015). Exploring digital games as a research and educational platform for replicating experiments. In *Northeast Decision Sciences Institute Conference*, Boston, MA. (Best Paper Award)

78. **Harteveld, C.**, & Sutherland, S.C.* (2014). Finding the game in decision-making: A preliminary investigation. In *Proceedings of the 45th ISAGA Conference*. Dornbirn, Austria.

79. **Harteveld, C.**, Smith, G., Carmichael, G., Gee, E., & Stewart, C. (2014). A design-focused analysis of games teaching computer science. In *Proceedings of Games+Learning+Society* (pp. 109-117). Pittsburgh, PA: ETC Press. [Acceptance: 59%]

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81. Azadegan, A., Hauge, J. B., **Harteveld, C.**, Bellotti, Betra, R., Bidarra,...Stanescu, I. A. (2013). The move beyond edutainment: Have we learned our lessons from the entertainment industry? In *Proceedings of the Games and Learning Alliance Conference*, Paris, France, October 23-25.

82. Smith, G.M., & **Harteveld, C.** (2013). Procedural content generation as an opportunity to foster collaborative mindful learning. In *Proceedings of the Workshop on Games for Learning, co-located with Foundations of Digital Games, Crete*, Greece, May 16.

83. Kortmann, R., Bekebrede, G., Daalen, C. van, **Harteveld, C.**, Mayer, I.S., & Dierendonck, D. van (2012). Veerkracht: A game for servant-leadership development. In *Bonds and Bridges: Facing the Challenges of the Globalizing World with the Use of Simulation and Gaming*, Warsaw, Poland, July 11-15, 2011. Warsaw, Poland: Kozminski University.

84. **Harteveld, C.**, Bekebrede, G., Lo, J.C., Plomber, A.-J., & Jordaan, B. (2011). Make it fun or real: Design dilemmas and their consequences on the learning experience. In *Bonds and Bridges: Facing the Challenges of the Globalizing World with the Use of Simulation and Gaming*, Warsaw, Poland, July 11-15, 2011. Warsaw, Poland: Kozminski University.

85. **Harteveld, C.** (2010). An innovative longitudinal evaluation of a digital game: The first impressions. In G.Y. Kin, & Y. Cai (Eds.), *Changing the World through Meaningful Play*, Spokane, WA, July 5-9, 2010. Spokane, WA: Eastern Washington University.

86. **Harteveld, C.** (2010). Triadic game evaluation: A framework for assessing games with a serious purpose. In C. Raymaekers, K. Coninx, K., & J.M. Gonzalez-Calleros (Eds.), *Proceedings of the Design and Engineering of Game-like Virtual and Multimodal Environments Workshop*, Berlin, Germany, June 20. Published online.

87. Warmelink, H.J.G., **Harteveld, C.**, Mayer, I.S. (2009). Press enter or escape to play: Deconstructing escapism in multiplayer gaming. In Atkins, B., Kennedy, H., & Krzywinska, T. (Eds.), *Breaking New Ground: Innovation in Games, Play, Practice and Theory: Proceedings of DiGRA 2009*, September 1-4, 2009, London, UK. Published online.

88. **Harteveld, C.**, Lukosh, S., & Kortmann, R. (2009). Improving serious game design by collaborative storytelling. In: Cao, Y. et al. (Eds.), *Proceedings of the 2nd International Workshop on Story-Telling and Educational Games (STEG'09)*, Aachen, Germany, August 21, 2009 (Online, vol. 498). Aachen, Germany: CEUR Workshop Proceedings.

89. **Harteveld, C.**, & Kortmann, R. (2009). Triadic game design workshop. In G.Y. Kin, & Y. Cai (Eds.), *Learn to game, game to learn: Proceedings of the 40th ISAGA Conference*, Singapore, June 29-July 3, 2009 (CD-ROM). Singapore: National University of Singapore.

90. Kortmann, R., & **Harteveld, C.** (2009). Agile game development: lessons learned from software engineering. In G.Y. Kin, & Y. Cai (Eds.), *Learn to game, game to learn: Proceedings of the 40th ISAGA Conference*, Singapore, June 29-July 3, 2009 (CD-ROM). Singapore: National University of Singapore.

91. **Harteveld, C.** (2009). Making sense of studying games: Using sensemaking as a perspective for game research. In G.Y. Kin & Y. Cai (Eds.), *Learn to game, game to learn: Proceedings of the 40th ISAGA Conference*, Singapore, June 29-July 3, 2009 (CD-ROM). Singapore: National University of Singapore.

92. **Harteveld, C.**, Hounjet, M., Van den Bergh, R., & Maccabiani, J. (2008). Applying games in levee inspection training and education: A case study. In P. Samuels, S. Huntington, W. Allsop & J. Harrop (Eds.), *Flood risk management: research and practice: Proceedings of FLOODrisk: the European conference on flood risk management research in to practice*, Oxford, UK, September 30-October 2, 2008 (pp. 633-641). London, UK: CRC Press.

93. **Harteveld, C.**, & Bekebrede, G. (2008). The more the merrier? Learning in single vs. multiplayer games. In Y. Xiau & E. ten Thij (Eds.), *Gaming 2008: Design for Engaging Experience and Social Interaction: Proceedings of the MCCIS IADIS Multi Conference on Computer Science and Information Systems*, Amsterdam, the Netherlands, July 22-27, 2008 (pp. 11-18). Amsterdam, the Netherlands: IADIS Press.

94. Warmelink, H.J.G., Bekebrede, G., **Harteveld, C.**, & I. Mayer (2008). Understanding virtual worlds: An infrastructural perspective. In E. Bagdonas, I. Patasiene, & D. Jovarauskiene (Eds.), *GAMES: Virtual Worlds and Reality: Proceedings of the 39th ISAGA Conference*, Kaunas, Lithuania, July 7-11 2008 (CD-ROM). Kaunas, Lithuania: Kaunas University of Technology.

95. **Harteveld, C.**, Warmelink, H.J.G., Fumarola, M. & I. Mayer (2008). Bringing alive concepts in Second Life: A design-based experience. In E. Bagdonas, I. Patasiene, & D. Jovarauskiene (Eds.), *GAMES: Virtual Worlds and Reality: Proceedings of the 39th ISAGA Conference*, Kaunas, Lithuania, July 7-11 2008 (CD-ROM). Kaunas, Lithuania: Kaunas University of Technology.

96. **Harteveld, C.**, & Bidarra, R. (2007). Learning with games in a professional environment: A case study of a serious game about levee inspection. In M. Taisch & J. Cassina (Eds.), *Learning with Games: Proceedings of the 1st Learning with Games Conference*, Sophia Antipolis, France, September 24-26, 2007 (pp. 555-562). Milano, Italy: Politecnico di Milano.

97. **Harteveld, C.**, Guimarães, R., Mayer, I. & Bidarra, R. (2007). Balancing pedagogy, game and reality components within a unique serious game for training levee inspection. In K. Hui et al. (Eds.), *Technologies for E-Learning and Digital Entertainment (LNCS 4469): Proceedings of the 2nd International Conference, Edutainment 2007*, Hong Kong, China, June 11-13, 2007 (pp. 128-139). Berlin, Germany: Springer.

Refereed Short/Work-In-Progress Papers (38)

1. Xu, B., Wu, W.**, Kweon, S., **Harteveld, C.**, & Chukoskie, L. (2025). Designing Embodied AR Games Through PT Movement Logics: A Spectacles-Based Study. In *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play* (pp. 52-57).

2. Wu, W.**, Xu, B., & **Harteveld, C.** (2025). Ghost Gait: Cultic Feedback and Meme-Driven Accountability in Wearable AR Fitness Play. In *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play* (pp. 102-106).

3. Shao, A. A., Maram, S. S., Matuk, C., Shirshekar, S., Carstendottir, E., Melcer, E., ... &

Harteveld, C. (2025). Strategies for self-regulated learning with AI in an undergraduate research methods course. In *Proceedings of the 19th International Conference of the Learning Sciences-ICLS 2025, pp. 2076-2080*. International Society of the Learning Sciences.

4. Palasser, G., Pfau, J., Canossa, A., Azadvar, A., Pirker, J., & **Harteveld, C.** (2025). The elusive "gaming culture": Assessing cluster stability of players' experience from 26 countries. In *Proceedings of the 20th International Conference on the Foundations of Digital Games* (pp. 1-4).

5. Simonson, A.**, Kosa, M.*, Moghaddam, M., Jona, K., & **Harteveld, C.** (2025). There's your problem: Spatial localization of design flaws in virtual reality training simulations. In *Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*. [Acceptance: 32.7%]

6. Simonson, A.**, Gretton, D., & **Harteveld, C.** (2025). Bird: A point cursor for virtual immersive environments. In *Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*. [Acceptance: 32.7%]

7. Kleinman, E.*, Seif El-Nasr, M., Pfau, J., Kriglstein, S., Wallner, G., Melhart, D., Yannakakis, G.N., Zhu, J., Watson, B., & **Harteveld, C.** (2024). Ethics and transparency in game data. In *Companion Proceedings of the 2024 Annual Symposium on Computer-Human Interaction in Play* (pp. 466-470).

8. Nasri, M.**, Kosa, M.*, Chukoskie, L., Moghaddam, M., & **Harteveld, C.** (2024). Exploring eye tracking to detect cognitive load in complex virtual reality training. In *2024 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)* (pp. 51-54). IEEE.

9. Phadke, V.**, **Harteveld, C.**, Jona, K., & Moghaddam, M. (2024). Exploring the distinctive and synergistic affordances of AR and VR for complex psychomotor training. In *2024 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)* (pp. 537-540). IEEE. [Acceptance: 38.3%]

10. Nasri, M.**, Narayan, U.**, Sonbudak, M. F.**, Simonson, A.**, Chiu, M.**, Donati, J., Sivak, M., Kosa, M.*, & **Harteveld, C.** (2024). Designing a virtual reality training apprenticeship for cold spray advanced manufacturing. In *2024 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)* (pp. 541-544). IEEE. [Acceptance: 38.3%]

11. Yoo, S., **Harteveld, C.**, Wilson, N., Jona, K., & Moghaddam, M. (2024, October). Exploring dimensions of expertise in AR-guided psychomotor tasks. In *2024 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)* (pp. 55-63). IEEE.

12. Deeter, A., Pham, K., Sundstrom, J.L., Goodall, G., Qazilbash, A., Zastavker, Y. V., **Harteveld, C.**, Bennett, V., & Abdoun, T. (2024). WIP: For the love of the game: Exploring student motivation in game-based learning environments. In *2024 IEEE Frontiers in Education Conference (FIE)*. IEEE.

13. Deeter, A., Goodall, G., Pham, K., Sundstrom, J.L., Qazilbash, A., Zastavker, Y. V., **Harteveld, C.**, Bennett, V., & Abdoun, T. (2024). WIP: Investigating Students' Emotions and Motivations in a Game-Based Learning Environment. In *2024 IEEE Frontiers in Education Conference (FIE)*. IEEE.

14. Maram, S. S., Amato, A., Troiano, G. M., Sutherland, S. C., Matuk, C., Melcer, E., Carstensdottir, E., **Harteveld, C.**, & Seif El-Nasr, M. (2024). An instructor's lens into the role of AI in teaching experimental research via gamification. In *Proceedings of the 39th*

ACM/SIGAPP Symposium on Applied Computing.

15. Canossa, A., Azadvar, A., Zhu, J., **Harteveld, C.,** & Pirker, J. (2024). Country as a proxy for culture? An exploratory study of players in an online multiplayer game. In *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*. New York, NY: ACM Press. [Acceptance: 33.9%]

16. Mutha, S., Deeter, A., Sundstrom, J., Zastavker, Y. V., **Harteveld, C.,** Bennett, V., & Abdoun, T. (2023). GeoExplorer and gender identity: The impact of gender in a game-based learning environment. In *2023 IEEE Frontiers in Education Conference (FIE)*. IEEE.

17. Wilson, N. C., Kosa, M.*, **Harteveld, C.,** Moghaddam, M., & Jona, K. (2023). Exploring extended reality for scaffolding psychomotor-intensive tasks in complex real-world settings. In *Proceedings of the 17th International Conference of the Learning Sciences-ICLS 2023, pp. 2077-2078*. International Society of the Learning Sciences.

18. Liapis, A., Guckelsberger, C., Zhu, J., **Harteveld, C.,** Kriglstein, S., Denisova, A., Gow, J., & Preuss, M. (2023). Designing for playfulness in human-AI authoring tools. In *Proceedings of the 18th International Conference on the Foundations of Digital Games* (pp. 1-4).

19. Miner, N.**, Myers, C.**, Wang, Z.**, Shirodkar, V.**, Zhang, Q.**, & **Harteveld, C.** (2022). Magic mirror on the wall: Reflecting the realities of lower limb rehabilitation in virtual reality. In *2022 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)*. IEEE.

20. Bennett, V., Carkin, R., Richtarek, A., Zastavker, Y. V., **Harteveld, C.,** & Abdoun, T. (2022). Preliminary development and assessment of engineering judgment through mixed-reality game-based learning. *Proceedings of the Frontiers in Education (FIE) Conference*, Uppsala, Sweden.

21. Zastavker et al. (2022). The gamification of education: How can game-based learning affect students' confidence? *Proceedings of the Frontiers in Education (FIE) Conference*, Uppsala, Sweden.

22. Amato, A., Matuk, C., Sui, J., Sutherland, S. C., & **Harteveld, C.** (2022). Inform, empathize, inquire: How youth use participatory storytelling to engage with social issues. In *Proceedings of the International Society of the Learning Sciences (ISLS)*.

23. May, C., Grabowski, M., Mutha, S., Perez, R., Borovikova, S., Zastavker, Y., Bennett, V., Abdoun, T., **Harteveld, C.** (2021). Mixed reality learning environments in the times of pandemic: What can we learn. *Proceedings of the Frontiers in Education (FIE) Conference*, Lincoln, Nebraska, 13-16 October.

24. Troiano, G. M.*, Schouten, D.*, Cassidy, M., Tucker-Raymond, E., Puttick, G., & **Harteveld, C.** (2020). All good things come in threes: Assessing student-designed games via triadic game design. In *Proceedings of the 15th International Conference on the Foundations of Digital Games*. New York: ACM Press. [Acceptance: 57%]

25. Mohaddesi, O.**, & **Harteveld, C.** (2020). The importance of pilot studies for gamified research: Pre-testing gamettes to study supply chain decisions. In *Extended Abstracts of the 2020 Annual Symposium on Computer-Human Interaction in Play* (pp. 316-320). New York, NY: ACM Press. [Acceptance: 60%]

26. **Harteveld, C.,** Javvaji, N.**, Machado, T.*, Zastavker, Y. V., Bennett, V., & Abdoun, T. (2020). Preliminary development and evaluation of the mini player experience inventory (mPXI). In *Extended Abstracts of the 2020 Annual Symposium on Computer-Human Interaction in Play* (pp. 257-261). New York: ACM Press. [Acceptance: 60%]

27. Tucker-Raymond, E., Cassidy, M. P., Puttick, G. M., **Harteveld, C.** & Troiano, G.* (2020)

Distributed expertise for computational problem solving in middle school science classrooms. *AERA Annual Meeting*, San Francisco, CA.

28. Mohaddesi, O.**, Machado, T.*, **Harteveld, C.** (2020). Learning from Gamettes: Imitating Human Behavior in Supply Chain Decisions. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems*. New York: ACM Press. [Acceptance: 41.8%]

29. Snodgrass, S.*, Mohaddesi, O.**, & **Harteveld, C.** (2019). Towards a generalized player model through the PEAS framework. In *Proceedings of the 14th International Conference on the Foundations of Digital Games (Workshop)* (p. 98). New York, NY: ACM.

30. **Harteveld, C.**, Snodgrass, S.*, Mohaddesi, O.**, Hart, J.**, Corwin, T.**, & Romera Rodriguez, G.** (2018). The development of a methodology for gamifying surveys. In *Proceedings of ACM CHI PLAY (Work-in-Progress)*, Melbourne, Australia. [Acceptance: 57%]

31. Tucker-Raymond, E., Puttick, G., **Harteveld, C.**, & Cassidy, M. (2017). "I broke your game": Critique among middle schoolers designing computer games about climate change. Presented at *American Educational Research Association (AERA)*, San Antonio, TX.

32. Puttick, G., Cassidy, M., Tucker-Raymond, E., & **Harteveld, C.**, (2017). Middle schoolers developed systems thinking while designing computer games about climate change. Presented at *National Association for Research in Science Teaching (NARST)*.

33. **Harteveld, C.**, Manning, N.**, Abu-Arja, F.**, Menasce, R.**, Thurston, D.**, Smith, G., & Sutherland, S.C. (2017). Design of playful authoring tools for social and behavioral science. In *IUI '17 Companion: Proceedings of the 22nd International Conference on Intelligent User Interfaces Companion.* New York, NY: ACM Press. [Acceptance: 18%]

34. **Harteveld, C.**, & Sutherland, S. C. (2017). Personalized gaming for motivating social and behavioral science participation. In *HUMANIZE '17: Proceedings of the 2017 ACM Workshop on Theory-Informed User Modeling for Tailoring and Personalizing Interfaces*. New York, NY: ACM Press.

35. Moreno, J.**, Gonzalez, M. R., **Harteveld, C.**, & Robles, G. (2017). On the automatic assessment of computational thinking skills: A comparison with human experts. In *Extended Abstract of CHI 2017*. New York, NY: ACM Press. [Acceptance: 38.7%]

36. Williams, M.**, Ulusan, A.**, Xiaofeng, Z., Zhang, S., Gharbi, H.*, Ergun, O., & **Harteveld, C.** (2016). Toward human in the loop optimization through game-based experiments. In *Proceedings of ACM CHI PLAY (Work-in-Progress)*, Austin, TX.

37. Hoover, A.*, Barnes, J.*, Fatehi, B.**, Moreno, J.**, Tucker-Raymond, E., Puttick, G., & **Harteveld, C.** (2016). Assessing computational thinking in students' game designs. In *Proceedings of CHI PLAY (Work-in-Progress)*, Austin, TX.

38. Deterding, S., Cooper, S., Canossa, A., Nacke, L. E., **Harteveld, C.**, & Whitson, J. (2015). Gamifying research: Strategies, opportunities, challenges, ethics. In *CHI 2015 Extended Abstracts on Human Factors in Computing Systems*. New York, NY: ACM Press.

Book Chapters (6)

1. Canossa, A., & **Harteveld, C.** (2019). Social network analysis applied to game communities to identify key social players. In G. Wallner (Ed.), *Data Analytics Applications in Gaming and Entertainment* (pp. 169-182). Boca Raton, FL: CRC Press.

2. **Harteveld, C.**, & Drachen, A. (2015). Gaming on environmental issues. In M. Ruth (Ed.), *Handbook of Research Methods and Applications in Environmental Studies* (pp. 473-503). Northampton, MA: Edward Elgar Publishing.

3. **Harteveld, C.** (2014). Gaming to make sense of risks. In S. Swagele, B. Zurn, & D. Bartschat, & F. Trautwein (Eds.), *Planspiele: Ideen und Konzepte* (pp. 79-103). Norderstedt, Germany: Books on Demand GmbH.
4. Bekebrede, G., **Harteveld, C.,** Warmelink, H., & Meijer, S. (2013). Beauty or the beast: Importance of the attraction of educational games. In C. Gonzalez (Ed.), *Student Usability in Educational Software and Games: Improving Experiences* (pp. 138-160). Hershey, PA: Information Science Reference.
5. Warmelink, H.J.G., Bekebrede, G., **Harteveld, C.**, Mayer, I.S., & Meijer, S.A. (2012). Lessons learned from a decade of game development for higher education in Delft. In C. Nygaard, N. Courtney, & E. Leigh (Eds.), *Simulations, Games and Role Play in University Education* (pp. 171-188). Melbourne, Austrialia: Libri Publishing.
6. Mayer, I.S., **Harteveld, C.**, & Warmelink, H.J.G. (2009). Het politieke spel rond computer games: Voorbij de emoties [The political game surrounding computer games: Beyond the emotions]. In W. Pieters et al. (Eds.), *Gevoel voor Kennis: Jaarboek Kennissamenleving* (pp. 172-196). Amsterdam, the Netherlands: Aksant.

Non-Refereed Journal Articles (6)
1. Chukoskie, L., & **Harteveld, C.** (2025). The nonadaptive advantage: Why our brains can't quit gaming. *Proceedings of the National Academy of Sciences*, *122*(35), e2517079122.
2. **Harteveld, C.,** & Suarez, P. (2015). Guest editorial: Games for learning and dialogue on humanitarian work. *Journal of Humanitarian Logistics and Supply Chain Management*, *5*(1), 61-72. [SJR: 0.695; H-Index: 25; Ranking: 32/114 Management Information Systems]
3. **Harteveld, C.**, Thij, E. ten, & Copier, M. (2011). Guest editorial: Design for engaging experience and social interaction. *Simulation & Gaming: An Interdisciplinary Journal*, *42*(5), 590-595. doi:10.1177/1046878111426960 [SJR: 0.510; H-Index: 60; Ranking: 25/260 General Social Sciences]
4. **Harteveld, C.,** & Bruijne, M. de (2009). Hoe echt is een virtuele crisis? De rol van serious gaming in crisis- en rampenbestrijding [How real is a virtual crisis? The role of serious gaming in crisis and disaster management]. *Bestuurskunde*, *18*(3), 60-69
5. Bueren, E.L. van, Mayer, I.S., **Harteveld, C.**, & Scalzo, R. (2009). Van tekentafel naar bestuurlijke implementatie. Gamen met bestuurders in rechtspraak en het Openbaar Ministerie [From the designers table to administrative implementation: Gaming with professionals in the judiciary and the public prosecution office]. *Bestuurskunde*, *18*(3), 47-59.
6. Bekebrede, G., & **Harteveld, C.** (2007). Van COTS naar MODS: Ontwikkelmethoden voor serious games [From COTS to MODS: Development methods for serious games]. *Informatie*, *49*(10), 20-25.

Non-Refereed Short and Full Conference Papers (3)
1. **Harteveld, C.**, & Van den Bergh, R. (2008). Serious game design workshop. In P. Markopoulos, J. Hoonhout, I. Soute & J. Read (Eds.), *International Conference on Fun and Games, Eindhoven, the Netherlands*, October 20-21, 2008 (pp. 68-73). Eindhoven, the Netherlands: Eindhoven University of Technology.
2. **Harteveld, C.** (2008). A playful approach to flood defence. In S.P. Simonovic, P.G. Bourget, & S.F. Blanchard (Eds.), *Managing Flood Risk, Reliability & Vulnerability: Proceeding of the 4th International Conference on Flood Defence*, Toronto, Canada, May 6-8, 2008 (pp. 631-638). Toronto, Canada: Institute for Catastrophic Loss Reduction.

3. **Harteveld, C.** (2007). Using the Unreal Engine to build playful cities: How the modding experience of Levee Patroller can be applied to sustainable urban development. Paper presented at *The Playful City: Serious Gaming for Sustainable Development*, November 29, Delft, the Netherlands.

Refereed Abstracts/Posters/Demos/Perspectives/Workshops (12)

1. Yu, S.**, & **Harteveld, C.** (2025). HoloViz Office: Location-Independent Mixed Reality Workspace for 3D Medical Data Visualization. In *Proceedings of the 2025 31st ACM Symposium on Virtual Reality Software and Technology* (pp. 1-2).
2. Kleinman, E.*, Seif El-Nasr, M., Pfau, J., Kriglstein, S., Wallner, G., Melhart, D., ... & **Harteveld, C.** (2024). Ethics and Transparency in Game Data. In *Companion Proceedings of the 2024 Annual Symposium on Computer-Human Interaction in Play* (pp. 466-470).
3. Kleinman, E.*, & **Harteveld, C.** (2024). The untapped potential of escape rooms as gamified research environments. In *Companion Proceedings of the 2024 Annual Symposium on Computer-Human Interaction in Play* (pp. 276-278).
4. Canossa, A., Metze, T., Zhu, J., & **Harteveld, C.** (2024). Visceral Rhetoric for a Post-Factual Society. In *Abstract Proceedings of DiGRA 2024 Conference: Playgrounds*.
5. Alsebayel, G.**, Troiano, G., & **Harteveld, C.** (2024). "Not nice!": Towards understanding dark patterns in commercial health apps. Paper presented at CHI' 24 workshop.
6. Zhu, J., Lei, Y., Shah, A., Schein, G., Ghaednia, H., Schwab, J., **Harteveld, C.**, & Mueller, S. (2022). Monitoring muscle engagement via electrical impedance tomography for unsupervised physical rehabilitation. In *Adjunct Proceedings of the 35th Annual ACM Symposium on User Interface Software and Technology*.
7. Sutherland, S., Althoff, W., Amato, A., Bunyea, L., Duke, T., **Harteveld, C.**, Matuk, C., Olguin, K., Partlan, N., Seif El-Nasr, M., Snodgrass, S. & Smith, G. (2020) Analysis of design decisions on reinforcing stereotypes in games. *AERA Annual Meeting*, San Francisco, CA http://tinyurl.com/rvbou8j
8. Matuk, C., Sutherland, S.C., Althof, W., Snodgrass, S., Partlan, N., Smith, G., Seif El-Nasr, & **Harteveld, C.** (2019). Synergies between research and game design: Reflections on interactive narrative experiments by student game designers. *Poster Presentation at the AERA Annual Meeting*, Toronto, Canada.
9. Avera, A.**, Sun, Y.**, Liang, C.**, **Harteveld, C.**, Kaeli, D., & Sutherland, S. C. (2016). The best predictor of future reliance is past reliance. Presented at the *12th Annual Symposium of the Houston Human Factors and Ergonomics Society*, June, Houston, TX.
10. Abdoun, T., **Harteveld, C.**, El-Sekelly, W., Grover, D.**, Bennett, V., El-Shamy, U., & McMartin, F. (2016). A mixed reality field testing educational game for geo-engineering education. Presented at *Geotechnical & Structural Engineering Congress*, February 14-17, Phoenix, AZ.
11. **Harteveld, C.**, Sutherland, S.C.*, & Smith, G.M. (2015). Design considerations for creating game-based social experiments. Paper presented at the *2015 ACM Conference on Computer-Human Interaction (ACM CHI 2015) Workshop, Researching Gamification: Strategies, Opportunities, Challenges, Ethics*, Seoul, South Korea.
12. Ozgun, O., Ruth, M., **Harteveld, C.**, & KC, B. (2015). Dynamics of urban warming: How human-environment interaction creates urban heat islands? Presented at *System Dynamics Conference*, July 19-23, Cambridge, MA.

INVITED PRESENTATIONS

1. *Games That Matter: Nearly Two Decades of Playing Games for Real Change*. University Invited Speaker at Iowa State University, September 30, 2025; Keynote at the 8th Conference on Computer Games (CGCO 2026).
2. Leveling up: Insights from Game Design. *UDLAP* in Puebla, Mexico, March 20, 2025.
3. *Gameful Design with StudyCrafter*. University of Southern California, Design Week, University of York*,* online, April-October 2022
4. *Scaling Gamified Learning*. Beijing Normal University Game Studies Speakers series, online, December 18, 2020
5. *Empowering + connecting people for social good*. China International Cartoon and Animation Festival (CICAF) in Hangzhou, China, May 1, 2019.
6. *Why you should be serious about serious games: The role and importance of serious games in the 21ˢᵗ Century*. Student Animation Festival at Communication University of China, Beijing, October 27, 2018.
7. *Creativity and design in interdisciplinary research*. ACM International Conference on Computer Science Research and Innovations. Ibadan, Nigeria, September 7, 2016.
8. *Interactive games for legal services*. Legal Services Corporation's Technology Initiative Grants Conference, San Antonio, TX, USA, January 14, 2016.
9. *Finding the game in decision making: Advancing the use of games to study and train decisions*. MIT Lincoln, Burlington, MA, USA, July 10, 2015.
10. *Play for resilience and sustainability*. University of Rhode Island, Kingston, RI, USA, March 13, 2015.
11. *Serious gaming as a learning tool for self-represented parties (Session 1) and Collaborative Game Design Workshop (Session 2)*. Legal Services Corporation's Technology Initiative Grants Conference, San Antonio, TX, USA, January 15, 2015.
12. *Play for resilience and sustainability*. Kansas State University, Manhattan, KS, USA, October 16, 2014.
13. *So why did you do that? The meaning behind player decision-making*. Game User Research Summit, San Francisco, CA, USA, March 18, 2014.
14. *Using games to visualize environmental risks*. Information Design and Data Visualization Symposium, Boston, USA, June 20, 2012.
15. *Making sense of virtual risks*. Guest Lecture at MIT, RPI, Northeastern University, Indiana University, University of New Mexico, USA, May, 2012,
16. *Practiceware, serious games, persuasive games, sims, immersive learning environments, and so on: About what are we talking?* New Media Event, Delft, the Netherlands, November 26, 2009.
17. *Virtuele nattigheid: De geschiedenis en toekomst van Dijk Patrouille* [Virtual wetness: The history and future of Levee Patroller]. Game in the City: Breaking the rules, Amersfoort, the Netherlands, November 6, 2008.
18. *Virtuele werelden als experience factory* [Virtual worlds as experience factory]. Experience Factory Exhibition, Delft, the Netherlands, October 30, 2008.
19. *Back to the basics: Serious games nader verklaard* [Back to the basics: Serious games explained]. Gaming@firstlife, Utrecht, the Netherlands, December 11, 2007.
20. *A research methodology for developing serious games*. Panel at DIGRA 2007: Situated Play, Tokyo, Japan, September 28, 2007.
21. *Spelend leren in virtuele werelden* [Playful learning in virtual worlds]. Symposium Greetings from Second Life, Breda, the Netherlands, April 18, 2007.

CREATIVE ACTIVITY: GAMES
Note: This list excludes games that my PhD and Master students work on as part of their thesis.

2021-Current *XERT:* XR training (both virtual and augmented reality) for cold spray and robotics painting practitioners. Status: fully functional.

2021-Current *Chrysalis:* VR physical rehabilitation training for anterior cruciate ligament (ACL) and total knee arthroplasty. Status: prototype.

2018-Current *Fixer Upper:* Experimenting how to make homes resilient for flooding and other extreme events. Status: online prototype.

2015-Current *GeoExplorer:* Mixes laboratory experiments, computer simulation, lectures and virtual environments in order to improve decision-making skills and provide practical experience to engineering students. Status: fully functional.

2015-Current *TinySea:* Teaching the importance of climate change in the context of marine life to middle school students. Status: online prototype.

2017-Current *Gamified Experiments:* A series of traditional experiments that were translated into games. Status: available online.

2017-Current *Gamified Surveys:* A series of traditional surveys (e.g., Big Five) that were translated into games. Status: available online.

2013-Current *StudyCrafter:* A free engine to empower users to create, play, share, and analyze gamified projects. Status: fully functional.

2020 *"What's Next?":* A game to elicit stories from how a post-covid future would look like. Status: online prototype.

2015-2019 *Debris:* Explore how multi-objective infrastructure problems can be solved by having humans collaborate with algorithms. Status: prototype.

2016-2019 *Embrace:* Help female cancer survivors cope with how to face challenges in their daily life and building a community. Status: online prototype.

2015-2019 *Building Systems from Scratch:* Using Scratch we are developing a curriculum where students build games about climate change. Status: curriculum available.

2017-2019 *Daedalus:* An ARG puzzle using Slack where teams have to work together to overcome various challenges. Status: prototype.

2015-2019 *RePresent*: Help prepare citizens to face challenging courtroom experiences through online and mobile games. Status: online available.

2014-2018 *VISTALights:* Building a flexible game engine to explore what-if scenarios of disruptions in global supply chains. Status: prototype.

2012-2017 *GrACE:* Large-scale initiative to broaden the field of Computer Science through games. Status: multiple prototypes/studies. Status: prototype.

2014-2016 *Urban Heat:* System dynamics and GIS driven game for decision makers around urban heat islands. Status: prototype.

2011-2012 *Leadership Training Game for Public Service Managers:* A multiplayer tablet-based leadership game for Rijkswaterstaat, the executive arm of the Dutch Ministry of Infrastructure and the Environment Status: handed over game.

2008-2012 *Hazard Recognition Game:* Exploring the use of gaming for a multinational oil company. Status: two prototypes and report.

2008-2009 *Serious Gaming for Flood Control 2015:* Developed a vision for using games for flood control. Status: several prototypes and report.

2006-2012	*Levee Patroller:* A single player 3D first person game that helps to make sense of flood risks. Part of my MS and PhD research. Status: open source game.
2007	*TU Delft Island:* Developed an interactive tour of university highlights in Second Life. Status: work archived.
2007	*Cyberdam 3D:* Using ActiveWorlds developed a playground for educators and students to plan the redesign of an urban region. Status: work archived.

GRANTS
- Total external: $14,727,676 (my part: $6,650,711)
- Total internal: $668,715 (my part: $447,048)
- **Total: $15,396,391** (my part: $7,097,760)

External–Funded (24)

1. **Environmental Protection Agency** grant from the Office of Environmental Education for *BEEK: Behavioral Energy Efficiency Kit + Game; An environmental education coalition to empower K-12 Youth in Title I Schools to reduce energy burden* with Malini Srivastava (PI), Panayiota Kendeou, Aaron Yang (Co-PIs) for **$133,925**. Role: Co-PI subaward for $5,000. Period: February 2025-January 2027 (2 years).
2. **National Science Foundation** grant for Research on Innovative Technologies for Enhanced Learning (RITEL) for *AI-Empowered Reflective Learning Across the Virtuality Spectrum* with Eileen McGivney, Seth Cooper, Erica Kleinman, Mehmet Kosa (Co-PIs) for **$900,000**. Role: PI. Period: November 2024-October 2027 (3 years).
3. **National Science Foundation** grant for Responsible Design, Development, and Deployment of Technologies (ReDDDoT) for *An AI toolkit for Designing Inclusive Digital Activities for Older Adults* with Bob De Schutter (PI), Celia Pearce, Leanne Chukoskie, Miso Kim (Co-PIs) for **$300,000**. Role: Co-PI. Period: September 2024-August 2026 (2 years).
4. **National Science Foundation** grant for Research on Emerging Technologies for Teaching and Learning (RETTL) for *Accelerating Skill Acquisition in Complex Psychomotor Tasks via an Intelligent Extended Reality Tutoring System* with Mohsen Moghaddam (PI), Kemi Jona, Mehmet Kosa (Co-PIs) for **$849,584**. Role: Co-PI. Period: July 2023-July 2027 (4 years).
5. **National Science Foundation** grant for Strengthening American Infrastructure (SAI) for *Designing an Improved Information Infrastructure for Better Decision Making in Pharmaceutical Supply Chains* with Jacqueline Griffin (PI), Ozlem Ergun, David Kaeli, Stacy Marsella (Co-PIs) for **$750,000**. Role: Co-PI. Period: Sept 2022-Aug 2025 (3 years).
6. **National Center for Manufacturing Sciences** contract for *Virtual Reality and Augmented Reality Tools for Workforce Training in Robot-Enabled Manufacturing* for **$1,601,282**. Role: PI for $896,465. Period: Sept 2021-Mar 2023 (1.5 years).
7. **National Science Foundation** grant in Improving Undergraduate STEM Education (IUSE) for *StudyCrafter: An AI-Supported Platform for Engaging Learners to Conduct Research with Human Subjects* with Magy Seif El-Nasr, Elin Carstensdottir, Edward Melcer, Steven Sutherland, and Camillia Matuk (Co-PIs) for **$2,000,000**. Role: PI for $679,725. Period: May 2022-April 2026 (4 years).
8. **National Science Foundation** grant in CS4All for *Designing Computational Thinking to Broaden Participation in Computer Science* with Giovanni Troiano, Gilly Puttick, and Michael Cassidy (Co-PIs) for **$499,999**. Role: PI for $372,522. Period: Sept 2021-Aug 2023 (2 years).

9. **National Science Foundation** grant for *Rapid Monitoring and Assessment of Critical Pharmaceutical Supply Chains* with Jacqueline Griffin (PI), Ozlem Ergun, David Kaeli, Stacy Marsella (Co-PIs) for **$99,901**. Role: Co-PI. Period: May 2020-April 2021 (1 year).

10. **National Science Foundation** grant in Improving Undergraduate STEM Education (IUSE) for *Scaling Up the Use of Mixed Reality in Civil Engineering Education* with Tarek Abdoun, Victoria Bennett, and Yevgeniya Zastavker (Co-PIs) for **$2,441,549**. Role: PI for $1,342,010. Period: Oct 2019-Sept 2023 (4 years).

11. **Office of Naval Research (ONR)** Cyber Initiative through the Kostas Research Institute for Exploring Human-Centered Design for Human-Machine Collaboration in High-Stakes Decision Making Scenarios for **$60,000**. Role: PI. Period: Sep 2018-Oct 2019 (1 year).

12. **National Science Foundation** grant for Cyberlearning for *Empowering Learners to Conduct Playful Experiments* with Camillia Matuk, Gillian Smith, Steven Sutherland (Co-PIs) for **$550,000**. Role: PI. Period: Sept 2017-Aug 2019 (2 years).

13. **Defense Advanced Research Projects Agency** grant for *Advancing Methodology for Social Science Research with Alternate Reality Games: Proof-of-Concept Through Measuring Individual Differences and Team Performance* with Magy Seif El-Nasr (PI), Paola Rizzo, Truong-Huy Nguyen, and Paul Fombelle (Co-PIs) for **$497,949**. Role: Co-PI. Period: Sept 2017-Aug 2018 (1 year).

14. **Legal Services Corporation** Technology Initiative Grant (TIG) for continuing *Self-Represented Parties Advocacy Game Design Project* with Statewide Legal Services of CT (PI), New Haven Legal Assistance, and NuLawLab (Co-PIs) for **$123,563** (no overhead). Role: Co-PI. Period: Jan 2017-Jan 2018 (1 year).

15. **Defense Advanced Research Projects Agency** Young Investigator Award for *Personalized and Crowdsourced Scenario Generation* for **$375K**. Role: PI. Period: Sep 2016-Aug 2018 (2 years).

16. **National Science Foundation** grant in Critical Resilient Interdependent Infrastructure Systems and Processes (CRISP) for *Multi-Agent Modeling Framework for Mitigating Distributed Disruptions in Critical Supply Chains* with Jacqueline Griffin (PI), Ozlem Ergun, David Kaeli, Stacy Marsella (Co-PIs) for **$500,000**. Role: Co-PI. Period: Sept 2016-Aug 2019 (2 years).

17. **Renewal Schlumberger Foundation** 2015-2016 Faculty for the Future Fellowship grant for Yetunde Folajimi (University of Ibadan, Nigeria) with Gillian Smith for **$40,000**. Role: Primary Advisor. Period: Sept 2016-Aug 2017 (1 year).

18. **National Science Foundation** grant in STEM + Computing Partnerships (STEM+C) for *Research on the Development of Computational Thinking and Systems Thinking in Middle School Students through Explorations of Complex Earth Systems* with Gillian Puttick (PI), Gillian Smith, Eli Tucker-Raymond (Co-PIs) for **$1,799,981**. Role: Co-PI for $450,365. Period: Sept 2015-Aug 2018 (3 years).

19. **Schlumberger Foundation** 2015-2016 Faculty for the Future Fellowship grant for Yetunde Folajimi (University of Ibadan, Nigeria) with Gillian Smith for **$40,000**. Role: Primary Advisor. Period: Sept 2015-Aug 2016 (1 year).

20. **Legal Services Corporation** Technology Initiative Grant (TIG) for *Self-Represented Parties Advocacy Game Design Project* with Statewide Legal Services of CT (PI), New Haven Legal Assistance, NuLawLab, and Gillian Smith (all Co-PIs) for **$91,840** (no overhead). Role: Co-PI for $38,000. Period: Jan 2015-Jan 2016 (1 year).

21. **National Science Foundation** grant in Advancing Informal STEM Learning (AISL) for *GrACE: An AI-Based Game for Broadening Participation in Computer Science and Teaching Computational Thinking* with Gillian Smith (PI) for **$298,605**. Role: Co-PI. Period: Sept 2014-Aug 2016 (2 years). [1st re-submission]
22. **National Science Foundation** grant in Improving Undergraduate STEM Education (IUSE) for *Mixed Reality and Mobile Gaming for 21st Century Engineering Education* with Tarek Abdoun (PI), Victoria Bennett, and Usama El-Shamy (Co-PIs) for **$659,875**. Role: Co-PI for $218,250. Period: Aug 2014-Aug 2017 (3 years). [1st re-submission]
23. **Deltares** grant for PhD research for continuing my master's thesis research for **€100,000**. Period: Mar 2007-Feb 2011.
24. **SAGASNET** workshop participant grant for Developing Narrative Games/On-line Worlds workshop for **€800**. Period: 2006.

Internal–Funded (21)

1. **CAMD Research, Scholarship and Creative Activity Grant** for dissemination of the Ghostlab papers at CHI'24 for $6,000.
2. **CAMD Impact Group funding** for *Games for Life* with Bob De Schutter (PI) and Leanne Chukoskie, Miso Kim, and Celia Pearce (Co-PIs) for **$20,000**. Role: Co-PI. Period: Jan 2023-Dec 2023 (1 year).
3. **Institute for Health Equity and Social Justice Research's Advancing Health Equity Pilot Award** for *An Intergenerational Gamejam* with Leanne Chukoskie (PI) and Bob De Schutter, Miso Kim, and Celia Pearce (Co-PIs) for **$5,000**. Role: Co-PI. Period: Sept 2022-Jun 2023 (1 year).
4. **Tier-1 Northeastern University FY22** seed funding for *Detecting Pediatric Dysarthria: A Tech-Assisted Approach for Earlier Diagnosis* with Kristen Allison (PI) and Sarah Ostadabbas (Co-PI) for **$50,000**. Role: Co-PI. Period: Jul 2022-Aug 2023 (1 year).
5. **Tier-1 Northeastern University FY21** seed funding for *Mentored Award: Moving Data Beyond the Screen: Creating Hybrid Experiential Opportunities for Coastal Sustainability and Food Security* with Laura Perovich (PI) and Brian Helmuth (Co-PI) for **$50,000**. Role: Co-PI. Period: Jul 2021-Aug 2022 (1 year).
6. **CAMD University Cluster Collaborative Seed Grant Program** for *Reducing Anxiety among Older Adults and Caregivers in the face of COVID-19 with Mental Health Focused Game-Based Interventions* with Miso Kim (PI) for $5,000. Role: Co-PI. Period: Jan 2021-Aug 2021.
7. **COVID-19 Internal support** for COVID-19 StudyCrafter projects for $6,000. Role: PI. Period: March 2020-Aug 2020.
8. **Tier-1 Northeastern University FY20** seed funding for *Mentored Award: Understanding Compliance with AI Advise for the Design of Better Human-Machine Hybrids* with Yael Karlinsky Shichor (PI) for **$50,000**. Role: Co-PI. Period: Jul 2020-Aug 2021 (1 year).
9. **CAMD Research, Scholarship and Creative Activity Grant** for dissemination of the Teamwork and Adaptation in Games (TAG) paper for $1,500.
10. **Tier-1 Northeastern University ICORPS** funding for developing a business proposition for StudyCrafter for **$5,000**. Role: PI. Period: May 2019-Aug 2019.
11. **Tier-1 Northeastern University FY19** seed funding for *C5: Crowdsourced Co-Creation of Cyberlearning Content* with Christoffer Holmgard (PI), Wolfgang Gatterbauer, Yevgeniya Zastavker (Co-PIs) for **$50,000**. Role: Co-PI. Period: Jul 2018-Jun 2019 (1 year).

12. **Dean's Fellow** seed funding for *Designing and Engaging Sustainable Cities and Communities* with David Fannon and Michelle Laboy for **$15,000**. Period: Nov 2017-Oct 2018 (1 year).
13. **Tier-1 Northeastern University FY18** seed funding for *Measuring Team Performance with Alternate Reality Games* with Paul Fombelle (PI) and Magy Seif El-Nasr (Co-PI) for **$50,000**. Role: Co-PI. Period: Jul 2017-Jun 2018 (1 year).
14. **Collaborative Faculty Research and Creative Activity Incentive Grant** by the College of Arts, Media and Design at Northeastern University for *Embrace: An Innovative Social Game for Women with Cancer to Improve Self-Management Needs* with Susan Mello (Co-PI) for **$10,000**. Role: PI. Period: May 2016-Apr 2017 (1 year).
15. **Tier-3 Northeastern University** funding for Advancing Undergraduate Learning and Teaching for *Portal for Gamified, Online, Non-Linear Course Delivery* with Alessandro Canossa (PI) and Magy Seif El-Nasr (Co-PI) for **$25,000**. Role: Co-PI. Period: Jul 2015-Jun 2016 (1 year).
16. **Tier-1 Northeastern University FY16** seed funding for Interaction between *Human in the Loop Design and Optimization for Resilient Infrastructure Networks* with Ozlem Ergun (Co-PI) for **$50,000**. Role: PI. Period: Jul 2015-Jun 2016 (1 year).
17. **Advancing Undergraduate Teaching and Learning** grant at Northeastern University for *Mad Science: A Game-Based Learning Experience on Research Methods* with Gillian Smith and Joseph Schwartz (Co-PIs) for **$10,000**. Role: PI. Period: Jul 2014-Jun 2015 (1 year).
18. **Tier-1 Northeastern University FY15** seed funding for *Interaction between Socio-Economic Changes and Urban Warming Problem: Modeling the Feedbacks and Identifying the Leverage Points* with Matthias Ruth (PI) for **$50,000**. Role: Co-PI. Period: Jul 2014-Jun 2015 (1 year).
19. **Tier-1 Northeastern University FY15** seed funding for *An AI-Driven Game for Broadening Participation in Computer Science* with Gillian Smith (PI) for **$50,000**. Role: Co-PI. Period: Jul 2014-Jun 2015 (1 year).
20. **Collaborative Faculty Research and Creative Activity Incentive Grant** by the College of Arts, Media and Design at Northeastern University for *Game-Based Platform for Crowdsourced Experimentation and Citizen Science* with Gillian Smith (Co-PI) for **$10,000**. Role: PI. Period: Nov 2013-Oct 2014 (1 year).
21. **Delft University of Technology** grant for PhD research for continuing my master's thesis research for **€140,000**. Period: Mar 2007-Feb 2011.

TEACHING
Note: As of Fall 2021, due to the Associate Dean position, I have had no teaching obligations.

<u>At Northeastern University</u>
INAM5964 Projects for Professionals: Game Studio (extracurricular), Spring 2022, 11 students
INAM5964 Projects for Professionals: Game Studio (extracurricular), Fall 2021, 11 students
INAM5964 Projects for Professionals: Game Studio (extracurricular), Summer 2021, 11 students
INAM5964 Projects for Professionals: Game Studio (extracurricular), Spring 2021, 13 students
GSND7990 Thesis, Spring 2021, 13 students
GSND6330 Player Experience, Fall 2020, 13 students
GSND7990 Thesis, Spring 2020, 10 students
GSND6330 Player Experience, Fall 2019, 10 students, *new course*
GSND6140 Psychology of Play, Spring 2018, 12 students

GSND5130 Usability and Empirical User Research, Fall 2017, 22 students
GSND5130 Game User Research, Spring 2017, 6 students, *revised course*
GSND5130 Usability and Empirical User Research, Fall 2016, 15 students
GAME2650 Intro to Game Research Methods, Spring 2016, 8 students, *new course*
GAME3300 Game Interface Design, Fall 2014, 18 students
GSND5130 Usability and Empirical User Research, Fall 2015, 8 students, *new course*
GAME3300 Game Design Capstone I, Fall 2015, 26 students, co-taught
GAME4701 Game Design Capstone II, Spring 2015, 14 students
GAME2500 Foundations of Game Design, Spring 2015, 33 students
GAME3300 Game Interface Design, Fall 2014, 18 students
GAME3300 Game Interface Design, Fall 2013, 23 students
GAME2200 Games and Learning, Spring 2013, 6 students, *new course*
GAME3300 Game Interface Design, Fall 2012, 13 students, *revised course*

<u>At Delft University of Technology (all co-taught)</u>
SPM6210 Serious Games & Virtual Worlds Colloquia, Fall 2011, 6 students, *new course*
SPM9250 Tools, Skills and Techniques for Consultants, Fall 2010, 25 students, *new course*
SPM9235 Game Design Project, Spring 2009–2011, 20-25 students

ADVISING
Note: I was unable to hire PhD students until Spring 2017 – thus, 5.5 years into my tenure-track of 6 years - when I received my affiliated appointment with the College of Engineering. As of Fall 2021, the College of Arts, Media and Design started its first PhD program in Interdisciplinary Design and Media.

Co-op is 4- or 6-month internship of 20 or 40 hrs/w; RA is Research Assistant for 10-20 hrs/w.

<u>Postdocs (13)</u>

2023-2025	**Erika Kleinman**, PhD from UCSC on Computational Media. Now: Assistant Research Professor at Northeastern University
2023-2024	**Omid Mohaddesi**, PhD from Northeastern on Serious Games. Now: Research Scientist at Amgen
2022-2024	**Mehmet Kosa**, PhD from METU on Game User Research. Now: Tenure-Track Assistant Professor at Marshall University
2022	**Rifatul Islam**, PhD from Texas Tech on VR. Now: Tenure-Track Assistant Professor at Kennesaw State University
2019-2022	**Tiago Machado**, PhD from NYU on Game AI. Now: Research Scientist at IBM.
2018-2020	**Giovanni Troiano**, PhD from University of Copenhagen on Interfaces. Now: Tenure-track Assistant Professor at Kennesaw State University
2018-2019	**Dylan Schouten**, PhD from Delft University of Technology on HCI. Now: Associate System Designer at DIGIT Game Studios
2018-2019	**Sam Snodgrass**, PhD from Drexel University on Game AI and Machine Learning. Now: Research Scientist at Modl.ai
2015-2018	**Yetunde Folajimi**, PhD from University of Benin, Nigeria on Game AI. Now: Associate Professor at Wentworth Institute of Technology
2015-2017	**Jacqueline Barnes**, PhD from Indiana University on Educational Games. Now: Senior Research Scientist at Pittsburgh Children's Museum

2015-2017	**Amy Hoover**, PhD from University of Central Florida on Computational Creativity. Now: Tenure-track Assistant Professor at New Jersey Institute of Technology
2015-2016	**Hassen Gharbi**, PhD from National Institute of Applied Sciences of Toulouse, France on Supply Chain Resilience. He returned to his Assistant Professor position at University of La Manouba, Tunisia after his postdoc
2014-2015	**Steven C. Sutherland**, PhD from Southern Illinois University on Experimental Psychology using games. Now: Associate Professor at University of Houston-Clear Lake where he set up a Serious Games and Simulations program

PhD Students - Advisor (20)

2025-Current	**Wei Wu**, PhD in Interdisciplinary Design and Media, *primary advisor*
2025-Current	**Ximena Lainfiesta**, PhD in Interdisciplinary Design and Media, *primary advisor*
2025-Current	**Cansu Cansa**, PhD in Interdisciplinary Design and Media, *co-advisor*, primary advisor: Tad Hirsch
2025-Current	**Hector Fan**, PhD in Interdisciplinary Design and Media, *co-advisor*, primary advisor: Mark Sivak
2025-Current	**Melika Vafafar**, PhD in Computer Science, London campus, *co-advisor*, primary advisor: Sian Joel-Edgar, other co-advisor: Jim Ang
2023-Current	**Daijin Yang**, PhD in Interdisciplinary Design and Media, *primary advisor*, co-advisor: Nabeel Gillani
2023-Current	**Aubrey Simonson**, PhD in Interdisciplinary Design and Media, *primary advisor*
2023-Current	**Chin Huen Maria Chiu**, PhD in Interdisciplinary Design and Media, *primary advisor*, co-advisor: Chris Bono (MGH)
2022-Current	**Alayt Issak**, PhD in Interdisciplinary Design and Media, *primary advisor*, co-advisor: Ilya Vidrin
2022-Current	**Fey Sonbudak**, PhD in Interdisciplinary Design and Media, *primary advisor*, co-advisor: Eileen McGivney
2022-Current	**Nathan Miner**, PhD in Interdisciplinary Design and Media, *primary advisor*, co-advisor: Chris Bono (MGH)
2021-Current	**Mahsa Nasri**, PhD in Interdisciplinary Design and Media, *primary advisor*, co-advisor: Leanne Chukoskie
2021-Current	**Uttkarsh Narayan**, PhD in Interdisciplinary Design and Media, *primary advisor* co-advisor: Adriana de Souza e Silva
2021-Current	**Amir Abdollahi**, PhD in Industrial Engineering, *primary advisor*, co-advisor: Ozlem Ergun.
2020-Current	**Ghada Alsebayel**, PhD in Computer Science, *primary advisor*, co-advisor: Herman Saksono
2017-Current	**Nithesh Javvaji**, PhD in Interdisciplinary Engineering, *primary advisor*, co-advisor: Ozlem Ergun.
2020-2025	**Abdelrahman Madkour**, PhD in Computer Science, *co-advisor*, primary advisor: Stacy Marsella, *Covering Designers' Bayes-ic needs: Probabilistic Semantics for Structured Design Spaces*. Now: Research Scientist at Meta.
2017-2023	**Omid Mohaddesi**, PhD in Industrial Engineering, *primary advisor*, co-advisor: Ozlem Ergun, *Understanding Human Decision-Making in Supply Chains: Using Serious Gaming for Modeling Action, Thought, and the Environment*. Now:

Research Scientist at Amgen

2020-2021	**Sara Al Bunian**, PhD in Computer Engineering, *primary advisor*, co-advisor: Magy Seif El-Nasr, *Content-aware AI-driven design assistance frameworks for graphic design layouts*. Now: returned to job as computer system analyst at Kuwait Petroleum Corporation.
2014-2015	**Hunter Hustus** (US Air Force), Law & Policy Doctoral program, *primary advisor, Nuclear arsenals at low numbers: When Less is Different*. Note: this leads to a Doctorate Degree (2 years total), not PhD Degree

PhD Students - Committee (14)

2026	**Shirley Qian**, PhD student in Human Movement and Rehabilitation Sciences at Northeastern University, thesis committee member, advisor: Leanne Chukoskie.
2026	**Xander Keijser**, PhD student at Wageningen University, thesis committee member, advisors: Igor Mayer
2025	**Hilda Hadan**, PhD student in System Design Engineering at University of Waterloo, thesis committee member, advisors: Lennart Nacke and Leah Zhang-Kennedy
2025	**Athar Mahmoudi-Nejad**, PhD student in Computer Science at University of Alberta, thesis committee member, advisor: Matthew Guzdial
2023	**Isabelle Kniestedt**, PhD student in Systems Engineering at TU Delft, thesis committee member, advisor: Stephen Lukosch
2022-2023	**Jennifer Villareale**, PhD student in Digital Media at Drexel University, thesis committee member, advisor: Jichen Zhu
2022-2023	**Erika Kleinman**, PhD student in Computational Media at UCSC, thesis committee member, advisor: Magy Seif El-Nasr
2022-2023	**Josef DiPietrantonio**, PhD student in Industrial and Systems Engineering at Rensselaer Polytechnic Institute, thesis committee member, advisor: David Mendonca
2020-2023	**Anurag Sarkar**, PhD student in Computer Science at Northeastern University, thesis committee member, advisor: Seth Cooper
2020-2023	**Josh Miller**, PhD student in Computer Science, thesis committee member, advisor: Seth Cooper
2020-2021	**Chaima Jemmali**, PhD student in Computer Science at Northeastern University, thesis committee member, advisor: Seth Cooper
2016-2020	**Malini Srivastava**, PhD Student at Carnegie Mellon University, thesis committee member, advisor: Vivian Loftness
2018-2019	**Elin Carstensdottir**, PhD student in Computer Science at Northeastern University, thesis committee member, advisor: Magy Seif El-Nasr
2015-2019	**Aybike Ulusan**, PhD student Industrial Engineering at Northeastern University, thesis committee member, advisor: Ozlem Ergun

Staff (13)

2025-Current	Shripad Agashe, full-time developer
2024-2025	Rana Jahani, designer/developer/lab manager
2022-2024	Anthony Fanticola, animator
2022-2023	Aubrey Simonson, developer
2022	Benson Yu, animator
2020-2022	Fey Sonbudak, designer, former student

2020-2022	Yuheng Cai, programmer, former student
2019-2021	Uttkarsh Narayan, programmer, former student
2020-2021	Devlin Arduini, artist, former student
2017-2020	Rick Menasce, designer, former student
2016-2018	Dean Thurston, programmer, former student
2016-2018	Nolan Manning, artist, former student
2016-2018	Farah Abu-Arja, artist, former student

Visiting Scholars (7)

2025	Imke Grabe, Visiting PhD Student from ITU Copenhagen
2020-2022	Elina Tochilnikova, Visiting Scholar, PhD from Boston University
2019-2020	Yulin Tian, Visiting PhD Student from Communication University of China
2016-2017	Xina Jiang, Visiting PhD Student from Communication University of China
2016	Jesus Moreno, Visiting PhD Student from Universidad Rey Juan Carlos
2015-2016	Zhu Xiaofeng, Visiting PhD Student from Communication University of China, supervised together with Celia Pearce
Fall 2014	Christoffer Holmgard, Visiting PhD Student from ITU Copenhagen

MS/MFA Thesis Supervision (42)

*Thesis published as full paper (12 in total; approx. 29%); **Thesis in preparation of publication
† Reader only; 🏆 paper award

2024-2025	Varun Phadke* (Industrial Engineering)
2021-2022	Yuxian Zeng, Chujin Zhou* (Computer Engineering), Nathan Miner†*, Amrit Patnaik†*
2020-2021	Heqing Chen, Rilang Chen, Yichun He, Steve Krueger, Mercedes Lamb, Zhe Lei, Yihao Liang, Weipeng Ma, Tianzuo Peng, Joseph Piccuirro, Hongzhe Si, Karina Sinha, Scarlett Wang, Suifang Zhou**
2019-2020	Jack Azadian, Xinyun Chen, Alp Guldur, Matthew Hantsbarger*, Fan Ling, Yuxuan Liu*, Daniel Madden*🏆, Yuanchu Si, Fey Sonbudak, Jing Wang, Wendi Zhang
Past	Ala Abrahimi, Yuheng Cai†, Alex Coburn†*🏆, Tyler Corwin*, Borna Fatehi*, Kyros Jalife†*🏆, Anqi Liu† (MFA), Rick Menasce†*, Uttkarsh Narayan†, Vaishnaviben Shah, Joshiah Veloso, Absinthe Wu†, Yangdon Ye† (MFA)

MS/MFA Students (42)

2025-Current	Nancy Li, MFA in Experience Design, co-op
2023-2024	Shripad Agashe, MS Game Science and Design, RA
2022-2024	Amy Chan, MS Data Science, RA
2022-2024	Mandar Warde, MS Game Science and Design, RA
2022-2023	Syed Asjad, MS Data Analytics, RA
2022-2023	Chin Huen Maria Chiu, MS Game Science and Design, RA
2021-2022	Xiao Ma, MS Game Science and Design, RA
2021	Weitao Cong, MS Game Science and Design, directed study
2021	Nathan Miner, MS Game Science and Design, directed study
2020	Rudra Trivedi, MS Game Science and Design, directed study
2020	Hongshen Xu, MS Game Science and Design, RA
2020	Steven Chang, MS Game Science and Design, RA

2020	Riddhi Padte, MS Game Science and Design, RA
2019-2020	Fey Sonbudak, MS Game Science and Design, RA
2019	Qinyu Chen, MS in Data Science, RA
2018-2019	Anqi Liu, MFA Information Design and Visualization, directed study
2017-2019	Jack Hart, MS Game Science and Design, RA
2018-2019	Alex Coburn, MS Game Science and Design, RA
2018	Hao Yin, MS Game Science and Design, RA, co-op
2018	Sri Bharadwaj Tolety, MS Game Science and Design, RA
2017-2018	Guillermo Romera, MS Game Science and Design, RA/directed study
2016-2018	Tyler Corwin, MS Game Science and Design, RA
2018	Josiah Veloso, MS Game Science and Design, RA
2017-2018	Erinc Argimak, MS Game Science and Design, RA
2017-2018	August Orlow, MS Game Science and Design, RA
2017-2018	Ala Abrahimi, MS Game Science and Design, co-op,
2017-2018	Vaishnaviben Shah, MS Game Science and Design, RA/co-op
2016-2017	Ria Mittal, MS Game Science and Design, RA
2016-2017	Jing Kang, MS Game Science and Design, RA
2016-2017	Borna Fatehi, MS Game Science and Design, RA
2015-2017	Absinthe Wu, MS Game Science and Design, RA/directed study
2017	Divya Agarwal, MS Computer Science, RA
2016-2017	Shubham Gupta, MS Game Science and Design, RA
2015-2017	Shiyu Zhang, MS Game Science and Design, RA, co-op
2015-2017	Michael Williams, MS Game Science and Design, RA, co-op/research study
2015-2017	Rick Menasce, MS Game Science and Design, RA, research study
2015-2017	Jiayu Liu, MS Game Science and Design, RA, research study
2016	Jeanie Choi, MFA Interdisciplinary Arts, RA, research study
2015-2016	Farah Abu-Arja, MS Digital Media, RA
2014-2015	Huichen Gao, MS Computer Systems Engineering, RA
2014-2015	Nishitha Yoganand Thuljaram, MS Engineering Management, RA
2014	Yuyang Zhao, MS Computer Systems Engineering, RA

Undergraduate Students (48)

2024	Motto Sereeyothin, Computer Science, co-op
2022-2024	Caleb Myers, Computer Science, RA
2021-2022	Joshua Bartnicki, Industrial Engineering, RA
2021-2022	Madeline Van Hulse, Computer Science, RA
2021	Nicolette Tovstashy, directed study
2020	Devlin Arduini, Game Art & Animation, co-op
2015-2018	Isaac Schutz, Digital Art and Game Design, co-op/RA
2018	Taylor Lee, Games, co-op
2018	Rachel Ellis, Games, co-op
2018	Ian Meyers, Computer Science and Game Development, co-op
2018	Mark Savage, Games, co-op
2018	Andre De Oliveria, Games, co-op
2017-2018	Andrew Barret, Games, RA
2017	Zachary Lee, Computer Science, RA
2017	Zhuohi Li, Digital Art and Game Design, co-op

2017	Aaron Salomon, Digital Art and Game Design, co-op
2016-2017	Annie Cheng, Games, RA
2016-2017	Ciarra Peters, Computer Science, RA
2016-2017	Myra Afzal, Chemical Engineering, RA
2016-2017	Tasha Merchant, Psychology, RA
2016-2017	Daniel Pilon, Sociology, co-op
2016	Harrison Barclay, Electrical and Computer Engineering, RA
2016	Devin Yang, Games, research study
2016	Alexander Nathanson, Games, co-op
2016	Shea Kernan, Industrial Engineering, work study
2016	Joey Goode, Computer Science and Game Design, research study
2016	Geovane Pereira, Game Design, summer intern
2016	Daniela Yumi, Game Design, summer intern
2015-2016	Chisheng Liang, Electrical and Computer Engineering, co-op/RA
2015-2016	Oskar Strom, Digital Art and Game Design, co-op/RA
2015-2016	Dean Thurston, Computer Science and Game Design, co-op/RA
2015-2016	Christopher Clark, Computer Science and Interactive Media, co-op/RA
2014-2016	Nolan Manning, Digital Art and Game Design, co-op/RA
2015-2016	Cody Mello-Klein, English, RA
2015-2016	Daniel Grover, Computer Science and Game Design, co-op/RA
2014-2016	Wilfred Hsie, Computer Science and Game Design, RA
2015	Courtney Toder, Computer Science and Game Design, research study
2015	Mark Trueblood, Digital Art and Game Design, co-op/RA
2015	Amy Stahl, Sociology, RA/research study
2015	Michael Slelom, Digital Art, co-op/RA
Summer 2015	Hilery Chao, Computer Science at Brown University, RA
Summer 2015	Kaithlyn Roose, Psychology at Gannon University, RA
2014	Max Lever, Computer Science and Interactive Media, RA
Summer 2014	Russell Bradley, Digital Art and Game Design, RA
2014	Deniz Ozkaynak, Computer Science and Game Design, independent study
2013	Harrison Lavin, English, co-op
2013	Wildo Perallon, Digital Art and Game Design, co-op
2013	Bruno Agnellini, Graphic Design and Game Design, independent study

Worked closely with (14)
Note: these are students and postdocs that are not advised by me, but with whom I worked very closely on projects, beyond any standard project meetings

2025	Soduri Sasanfar, PhD student Industrial Engineering, advisor: Jackie Griffin
2024-2025	Steven Yoo, PhD student Industrial Engineering at Georgia Tech, advisor: Mohsen Moghaddam
2022-2023	Jennifer Villareale, PhD student Digital Media at Drexel University, advisor: Jichen Zhu
2014-2020	Yifan Sun, PhD student Electrical & Computer Engineering, advisor: David Kaeli
2017-2019	Nathan Partlan, PhD student Computer Science, advisor: Magy Seif El-Nasr
2015-2019	Aybike Ulusan, PhD student Industrial Engineering at Northeastern University, advisor: Ozlem Ergun

2016-2018   Ifyeani Mbah, PhD student Civil Engineering at RPI, advisor: Victoria Bennett
2015-2017   Britton Horn, PhD student Computer Science, advisor: Gillian Smith
2015-2016   Eduardo Gonzalez, Law school student, advisor: Dan Jackson
2015   Binita KC, Postdoc Public Policy, advisor: Matthias Ruth
2015   Lisa Stevens-Goodnight, Law school student, advisor: Dan Jackson
2014-2015   Waleed El-Sekelly, Postdoc Civil Engineering, advisor: Tarek Abdoun
2014-2015   Onur Ozgun, Postdoc Public Policy, advisor: Matthias Ruth
2014   Donald Bass, PhD student Computer Science, advisor: Gillian Smith

SERVICE
Institution Northeastern University
2021-Current Chair CAMD PhD Committee
2021-Current Academic Director for the PhD in Interdisciplinary Design and Media
2017-2022   Graduate Coordinator for the MS in Game Science and Design
2015-2022   Initiated and developed the Northeastern Game Studio, a collaborative studio for the development of games (revamped in 2021)
2021   Search Committee Chair Opportunity Hire in XR
2020-2021   Search Committee Chair Associate/Full Professor in Games
2020   Search Committee Chair Postdoctoral Teaching Fellow
2020   Search Committee Chair Visiting Assistant Professor in Game Design
2020   Search Committee Chair Opportunity Hire in Games
2019-2020   Search Committee Chair Games and Virtual Environments
2016-2021   Lab Space Coordinator (student working space, postdocs, usability lab)
2016-2020   Member of the Task Force for a CAMD PhD program for a new PhD program
2017-2018   Search Committee Member Games and Media Arts
2012-2017   Local lead organizer of the Boston Global Game Jam @ Northeastern University, a 48-hour game jam with currently 160-170 participants
2014-2015   Chair of the Game Design Research Activities Committee
2014-2015   Member of the Game Design Events Committee
2014-2015   Member of the Game Design PhD Committee for creating a PhD Program
Spring 2014 Helped organize the second Northeastern's Annual Game Showcase
2013-2016   Initiated and developed a Game User Research Protocol to accommodate faster processing of IRB approvals
Spring 2013 Set up and organized the first Northeastern's Annual Game Showcase
2012-2014   Helped develop and approve a Master's Degree on Game Science and Design
2012-2014   Member of the Game Design Events and Website Committee
2012-2013   Member of the Art+Design Undergraduate Committee
2012-2013   Helped establish a vision and strategy of the new Game Design Group

Institution Delft University of Technology
2010-2011   Helped develop and establish the first Serious Gaming DreamTeam and associated curriculum
2009-2010   Helped develop a Minor in Consultancy
2008   Theme leader of Grassroots Project for Games in Education where I advised professors about the use of games in their curriculum
2007-2009   Helped develop and establish the GamingStreet (now called GameLab), a collaborative research studio for the development and evaluation of games

Discipline/Profession-Community Building

2026	Foundations of Digital Games (FDG'26) Doctoral Consortium Chair
2020-2026	CHI Associate Chair for Games and Play track (6 times)
2019-2025	CHI PLAY Associate Chair (3 times)
2022-2025	Track (Co-)Chair Serious Games for IEEE Conference on Games (CoG; 2 times)
2020-2025	CHI PLAY Doctoral Consortium mentor (4 times)
2025	Participant Dagstuhl Seminar on The Future of Games in Society
2022-2023	General Chair Conference on Games (CoG) 2023
2023	Participant Dagstuhl Seminar on Game Measures and Player Experience
2021-2022	General Chair International Simulation and Gaming Association (ISAGA) 2022
2022	Participant Dagstuhl Seminar on Human-Game AI Interaction
2021-2022	Chair Special Track Esports and Online Games at The Web Conference 2022
2020-2021	Foundations of Digital Games (FDG'21) Proceedings Chair
2017-2019	Member of the Steering Committee for the FDG conference
2017-2019	Co-Organizer of the ScienceJam at CHI 2018
2016-2017	General Chair International Conference of Foundations of Digital Games (FDG)
2016	Workshop "Using games to teach computer science concepts" at Games+Learning+Society
2016	Senior Program Committee Member DiGRA-FDG Conference
2015	Participant Cyberlearning Workshop
2015	Co-Organizer Workshop Researching Gamification at CHI 2015
2014	Co-Organizer Workshop Playful Virtual Characters at Intelligent Virtual Agents
2013-2015	Guest Editor on Games for Humanitarian Work for the Journal of Humanitarian Logistics and Supply Chain Management
2010-2011	Guest Editor on design for engaging experience and social interaction for the Journal of Simulation & Gaming

Discipline/Profession-Journal Reviewing

1-2 per year	Computers & Education, Entertainment Computing, International Journal of Human-Computer Studies, IEEE Transactions on Learning Technologies, Simulation & Gaming, IEEE Transactions on Games, Computers in Human Behavior, IEEE Transactions on Human-Machine Systems
Past	Information Science, Multimedia Tools and Applications

Discipline/Profession-Conference Reviewing

3+ per year	CHI, CHI PLAY, Foundations of Digital Games (FDG), IEEE Conference on Games (CoG), DiGRA
1-2 per year	ISAGA, DIS, IDC, ASEE, ISMAR, VRST, UIST, ISLS, CSCW
Past	Information Systems for Crisis Response and Management Conference (ISCRAM)

Discipline/Profession-Other Reviewing

2014-Current	National Science Foundation (NSF) panel member; 6 panels + 1 ad-hoc review
2014-2025	Reviewer CHI Game Competition (6 times)

Community/Public

2015-Current	Mentor 1-2 high school students per year for a school project

2014-2024	Collaboration with Northeastern Center for STEM Education in their summer schools and outreach activities for K-12 students
2022-2023	Game for Social Impact for senior secondary and undergraduate students in Nigeria, bootcamp for young Nigerians to learn how to make meaningful games
2015	Open House workshop and demo of *TinySea* at the Marine Science Center
2015	Workshop at Youth Enrichment Day, which is organized to serve youth ages 15-18 and provide tools for success in the future
2007	Exhibited games at the NEMO Museum of Science and Science Centre Delft
2005-2012	Organized various cultural festivals for local communities that included the development and facilitation of large-scale games (>100 participants) such as a real-life *Settlers of Catan* and a Harry Potter themed card trading game