

# INTERDISCIPLINARY DESIGN AND MEDIA PHD

## RECRUITING FACULTY – FALL 2026

**Chenyan Jia**  
**c.jia@northeastern.edu**  
**www.jiachenyan.com**

**Lab:**  
**Human, AI Technology, and Society Lab (HATS)**

**Department:**  
**Journalism**

**Center or Institute Affiliation:**

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### **Position Description:**

**Looking for students whose research interests aligned with the Human, AI Technology, and Society Lab (HATS). The lab studies how humans interact with AI, and the societal impacts of emerging technologies. We are doing interdisciplinary work, drawing theories and methods from social science, human-computer interaction, and computer science.**

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**Research Expectations:**

**Research Interests:**  
**HCI, human-centered AI**

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## RECRUITING FACULTY – FALL 2026

**Dakuo Wang**  
**d.wang@northeastern.edu**  
**dakuowang.com**

**Lab:**  
**NEU HAI**

**Department:**  
**Art + Design**

**Center or Institute Affiliation:**  
**EAI**  
**EAIEAI**

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**Position Description:**

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**Research Expectations:**  
working on human-centered AI system design and user experience in healthcare, education, and workplace settings.

**Research Interests:**  
Human-computer interaction

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## RECRUITING FACULTY – FALL 2026

**Alina Ionica Lungeanu**  
**[alungeanu@northeastern.edu](mailto:alungeanu@northeastern.edu)**  
**<https://www.networkscienceinstitute.org/netlab>**

**Lab:**  
**Networks, Exploration, and Teams Lab (NET Lab)**

**Department:**  
**Communications**

**Center or Institute Affiliation:**  
**Network Science Institute**  
**Network Science InstituteNetwork Science Institute**

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**Position Description:**

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**Research Expectations:**

**Project description:** Biomedical breakthroughs come from collaboration that crosses boundaries. Boundaries created by disciplines, organizations, cultures, professions, and demographics. While cross-boundary collaboration in team science has demonstrated benefits, research also suggests they are unlikely to form, and when they do, are prone to coordination costs. The fundamental goal of this study is to advance our understanding of the biomedical research enterprise and team science.

**RA expectations:** (1) literature review on teams and cross-boundary collaboration; (2) large data collection & cleaning and (3) conduct social network analysis for biomedical research innovation teams.

**Research Interests:**  
**social network, group communication, team formation and performance**

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## RECRUITING FACULTY – FALL 2026

**Christopher Le Dantec**  
**c.ledantec@northeastern.edu**  
**ledantec.net**

**Lab:**  
**Public Computing Lab**

**Department:**  
**Art + Design**

**Center or Institute Affiliation:**

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### **Position Description:**

**Background in any of: computer science, HCI, information science, human-centered design, social science. Other backgrounds will be considered based on research interests.**

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### **Research Expectations:**

**RA's should expect to work on engaged research projects with existing or new external partners in local government and/or community-based organizations. This work will include substantial fieldwork with these partners, the design and development of prototype technologies, and the deployment and assessment of prototype and testbed computing systems in various civic contexts.**

### **Research Interests:**

**human-centered computing, participatory design, digital civics, computer-supported cooperative work, design research,**

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## RECRUITING FACULTY – FALL 2026

**Smit Desai**

**sm.desai@northeastern.edu**

**chainortheastern.net**

**Lab:**

**CHAI Lab (Conversational Human-AI Interactions Lab)**

**Department:**

**Art + Design**

**Center or Institute Affiliation:**

**Communication Studies, Khoury College of Computer Science**

**Communication Studies, Khoury College of Computer  
Science**

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**Position Description:**

The Conversational Human-AI Interactions (CHAI) Lab welcomes students with diverse disciplinary and technical backgrounds who share an interest in designing and studying human-centered AI systems. We are particularly interested in students with expertise in:  
-Human-Computer Interaction (HCI), Human Factors, and Communication Studies – skills in qualitative/ quantitative/ mixed-methods research, participatory/co-design, ethnography, and experimental design.

-Computer Science, Artificial Intelligence, and Data Science – strong programming experience (e.g., Python, web backends), familiarity with machine learning and large language models (LLMs), conversational AI toolkits, and data analysis.

-Design and Creative Disciplines – skills in interaction design, prototyping (low- and high-fidelity), and information visualization.

-Students with hybrid skill sets across design, computing, and human-AI communication are especially encouraged to apply.

Looking ahead, the lab is expanding into:

-Healthcare applications of conversational AI (e.g., supporting crisis or serious illness communication).

-AI for aging and accessibility (e.g., reminiscence technologies, voice-based companions).

-Personalization and personality in LLM-based agents (e.g., tailoring conversational style, affect, or personality to user needs).

-Responsible and explainable AI (e.g., transparency, ethics, and policy implications of human-AI collaboration).

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Students with interests or expertise in these domains will find rich opportunities to shape the lab's trajectory.

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### **Research Expectations:**

During their first two years, research assistants (RAs) in CHAI Lab are expected to contribute to funded projects through activities such as:

- Designing and running user studies with patients, older adults, or everyday users.
- Conducting interviews, surveys, and qualitative/quantitative data analysis.
- Prototyping and developing conversational interfaces (voice and chat-based) using LLMs and related technologies.
- Assisting with IRB applications, study logistics, and cross-institution collaborations.

Develop technical and methodological skills, including:

- Building and iterating on research prototypes/ systems.
- Applying human-centered AI design principles.
- Using established measures (e.g., trust, usability, workload) to evaluate conversational systems.

Engage in dissemination, including:

- Drafting and revising papers for venues such as ACM CHI, CSCW, and CUI.
- Presenting findings at lab meetings, conferences, and workshops.

By the end of their second year, students will have contributed substantially to one or more ongoing projects, developed a clear methodological toolkit, and begun defining their own independent research trajectory within the lab's themes of personalization, collaboration, and support in conversational AI.

### **Research Interests:**

Human-Computer Interaction, Conversational AI, Large Language Models

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## RECRUITING FACULTY – FALL 2026

**Catherine Lambert**

**[ca.lambert@northeastern.edu](mailto:ca.lambert@northeastern.edu)**

**<https://camd.northeastern.edu/people/catherine-lambert/>**

**Lab:**

**Department:**  
**Communications**

**Center or Institute Affiliation:**

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### **Position Description:**

I am seeking PhD students interested in research at the intersection of science, risk, and environmental communication. My research program focuses on advancing understanding of human responses to environmental and technological change, by using interdisciplinary approaches to examine the relationships between people and their environments. By understanding the ways that identity, values, and emotions are interconnected with place, we can identify both overlooked vulnerabilities and sources of resilience, and create more effective strategies for engagement and coproduction of solutions. Areas of research include how these place-based relationships influence attitudes and behaviors related to renewable energy development, climate change mitigation, natural hazards, and environmental crises, and how place-based communication and engagement strategies can illuminate overlooked impacts and injustices from climate change and environmental degradation. My research is primarily qualitative, including ethnographic fieldwork, observations, interviews, focus groups, and other participatory methods, and draws on theory and frameworks from geography, sociology, and science and technology studies. I am looking for a PhD student interested in bringing multidisciplinary perspectives to these problems, and passionate about addressing the challenges of environmental impacts and community resilience. I welcome students with different disciplinary backgrounds; ideal candidates have an interest and/or experience in qualitative research methods, community-based work, and strong writing and communication skills. Students will need to be comfortable, or willing to become comfortable, building community partnerships and working in community settings.

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### **Research Expectations:**

**For the first 2 years of the program, students will have a 20-hour/week graduate RAship in which they will engage with current research projects and design their own. Current projects include:**

- 1. Public perceptions and acceptance of next-generation geothermal technologies in the US and UK**
  - 2. Testing participatory place-based approaches to public engagement in contexts such as PCB contamination in New England and climate change impacts in coastal communities**
  - 3. The use of zines and comics in science and environmental communication**
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## RECRUITING FACULTY – FALL 2026

**Lizzie Yarina**  
**e.yarina@northeastern.edu**

**Lab:**  
**Adaptation Lab**

**Department:**  
**Architecture**

**Center or Institute Affiliation:**

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### **Position Description:**

**Experience with mapmaking and graphic software. Research experience, especially in the qualitative social sciences or archival research. Regional knowledge of Southeast Asia or Netherlands a plus.**

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### **Research Expectations:**

**Support of ongoing research on 1) how ideas of nature shape resilient urban design projects 2) the spatial politics of flood adaptation and 3) the translation of resilient design and planning expertise across global sites. Research tasks may include supporting field research, analysis of interviews or planning/archival documents, fact-checking, literature reviews and supporting paper-writing in later PhD stages.**

### **Research Interests:**

**urban planning, climate change, deltas, representation, political ecology**

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# INTERDISCIPLINARY DESIGN AND MEDIA PhD

## RECRUITING FACULTY – FALL 2026

**Rebecca Kleinberger**  
**[r.kleinberger@northeastern.edu](mailto:r.kleinberger@northeastern.edu)**  
**<https://www.interactanimallab.com/>**

**Lab:**  
**INTERACT Animal Lab**

**Department:**  
**Music**

**Center or Institute Affiliation:**

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**Position Description:**  
**Programming, Prototyping, Fabrication, Animal Studies, Audio Tech**

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**Research Expectations:**  
**Developing Enrichment Technology at the Zoo**  
**Field Research**  
**Data analysis**

**Research Interests:**  
**Human-Computer Interactions, Animals-Computer Interactions, Animal Technology, Voice Technology**

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## RECRUITING FACULTY – FALL 2026

**Kristine Lu**  
**k.lu@northeastern.edu**  
**kristinelu.com**

**Lab:**

**Department:**  
**Art + Design**

**Center or Institute Affiliation:**

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### **Position Description:**

**Prior research experience in social sciences, human-computer interaction, and/or design. Experience and excitement for working in engaged partnership with grassroots organizations, scholar-activism and organizing. Demonstrated dual commitment to social justice/practical impact and rigorous scholarship/theory building. Ideally skills or interest in technical prototyping.**

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### **Research Expectations:**

**Data analysis, literature reviews, prototyping, and work establishing and building partnerships with organizations locally and nationally. Observations and new data collection as partnerships solidify.**

### **Research Interests:**

**social computing, civics and learning, technology for community organizing, community-based design research**

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## RECRUITING FACULTY – FALL 2026

**Aaron Seitz**

**[a.seitz@northeastern.edu](mailto:a.seitz@northeastern.edu)**

**<http://bgc.provost.northeastern.edu>**

**Lab:**

**Brain Game Center for Mental Fitness and Well-Being**

**Department:**

**Art + Design**

**Center or Institute Affiliation:**

**Brain Game Center; CBH**

**Brain Game Center; CBH**

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**Position Description:**

**Game Design for Serious Games. Research with Human Subjects; Understanding of Psychology and Cognition**

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**Research Expectations:**

**Research Interests:**

**games to improve measurement and training of cognitive function**

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## RECRUITING FACULTY – FALL 2026

**Andrew Mall**  
**[xschroeder@northeastern.edu](mailto:xschroeder@northeastern.edu)**  
**[andrewmallphd.com](http://andrewmallphd.com)**

**Lab:**

**Department:**  
**Music**

**Center or Institute Affiliation:**

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### **Position Description:**

**Experience with and/or interest in and willingness to learn ethnographic methods and qualitative data analysis (including computational tools, eg NVivo, Atlas).**

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### **Research Expectations:**

**Opportunities to work with Prof. Mall on two major projects: (1) A mental health needs assessment of participants in punk, hardcore, emo, and metal subcultures, with interventions planned for health communications, resource availability, and clinical care. (2) Addressing challenges to resilience and stability facing local do-it-yourself music scenes, with public policy implications. Experience with and/or interest in and willingness to learn ethnographic methods and qualitative data analysis.**

### **Research Interests:**

**ethnography, music and health, public policy, qualitative research methods**

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# INTERDISCIPLINARY DESIGN AND MEDIA PhD

## RECRUITING FACULTY – FALL 2026

**Miso Kim**  
**misokim@northeastern.edu**

**Lab:**  
**Health and Wellness Design Lab**

**Department:**  
**Art + Design**

**Center or Institute Affiliation:**  
**Center for Design**  
**Center for DesignCenter for Design**

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**Position Description:**  
**Research topics that align with my research interests**

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**Research Expectations:**  
**NA**

**Research Interests:**  
**design for older adults, healthcare design, service design, legal design, design for dignity, design for autonomy**

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