AMY BRUCKMAN
REGENTS' PROFESSOR AND SENIOR ASSOCIATE CHAIR
SCHOOL OF INTERACTIVE COMPUTING

I. EARNED DEGREES

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

II. EMPLOYMENT HISTORY

Regents' Professor	School of Interactive Computing	8/2021—present
Senior Associate Chair	School of Interactive Computing	4/2019—5/2024
Associate Chair	School of Interactive Computing	8/2014—7/2017 1/2017—3/2019
Interim Chair	School of Interactive Computing	7/2017—12/2017
Professor	School of Interactive Computing Georgia Institute of Technology	2012—8/2021
Associate Professor	College of Computing, Georgia Institute of Technology	2003—2012
Assistant Professor	College of Computing, Georgia Institute of Technology	1997—2003

III. HONORS AND AWARDS

- Student Recognition of Excellence in Teaching: Fall Semester 2023 CIOS Honor Roll (For CS 6470 Design of Online Communities)
- Paper Award for Diversity and Inclusion, CSCW 2023
- Student Recognition of Excellence in Teaching: Spring Semester 2023 CIOS Honor Roll (For CS 3001 Computing, Society, and Professionalism)
- Student Recognition of Excellence in Teaching: Fall Semester 2022 CIOS Honor Roll (For CS 6470 Design of Online Communities)
- Student Recognition of Excellence in Teaching: 2022 CIOS Award (For CS 4472 Design of Online Communities, Spring 2022)
- Student Recognition of Excellence in Teaching: 2021 CIOS Award (For CS 4873 Computing, Society, and Professionalism, Fall 2021).
- Student Recognition of Excellence in Teaching: Class of 1934 CIOS Honor Roll. (For CS 4873 Computing, Society, and Professionalism, Fall 2021).
- Best paper honorable mention, CSCW 2021 (Top 5% submissions).

- Best paper with a student presenter, ACM conference on Equity and Access in Algorithms, Mechanisms, and Optimization (EAAMO), 2021
- Student Recognition of Excellence in Teaching: Class of 1934 CIOS Honor Roll. (For CS 4472/Design of Online Communities, Spring 2021).
- Student Recognition of Excellence in Teaching: Class of 1934 Award, 2020. (For CS 4472/6470 Design of Online Communities, Spring 2019).
- Best paper, CSCW 2019 (Top 1% submissions).
- Two best paper honorable mentions, CSCW 2019 (Top 5% submissions).
- ACM Fellow, December 2018.
- Member of The CHI Academy, April 2018.
- Lockheed Excellence in Teaching Award, College of Computing, April 2018.
- Best paper honorable mention, CHI 2017 (Top 4% submissions).
- Georgia Tech Class of 1940 Course Survey Teaching Effectiveness Award, 2016.
- Best paper honorable mention, CHI 2016 (Top 4% submissions).
- College of Computing Faculty Mentor Award, 2016. Senior faculty mentor to junior faculty.
- Best paper, CSCW 2015 (Top 1% submissions).
- Best paper honorable mention, CSCW 2015 (Top 4% submissions).
- Best paper, CSCW 2013 (Top 1% of submissions).
- Best paper honorable mention, CSCW 2013 (Top 4% submissions).
- Georgia Tech Class of 1934 Course Survey Teaching Effectiveness Award, Spring 2012.
- Emerald Management Reviews Citation of Excellence for one of the 50 best articles published in 2009 in management for: Forte, Andrea, Vanessa Larco, and Amy Bruckman (2009). "Decentralization in Wikipedia Governance." Journal of Management of Information Systems, 26:1, 49-72.
- William A. "Gus" Baird Faculty Teaching Award, College of Computing, April 2007.
- Minorities in Computer Science at Georgia Tech, Outstanding Faculty 2005.
- 2002 Jan Hawkins Award for Early Career Contributions to Humanistic Research and Scholarship in Learning Technologies. Award includes invitation to deliver an address at AERA 2003.
- "Outstanding Junior Faculty Research Award." College of Computing, Georgia Tech, April 2002.
- Sigma Xi Young Faculty Research Award, Georgia Tech, April 2002.
- Named one of the "40 Under 40: rising stars in business education and politics" by Georgia Trend Magazine, October 2001.
- Outstanding Use of Educational Technology Award, Georgia Institute of Technology, May 2001.
- Winner of the Fourth Annual Global Information Infrastructure (GII) Awards in the Arts and Culture Category for The Turing Game (with Joshua Berman and Steve Hsu), December 1999.
- Technology Review "100 Young Innovators," November 1999. Named one of the 100 leading young innovators in science and technology in the world by *Technology Review* magazine.

- Dean's Award. "This award is given to the person (or persons) in the College who, in the Dean's opinion, best epitomizes the spirit of the college. It recognizes outstanding dedication to the College and significant efforts for its continued improvement." For creation of UROC program. June 1999.
- Raytheon E-Systems Faculty Fellowship Award (jointly with Jessica Hodgins). $10,000 award to support enhancements to our Video Game Design and Programming class, 1998.
- Two semi-final awards and one special certificate of merit, Third Annual Global Information Infrastructure (GII) Awards, 1997.
- Semi-Finalist and special Certificate of Merit, Second Annual National Information Infrastructure (NII) Awards, October 1996.

IV.   RESEARCH, SCHOLARSHIP, AND CREATIVE ACTIVITIES
Indicate with an asterisk those that resulted from work done at Georgia Tech and put the names of student co-authors in boldface.

A. PUBLISHED BOOKS, BOOK CHAPTERS, AND EDITED VOLUMES
List all books or parts of books published. Include only those accepted or in-press and indicate their status.

A1. Books
- Bruckman, Amy (2022). *Should You Believe Wikipedia? Online Communities and the Construction of Knowledge*. Cambridge University Press.

A2. Refereed Book Chapters
- *Bruckman, A. **Luther, K.**, **Fiesler, C.** (2015). When Should We Use Real Names in Published Accounts of Internet Research? In *Digital Research Confidential* (E. Hargittai and C. Sandvig, editors). Cambridge: MIT Press.
- *Bruckman, Amy (2014). "Research Ethics and HCI." In *Ways of Knowing in HCI* (Wendy Kellogg and Judith Olson, editors). Springer.
- *Bruckman, Amy (2010). "Interviewing Members of Online Communities: a Practical Guide to Recruiting Participants." In Methods for Studying Small Groups: A Behind-the-Scenes Guide (Eds:Andrea B. Hollingshead & Marshall Scott Poole). Taylor Francis/Routledge.
- *Bruckman, Amy (2008). "Returning to Samba School." In *HCI Remixed*, edited by Thomas Erickson and David McDonald. Pp. 93-96. Boston: MIT Press.
- *Bruckman, Amy, **Andrea Forte**, and **Alisa Bandlow** (2007). "HCI For Kids." *Handbook of Human-Computer Interaction*. Second edition. Edited by Julie Jacko and Andrew Sears. NJ: Lawrence Erlbaum Associates.
  - *Reprinted in *Human-Computer Interaction: Designing for Diverse Users and Domains*, Edited by Julie Jacko and Andrew Sears. NJ: Lawrence Erlbaum Associates, 2007.

- *Bruckman, Amy (2006). "Learning In Online Communities." *Cambridge Handbook of the Learning Sciences*, edited by Keith Sawyer. Pp. 461-472. Cambridge University Press.
    - Translated into Japanese, Chinese 2010.
- *Bruckman, Amy (2006). "Analysis of Log File Data to Understand Behavior and Learning in an Online Community." In *International Handbook of Virtual Learning Environments*. Edited by Joel Weiss, Jason Nolan, Jeremy Hunsinger, and Peter Trifonas. Pp. 1449-1465. New York: Springer.
- *Bruckman, Amy (2004). "Introduction: Opportunities and Challenges in Methodology and Ethics." In *Online Social Research: Methods, Issues, & Ethics*. Edited by Mark D. Johns, Shing-Ling Sarina Chen, and G. Jon Hall. Peter Lang.
- *Bruckman, Amy (2004). "Co-Evolution of Technological Design and Pedagogy in an Online Learning Community." In *Designing for Virtual Communities in the Service of Learning*. Editors: Sasha Barab, Rob, and James Gray. Cambridge University Press,.
- *Bruckman, Amy (2003). "Online Communities—Youth." *Encyclopedia of Community*, Sage.
- *Bruckman, Amy and **Carlos Jensen** (2002). "The Mystery of the Death of MediaMOO, Seven Years of Evolution of an Online Community." In *Building Virtual Communities*. Edited by Ann Renninger and Wesley Shumar. Pp. 21-33. Cambridge University Press.
- *Bruckman, Amy and Alisa Bandlow (2002). "HCI For Kids." *Handbook of Human-Computer Interaction*. Edited by Julie Jacko and Andrew Sears. NJ: Lawrence Erlbaum Associates, pp. 428-440.
- Resnick, Mitchel, Amy Bruckman, and Fred Martin (1998). "Constructional Design: Creating New Construction Kits for Kids." In *The Design of Children's Technology*. Ed: Allison Druin. San Francisco: Morgan Kaufmann.
-

A3. Edited Volumes
- n/a

B. REFEREED PUBLICATIONS AND SUBMITTED ARTICLES

B1. Published and Accepted Journal Articles
- ***Magu, Rijul, Nivedhitha Kumar, Yihe Lu, Xander Koo,** Diyi Yang, and Amy Bruckman. "Understanding Online Discussion Across Difference: Insights from Gun Discourse on Reddit." *Proceedings of the ACM (CSCW)*, March 2024.
- ***Taylor, Jordan** and Amy Bruckman (2024). "Mitigating Epistemic Injustice: The Online Construction of (a) Bisexual Culture." Transactions on Human-Computer Interaction (ToCHI), in press.
- ***Harris, Camille, Amber Gayle Johnson, Sadie Palmer**, Diyi Yang, and Amy Bruckman (2023). "Honestly I think TikTok has a Vendetta Against Black Creators": Understand Black Content Creator Experiences on TikTok.

Proceedings of the ACM on Human-Computer Interaction, CSCW. (Award for Diversity and Inclusion).

- ***Alcala, Katrina, Anthony D'Achille,** and Amy Bruckman (2023). "The Stage and the Theatre: AltspaceVR and its Relationship to Discord." *Proceedings of the ACM on Human-Computer Interaction*, CSCW.
- ***Appling, Scott,** Munmun De Choudhury, and Amy Bruckman (2022). "Reactions to Fact Checking." *Proceedings of the ACM on Human-Computer Interaction*, CSCW.
- ***Deeb-Swihart, Julia**, Alex Endert, and Amy Bruckman (2022). Ethical Tensions in the Applications of AI for Addressing Human Trafficking: A Human-Rights Perspective." *Proceedings of the ACM on Human-Computer Interaction*, CSCW.
- ***Jhaver, Shagun**, **Eshwar Chandrasekharan**, Amy Bruckman, and Eric Gilbert (2021). "Quarantined! Examining the Effects of a Community-Wide Moderation Intervention on Reddit," *ACM Transactions on Computer-Human Interaction (TOCHI)* .
- ***Jhaver, Shagun**, **Christian Boylston**, Diyi Yang, and Amy Bruckman (2021). "Evaluating the Effectiveness of Deplatforming as a Moderation Strategy on Twitter*." Proceedings of the ACM on Human-Computer Interaction* 5, CSCW. (Best paper honorable mention, top 5% submissions).
- ***Xiao, Sijia**, Coye Cheshire, and Amy Bruckman (2021). Sensemaking and the Chemtrail Conspiracy on the Internet: Insights from Believers and Ex-Believers. *Proceedings of the ACM on Human-Computer Interaction* 5, CSCW.
- ***Ghoshal, Sucheta, Rishma Mendhekar**, and Amy Bruckman (2020). "Towards a Grassroots Culture of Technology Practice." *Proceedings of the ACM on Human-Computer Interaction* 4*, CSCW*.
- **Fiesler, Casey and Amy S. Bruckman (2020). "Creativity, Copyright, and Close-Knit Communities: A Case Study of Social Norm Formation and Enforcement Online." *Proceedings of the ACM on Human-Computer Interaction, GROUP*.
- ***Jhaver, Shagun**, Amy Bruckman, and Eric Gilbert. (2019). "Does Transparency in Moderation Really Matter?: User Behavior After Content Removal Explanations on Reddit." *In Proceedings of the ACM Human-Computer Interaction (CSCW2019)*. (32% acceptance rate.) *Best Paper Award*, top 1% of submissions. Second most popular download from the journal PACM HCI, as of June 2023.
- ***Jhaver, Shagun**, **Scott Appling**, Eric Gilbert, and Amy Bruckman. (2019). ""Did You Suspect the Post Would be Removed?": User Reactions to Content Removals on Reddit." *In Proceedings of the ACM Human-Computer Interaction (CSCW2019)*. (32% acceptance rate.) *Best Paper Honorable Mention Award,* top 5.6% submissions.
- ***Jhaver**, Shagun, **Iris Birman**, Eric Gilbert, and Amy S. Bruckman (2019). "Inside the Black Box of Content Regulation: The Case of Reddit Automoderator."_ *Transactions on Computer-Human Interaction*, 26:5.
- ***Ghoshal, Sucheta** and Amy Bruckman (2019). "The Role of Social Computing Technologies in Grassroots Movement Building." *Transactions on Computer Human Interaction (ToCHI)*, 26:3.

- ***Chandraskeharan, Eshwar**, Mattia Samory, **Shagun Jhaver**, Hunter Charvat, Amy Bruckman, Cliff Lampe, Jacob Eisenstein, and Eric Gilbert (2018). "The Internet's Hidden Rules: An Empirical Study of Reddit Norm Violations at Micro, Meso, and Macro Scales." *Proceedings of the ACM on Human-Computer Interaction*, CSCW, Vol 2, Article 32, November 2018. (26% acceptance rate)
- ***Jhaver, Shagun, Larry Chan,** and Amy Bruckman (2018). "The View from the Other Side: The Border Between Controversial Speech and Harassment in Kotaku in Action." *First Monday*, 23:2.
- ***Jhaver, Shagun, Sucheta Ghoshal**, Amy Bruckman, and Eric Gilbert (2018). "Online Harassment and Content Moderation: The Case of Blocklists." *Transactions Computer-Human Interaction (ToCHI)*, 25:2.
- ***DiSalvo, B.**, Amy Bruckman, Mark Guzdial and Tom Mcklin (2014). "Saving face while geeking out: Video Game Testing as a Justification for Learning Computer Science." *Journal of Learning Sciences* 23:3, 272-315.
- ***Benda, Klara**, Amy Bruckman and Mark Guzdial (2012). "When Life and Learning Do Not Fit: Challenges of Workload and Communication in Introductory Computer Science Online." *ACM Transactions on Computing Education* 12:4, article 15.
- ***Dimond, J. P., Fiesler, C.,** & Bruckman, A. S. (2011). Domestic Violence and Information and Communication Technologies. *Interacting with Computers* 23:5, pp. 413-421.
- ***Zagal, José** and Amy Bruckman (2011). "Blogging for Facilitating Understanding: A Study of Videogame Education." *International Journal of Learning and Media*, 3:1, 7-27, September 2011. Available as: http://ijlm.net/node/13051/toc
- ***Zagal, José** and Amy Bruckman (2010). "Designing Online Environments for Expert/Novice Collaboration: Wikis to Support Legitimate Peripheral Participation." *Convergence* 16:4, 451-470.
- ***Forte, Andrea** and Amy Bruckman (2009). "Writing, Citing, and Participatory Media: Wikis as Learning Environments in the High School Classroom." *International Journal of Learning and Media*. 1:4, 23-44.
- ***Forte, Andrea, Vanessa Larco,** and Amy Bruckman (2009). "Decentralization in Wikipedia Governance." *Journal of Management of Information Systems*, 26:1, 49-72. (Winner of Emerald Management reviews 50 best articles in management of 2009.)
- ***Zagal, José** and Amy Bruckman (2009). "Novices, Gamers, and Scholars: Exploring the Challenges of Teaching About Games." *Game Studies* 8(2).
- ***Yardi, Sarita**, **Pamela Krolikowski, Taneshia Marshall** and Amy Bruckman (2008). "An HCI Approach to Computing in the Real-World." Journal of Educational Resources in Computing, 3 (Oct. 2008), 1-20.
- ***Bruckman, Amy** (2006). "Teaching Students to Study Online Communities Ethically*." Journal of Information Ethics* 15:2, 82-98.

- *Kraut, Robert, Judith Olson, Mahzarin Banaji, Amy Bruckman, Jeffrey Cohen, and Mick Couper (2004). "Psychological research online: Report of Board of Scientific Affairs' Advisory Group on the Conduct of Research on the Internet." American Psychologist, 59(4), pp. 1-13.
- ***Hudson, James M.** and Amy Bruckman (2004). "'Go Away': Participant Objections to Being Studied and the Ethics of Chatroom Research." The Information Society 20(2), 127-139.
  - Reprinted in Dicks, Bella (2012). *Digital Qualitative Research Methods*. Sage Publications.
- ***Hudson, James M.** and Amy S. Bruckman (2004). "The Bystander Effect: a Lens for Understanding Patterns of Participation." *Journal of the Learning Sciences* 13:2, pp. 165-195.
- *Bruckman, Amy (2002). "Studying the Amateur Artist: A Perspective on Disguising Data Collected in Human Subjects Research on the Internet." *Ethics and Information Technology* 4:3 (217-231). Available as http://www.nyu.edu/projects/nissenbaum/ethics_bru_full.html
- *Kafai, Y. B., Fishman, B. J., Bruckman, A. S., & Rockman, S. (2002). "Models of educational computing @ home: New frontiers for research on technology in learning." *Educational Technology Review*, 10(2), 52-68.
- ***Hudson, James M.** and Amy Bruckman (2002). "IRC Français: The Creation of an Internet-Based SLA Community." *Computer Assisted Language Learning (CALL)* 15(2), 109-134.
- ***Berman, Joshua** and Amy Bruckman (2001). "The Turing Game: Exploring Identity in an Online Environment." *Convergence*, 7(3), 83-102.
- Bruckman, Amy (2000). "Situated Support for Learning: Storm's Weekend with Rachael." *Journal of the Learning Sciences* 9(3), 329-372.
- Bruckman, Amy (1999). "The Day After Net Day: Approaches to Educational Use of the Internet." *Convergence* 5:1, pp. 24-46.
- Bruckman, Amy (1998). "Community Support for Constructionist Learning." *Computer Supported Collaborative Work*: *The Journal of Collaborative Computing* 7: 47-86.
- Bruckman, Amy and Mitchel Resnick (1995). "The MediaMOO Project: Constructionism and Professional Community." *Convergence* 1:1, pp 94-109.
  - Reprinted in the web journal *The Difference Engine 2*, January 1996, http://www.gold.ac.uk/difference/bruckman.html.
  - Reprinted in book *Constructionism in Practice*, (Y. Kafai and M. Resnick, eds.). New Jersey: Lawrence Erlbaum Associates, 1996.
  - Translated into Finnish and published as "MediaMOO: virtuaalinen yhteiso ammattilaisille", in *Sahkoiho. Kone, media, ruumis*. Toimittaneet (edited by) Erkki Huhtamo and Martti Lahti. Tampere: Vastapaino, 1995, pp.239-256.

B2. Conference Presentation with Proceedings (Refereed)

- Feng, Kevin, Xander Koo, Lawrence Tan, Amy Bruckman, David W. McDonald, and Amy X. Zhang (2024). "Mapping the Design Space of Teachable Social Media Feed Experiences." Proceedings of the ACM Conference on Computer-Human Interaction (CHI).
- ***Harris, Camille**, **Matan Halevy**, Ayanna Howard, Amy Bruckman, and Diyi Yang (2022). "Exploring the Role of Grammar and Word Choice in Bias Toward African American English (AAE) in Hate Speech Classificiation." FAccT Conference, Seoul, South Korea, June 2022.
- ***Liu, Oscra, Anushk Mittal**, Amy Bruckman, and Diyi Yang. "Will AI Console Me When I Lose My Pet? Understanding Perceptions of AI-Mediated Email Writing." Proceedings of ACM CHI 2022.
- ***Halevy, Matan**, **Camille Harris**, Amy Bruckman, Diyi Yang, and Ayanna Howard (2021). "Mitigating Racial Biases in Toxic Language Detection with an Equity-Based Ensemble Framework." ACM conference on Equity and Access in Algorithms, Mechanisms, and Optimization (EAAMO '21). October 2021. (27% acceptance rate) (Best paper with a student presenter.)
- ***Deeb-Swihart, Julia**, Alexander Endert, and Amy Bruckman. "Understanding Law Enforcement Strategies and Needs for Combating Human Trafficking." CHI '19 (May 2019) (23.8% acceptance rate).
- ***Michaelanne Dye**, David Nemer, Josiah Mangiameli, Amy Bruckman, Neha Kumar. "El Paquete Semanal: The Week's Internet in Havana." CHI '18 (April 2018). (25.7% acceptance rate)
- ***Hayley Evans**, **Marisol Wong-Villacres**, **Daniel Castro**, Eric Gilbert, Rosa I. Arriaga, **Michaelanne Dye**, and Amy Bruckman. Facebook in Venezuela: Understanding Solidarity Economies in Low-Trust Environments. CHI '18 (April 2018). (25.7% acceptance rate)
- ***Michaelanne Dye**, David Nemer, Laura Pina, Nithya Sambasivan, Amy Bruckman, Neha Kumar. 2017. Locating the Internet in the Parks of Havana. CHI '17 (May 2017). DOI: http://dx.doi.org/10.1145/3025453.3025728. (25% acceptance rate) (Best paper honorable mention, top 4% submissions).
- ***Ari Schlesinger, Eshwar Chandrasekharan, Christina A. Masden**, Amy S. Bruckman, W. Keith Edwards, and Rebecca E. Grinter. 2017. "Situated Anonymity: Impacts of Anonymity, Ephemerality, and Hyper-Locality on Social Media" Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17). ACM, New York, NY, USA. DOI: http://dx.doi.org/10.1145/3025453.3025682
- ***Casey Fiesler, Michaelanne M Dye, Jessica L Feuston, Chaya Hiruncharoenvate, C.J. Hutto, Parisa Khanipour Roshan, Umashanthi Pavalanathan**, Amy S Bruckman, Munmun De Choudhury, Eric Gilbert (2017). "What (or Who) Is Public? Privacy Settings and Social Media Content Sharing." CSCW '17 (February 2017). (35% acceptance rate)

- *Casey Fiesler, Shannon Morrison**, R. Benjamin Shapiro, Amy Bruckman (2017). "**Growing Their Own: Legitimate Peripheral Participation for Computational Learning in an Online Fandom Community.**" CSCW '17 (February 2017). (35% acceptance rate)
- *David Joyner, **Wade Ashby, Liam Irish, Yeeling Lam, Jacob Langston, Isabel Lupiani, Michael Lustig, Paige Pettoruto, Dana Sheahen, Angela Smiley**, Amy Bruckman, and Ashok Goel (2016). "Graders as Meta-Reviewers: Simultaneously Scaling and Improving Expert Evaluation for Large Online Classrooms." Proceedings of the Third Conference on Learning at Scale, Edinburgh, UK, April 2016. (22% acceptance rate).
- *Fiesler, Casey, Shannon Morrison**, and Amy Bruckman (2016). "An Archive of Their Own: A Case Study of Feminist HCI and Values in Design." Proceedings of CHI 2016, San Jose, CA, May 2016. (Best paper honorable mention, top 4% of submissions.) (23.4% acceptance rate.)
- *Fiesler, Casey**, Cliff Lampe, and Amy Bruckman (2016). "Reality and Perception of Copyright Terms for Online Content Creation." Proceedings of CSCW 2016, San Francisco, CA, February 2016. (25% acceptance rate.)
- *Dye, Michaelanne**, Annie Anton, and Amy Bruckman (2016). "Early Adopters of the Internet and Social Media in Cuba." Proceedings of CSCW 2016, San Francisco, CA, February 2016. (25% acceptance rate.)
- *Gonzales, Joseph, Casey Fiesler**, and Amy Bruckman (2015). Towards an Appropriable CSCW Tool Ecology: Lessons from the Greatest International Scavenger Hunt the World Has Ever Seen. In the Proceedings of the 2015 ACM Conference on Computer Supported Cooperative Work and Social Computing. Vancouver, BC, Canada. (28% acceptance rate) (Best paper honorable mention, top 4% submissions.)
- *Fiesler, Casey, Jessica Feuston**, and Amy Bruckman (2015). Understanding Copyright Law in Online Creative Communities. In the Proceedings of the 2015 ACM Conference on Computer Supported Cooperative Work and Social Computing. Vancouver, BC, Canada. (28% acceptance rate). (Best paper, top 1% submissions).
- *Pater, Jessica, Yacin Nadji**, Elizabeth Mynatt, and Amy Bruckman (2014). "Just Awful Enough-- The Functional Dysfunction of the Something Awful Forums." Note, *Proceedings of CHI 2014*, Toronto, Canada, April-May 2014. (22.8% acceptance rate)
- *Fiesler, Casey** and Amy Bruckman (2014). "Remixers' Understandings of Fair Use Online." Proceedings of CSCW 2014, Baltimore, MD, February 2014. (27% acceptance rate.)
- *DiSalvo, Betsy.,Mark Guzdial, Charles Meadows, Tom. Mcklin, Kenneth. Perry and Amy Bruckman (2013). "Workifying Games: Successfully Engaging African American Gamers with Computer Science." *Proceeding of 44th ACM Technical Symposium on Computer Science Education* (SIGCSE), Denver, CO, March 2013.

- ***Dimond, Jill, Michaelanne Dye, Daphne Larose**, and Amy Bruckman (2013). "Hollaback!: The Role of Storytelling Online in a Social Movement Organization." *Proceedings of CSCW 2013*, San Antonio, Texas, February 2013. (Best paper honorable mention, top 4% submissions).
- ***Luther, Kurt; Casey Fiesler**, and Amy Bruckman (2013). "Redistributing Leadership in Online Creative Collaboration." *Proceedings of CSCW 2013*, San Antonio, Texas, February 2013. (Best paper, top 1% of submissions).
- ***Schoenebeck, Sarita Y**., and Amy Bruckman (2013). "If We Build it, Will They Come? Designing a Community-Based Online Site for Parents. In Proceedings of the iConference (iConference '13). Fort Worth, TX. Feb 12-15, 2013.
- ***Yardi, Sarita**, Bruckman, Amy. (2012). "[Income, Race, and Class: Exploring Socioeconomic Differences in Family Technology Use.](#) In Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI `12). Austin, Texas. May 5-10. (23% acceptance rate).
- *Forte, Andrea, Niki Kittur, **Vanessa Larco**, **Haiyi Zhu**, Amy Bruckman, and Robert Kraut (2012). Beyond Coordination: Social Functions of Groups in Open Content Production. *Proceedings of the ACM Conference on Computer-Supported Cooperative Work (CSCW)*. Seattle, WA.
- ***Yardi, Sarita** and Amy Bruckman (2011). "Challenges in Parenting Teens' Social Media Use." *Proceedings of CHI 2011*, Vancouver, Canada, May 2011. (26% acceptance rate)
- ***DiSalvo, Betsy, Sarita Yardi,** and Amy Bruckman (2011). "African American Men Constructing Computing Identity." Note, *Proceedings of CHI 2011*, Vancouver, Canada, May 2011. (26% acceptance rate)
- *DiSalvo, Betsy, and Amy Bruckman (2010). Constructing Identity with Gaming: Young African American males. In *Proceeding of Foundation of Digital Games*, Monterey, California, USA, June 2010. ACM New York, NY, USA. (34% acceptance rate)
- ***Luther, Kurt**, Kelly Caine, **Kevin Ziegler** and Amy Bruckman. (2010). "Why It Works (When It Works): Success Factors in Online Creative Collaboration." In *GROUP '10: Proceedings of the ACM Conference on Supporting Group Work*, pp. 1–10, New York: ACM Press. (36% acceptance rate)
- ***Rood, Vanessa** and Amy Bruckman (2009). "Member Behavior in Company Online Communities." *Proceedings of GROUP 2009*, Sanibel Island, Florida, May 2009. (36% acceptance rate)
- *Bruckman, Amy, Maureen Biggers, Barbara Ericson, Tom McKlin, **Jill Dimond, Betsy DiSalvo, Mike Hewner, Lijun Ni, and Sarita Yardi** (2009). "Georgia Computes: Improving the Entire Computing Education Pipeline." In *Proceedings of the 40th SIGCSE technical symposium on computer science education*, ACM, Chattanooga, TN, USA, 2009. (33% acceptance rate)
- ***Luther, Kurt** and Amy Bruckman (2008). "Leadership in Online Creative Collaboration." *Proceedings of CSCW 2008*, San Diego, CA, November 2008. (23% acceptance rate.)

- ***Zagal, José** and Amy Bruckman (2008). ""The Game Ontology Project: Supporting Learning While Contributing Authentically to Game Studies." *Proceedings of the InternationalConference of the Learning Sciences ICLS 2008,* Utrecht, The Netherlands, June 2008.
- ***Forte, Andrea**. and Amy Bruckman (2008). "Scaling Consensus: Increasing Decentralization in Wikipedia Governance." *Proceedings of HICSS*, Waikoloa, HI.
- ***Lee, Adeline** and Bruckman, A (2007). "Judging You by the Company You Keep: Dating on Social Networking Sites." *Proceedings of GROUP: International Conference on Supporting Group Work*, Sanibel Island, FL. (Acceptance rate: 28%).
- ***Forte, Andrea** and Amy Bruckman. (2007). Constructing text: wiki as a toolkit for (collaborative?) learning. *Proceedings of OOPSLA/ACM International Symposium on Wikis (WikiSym)*, Montreal, Canada.
- ***Zagal, José P.** and Amy Bruckman (2007), "From Gamers to Scholars: Challenges of Teaching Game Studies", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2007)*, Tokyo, Japan.
  - *Translated into Japanese: https://ndlopac.ndl.go.jp/F/GTSSP1565E73BFYT9TE9TMKD54S5P9D6VYH1T7X3Q2AN24CF72-13937?func=full-set-set&set_number=675151&set_entry=000001&format=999
- ***Yardi, Sarita** and Amy Bruckman (2007). "What Is Computing? Bridging the Gap Between Teenagers' Perceptions and Graduate Students' Experiences." In *ICER'07: Proceedings of the 3rd International Workshop on Computing Education Research*. Atlanta, GA. Sep 13-15, 2007.
- ***Zagal, José** and Amy Bruckman (2007), "GameLog: Fostering Reflective Gameplaying for Learning." *Proceedings of the 2007 ACM SIGGRAPH Sandbox Symposium on Videogames*, San Diego CA.
- ***Medynskiy, Yevgeniy** and Amy Bruckman (2007). "The Effects of Conversations with Regulars and Administrators on the Participation of New Users in a Virtual Learning Community." Short paper, *Proceedings of CSCL 2007*, Rutgers, NJ, June 2007.
- ***Forte, Andrea** and Amy Bruckman. (2006). "From Wikipedia to the classroom: exploring online publication and learning." *Proceedings of the 7th International Conference of the Learning Sciences*. Bloomington, IN, June 2006. (46% acceptance rate).
- ***Hudson, James. M.** and Amy Bruckman (2005). Using Empirical Data to Reason about Internet Research Ethics. *Proceedings of the European Conference on Computer-Supported Cooperative Work (ECSCW),* 287-306. Paris, France. (19% acceptance rate.)
- ***Bryant, Susan, Andrea Forte** and Amy Bruckman (2005). "Becoming Wikipedian: Transformation of Participation in a Collaborative Online Encyclopedia." *Proceedings of GROUP: International Conference on Supporting Group Work*, Sanibel Island, FL. pp 1-10. (26% acceptance rate).

- *__Ellis, Jason__ and Amy Bruckman. "Encouraging Attitudinal Change through Online Oral History." *Proceedings of ICLS 2002*, Seattle, WA, October 2002. (50% acceptance rate)
- *__Elliott. Jason, Lori Adams__, and Amy Bruckman. "No Magic Bullet: 3D Video Games in Education." *Proceedings of ICLS 2002*, Seattle, WA, October 2002. (50% acceptance rate)
- *__Elliott, Jason__ and Amy Bruckman. "Design of a 3D Interactive Math Learning Environment." *Proceedings of DIS 2002* (ACM conference on Designing Interactive Systems). London, UK, June 2002. (22% acceptance rate).
- *Bruckman, Amy, __Carlos Jensen, and Austina DeBonte__. "Gender and Programming Achievement in a CSCL Environment." Long talk, *Proceedings of CSCL 2002*, Boulder, CO, January 2002. (50/268=18.7% of papers accepted as long talks.) Available as: http://newmedia.colorado.edu/cscl/63.pdf
- *__Hudson, James__ and Amy Bruckman. "Effects of CMC on Student Participation Patterns in a Foreign Language Learning Environment." Short talk, *Proceedings of CHI 2001*. Seattle, WA, April 2001, pp. 263-4. (23% acceptance rate)
- *__Edwards, Elizabeth, Jason Elliott__, and Amy Bruckman. "AquaMOOSE 3D: Math Learning in a 3D Multi-user Virtual World." Short talk, *Proceedings of CHI 2001*. Seattle, WA, April 2001, pp. 259-260. (23% acceptance rate)
- *__Ellis, Jason__, and Amy Bruckman. "Designing Palaver Tree Online: Supporting Social Roles in a Community of Oral History." *Proceedings of CHI 2001*. Seattle, WA, April 2001 pp. 474-481. (19.5% acceptance rate)
- *Bruckman, Amy, __Elizabeth Edwards, Jason Elliott, and Carlos Jensen__. "Uneven Achievement in a Constructionist Learning Environment." *Proceedings of ICLS 2000*. Ann Arbor, MI, June 2000. (36% acceptance rate.)
- *__Berman, Joshua__ and Amy Bruckman (2000). "The Turing Game — A Participatory Exploration of Learning in Online Environments." *Proceedings of DIAC 2000*; Seattle, WA, May.
- *__Ellis, Jason__, Amy Bruckman, and Robert Satterwhite (1999). "Children and Elders Sharing Stories: Lessons from Two Online Oral History Projects*." Proceedings of Computer Supported Collaborative Learning (CSCL) 99*. Stanford, CA, December 15th. (50% acceptance rate.)
- *Bruckman, Amy and __Elizabeth Edwards__ (1999). "Should We Leverage Natural-Language Knowledge?" *Proceedings of CHI 99*. New York: ACM Press, pp. 207-214. (25% acceptance rate.)
- Bruckman, Amy and __Austina DeBonte__. "MOOSE Goes to School: A Comparison of Three Classrooms Using a CSCL Environment." *Proceedings of CSCL 97*, Toronto, Canada, December 11th, 1997.
- Bruckman, Amy (1994). "Programming for Fun: MUDs as a Context for Collaborative Learning." *Proceedings of the National Educational Computing Conference 94 (NECC94).* Eugene, OR: International Society for Technology in Education.

- Bruckman, Amy (1994). "'Serious' Uses of MUDs?" *Proceedings of DIAC94.* Computer Professionals for Social Responsibility.
- Bruckman, Amy (1994). "Democracy in Cyberspace." *Proceedings of DIAC94.* Computer Professionals for Social Responsibility.
- Bruckman, Amy (1993). "Gender Swapping on the Internet." *Proceedings of INET '93.* Reston, VA: The Internet Society, 1993.
    - Translated into German and published as "Gender Swapping auf dem Internet," *Medien und Offentlichkeit*, Ed: Rudolf Maresch. Berlin: Boer Verlag, 1996.
    - Reprinted in *CyberReader* (Victor Vitanza, ed.). Needham Heights, MA: Allyn and Bacon, 1996.
    - Translated into Croatian and pubished as "Zamjena roda na Internetu." *Cyberfeminizam* (Igor Markovi´c, editor). Zagreb: Centar za zenske studije, 1999.

B3. Other refereed material

a) Refereed Research Reports

- *Charles Ess and the AoIR Ethics Working Committee. "Ethical decision-making and Internet research, recommendations from the AoIR ethics working committee." Approved by vote of the AoIR membership, November 27, 2002. Available as www.aoir.org/reports/ethics.pdf
- *Bruckman, Amy (2004). "Many-to-Many Communications: a New Medium." In Computer Science, Reflections from the Field, report of the Computer Science and Telecommunications Board (CSTB), National Research Council (NRC), National Academy of Sciences (NAS). Washington, DC: The National Academies Press, pp. 134-143.

b) Panel Presentations, Refereed with Proceedings Contribution

- *Fiesler, Casey, Amy S. Bruckman, Robert Kraut, Michael Muller, Cosmin Munteanu, and Katie Shilton (2018). Research Ethics and Regulation: an Open Forum. Proceedings of CSCW 2018, Jersey City, NJ, November 2018.
- *Fiesler, Casey, Jeff Hancock, Amy S. Bruckman, Michael Muller, Cosmin Munteanu, and and Melissa Densmore (2018). Research Ethics for HCI: A Roundtable Discussion. Proceedings of CHI 2018, Montreal, Canada, April 2018.
- *Bruckman, Amy S., Jennifer E. Below, Lucas Dixon, Casey Fiesler, Eric E. Gilbert, Sarah A. Gilbert, and J. Nathan Mattias (2018). Approaches to Managing Deviant Behavior in Online Communities III. Panel, Proceedings of CHI 2018, Montreal, Canada, April 2018.
- *Frauenberger, Chrisopher, Amy S. Bruckman, Melissa Densmore, Cosmin Munteanu, and Jenny Waycott (2017). Research Ethics in HCI: A Town Hall Meeting. Proceedings of CHI 2017, Denver, CO, May 2017.
- *Bruckman, Amy S., Casey Fiesler, Jeff Hancock, and Cosmin Munteanu (2017). CSCW Research Ethics Town Hall: Working Towards Community Norms. Proceedings of CSCW 2017, Portland, OR, Feburary 2017.
- *Bernstein, Michael, Michael Conover, Benjamin Mako Hill, Andres Monroy-

Hernandez, Brian Keegan, Aaron Shaw, Sarita Yardi, R. Stuart Geiger, and Amy Bruckman (2012). "Hunting for Fail Whales: Lessons from Deviance and Failure in Social Computing." Panel discussion, *Proceedings of CHI 2012*, Austin, TX, May 2012.

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

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

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

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

- Bruckman, Amy, Pavel Curtis, Cliff Figallo, Brenda Laurel (1994). Approaches to Managing Deviant Behavior in Virtual Communities. Panel, In *Proceedings of CHI, 1994* (Boston, MA, April 24-April 27, 1994). New York: Association for Computing Machinery, 1994.

c) Workshop papers, late-breaking results papers, and posters—Refereed

- ***Fiesler, C**. and Bruckman, A. (2014). "Copyright Terms in Online Creative Communities." Works in Progress, CHI 2014. Toronto, Canada, May 2014.

- ***Fiesler, C**. and Bruckman, A. "Is This Okay?": Copyright Engagement Among Online Content Creators. Workshop on Social Media Question Answering at the 2013 Conference on Computer Cooperative Work and Social Computing. San Antonio, TX, 2013.

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

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

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

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

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

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

- ***Forte, Andrea** and Amy Bruckman (2005). "Why do people write for Wikipedia? Incentives to contribute to open-content publishing." Workshop on sustaining community: The role and design of incentive mechanisms in online systems, Group, ACM conference on Groupwork, Sanibel Island, FL.

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

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

- ***Hudson, James** and Amy Bruckman. "Disinhibition in a CSCL Environment." . Short talk, *Proceedings of CSCL 2002*, Boulder, CO, January 2002. Long version in electronic proceedings. (268 submissions; 50 accepted as long talks, 93 as short. 50+93/268=53% overall paper acceptance rate.)

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

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

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

B4. Submitted Journal Articles (with date of submission)

- ***Rahman, Mizan**, Amy Bruckman, and Michael Best. "Impact of Online Communities in Makerspaces." ." Submitted to *Transactions on Human-Computer Interaction (ToCHI)*, August 2023.
- ***Wang, Tony**, Amy Bruckman, and Diyi Yang. "Peer Counseling Practice and the Potential for AI Tools." Submitted to *Proceedings of the ACM (CSCW)*, January 2024.

- *** Oladeji, Kayode, Tony Wang**, Diyi Yang, and Amy Bruckman. "Understanding #vent Channels on Discord." Submitted to *Social Media + Society*, March 2024.

C. OTHER PUBLICATIONS AND CREATIVE PRODUCTS

Software

- **Peer Feedback*: Developed **with Joseph Gonzalez**. A tool for facilitating student-to-student feedback on assignments, particularly in online classes. . Initial release 1/2014. Used (as of 8/2016) in 25 separate sections in eight different courses at Georgia Tech
- **Pipeline*: Developed with **Kurt Luther, Boris DeSouza**, and others. A tool for facilitating collaborative projects by non-colocated groups. Released 2011, available as open source software on GitHub.
- **ProveIt*: Developed **with Kurt Luther, Andrea Forte, Matthew Flaschen**, and others. A Wikipedia user script that provides a WYSIWYG interface for editing references. Released December 2010. Accepted that same month as a Wikipedia "gadget," available to all users through a check-box on their preferences page. Further development funded by the Wikimedia Foundation, 2016.
- **AquaMOOSE*: Developed with PhD student **Jason Elliott** and others. AquaMOOSE is a 3D math learning environment designed to promote connections between math and art. 1499 unique users as of 3/10/06, from initial public release on 7/22/02. **IRC Français*: Developed together with undergraduate **James Hudson**. An IRC client designed to promote learning of the French language through informal conversation practice in a chat environment. Used to date in six Georgia Tech classes, six at Emory, ten at University of Arizona, and one at Pima Community College.
- **The Turing Game*: Developed together with graduate student **Josh Berman**. An identity game, designed to be a learning experience for participants about concepts of personal identity online. 12,032 unique registered users from 81 countries (and all seven continents) as of January 28th, 2001.
- *WinMOOSE*: Windows version of MacMOOSE, developed under my supervision by Georgia Tech undergraduates as part of their software engineering class. Second place prize in class competition. 2,251 unique registered users as of July 2002.
- *MacMOOSE* : Developed as part of the MOOSE Crossing project, MacMOOSE is also a general-purpose MUD client available at most major Internet archives. 6,386 unique individuals have registered copies as of March 2006.

Published Papers (non-refereed)

a.) Professional Society Magazines

- * Bruckman, Amy (2020). "Viewpoint: 'Have you thought about…': Talking about the Ethical Implications of Research." *Communications of the ACM*, 63:9, September. https://dl.acm.org/doi/pdf/10.1145/3377405
- ***Dye, Michaelanne**, David Nemer, **Josiah Mangiameli**, Amy Bruckman, and Neha Kumar. 2018. The human infrastructure of El Paquete, Cuba's offline internet. *Interactions* 26, 1 (December 2018), 58-62. DOI: https://doi.org/10.1145/3289487

- *Guzdial, Mark and Amy Bruckman. "Providing Equitable Access to Computing Education." *Communications of the ACM* August 2018, Vol. 6, No. 8, pages 26-28. https://cacm.acm.org/magazines/2018/8/229757-providing-equitable-access-to-computing-education/fulltext
- *Gotterbarn, Don, Amy Bruckman, Catherine Flick, Keith Miller, and Marty Wolf (2018). "ACM code of ethics: a guide for positive action." *Communications of the ACM* 61(1), pp. 121-128.
- ***Luther, Kurt** and Amy Bruckman. (September/October 2011). "Leadership and Success Factors in Online Creative Collaboration." *IEEE Potentials* 30:5, pp. 27-32. (Invited submission)
- ***Disalvo, Betsy** and Amy Bruckman (2011). "From Interests To Values: Computer science is not that difficult but wanting to learn it is." *Communications of the ACM*, August 2011, pp. 27-29.
- *Bruckman, Amy. "Viewpoint: Software Copyright and Role Models*." Communications of the ACM*, August 2007, pp. 19-20.
- *Bruckman, Amy. "Viewpoint: Student research and the Internet*." Communications of the ACM*, December 2005, 48:12, pp. 35-37.
- *Bruckman, Amy. "The Future of E-Learning Communities*." Communications of the ACM*, April 2002, 45:4, pp. 60-63.
- *"Research Issues in the Design of Online Communities." With Judith Donath, Thomas Erickson, Wendy Kellogg, and Barry Wellman. *SIGCHI Bulletin*, October 1999, 31:4, pp. 23-25.
- "Pianos, Not Stereos: Creating Computational Construction Kits." With Mitchel Resnick and Fred Martin. *Interactions* September/October 1996, pp. 40-50.
- "MIT Card Holds Promise and Pitfalls: Questions of Privacy and Security." MIT Faculty Newsletter Vol. VIII, No 1, pp. 18-19.

b.)   Trade Publications.

- "Christmas Unplugged: Sometimes you've got to get away: an Internet aficionado leaves her virtual office behind and discovers the joy of the broken routine." Technology Review, January 1995, pp. 64-65.
  - Reprinted in *Reflections on Language*, edited by Stuart Hirschberg and Terry Hirschberg. New York: Oxford University Press, 1998.
  - Reprinted in *Perspectives on Contemporary Issues: Readings Across the Disciplines, 2nd edition,* edited by Katherine Ackley. Forth Worth: Harcourt Brace, 2000.
- "Cyberspace is Not Disneyland: The Role of the Artist in a Networked World." Commissioned for the Getty Art History Information Program's web site. 1995. Available as http://www.cc.gatech.edu/~asb/papers/getty/disneyland.html
  - Reprinted in *Subjektivitaet und Oeffentlichkeit. Grundprobleme virtueller Welten,* edited by Winfried Marotzki and Mike Sandbothe. Koln, Germany. Herbert von Halem Verlag, 2000.
  - Translated into Italian and published in *Intercom*. Available at: http://intercom.publinet.it/2001/disneyland.htm

- "Finding One's Own Space in Cyberspace." Technology Review, January 1996, pp. 48-54.
  - Translated into Italian and reprinted as "Galateo per communita virtuali." Technology Review, Edizione Italiana, March 1996, 89: 46—51.
  - Reprinted in *Composing Cyberspace : Identity, Community, and Knowledge in the Electronic Age*. Ed: Richard Holeton. USA: McGraw-Hill, 1997.
  - Reprinted in *Common Culture: Reading and Writing About American Popular Culture.* Second edition. Eds: Madeleine Sorapure and Michael Petracca. USA: Prentice Hall, 1997.
  - Reprinted in *High Wired: On the Design, Use, and Theory of Educational MOOs*. Eds: Cynthia Haynes and Jan Rune Holmevik. USA: University of Michigan Press, 1998.
- *"Digital Perfection." *Technology Review*, Jan/Feb 1998, pp. 60-61.

c.) Journal "Notes & Ideas" Contributions

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

d.) Technical Reports

- ***Boylston, Christian, Beatriz Palacios, Plamen Tassev**, and Amy Bruckman (2021). "WallStreetBets: Positions or Ban." January 2021, https://arxiv.org/abs/2101.12110
- ***Jhaver, Shagun**, **Pranil Vora**, and Amy Bruckman (2017). Designing for Civil Converations: Lessons from ChangeMyView. GVU Technical Report, December 2017.
- ***Pileggi, Hannah, Briana Morrison**, and Amy Bruckman (2014). "Deliberate Barriers to User Participation on Metafilter." Georgia Tech Tech Report, GT-IC-14-01, http://hdl.handle.net/1853/50776
- ***Medynskiy, Yevgeniy "Eugene"** and Amy Bruckman (2007). The Effects of Conversations with Regulars and Administrators on the Participation of New Users in a Virtual Learning Community." GVU Technical Report Number: GIT-GVU-07-05. Available as: http://www.cc.gatech.edu/gvu/research/tr/2007/tr07_05.html
- ***Zagal, Jose, Anne Marie Piper**, and Amy Bruckman (2006). "Social and Technical Factors Contributing to Successful 3D Animation Authoring by Kids." GVU Technical Report GIT-GVU-06-14. Available as: http://www.cc.gatech.edu/gvu/research/tr/2006/tr06_14.html

C4. Social Media

- The Next Bison: Social Computing and Culture, http://nextbison.wordpress.com Started 1/20/2010. Over 112,664 views as of 12/2020. Moved to Medium, 2020.
- Twitter: asbruckman. 4,332 followers as of 12/2020.
- Volunteer moderator of r/science (since 2017) and r/gatech (since 2019).

D. PRESENTATIONS

D1. Keynote Addresses

- "Should You Believe Wikipedia? Virtue Epistemology and the Future of Intelligent Systems to Promote Knowledge." IntelliSys Conference, September 2021.

- "Beyond the Technology: A Sociotechnical View of Managing Online Bad Behavior." IEEE Computing and Communication Workshop and Conference (CCWW), January 2021.

- "How Internet Researchers Can Help Platforms Make Sound Decisions About Managing Bad Behavior." Workshop keynote, Deviance 2020: Workshop on Deviant Activities on Social Media, IEEE BigData 2020, December 10, 2020.

- "Should you believe Wikipedia? How social epistemology can help us be better internet researchers and data scientists." Invited keynote address, Global Artificial Intelligence and Technology Conference, Chinese Association for Artificial Intelligence, Hangzhou, China, July 2020.

- "Should you believe Wikipedia? How social epistemology can help us be better internet researchers." Invited keynote address, ICWSM, Atlanta, GA, June 2020.

- "Designing Online Collaboration: Opportunities and Challenges." Invited keynote address, IEEE Conference on Collaborative Technologies and Systems, Atlanta, GA, June 3rd, 2015.

- "Supporting Online Creative Collaboration: Tools and Social Context." Opening keynote, Electronic Resources and Libraries Conference. Austin, TX, February 23rd, 2015.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

D2. Invited Talks
- "The Crisis in "Knowledge": What HCI Practitioners Need to Know, and What We Can Do." Invited talk, HCII Seminar Series, Carnegie Mellon University, Pittsburgh, PA, March 1st, 2024.
- "Qualtative Internet Research." Invited talk, Workshop on Accelerating Independent Research on Prosocial Digital Interventions, Jigsaw and Prosocial Design Network, New York, NY, December 1st, 2023.
- "LLMs and Content Moderation." Research discussion "Online Speech After AI," Institute for Humane Studies (IHS), November 15th, 2023.
- "Thoughts on Miller and Record's *Inter-Knowledge*." University of South Carolina, Columbia, SC, March 27th, 2023.

- "Difficult Conversations Online—Two Empirical Studies and a Design Experiment." Invited talk, Center for Information Technology and Policy, Princeton University, Princeton, NJ, February 28th, 2023.
- "Should you believe Wikipedia? Social epistemology, virtue epistemology, and the practice of internet research." Invited talk, Quello Center for Media and Information Policy, Michigan State University, September 23rd, 2022.
- "Is Deplatforming Censorship? What happened when controversial figures were deplatformed, with philosophical musings on the nature of free speech." Wikimedia Research Showcase, Wikimedia Foundation, November 17th, 2021.
- "Should you believe Wikipedia? An introduction to social and virtue epistemology, with questions about the utility of philosophy for HCI researchers." HCI Seminar Series, Stanford University, May 7th, 2021.
- "Pro-Social Online Community Design." Invited talk, Facebook, Menlo Park, CA, January 31st, 2020.
- "CSCW 2030." Invited organizer and moderator of panel discussion, CSCW 2019, Austin, TX. With Mark Ackerman (University of Michigan), Pernille Bjorn (University of Copenhagen), Andrea Forte (Drexel University), Jofish Kaye (Mozilla), and Cliff Lampe (University of Michigan)
- "Conspiracy theories and online misinformation." Invited talk, Paideia School science speaker series, October 2019.
- "Social media and belief in conspiracy theories." Invited talk, SBP BRIMS Conference. Washington, DC, July 2019.
- "Social media and belief in the chemtrails conspiracy." Invited talk, JP Morgan Chase, July 2019.
- "Social media and belief in conspiracy theories." Invited talk, Social Cybersecurity Working Group, May 2019.
- "Understanding people who believe conspiracies." Invited talk, Strategic Conversations, Online Information Warfare Today, Office of Naval Research, Fort McNair, Washington, DC, February 2019.
- "Designing Online Collaboration: Opportunities and Challenges." Invited talk, Georgia State University, Atlanta, GA, October 2014.
- "When Data Science & Human Subject Research Collide: Ethics, Implications, and Responsibilities." Panel discussion, Microsoft Faculty Summit, July 14th, 2014. Organizer: Mary L. Gray, Microsoft Research. Panelists: Jeffrey Bigham (CMU), Amy Bruckman, Jeff Hancock (Cornell), and Christian Sandvig (University of Michigan).
- "Designing Online Collaboration: Opportunities and Challenges." Invited talk, Cornell Tech NYC, New York, NY, November 2013.

- "Collaboration Online: Creative and Civic." Invited talk, seminar series, University of Pittsburgh, Pittsburgh, PA, April 2012

- "Users as Creators of Content: Opportunities and Challenges." Invited talk, annual meeting of the ACC Alumni Directors, March 2012

- "Collaboration Online: Creative and Civic." Invited talk, seminar series, University of Minnesota, Minneapolis, MN January 2012

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

- "How Wikipedia Really Works, and What's Next." Invited talk, Special Libraries Association, Georgia Chapter, April 20th, 2011.

- "Leadership in Online Creative Collaboration." Invited talk, Sandbox Summit, MIT, April 2011.

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

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

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

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

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

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

- "Collaboration Online: How Wikipedia Really Works, and What's Next." Invited talk, Yahoo! Research, August 2008.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

- "Global Participartory Culture." Invited talk, International Cyberlaw and Business Conference, New York County Lawyers' Association (NYCLA), New York, NY, April 23rd, 1998.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

E.   GRANTS AND CONTRACTS

E1. AS PRINCIPAL INVESTIGATOR
"Content Moderation in a World of LLMs"
Institute for Humane Studies (IHS)
Role: PI
Amount: $25,000
June 2023

"The Paradox of Visibility: Understanding and Supporting the Needs of Black Content Creators"
Meta
Role: PI
Amount: $150,000
November 2021

A Human-Centered Approach to Misinformation
Georgia Tech "Small Bets" Seed Grant Program
PI: Amy Bruckman and D. Scott Appling (GTRI)
Amount: $75,000
April 2020-June 2021

Evaluating the Effectiveness of Deplatforming as a Moderation Strategy
Facebook Oversight Board
PIs: Amy Bruckman and Diyi Yang
Requested: $99,708
December 2020

Combatting Human Trafficking Using Structural Information in Online Review Sites
National Institute of Justice
PIs: Erica Briscoe (GTRI) and Amy Bruckman
Amount: $361,069
May 2019-April 2021

"RAPID: Social Media During Rapid Transition"
National Science Foundation
CISE: Cyber-Human Systems
Amount requested & awarded: $180,780
Role: PI
Collaborators: Eric Gilbert (co-PI), Annie Anton (co-PI)
Award Period: January 1st, 2016—December 31st, 2017
Candidate's Share: 93% ($168,494)

"Research on Electronic Learning Communities"
Facebook
Amount: $25,000
Role: PI
Awarded: October, 2013

"Copyright and Online Communities: An Empirical Study of Social Norms and User (Mis)Conceptions"
National Science Foundation
CISE: Human-Centered Computing

Amount requested & awarded: $372,946
REU Supplement: $16,000
Role: PI
Award Period: 9/01/2012-8/31/2016

Undergraduate Research Opportunities in Computing (UROC)
Lockheed Martin Foundation
$10,000
2012

"Glitch Game Testers"
Arthur M. Blank Family Foundation
Amount requested & awarded: $25,000
June 2011

"Pilot: Supporting and Transforming Leadership in Online Creative Collaboration"
National Science Foundation
Program in CreativeIT
Amount requested & awarded: $460, 548
Award Period: 8/1/09-7/31/12

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

"Undergraduate Research Opportunities in Computing (UROC)"
Yahoo!, Inc.
$10,000 ($2,500 5/08, $2,500 5/09; $5,000 5/12)

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

"Focused Research Program (FRP) in Web Science"
Office of the Provost, Georgia Institute of Technology
Amount: $29,313

PIs: Amy Bruckman (Interactive Computing) and Milena Mihail (Computer Science)
Co-PIs: Michael Best (International Affairs), Athanassios Economou (Architecture),
Hans Klein (Public Policy), Celia Pearce (Literature, Communication, and Culture),
George Riley (ECE), William Rouse (ISYE), Sandra Slaughter (Management), and
Robin Thomas (Mathematics)
Award period: June 2007-May2008

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

"Science Online: Learning Through Collaborative Writing of an Open-Content
Scientific Encyclopedia"
NSF Advanced Technologies for Learning
Amount: $321,812
REU: $12,000 (6/07)
REU: $12,000 (1/09)
Award Period: 10/1/05—9/30/2010

"Research on Learning and Communication Online"
Pitney Bowes
 Amount: $18,000
December 2004

"Undergraduate Research Opportunities in Computing"
Intel
Amount: $5,000
September 2004

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

"AquaMOOSE 3D: Multi-User Functionality for a 3D Math Learning Environment"
Microsoft Research
Amount: $38,294
2001

"Research on Electronic Learning Communities"
Ricoh

Amount: $32,000
Initial award early 2000; renewed November 2000

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

"Net Flyer: Community Support for Constructionist Learning"
National Science Foundation
CAREER Program
Amount: $499,793
REU: $32,325 (1999, 2001)
Award Period: 1999-2004

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

"Research on Electronic Learning Communities"
IBM
 Amount: $120,000
Initial award 1998 (faculty development award); renewed 1999 (partnership award)
renewed 2000 (partnership award)

"Intellectually Engaging, Distributed Graphical Worlds"
Intel
Amount: $106,092
Plus equipment valued at $26,819
Initial award 1997; renewed 1999

"Learning in Virtual Worlds"
Neometron
Amount: $30,000
1997

E2. AS CO-PRINCIPAL INVESTIGATOR
"A Bias Detection Indictor for Highlighting Human Biases within Text-Based Communication Threads"
Ayanna Howard, Amy Bruckman, and Diyi Yang
Cisco

October 2021-October 2023
$167,729

"GAMED: Understanding In-GAme CrEDibility at Scale"
DARPA
Amount: $299,000
Role: Co-PI
Collaborators: Erica Briscoe (PI), Eric Gilbert, (co-PI), Amy Bruckman (co-PI)
Award Period: 1/24/2012-9/14/2017
Candidate's Share: $16,081 (5.4%)

"SmartSign: Learning Sign Language Via Mobile Phone"
PI: Thad Starner
Co-PI: Amy Bruckman
US Department of Education
Amount requested & awarded: $1,500,000
Award Period: 3/1/10—2/28/13
Candidate 's Share: 5% ($72,496)

"BPC-AE: Collaborative Research: Extending "Georgia Computes!": A Statewide
Vertical Alliance to Broaden Participation through Innovative, Inviting, and Relevant
Computing Education"
PI: Mark Guzdial
Co-PI: Amy Bruckman
National Science Foundation
Program in Broadening Participation in Computing
Amount requested & awarded: $1,372,296
Submitted: May 2009
Award Period: 9/1/09-8/31/11
Candidate's Share: 16% ($238,555)

"Copycat: Learning Through Signing"
Institute of Education Sciences
US Department of Education
Role: Co-PI
Collaborators: Thad Starner (PI), Amy Bruckman (Co-PI)
Amount: $1,491,965.00
Award period: 3/1/2007-2/28/2010
Candidate's share: 3% ($47,998)

"BPC: Statewide Vertical Alliance to Broaden Participation through Innovative,
Inviting, and Relevant Computing Education"
National Science Foundation

Broadening Participation in Computing
Role: Co-PI
Collaborators: Mark Guzdial (PI)., Maureen Biggers (Co-PI), and Amy Bruckman (Co-PI)
Awarded: $2,011,557
REU: $19,950 (6/13/07)
Award period: October 2006—September 2009
Candidate's share: 13% ($260,000)

"ITR: Providing Intuitive Access to Human Motion Databases"
PI: Jessica Hodgins (CMU)
National Science Foundation
Medium ITR
Role: Co-PI
Collaborators: Jessica Hodgins (CMU, PI), Amy Bruckman (Co-PI), and Nancy Pollard (Brown, Co-PI)
Requested: $5 million ($355,985 Georgia Tech sub-contract)
Result: Funded $510,000
Start date: September 1^{st,} 2002
Candidate's share: 4% ($19,358)

"ITR Collaborative Research: Indexing, Retrieval, and Use of Large Motion Databases"
National Science Foundation
Role: Co-PI
Collaborators: Christos Faloutsos (CMU, PI), Amy Bruckman (Georgia Tech, Co-PI), Jessica Hodgins (CMU, Co-PI), Randy Pausch (CMU, Co-PI), and Nancy Pollard (CMU, Co-PI)
Requested: $4 million ($400,000 Georgia Tech)
Result: Funded $1.6 million ($200,000 Georgia Tech)
          REU Supplement $5,993
Start date: March 15, 2004
Candidate's share: 12.5% ($200,000)

E3. AS SENIOR PERSONNEL OR CONTRIBUTOR
"Junto: A Secure, Peer-To-Peer Information Sharing Network for Sailors and Marines"
Office of Naval Research (ONR)
Role: Technical Lead
PI: D. Scott Appling, GTRI
Amount: $567,355 (my part: $43,038)
Start date: July 15, 2021

E4. PENDING PROPOSALS

"Junto: A Secure, Peer-To-Peer Information Sharing Network for Sailors and Marines—Classified Version"
Naval Air Systems Command (NAVAIR)
PI: D. Scott Appling, GTRI
Submitted: January 2022
My part: $22,000

E5. PROPOSALS SUBMITTED BUT NOT FUNDED (last two years)

Who is sharing misinformation online and why?
PI: Amy Bruckman
Co-PI: D. Scott Appling (GTRI)
Facebook Research
Requested: $99,485
Date: May 2020

F. OTHER SCHOLARLY AND CREATIVE ACCOMPLISHMENTS

G. SOCIETAL AND POLICY IMPACTS

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

H. Other Professional Activities

V. TEACHING

A. COURSES TAUGHT
Last seven years.

Semester	Course	Title	Number of Students
Fall 2024	CS 4001 HP	Computing, Society and Professionalism (Honors Program)	22
Fall 2023	CS 6470	Design of Online Communities	55
Spring 2023	CS 3001	Computing, Society & Professionalism	307

Fall 2022	CS 6470	Design of Online Communities	71
Spring 2022	CS 4472	Design of Online Communities	61
	CS 6470	Design of Online Communities	56
			(117 total)
Fall 2021	CS 4873	Computing, Society & Professionalism	238
Spring 2021	CS 4472	Design of Online Communities	49
	CS 6470	Design of Online Communities	42
			(91 total)
Fall 2020	CS 4873	Computing, Society & Professionalism	143
Spring 2020	CS 4472	Design of Online Communities	39
	CS 6470	Design of Online Communities	35
			(74 total)
Fall 2019	CS4863 CSP	Computing, Society & Professionalism	97
	CS 8001SC	Social Computing Seminar	8
Spring 2019	CS 6470	Design of Online Communities	28
	CS 8001SC	Social Computing Seminar	11[2]
Fall 2018	CS 4001HP	Computing, Society & Professionalism	24
	CS 8001SC	Social Computing Seminar	14[2]
Spring 2018	CS 8001SC	Social Computing Seminar	12[2]
Fall 2017	CS 4001	Computing, Society & Professionalism	41
	CS 8001SC Social Computing Seminar		12[2]
Spring 2017	CS 6470	Design of Online Communities	65
	CS 8001SC	Social Computing Seminar	11[1,2]
Fall 2016	CS 4001	Computing, Society & Professionalism	47
	CS 8001SC	Social Computing Seminar	10[1,2]
Spring 2016	CS 6470	Design of Online Communities	32
	CS 8001SC	Social Computing Seminar	7[1,2]
Fall 2015	CS 4001	Computing, Society & Professionalism	42
	CS 8001SC	Social Computing Seminar	12[1,2]

1: With Eric Gilbert
2: With Munmun De Choudhury
3: With Diyi Yang

B. INDIVIDUAL STUDENT GUIDANCE

B1. Ph.D. Students
Ciabhan Connelly
Co-advised with Eric Gilbert, University of Michigan
Graduation date: In progress

Alexander Koo
Graduation date: In progress

Rijul Magu
Co-advised with Diyi Yang
Graduation date: In progress

Julia Deeb-Swihart
Co-advised with Alex Endert
Graduation date: December 2022
Dissertation   "Human Centered Approach to Technology to Combat Human Trafficking"
Employment: Assistant Teaching Professor, Human-Centered Design and Engineering, University of Washington

Sucheta Ghoshal
Graduation date: November 2020
Dissertation: "A Grassroots Praxis of Technology: View from the South"
Employment: Assistant Professor, School of Information, University of Washington

Shagun Jhaver
Co-advised with Eric Gilbert
Graduation date: May 2020
Dissertation: "Identifying Opportunities to Improve Content Moderation"
Employment: Assistant Professor, Rutgers University

Michaelanne Dye
Co-advised with Neha Kumar

Graduation date: August 2019
Dissertation: "Vamos a Resolver: Collaboratively Configuring the Internet in Havana"
Employment: Assistant Professor, University of Michigan

Casey Fiesler
Graduation date: August 2015
Dissertation: "The Role of Copyright in Online Creative Communities: Law, Norms, and Policy"
Employment: Associate Professor, University of Colorado at Boulder

Jill Dimond
Graduation date: August 2012
Dissertation: "Feminist HCI for Real: Designing Technology in Support of a Social Movement"
Employment: Co-Founder, Sassafras Tech Collective

Sarita Yardi
Graduation date: August 2012
Dissertation: "Boundaries in Social Media: Supporting Parents in Managing Youth's Social Media Use"
Employment: Associate Professor, School of Information, University of Michigan, Ann Arbor, MI

Kurt Luther
Graduation date: August 2012
Dissertation: "Supporting and Transforming Leadership in Online Creative Collaboration"
Employment: Associate Professor, Virginia Institute of Technology

Betsy DiSalvo
Graduation date: March 2012
Dissertation: "The Glitch Game Testers: The Design and Study of a Learning Environment for Computational Production with Young African American Males"
Employment Associate Professor, School of Interactive Computing, Georgia Institute of Technology

Andrea Forte
Graduation date: August 2009
Dissertation "Learning in Public: Information Literacy and Participatory Media"
Employment Dean, School of Information, University of Michigan

José Zagal
Graduation date: 5/08

Dissertation:	"Supporting Learning About Games"
Employment	Professor (Lecturer), Entertainment Arts Engineering, University of Utah

James Hudson

Graduation date:	1/06
Dissertation:	"The Role of Chatrooms in Facilitating Learning Behaviors in Small Group Learning"
Employment:	Research Manager at Meta

Jason Elliott

Graduation date:	12/05
Dissertation:	"AquaMOOSE 3D: A Constructionist Approach to Math Learning Motivated by Artistic Expression"
Employment:	Senior Software Engineer, Fidelity Investments

Jason Ellis

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

B2. M.S. Students (Indicate thesis option for each student)

Ward, Hannah
"Online communities for siblings of people with special needs." Spring 2024.

Kashiviswanathan, Rohan.
"Online communities for siblings of people with special needs." Spring 2024.

Gali, Niharika
"Understanding the needs of people who run non-profit social media servers." Spring 2023, Fall 2023, Spring 2024

Ramyani Ghosh
"Content moderation on Mastodon." Spring 2023.

Bhanerjee, Tulika.
"Content moderation on Mastodon." Spring 2023, fall 2023, spring 2024

Michael Swenson
"Ethical resources for trust and safety professionals." Fall 2019, spring 2020, spring 2023, summer 2023, fall 2023, spring 2024.

Tony Wang (with Diyi Yang)
"Mentoring on 7CupsofTea." Special problems fall 2022, spring 2023, summer 2023.

Nivedhitha Kumar
"Understanding Across Difference." Special problems summer 2022, fall 2022.

Han "Jenny" Wang
"An online community for Chinese international students"; HCI MS project. Fall

2022, summer 2023.

Appling, Darren Scott
> "A human-centered view of misinformation"; August 2019—May 2021

Feliciangeli, Talia
> "Cross-generational communication across language and cultural barriers." HCI
> MS project fall 2020, spring 2021

Boylston, Christian
> "Online deplatforming and quarantining", fall 2020, spring 2021

Luo, Chaoyuan
> "Email overload"; HCI MS project spring 2020, fall 2020, spring 2021

Swenson, Michael (OMSCS)
> "Online content moderation," fall 2019, spring 2020, spring 2021

Patel, Khushman
> "VRChat", summer 2019

Mendhekar, Rishma
> "Communication Technologies and social movements"
> Fall 2018, spring 2019, fall 2019, spring 2020

Sijia Xiao
> "Conspiracy theories online"
> HCI MS project, fall 2018, spring 2019

Saaziya Tambiwala
> HCI MS project summer fall 2015, spring 2016.
> Graduation: May 2016

Suraksha Pai
> "Online challenge web application."
> HCI MS project summer 2015, fall 2015, spring 2016.
> Graduation: May 2016

Joseph Gonzales
> "Online Collaboration and Weak Ties"
> HCI MS project fall 2012, spring 2013, fall 2014, spring 2014
> Graduation: spring 2014.

Ian Lavrovsky
> "The Turing Game"
> CS MS project Fall 2012, Spring 2013
> Graduation: spring 2013

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

Eric Soto
> "Geographic Community Information"
> HCI MS project fall 2007, spring 2008
> Graduation: spring 2008

Scott Sherrill

"Geographic Community Information"
HCI MS project fall 2007, spring 2008
Graduation: spring 2008

Vanessa Rood

"Online Brand Communities"
HCI MS project fall 2007, spring 2008
Graduation: spring 2008

Pamela Griffith

"Collaboration in Online 3D Animation Communities."
HCI MS project fall 2007, spring 2008
Graduation: spring 2008

Adeline Lee

"Online Dating in General-Purpose Social Networking Sites"
HCI MS project fall 2006, spring 2007
Graduation: spring 2007

Susan Gov

"Identity in Online Environments and Social Network Aggregators"
HCI MS project, fall 2006
Graduation: fall 2006

Amruta Lonkar

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

Casey Fiesler

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

Lee Inman

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

Susan Bryant

"Transformation of Participation in the Wikipedia"
CS 8903 spring 2004, HCI MS project fall 2004
Graduation: fall 2004

Amon Millner

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

James M. Hudson

"IRC Français: Learning French Through Real-Time CMC."
Graduation: 2001

Elizabeth Edwards
> "Motivation in a Constructionist Learning Environment."
> Graduation: May 2001

Scott Lewis
> "HCI for a 3D Educational Game."
> Graduation: May 2001

B3. Undergraduate Students

- Sundar, Venkatesan. "LLMs for content moderation." Spring 2024.
- Adabala, Srihita. "Understanding people banned from Reddit." Fall 2023, spring 2024.
- Scott, Lucy. "CSCW for service industry workers." Fall 2023, spring 2024.
- Sadie Palmer. "Social computing research." Spring 2022, summer 2022, fall 2022.
- Yihe "Oscar" Liu. Co-advised with Diyi Yang. "Understanding perceptions of AI-mediated email writing," fall 21, spring 22. "Understanding across difference." Summer 2022, fall 2022, spring 2023.
- Ivanna Gomez Quiroz. "Understanding across difference." Summer 2022, fall 2022, spring 2023.
- Adunola Oladeji. "Understanding Black content creators on TikTok," fall 2021, spring 2022. "Discord Venting Channels," fall 2022, spring 2023, summer 2023. Research option.
- Lily Bernstein, "Understanding across difference on Facebook," summer 2021, fall 2021, spring 2022, fall 2022. Research option.
- Christian Boylston, "Deplatforming," summer 2019, fall 2019, spring 2020
- Iris Birman, "Online Moderation," summer 2017, fall 2017, spring 2018. Research option.
- Pranil Vora, "ChangeMyView," summer 2017.
- Benjamin Raddock, Ragavil Ramesh, and Wheeler Sutton, "RoastMe," fall 2017.
- Sara Norris, "Crowdsourcing social media for Cuba," fall 2015.
- Ryan Trad, "Visualizing campus social media," spring 2015, fall 2015, spring 2016.
- Haidar Jamal, "Visualizing campus social media," spring 2015, fall 2015, spring 2016.
- Damilola Faisal Animashaun, "Visualizing campus social media," spring 2015, fall 2015, spring 2016, fall 2016, spring 2017. Undergraduate thesis option.
- Bao Vu, "Developing a project website for the copyright online project," fall 2014, spring 2015.
- Koushik Krishnan, "Software testing for peer feedback," fall 2014.
- Titus Woo, "The Turing Game," fall 2013, spring 2014.
- Josie Antwi, "User understanding of copyright." Summer 2013.
- Heather Chang, "Flagged Revisions on the German Wikipedia." Summer 2009, fall 2009, spring 2010. Glitch Game Testers, summer 2010, fall 2010.

- Kevin Ziegler. "Leadership in Online Creative Collaboration. Fall 2008, spring 2009, summer 2009, spring 2010.
- Matthew Flaschen, "ProveIt!" Wikipedia reference tool. Fall 2008, spring 2009, fall 2009, spring 2010, fall 2010.
- Marcus Austin, Glitch Game Testers, summer 2009, fall 2009, spring 2010.
- Corey Steward, Glitch Game Testers, spring 2008, summer 2008, fall 2008, spring 2009, summer 2009, fall 2009, spring 2010, fall 2010.
- Terris Johnson. Anival, fall 2006, spring 2007, summer 2007, fall 2007, spring 2008. Glitch Game Testers, fall 2008, spring 2009, summer 2009, fall 2009, spring 2010. Prove-It: Spring 2010, fall 2010.
- Aaron Boyd , Tuyen Tran Tran, William Brantley Wells, and Ethan Yi-hung Wu. "Undergraduate Research Opportunities Program Job Database." Senior design, spring 2008.
- Matthew Garrison, Alex Martinello, Brandon Pitman, and Robert Watts. "Deal or No Deal Web Application to Teach About Expected Value Functions." Senior design, fall 2007.
- Shruthi Panicker, "Analysis of collaboration in online animation communities." Fall 2007.
- Jeffrey Holloman, "Animation of Human Motion on Second Life." Summer 2007.
- Scott Ehardt, "References Tools for MediaWiki." Summer 2007.
- Taneisha Marshall, "Teaching HCI First, to Broaden Participation in Computing for Inner-City Teens." Summer 2007.
- Pamela Krolikowski, University of Maryland. CRA Distrbuted Mentor Program. "Teaching HCI First, to Broaden Participation in Computing for Inner-City Teens." Summer 2007.
- Vigneshwar Kalyanasundaram, "Mathematical notation on wikis." Fall 2006.
- Jesse Dahlstrom, William Miller, Matthew Parcell, and Austin Syfert. "User Support Groups for Kids with Food Allergies Website." Senior design, fall 2005.
- Scott Harlan, Jonathon McAbee-Reher, Summers Pittman, and Walter Drew Stevens. "Live Action Role-Playing Character Database." Senior design, summer 2005.
- Kinnaird, Peter. "Anival Online Animation Festival Database." Fall 2004, spring 2005.
- DeBarros, Marcio, Erik Kline, Leslie Kubilius, Angela Liang and Pritesh Patel. "Kids with Food Allergies Online Recipe Database." Senior design, fall 2004.
- Adrian Abraham , Mitch Halpin, Jimi Malcomb, Paul Royal, and Joe Uhl. "Online Conference Registration System." Senior design, spring 2004.
- Robinson, Martin. "Online History Learning." Spring 2004, summer 2004. "Visualization support for the Wikipedia." Fall 2004. Senior research project, spring 2005.
- James Yang, "Supporting learning in CS 4001." Fall 2003, spring 2004.

- Michael Johnson, Derrick Lewis, Zong Bao Tang, ShiDong Zheng, "History Meta-index database." Senior design, fall 2003.
- Huzaifa Zafar, "Visualization tools for mathematical learning." Senior design, fall 2003. Supervised research, spring 2004.
- Zeina Atrash. "Learning through animation at the computer clubhouse." Fall 2003, spring 2004.
- Gary Brown, Ryan Studelska, and Kevin Tabb. "The Turing Game: .NET implementation." Spring 2003.
- Brian Whited "Use of color to promote programming understanding and interactivity in a programming environment for children." Senior research project, spring 2003.
- Anne Marie Piper, "Girls and Learning at the Intel Computer Clubhouse." Senior research project, spring 2003. Supervised research, fall 2003, spring 2004.
- Jared Parsons, "Robust database access for a networked interactive educational system." Fall 2002. Senior research project, spring 2003. Supervised research, fall 2003.
- Michael Anthony Bayazes, Gary Brown, Ryan Studelska, and Kevin Tabb. "The Turing Game: .NET implementation." Senior design, fall 2002.
- Philip Graham. "Leveraging connections between math and art in AquaMOOSE 3D." Fall 2001, spring 2002, fall 2002. Senior research project, spring 2003. Supervised research, spring 2004.
- John Scott Crannell, "The Jason Project Quilt Project." Senior research project, fall 2002.
- Joseph Uhl, "Electronic Learning Communities." Fall 2002.
- Alex Rudnick, "Electronic Learning Communities." Fall 2002.
- Steve Jordan, "Participation in CSCL environments." Summer 2002.
- Chris Heilman, Joseph King, and Evanda Remington. "SqueakMOOSE: a programming environment for children." Senior design, spring 2002.
- Katherine Appleyard, "The Intel Computer Clubhouse Network: an Ethnographic Study," Senior design project, spring 2002.
- Peter Tsai, "Usability issues for an online registration system." Spring 2002.
- Dianna Merriam Volkov, Todd Matthews, Stephen Belknap, Michelle Burnett. And Collin Lobb. "Supporting land acquisition for Dekalb County Parks and Recreation." Senior design, fall 2001.
- Tysen Perszyk, "Electronic Learning Communities." Fall 2001.
- Irwin Dolobowsky, George Parantatos, and Scott Percy. "Student Labor Exchange (SLE)." Senior design Fall 1999; continued as supervised research spring 2000.
- Peter Pociask, "Electronic Learning Communities." Fall 2000.
- Pamela J. Packman, "Electronic Learning Communities." Fall 2000.
- Hemanth Grandhige, "Programming Environment Design for Kids." Senior project, summer 2000-fall 2000.

- Spencer Chastain, "Sound Design in Support of Mathematics Learning." Senior project, summer 2000. Supervised research, fall 2000.
- Naureen Hooda, Na "MOOSE Crossing: Designing an Online Learning Environment." Supervised research, spring 2000. "MOOSE Crossing: Teacher Assistance Software and Support." Senior project, fall 2000.
- James M. Hudson, "Learning French in an Online Community"; fall 1998, senior research winter 1999. Winner of the College of Computing Undergraduate Student Research Award (1999), and judges' honorable mention in the Undergraduate Research Symposium.
- Jeffrey Bishop, Will Frishe, Duff Means, and Dave Lovell. "Iron Pentacle: a Tactical Role-Playing Game." Senior design project, spring 2000.
- Lo, Dan, Jason Dorough, Stephen Lawrence, Olivia Carpenter, and Jonathan Tew. Senior design project, fall 1999.
- Jeffrey Wilson, "Computer Game Design"; winter 1999-spring 1999.
- Adam Tegen, "WinMOOSE: Programming Environment for Kids"; winter 1999-spring 1999.
- Scott, William. "2D Game Design Language"; winter 1999, spring 1999, summer 1999.
- Cameron Perkins, Vu Pham, William Scott, and Adam Tegen. "WinMOOSE." Software engineering project, spring 1998.
- Scott Lewis, "Computer Game Design"; senior research project winter 1999-spring 1999.
- Stuart Jeff, "The AquaMOOSE Avatar Construction Kit." Supervised research, spring 1998-summer 2000. Senior research project, spring 2000-summer 2000. Winner of UROC Research Award.

B4. Service on thesis or dissertation committees

Sijia Xiao
Advisor: Nilofuar Salehi
University of California, Berkeley
Proposal: April 2023

Adriana Alvarado Garcia
Advisor: Christopher LeDantec
Graduation: May 2022

Aaron Jiang
University of Colorado Boulder
Advisors: Jed Brubaker and Casey Fiesler
Graduation: November 2020

Eshwar Chandrasekharan
Advisor: Eric Gilbert
Graduation: May 2020

Jessica Pater
Advisor: Elizabeth Mynatt
Graduation: December 2019

Abigail Marsh
Carnegie Mellon University
Advisor: Lori Cranor
Graduation: August 2018

Stevie Chancellor
Advisor: Munmun De Choudhury
Graduation: May 2019

Barbara Ericson
Advisor: James Foley
Graduation: May 2018

Tanushree Mitra
Advisor: Eric Gilbert
Graduation: May 2017

CJ Hutto
Advisor: Eric Gilbert
Graduation: June 2018

Catherine Grevet
Advisor: Eric Gilbert
Graduation: February 2016

Andrew Miller
Advisor: Elizabeth Mynatt
Graduation: May 2014

Kimberly Weaver Xu
Advisor: Thad Starner
Graduation: April 2013

Steven P. Crain
Advisor: Hongyuan Zha
Graduation: August 2012

Lana Yarosh
Advisor: Gregory Abowd
Graduation: March 2012

Christina Gardner
Advisor: Janet Kolodner
Graduation: December 2011

Andrea Grimes
Advisor: Rebecca Grinter
Graduation: June 2011

Allison Tew
Advisor: Mark Guzdial
Graduation: December 2010

Brian Dorn
Advisor: Mark Guzdial
Graduation: December 2010

Lena Mamykina
Advisor: Elizabeth Mynatt
Graduation: November 2008

Tammy Clegg
Advisor: Janet Kolodner
Graduation: August 2010

Jochen "Je77" Rick, College of Computing
Advisor: Mark Guzdial
Graduation: March 2007

Kristin Kaster Lamberty, College of Computing
Advisor: Janet Kolodner
Graduation: January 2007

Jakita Owensby, College of Computing
Advisor: Janet Kolodner
Graduation: May 2006

Carlos Jensen, College of Computing
Advisor: Colin Potts
Graduation: December 2005

Alice Anne Bailey, Psychology
Advisor: Jack Feldman
Graduation: Fall 2004

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

Alex Zhao, College of Computing
Advisor: John Stasko
Graduation: August 2001

Scott McCrickard, College of Computing
Advisor: John Stasko
Graduation: June 2000

B5. Mentorship of postdoctoral fellows or visiting scholars

C. OTHER TEACHING ACTIVITIES

C1. Course Development
- Redesigned CS 4001 "Computers, Society, and Professionalism" to be large lecture plus recitation format, fall 2019. Wrote proposal for revised course number, CS 3001.
- Redesigned CS 7460 "Collaborative Computing," Spring 2014
- Revised CS 6451 "Introduction to Human-Centered Computing," Fall 2011
- Developed LCC 4701 and 4702, (Converting the 2-credit support class for writing an undergrad thesis into two one-credit classes, one for proposal writing and one for thesis writing.)
- Developed CS 4472, "Design of Online Communities"
- Developed Social Computing specialization for HCC PhD program, 2007.
- Developed LCC 4700, "Writing an Undergraduate Thesis" (with Leigh Bottomley, Amanda Gable, Lisa McNair, and Lisa Rosenstein.)
- Developed CS 4665, "Educational Technology: Design and Evaluation"
- Developed CS 7465, "Educational Technology: Design and Evaluation"
- Revised CS 6460, "Educational Technology: Theoretical Foundations"
- Developed CS 4660, "Introduction to Educational Technology."
- Developed CS 6470, "Design of Online Communities."
- Developed CS 4455, "Video Game Design and Programming," with Jessica Hodgins.

VI. SERVICE

A. PROFESSIONAL CONTRIBUTIONS

A1. Professional Society Committees
- Member of ACM New Publications Committee, January 2021—present.
- Member of Communications of the ACM *In Memoriam* Committee, 2020
- Member of ACM Ethics and Plagiarism Committee, 2017—2019.
- Member of ACM 2018 CODE Update Committee (group that wrote the new ACM Code of Ethics), 2017—2018.
- SIGCHI representative to ACM CODE Update Committee, 2016—2018.
- Chair of the ACM CSCW Steering Committee (Elected).   Four-year term: Chair Elect 2017—2018, Chair 2019—2020. Committee responsible for all major policy changes, for selecting conference general chairs and program chairs, and working with those chairs to select conference locations and dates.
- Chair of the ACM SIGCHI Research Ethics Committee. 2015—2019.
- ACM Conference on Wikis and Open Collaboration (WikiSym), Steering Committee, September 2009—2015.

A2. Conference Committee Activities

- ACM CSCW Editor, 2024

- Wiki Workshop 2023, Program Committee

- ACM CSCW Panels Co-Chair, 2023

- ACM CSCW Lasting Impact Award Committee, 2020

- ACM Conference on Open Collaboration (OpenSym 2016). Program committee. August 2016, Berlin, Germany.
- ACM Conference on Computer Supported Cooperative Work and Social Computing 2015 (CSCW 2015). Vancouver, Canada, March 2015. Associate Chair, technical program.

- ACM Conference on Wikis and Open Collaboration (WikiSym 2013). Program committee. Hong Kong, August 2013.
- ACM Conference on Computer Supported Cooperative Work and Social Computing 2013 (CSCW 2013). San Antonio, TX, February 2013. General Chair, with Scott Counts (Microsoft).

- ACM Conference on Wikis and Open Collaboration (WikiSym 2012). Program committee. Linz, Austria, August 2012.
- iConference 2012, Toronto, Canada, February 2012. Program Committee.
- ACM Conference on Computer Supported Cooperative Work and Social Computing 2012 (CSCW 2012). Seattle, WA, February 2012. Associate Chair, technical program.

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

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

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

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

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

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

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

- International Congress on Web Studies. Toluca, Mexica, 2010. Program committeee/advisory board.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

- "Interactive Technology Design for Children." Program Committee. Eindhoven, The Netherlands, August 2002.

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

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

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

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

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

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

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

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

A3. Workshops

- "SIG on Designing for Constructive Conflict." Organizers Amanda Baughan, Ashwin Rajadeingan, Alexis Hiniker, Paul Resnick, and Amy Bruckman. CHI 2022, New Orleans, LA, May 2022.

- "Design and the Politics of Collaboration: A Grassroots Perspective." Organizers of one-day workshop with **Sucheta Ghoshal** (GT), Carl DiSalvo (GT), Lilly Irani (UC Irvine), Chris LeDantec (GT), and Andrea Grimes Parker (Northeastern). CSCW 2019, Austin, TX, November 2019.

- "Understanding 'Bad Actors' Online." Co-organizer for one-day workshop with Lindsay Blackwell (Michigan), Mark Handel (Facebook), Sarah T. Roberts (UCLA). CHI 2018, Montreal, Canada, April 2018.

- "Ethics for Studying Online Sociotechnical Systems in a Big Data World." Co-organizer for one-day workshop with Casey Fiesler (GT), Mary Gray (MSR), Jeff Hancock (Cornell), Wayne Lutters (UMBC), Tamara Peyton (Penn State), and Alyson Young (UMBC). CSCW 2015, Vancouver, British Columbia, Canada, March 2015.

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

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

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

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

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

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

B. PUBLIC AND COMMUNITY SERVICE

- Operations Advisory Board, NPR WABE 90.1, Attend quarterly meetings on the station's strategy, advise on new initiatives. 2020—present.
- Digital Services Advisory Board, NPR WABE 90.1. Attend quarterly meetings on the station's digital strategy, advise on new initiatives. Place GT students as interns at the station. 2008—2019.
- Volunteer Reddit moderator, r/science (world's biggest pubic science discussion forum) and r/gatech.

C. INSTITUTE CONTRIBUTIONS
- Faculty advisor to Women@CC student group, September 2022—present.
- Institute Public Health Preparedness and Prevention Subcommittee, October 2022—present.
- Institute Public Health Committee, May 2022—October 2023.
- Institute Coronavirus Task Force, April 2020—April 2022.
- Co-chair (with Magnus Egersted), Institute Committee for densification of TSRB. August 2015—2016.
- GT FIRE grant program, reviewer, 2015—2016.
- Chair, space committee, School of Interactive Computing, spring 2015—spring 2017.
- Post Promotion Review (PPR) Committee, School of Interactive Computing, AY2014.
- Search Committee for School Administrative Officer, School of Interactive Computing, spring 2015.

- School of Interactive Computing Curriculum Task Force, Chair, fall 2013-spring 2014.
- Institute First-Year Reading Committee, AY 2014.
- Campus faculty advisory committee to new Clough Undergraduate Learning Commons (CULC), 2011.
- Search Committee for a Director of Undergraduate Research and Student Innovation. Chair, February 2010-November 2010.
- Campus Library/Faculty Advisory Board. August 2009-November 2010.
- Dean's Advisory Committee (elected), August 2008—May 2010. Chair, September 2009—May 2010.
- Area advisor, Social Computing, 2007—2014. Led creation of social computing focus for MSCS degree. Leading effort to create social computing area of CS PhD program (in addition to HCC PhD).
- GVU Research Director, AY2008.
- Organizer of Web Science Lecture Series. September 2007—2013. Speakers include: Bernardo Huberman (HP), Brewster Kahle (The Internet Archive), Jon Kleinberg (Cornell), Robert Kraut (CMU), Ben Shneiderman (Maryland), Loren Terveen (University of Minnesota), and Jimmy Wales (Wikia.com).
- Web Science Working Group, co-chair with Milena Mihail, March 2007—December 2007; co-chair also with Constantine Dovrolis and Irfan Essa, December 2007—2010.
- Awards Committee, School of Interactive Computing, Chair, AY2008-9.
- Sigma Xi Young Faculty Award Committee, Chair, AY2007.
- PhD Admissions Committee, Program in Human-Centered Computing (HCC), AY2007.
- Technology Services Organization (TSO) Advisory Committee, AY2007-8.
- Undergraduate Research Advisory Group (URAG). Chair, August 2005-August 2013. Committee provides faculty input to shape the campus undergraduate research program, and makes decisions on all issues with curricular impact in collaboration with the Institute Undergraduate Curriculum Committee (IUCC).
- Search Committee for a Director of Undergraduate Research. Chair, May 2005-January 2006.
- Institute Committee to develop an Honors Degree. October 2004—January 2005.
- Institute Undergraduate Research Committee. Chair, September 2004—August 2005.
- Institute QEP Steering Committee. September 2004—2006.
- Institute Committee on SACS Accreditation. January 2004—2006.
  - Chair, subcommittee on undergraduate research, January 2004—September 2004.
- Future of Computing Education committee. November 2003—August 2004.

- Institute Committee on Academic Misconduct Process, December 2002—April 2003.
- Committee on New PhD Programs, Co-Chair, Fall 2002. Member 2003.
- Faculty Recruiting Committee, 2002-3.
- Area advisor, Learning Sciences and Technologies (LST), summer 1999-summer 2003; summer 2009—2012.
- Graduate Committee sub-committee on IBM fellowship applications, 2002.
- Graduate Committee sub-committee to reorganize PhD breadth requirement, 2002.
- Graduate Committee, 1999—2003.
- Undergraduate Research Opportunities in Computing (UROC) Committee, Chair, Summer 1998—summer 2002. Co-chair with Tucker Balch, fall 2002—May 2004. Chair May 2004-fall 2013.
- Committee to revise introductory CS classes, Fall 1998.
- Undergraduate Curriculum Revision Committee, Spring 1998.
- Women's Resources Center Advisory Board, 1998—2001.
- EduTech Steering Committee, 1998—2001.