Craig M. MacDonald, Ph.D.

Associate Professor | Pratt Institute, School of Information
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Google Scholar Profile:
https://scholar.google.com/citations?user=KmCRiaMAAAAJ&hl=en&oi=sra

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EDUCATION

Ph.D., Information Studies | Drexel University   2012

M.S., Applied & Mathematical Statistics | Rutgers University   2007

B.A., Statistics | The College of New Jersey   2004

ACADEMIC & PROFESSIONAL EXPERIENCE

Associate Professor (with tenure, 2019 – present)   2017 – present
Assistant Professor   2012 – 2017
Pratt Institute, School of Information   *New York, NY*

Curriculum & Teaching Lead, MS in Information Experience Design   2021 – Present
Program Coordinator, MS in Information Experience Design   2016 – 2020
Pratt Institute, School of Information   *New York, NY*

Instructor / Graduate Teaching Assistant   2010 - 2012
Drexel University, College of Information Science & Technology   *Philadelphia, PA*

Graduate Research Assistant   2007 - 2010
Drexel University, College of Information Science & Technology   *Philadelphia, PA*

Senior Research Associate   2005 - 2007
The College of New Jersey, School of Education   *Ewing, NJ*

PUBLICATIONS

Full Articles & Conference Papers

Putnam, C., Rose, E. J., & MacDonald, C. M. (2022). "It could be better. It could be much worse": Understanding Accessibility in User Experience Practice with Implications for Industry and Education. *ACM Transactions on Accessible Computing*. https://doi.org/10.1145/3575662

Rose, E. J., **MacDonald, C. M.**, & Putnam, C. (2022). Teaching Design Systems: Towards a flexible and scalable model for the UX classroom. In *Proceedings of the 40th ACM International Conference on Design of Communication (SIGDOC '22)*. ACM, New York, NY, USA, 107–113. https://doi.org/10.1145/3513130.3558985

MacDonald, C. M., Sosebee, J., & Srp, A. (2022). A Framework for Assessing Organizational User Experience (UX) Capacity. *International Journal of Human–Computer Interaction, 38*(11), 1064-1080. https://doi.org/10.1080/10447318.2021.1979811

MacDonald, C. M., Rose, E. J., & Putnam, C. (2021). How, Why, and With Whom Do User Experience (UX) Practitioners Communicate? Implications for HCI Education. *International Journal of Human–Computer Interaction*. DOI: https://doi.org/10.1080/10447318.2021.2002050

Dease, N., Villaespesa, E., & **MacDonald, C. M.** (2021) Working together: Using student-driven UX projects to improve library websites. *College & Undergraduate Libraries, 27*, 2-4. DOI: https://doi.org/10.1080/10691316.2021.1888838

Rose, E. J., Putnam, C., & **MacDonald, C. M.** (2020). Preparing Future UX Professionals: Human Skills, Technical Skills, and Dispositions. In *Proceedings of the 38th ACM International Conference on Design of Communication (SIGDOC '20)*. ACM, New York, NY, USA, Article 34, 1–8. DOI: https://doi.org/10.1145/3380851.3416774 (Honorable Mention Award)

MacDonald, C. M. (2019). User Experience (UX) Capacity-Building: A Conceptual Model and Research Agenda. In *Proceedings of the 2019 on Designing Interactive Systems Conference (DIS '19)*. ACM, New York, NY, USA, 187-200. DOI: https://doi.org/10.1145/3322276.3322346

MacDonald, C. M. & Rozaklis, L. (2017). Assessing the implementation of authentic, client-facing student projects in user experience (UX) education: Insights from multiple stakeholders. In S. Erdelez & N.K. Agarwal (Eds.), *Proceedings of the Association for Information Science and Technology* (pp. 268–278.) Hoboken, NJ: Wiley. DOI: https://doi.org/10.1002/pra2.2017.14505401030

MacDonald, C. M. (2017). "It Takes a Village": On UX Librarianship and Building UX Capacity in Libraries. *Journal of Library Administration, 57*(2), 194-214. DOI: https://doi.org/10.1080/01930826.2016.1232942

MacDonald, C. M. (2015), User Experience Librarians: User Advocates, User Researchers, Usability Evaluators, or All of the Above? *Proceedings of the Association for Information Science and Technology, 52*: 1–10. DOI: https://doi.org/10.1002/pra2.2015.145052010055

MacDonald, C. M. (2015). Assessing the User Experience (UX) of Online Museum Collections: Perspectives from Design and Museum Professionals. *Museums and the Web 2015 (M&W 2015)*. Published February 1, 2015. Available at https://mw2015.museumsandtheweb.com/paper/assessing-the-user-experience-ux-of-online-museum-collections-perspectives-from-design-and-museum-professionals/

MacDonald, C. M., & Atwood, M. E. (2014). What Does It Mean for a System to be Useful? An Exploratory Study of Usefulness. In *Proceedings of the ACM Conference on Designing Interactive Systems (DIS 2014)*. ACM, New York, NY, 885-894. DOI: https://doi.org/10.1145/2598510.2598600

MacDonald, C. M. (2013). Learning and Teaching Information Architecture: The Current State of IA Education. *Bulletin for the Association for Information Science and Technology, 40*(1), 28-35. DOI: https://doi.org/10.1002/bult.2013.1720400109

MacDonald, C. M., & Atwood, M. E. (2013). Changing Perspectives on Evaluation in HCI: Past, Present, and Future. In *CHI '13 Extended Abstracts on Human Factors in Computing Systems (CHI EA '13)*. ACM, New York, NY, 1969-1978. DOI: https://doi.org/10.1145/2468356.2468714

Park, S.J., **MacDonald, C. M.**, & Khoo, M. (2012). Do you care if a computer says sorry? User experience design through affective messages. In *Proceedings of the 2012 ACM Conference on Designing Interactive Systems (DIS 2012)*. ACM, New York, NY, 731-740.

Khoo, M., Kusunoki, D., & **MacDonald, C.** (2012). Finding Problems: When Digital Library Users Act as Usability Evaluators. In *Proceedings of the 2012 Hawaii International Conference on System Sciences (HICSS 2012)*. IEEE, Washington, DC, 1615-1624.

Rozaklis, L., & **MacDonald, C. M.** (2011). A Typology of Collaborative Communication in a Digital Reference Environment. *The Reference Librarian, 52*(4), 308-319.

Agosto, D. E., Rozaklis, L., **MacDonald, C.**, & Abels, E. G. (2011). A Model of the Reference and Information Service Process: An Educators' Perspective. *Reference & User Services Quarterly, 50*(3), 235-244.

Agosto, D. E., Rozaklis, L., **MacDonald, C.**, & Abels, E. G. (2010). Barriers and Challenges to Teaching Reference in Today's Electronic Information Environment. *Journal of Education for Library and Information Science, 51*(3), 177-186.

Khoo, M., & **MacDonald, C.** (2011). An Organizational Model for Evaluating Digital Libraries. In *Proceedings of the 2011 International Conference on Theory and Practice of Digital Libraries (TPDL 2011)*. Springer-Verlag, Berlin, 329-340.

Short Articles & Conference Presentations

MacDonald, C. M., Rose, E. J., & Putnam, C. (2022). An industry in flux: Where does UX go from here? *ACM Interactions, 29*(2), 54-58. https://dl.acm.org/doi/10.1145/3511671

St-Cyr, O., Jovanovic, A., Chignell, M., **MacDonald, C. M.**, & Churchill, E. (2018). The HCI Living Curriculum as a Community of Practice. *ACM Interactions, 25*(5), 68-75.

MacDonald, C. M. (2014). A Rubric for Assessing the User Experience (UX) of Online Museum Collections: Preliminary Findings and Future Directions. *Lightning talk presented at Museums and the Web 2014 (MW 2014)*.

MacDonald, C. M. (2014). User-Centered Design and the LIS Curriculum: Reflections on the User Experience Program at Pratt Institute. *Paper presented at the 2014 Annual Conference of the Association for Library and Information Science Education (ALISE 2014)*.

Khoo, M., & **MacDonald, C.** (2012). Erasmus: A Flexible and Scalable Administrative Tool for Dublin Core Metadata. *Paper presented at the 2012 Annual Conference of the Association for Library and Information Science Education (ALISE 2012)*.

Rozaklis, L., **MacDonald, C.**, Rehrig, M., & Abels, E.G. (2010). Collaboration in Online Question Answering Services. *Paper presented at the 2010 Annual Conference of the Association for Library and Information Science Education (ALISE 2010)*.

Posters & Demonstrations

Sosebee, J. & **MacDonald, C. M.** (2018). Learning Visual Communication: A Preliminary Analysis of HCI/UX Curricula. In L. Freund (Ed.), *Proceedings of the Association for Information Science and Technology* (pp. 896–897.) Hoboken, NJ: Wiley.

El Mimouni, H., & **MacDonald, C. M.** (2015). Culture and Information Architecture: A Study of American and Arab Academic Websites. In *Proceedings of the 2015 Annual Meeting of the Association for Information Science and Technology (ASIS&T 2015)*.

MacDonald, C. M., Park, S. J., & Chae, G. (2012). AMARA: An Affective Agent to Enhance Users' Enjoyment and Engagement with Online Art Collections. In *Proceedings of the 2012 Annual Meeting of the American Society for Information Science and Technology (ASIS&T 2012)*. Wiley.

Khoo, M., **MacDonald, C. M.**, & Park, S. J. (2012). 'Erasmus': An Organization- and User-Centered Dublin Core Metadata Tool. In *Proceedings of the 12th ACM/IEEE-CS Joint Conference on Digital Libraries* (JCDL '12). ACM, New York, NY, 423-424.

Park, S. J., Chae, G., **MacDonald, C. M.**, Stein, R., Wiedenbeck, S., & Kim, J. (2012). AMARA: the affective museum of art resource agent. In *Extended Abstracts of the 2012 ACM annual conference on Human Factors in Computing Systems* (CHI EA 2012). ACM, New York, NY, 1035-1038.

Rozaklis, L., **MacDonald, C.**, Abels, E. G., (2009). Crossing Borders: The Internet Public Library as a Global Information Service. In *Proceedings of the 2009 Annual Meeting of the American Society for Information Science and Technology (ASIS&T 2009)*. Wiley.

Agosto, D. E., Abels, E. G., Rozaklis, L., & **MacDonald, C.** (2009). The Future of Reference and Information Services in a Virtual World. In *Proceedings of the 2009 Annual Meeting of the American Society for Information Science & Technology (ASIS&T 2009)*. Wiley.

Workshops & Symposia

MacDonald, C. M., St-Cyr, O., Gray, C. M., Potter, L. E., Lallemand, C., Vasilchenko, A., Sin, J., Carter, A., Pitt, C., Sari, E., Padhi, D. R., & Pillai, A. G. (2022). EduCHI 2022: 4th Annual Symposium on HCI Education. In *CHI Conference on Human Factors in Computing Systems Extended Abstracts (CHI EA '22).* ACM, New York, NY, USA, Article 118, 1-5. DOI: https://doi.org/10.1145/3491101.3503703

MacDonald, C. M., St-Cyr, O., Gray, C. M., Potter, L. E., Vasilchenko, A., Sin, J., & Churchill, E. F. (2021). EduCHI 2021: 3rd Annual Symposium on HCI Education*. In Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (CHI EA '20).* ACM, New York, NY, USA. DOI: https://doi.org/10.1145/3411763.3441320.

St-Cyr, O., **MacDonald, C. M.**, Gray, C. M., Potter, L. E., Vasilchenko, A., Sin, J., & Churchill, E. F. (2020). EduCHI 2020: 2nd Annual Symposium on HCI Education*. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20).* ACM, New York, NY, USA, 1–8. DOI: https://doi.org/10.1145/3334480.3375066.

St-Cyr, O., **MacDonald, C. M.**, & Churchill, E. F. (2019). EduCHI 2019 Symposium: Global Perspectives on HCI Education. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19)*. ACM, New York, NY, USA, 1-7. DOI: https://doi.org/10.1145/3290607.3298994.

St-Cyr, O., **MacDonald, C. M.**, Churchill, E. F., Preece, J. J., & Bowser, A. (2018). Developing a Community of Practice to Support Global HCI Education. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18)*. ACM, New York, New York, USA, 1-7. DOI: https://doi.org/10.1145/3170427.3170616.

Workshop Papers

Maceli, M. G., and **MacDonald, C. M.** (2021). Incorporating Ethics into a Graduate-level Human-Computer Interaction Curriculum: An Integrated Approach. Short paper presented at the *Co-Designing Resources for Ethics Education in HCI Workshop* at the 2021 ACM annual conference on Human Factors in Computing Systems (CHI 2021).

MacDonald, C. M. (2014). Chasing the Unicorn: Toward a Dynamic, Modular, and Structured Living Curriculum for HCI. Short paper presented at the *Developing a Living HCI Curriculum to Support a Global Community Workshop* at the 2014 ACM annual conference on Human Factors in Computing Systems (CHI 2014).

MacDonald, C. M. (2014). What Can IA Learn from Library and Information Science (LIS)? Perspectives from LIS Education. Short paper presented at the *2nd Annual Academics and Practitioners Round Table* at the 2014 Information Architecture Summit (IA Summit 2014).

MacDonald, C. M. (2012). Enhancing the Visual Design Literacy of HCI Researchers and Practitioners. Short paper presented at the *Visual Thinking & Digital Imagery Workshop* at the 2012 ACM annual conference on Human Factors in Computing Systems (CHI 2012).

Invited Talks and Panels

"A Practical Guide to Building Your UX Capacity." *Invited keynote presentation at the 2021 Designing for Digital (D4D) Conference*, February 2021, Virtual.

"Do You Need a Bigger UX Boat? Building Your UX Capacity, From Product to Process to Culture." *Invited keynote presentation at the 2019 CONTENTdm User Group Meeting*, 7 August 2019, Indianapolis, IN.

"Different by Design-How Art Librarians are Undertaking User Experience." *Moderator for Panel Discussion at the 2018 ARLIS/NA Conference*, 28 February 2018, New York, NY. With Phoebe Stein, David Pemberton, Nick Curotto, Matt Garklavs, Susan Flanagan, and Kaitlin Springmier.

"Navigating the UX Obstacle Course: A Practical Guide." *Invited talk at the 2017 Western New York Library Resources Council (WNYLRC) Annual Conference*, 21 April 2017, Buffalo, NY.

"Creating an Experience-Centered Library." *Invited talk at the 2016 Western New York Library Resources Council (WNYLRC) Annual Conference*, 4 March 2016, Buffalo, NY.

"User Experience for Digital Humanists: A Primer." *Workshop for New York City Digital Humanities Week (NYCDH Week)*, 11 February 2016, New York, NY.

"User Experience for Librarians: The Basics and Beyond." *Presentation at the Fall meeting of the Metropolitan Library Council (METRO) User Experience Special Interest Group (UX-SIG)*, 14 October 2015, New York, NY.

"User Experience: The Great Differentiator." *Invited workshop for the NYC Media Lab Annual Summit*, 25 September 2015, New York, NY.

"User Experience for Entrepreneurs." *Invited workshop for the Pratt Institute Center for Career and Professional Development*, 17 November 2014, New York, NY.

"Everything is User Experience (and Vice Versa): Insights for Libraries, Archives, and Museums." *Invited talk at the 2014 Tri-State College Library Collective (TCLC) Spring Meeting*, 25 April 2014, Chestnut Hill, PA.

"Developing a Research Culture Within LIS Master Degree Programs." *Panel discussion at the 2014 Annual Conference of the Association for Library and Information Science Education (ALISE 2014)*, 22 January 2014. Philadelphia, PA. With Colleen Cool, Julie Graves-Krishnaswami, Ping Li, Irene Lopatovska, Debbie Rabina, and Chris Alen Sula.

"Making Usability Matter: Delivering (and Receiving) Usability Results for Maximum Impact." *Presentation at NYU World Usability Day*, 14 November 2013. New York, NY.

"Cognition & Emotion." *Presentation at the UX School Meetup*, 7 November 2013. New York, NY.

"The Aesthetics of Human-Computer Interaction: Teaching SILS Students How to Make Digital Tools Usable, Useful, and Desirable." *Presentation at the 2013 Pratt Institute Alumni Fair*, 28 September 2013. Brooklyn, NY.

"Primary UX Research: Learn What Users Really Want." *Panel discussion at the UX School Meetup*, 6 June 2013. New York, NY. With Alex Wright, Brenna Lynch, and Josh Seiden.

"Digital Cultural Heritage and User Experience." *Panel discussion at the Project CHART Symposium*, 17 May 2013. Brooklyn, NY. With Francis Morrone, Zannah Marsh, Lacy Schutz, and Jefferson Bailey.

"The State of IA Education: A Town Hall." *Moderated town hall session at NYC World Information Architecture Day 2013 (WIAD 2013)*, 9 February 2013. New York, NY. With Abby Covert, Carl Collins, Alex Wright, and Katie Koch.

"What's Next? Pursuing a Ph.D. in the Information Disciplines." *Presentation to the Pratt Institute School of Information & Library Science Student Association (SILSSA)*, 24 October 2012. New York, NY.

"The Future of Reference and Information Services in a Virtual World." *Joint research presentation to the Drexel University Special Libraries Association (SLA) Student Chapter*, 17 November 2009. Philadelphia, PA. With Denise E. Agosto and Lily Rozaklis.

UX DESIGN & RESEARCH PROJECTS

The Ocean Agency: Reef Life   February – April 2020
  ▪ Student Team (2): Edra Stafaj, Kerry Yu.

ESPN Press Play Open Seed Project (NYC Media Lab)   October – December 2015
  ▪ Student Team (4): Bridget Gavlin, Po Chun Lin, Rikki Pennisi, Andrew Wong-Crocitto.

Music Discovery Platform User Experience Study   January – April 2014
  ▪ Student Team (3): April Siqueiros, Iris Bierlein, Nik Dragovic.

NYU Libraries IA/Card Sort Study   September – October 2013
  ▪ Student Team (3): Ngozi Okoro, Samantha Raddatz, Susan Young.

CUNY Academic Commons Heuristic Evaluation   September – October 2013
  ▪ Student Team (2): Samantha Raddatz, Susan Young.

Social Gifting Platform User Experience Design   September – December 2013
  ▪ Student Team (6): Juliana Culbert, Sean Fitzell, Samantha Raddatz, Tal Rozen, April Siqueiros, Susan Young.

Center for Continuing & Professional Studies Usability Study   May – August 2013
  ▪ Student Team (8): Sean Fitzell, Megan Koontz, Kate Merlie, Alana Miller, Samantha Raddatz, Tal Rozen, April Siqueiros, Susan Young.

Linked Jazz 52nd Street Usability Evaluation   March – May 2013
  ▪ Student Team (6): Kathleen Dowling, Michelle Lee, Samantha Raddatz, and Walter Schlect, with contributions from Debbie Liu Gretchen Nadasky.

Brooklyn Visual Heritage User Experience Evaluation   January – April 2013
  ▪ Student Team (7): Elizabeth Leeber, Lars Lindahl, Conrad Lochner, Julia Marden, Sebastian Moya, Anna Rybakov, Susan Young.

GRANTS, AWARDS AND HONORS

Social Impact Award, *Pratt Institute 2022 Research Open House*. Project Title: Building Organizational User Experience Capacity in Museums (Co-PI: Elena Villaespesa).

School of Information Faculty Innovation Fund. Project Title: *Developing the UX Capacity-Building Playbook for Museums* (Co-PI: Elena Villaespesa). Project Amount: $5,000. Awarded Summer 2021.

Nominee, *Pratt Institute Distinguished Teacher Award*. 2019-2020 Academic Year.

School of Information Faculty Innovation Fund. Project Title: *Assessing Organizational User Experience (UX): A Pilot Study*. Project Amount: $5,000. Awarded Summer 2019.

Nominee, *Pratt Institute Distinguished Teacher Award*. 2017-2018 Academic Year.

Pratt Institute Risk/Dare/Experiment (RiDE) Episode. Project Title: *Bringing Virtual and Augmented Reality Technology to Curriculum* (PI: David Marcinkowski). Project Amount: $1,500. Awarded Fall 2016.

New York City Media Lab Open Seed Program. Project Title: *ESPN Press Play Project*. Project Amount: $25,000. Awarded Fall 2015.

Pratt Institute Faculty Development Fund. Project Title: *Social Network Visualization: An Evaluation of the Cognitive, Emotional and Interactive Impact on User Communities* (PI: Cristina Pattuelli). Project Amount: $3,500. Awarded Spring 2014.

TEACHING

Pratt Institute, School of Information
    INFO 643 Information Architecture and Interaction Design
    INFO 644 Usability Theory and Practice

INFO 646 Digital Product Design
INFO 682 Projects in Information Experience Design
INFO 641 Visual Communication & Information Design
INFO 645 Advanced Usability & UX Evaluation

Drexel University, College of Information Science & Technology
INFO 608 Human-Computer Interaction (online)
INFO 105 Introduction to Informatics (co-instructor)
INFO 110 Human-Computer Interaction I

CURRICULUM DEVELOPMENT

Master of Science in Information Experience Design, Pratt Institute. Approved by the New York Stated Department of Education. Introduced Fall 2016.

Advanced Certificate in User Experience, Pratt Institute. Approved by the New York State Department of Education. Introduced Fall 2015.

MSLIS Program Concentration in User Experience, Pratt Institute. Introduced Spring 2013.

INDEPENDENT STUDIES

Pratt Institute, School of Information

Isabella Deocariza, MS Information Experience Design
- Research Study Design for User-Centered Instruction Spring 2019

July Sosebee, MS Library and Information Science
- Aesthetics, Affect, and User Experience Spring 2019

Lindsay Menachemi, MS Library and Information Science
- UX 2.0: Emotion and Design in Social Good Contexts Fall 2018

Yidong (Elise) Fu, MS Information Experience Design
- Multiscreen User Experience and Framer Fall 2018

Kurt Yalcin, MS Information Experience Design
- User Experience Leadership and Strategy Spring 2018

Saebra Waterstraut, MSLIS
- Government Forms: Service Design & Usability Principles Fall 2017

Youn Lee, MS Information Experience Design
- Mobile Onboarding and Application Design Fall 2017

Charles Dellebovi, MS Information Experience Design
- Infographics as a Tool for UX Researchers & Designers Spring 2017

Nishant Goyani, MS Information Experience Design
- Mobile User Interface Design + Service Design Spring 2017

Andrew Wong-Crocitto, MSLIS
- Mobile User Interface Design   Fall 2015

April Ibarra Siqueiros, MSLIS
- User Experience in Radical Archives Catalogs   Summer 2014

James Lemoine, MSLIS
- Museum Collection Interfaces: Interaction Design & Usability   Summer 2014

Houda El Mimouni, MSLIS
- Information Architecture of Arabic and American Websites   Summer/Fall 2013

Drexel University, College of Information Science & Technology
Michael Rehrig, BS/MS in Information Systems
- Challenges of Designing and Evaluating Mobile Applications   Spring 2012
- Collaboration within IPL's Digital Reference Service (co-advised)   Summer 2009

Abhiroop Das, BS in Information Systems
- Mobile Digital Libraries: A Case Study of ipl2 (co-advised)   Summer 2010

SERVICE

Pratt Institute

Academic Policy Committee	2022 – Present
Middle-States Working Group 5	2022 – Present
All-Institute Learning Goals Task Force	2020 – 2021
Faculty Development Fund Committee	2018 – 2020
Mapping Outcomes and Learning Initiative (MOLI)	2016 – 2018
Search Committee, Founding Director of Teaching & Learning Center	2018
Distinguished Teacher Award Committee	2017
Website Re-design Committee	2013 – 2014
Technology Advisory Committee (TAC)	2012 – 2013

Pratt Institute, School of Information

Co-Chair, SI Faculty Search Committee	2022 – present
SI Diversity, Equity, and Inclusion Committee	2022 – present
SI Peer Review Committee (chair, 2021-present)	2012 – present
Faculty Advisor, UXPA@Pratt Student Group	2013 – present
SI Space+Technology Sub-Committee	2017/18, 2021 – present
SI Curriculum Committee (chair, 2018/19)	2014 – 2019
Chair, SI Faculty Search Committee	2018 – 2019
SI Faculty Search Committee	2016 – 2017
MSLIS ALA Accreditation Committee	2015 – 2017
e-Portfolio Oversight Committee (co-chair, 2015/16)	2012 – 2016
Annual Retreat Planning Sub-Committee (Chair)	2014, 2016

Drexel University

Ad Hoc Committee on Undergraduate Education	2011 – 2012
Working Group to Re-examine the HCI Curriculum	2011 – 2012
STAR Scholars Summer Research Program (Co-Advisor)	2010 – 2011
iSchool at Drexel Doctoral Student Association (elected)	2009 – 2010

Conference and Program Committees

EduCHI Symposium on HCI Education	2019 - present
iConference Program Committee	2019
NYC World Information Architecture Day	2013, 2015

Guest Editor

ACM EngageCSEdu: Special Issue on HCI	2021 – present
Frontiers in CS: Special Issue on Teaching & Learning HCI	2021 – 2022

Reviewer

ACM Conf. on Human Factors in Computing Systems (CHI)	2011 – present
ACM Conf. on Designing Interactive Systems (DIS)	2012 – present
ACM Conf. on Computer-Supported Cooperative Work	2016, 2020 – present
ASIS&T / Pratt-Severn Best Student Research Paper Award	2018
iConference	2019, 2022
Weave: The Journal of Library User Experience	2014 – 2017
ALISE / Pratt-Severn Faculty Innovation Award	2014 – 2016
International Journal of Human-Computer Studies	2011 – 2017

PROFESSIONAL MEMBERSHIPS

ACM Special Interest Group on Computer-Human Interaction (SIGCHI)
User Experience Professionals Association, New York Chapter (UXPA-NYC)