

KURT LUTHER

Assistant Professor of Computer Science, Virginia Tech
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Blacksburg, VA 24061 USA

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EDUCATION

- Carnegie Mellon University**, Pittsburgh, Pa.
2012–14 Postdoctoral Fellow, Human–Computer Interaction Institute
- Georgia Institute of Technology (Georgia Tech)**, Atlanta, Ga.
2006–12 Ph.D. in Human-Centered Computing, focus in Social Computing
Dissertation: *Supporting and Transforming Leadership in Online Creative Collaboration*
- Purdue University**, West Lafayette, Ind.
2002–06 B.S. in Computer Graphics Technology, minor in Art & Design
Graduated with highest distinction and departmental honors

EMPLOYMENT

- Virginia Polytechnic Institute and State University (Virginia Tech)**, Blacksburg, Va.
2014–Present Assistant Professor, Department of Computer Science
Faculty Affiliate, Department of History
- Military Images Magazine*, Arlington, Va.
2014–Present Contributing Editor
- YouTube (Google)**, San Bruno, Calif.
Summer 2010 User Experience Research Intern
- Newgrounds.com**, Glenside, Pa.
Summer 2009 Web Development Intern
- Microsoft Research**, Redmond, Wash.
Summer 2008 Research Intern, Social Computing Group and VIBE Group
- IBM T.J. Watson Research Center**, Hawthorne, N.Y.
Summer 2007 Research Intern, Social Computing Group

HONORS & AWARDS

- 2017 **Faculty Early Career Development (CAREER) Award**, National Science Foundation
- 2017 **Notable Paper Award**, AAAI HCOMP 2017
- 2016 **Distinguished Writing Awards Finalist**, Army Historical Foundation
- 2016 **XCaliber Award Finalist** (for technology-enriched teaching), Virginia Tech TLOS
- 2015 **Research Impact in Human–Computer Interaction Award**, Virginia Tech Center for HCI
- 2013 **Best Paper Award** (top 1% of submissions), ACM CSCW 2013
- 2012 **Best Paper Honorable Mention Award** (top 5% of submissions), ACM CSCW 2012
- 2012 **Consortium for the Science of Socio-Technical Systems** (NSF-funded research institute)
- 2011 **Foley Scholar** (\$5,000 award for “overall brilliance and potential impact”), GVU Center at Georgia Tech
- 2009 **Golden Mouse Award** (for most entertaining video), ACM CHI 2009

- 2006 **Barwise Fellowship for Doctoral Studies in Informatics**, Indiana University (declined)
- 2006 **Graduated with Highest Distinction and Honors**, Purdue University
- 2006 **Perfect 4.0 GPA Recognition Award**, Purdue University
- 2002–06 **Academic Success Award** (\$11,100 merit scholarship), Purdue University

EXTERNAL GRANTS

- 2017–22 **Transforming Investigative Science and Practice with Expert-led Crowdsourcing**
\$554,628, National Science Foundation IIS-1651969 (CAREER)
PI
- 2017–18 **The American Soldier Collaborative Digital Archive**
\$50,000, National Endowment for the Humanities PW-253766-17 (HCRR)
Co-PI (with PI Ed Gitre)
- 2017 **Graduate Student Symposium at the 2017 ACM Conference on Creativity & Cognition**
\$25,252, National Science Foundation IIS-1723306 (Cyber-Human Systems)
PI
- 2016–18 **GraphCrowd: Using Crowdsourced Design to Visualize Effects of Environmental Chemicals on Signaling Networks**
\$626,159, National Institutes of Health 1UH2CA203768-01 (Big Data to Knowledge)
PI (with PI T.M. Murali)
- 2015–18 **Supporting Crowdsourced Sensemaking in Big Data with Dynamic Context Slices**
\$500,000, National Science Foundation IIS-1527453 (Cyber-Human Systems)
PI (with Co-PI Chris North)
- 2015–17 **Mapping the Fourth of July in the American Civil War Era: A Crowdsourced Digital Archive**
\$74,224, National Historical Publications and Records Commission DH50013-15
Co-PI (with PI Paul Quigley and Co-PI David Hicks)
- 2014 **Crowd-Augmented Search and Sensemaking**
\$75,660, Google Faculty Research Award (17% acceptance rate)
Co-PI (with PI Niki Kittur and Co-PI Steven Dow)

INTERNAL GRANTS

- 2016 **VTArtWorks**
\$25,000, Virginia Tech ICAT SEAD Major Initiative
Co-PI (with PI Bob Leonard and Co-PI Andi Ogier)
- 2016 **Designing Software and Community Participation for Crowdsourced History Research**
\$2,880, Virginia Tech ICAT SEAD Mini-grant
PI (with Co-PIs David Hicks and Paul Quigley)
- 2015 **Supporting Community Information Sharing with Mobile Crowdsourcing and Large Display Technologies**
\$15,000, Virginia Tech CHCI Seed Grant
Co-PI (with Co-PIs Mike Horning, Andrea Kavanaugh, Manuel Perez, and John Tedesco)

- 2015 **Evaluating Instructions and Procedures: Crowdsourced Critique of How-to Documentation**
\$3,000, Virginia Tech ICAT SEAD Mini-grant
Co-PI (with PI Carlos Evia)
- 2014 **Supporting Crowdsourced Sensemaking in Big Data with Context Slices**
\$10,000, Virginia Tech ICTAS Seed Grant
PI (with Co-PI Chris North)
- 2014 **Supporting Leadership Development and Reflection through Creative Social Computing**
\$3,000, Virginia Tech ICAT SEAD Mini-grant
PI (with Co-PIs Nicholas Clegorne and Holly Larson Lesko)

PUBLICATIONS

Note: Conferences are top-tier publication venues for Computer Science and HCI research.

- Peer-Reviewed Conference Papers D.P. Singh, L. Lisle, T.M. Murali, and K. Luther. CrowdLayout: Crowdsourced Design and Evaluation of Biological Network Visualizations. *ACM Conference on Human Factors in Computing Systems (CHI 2018)*, Montréal, Canada, 2018. (26% acceptance rate)
- R. Kohler, J. Purviance, and K. Luther. Supporting Image Geolocation with Diagramming and Crowdsourcing. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2017)*, Québec City, Canada, 2017. (**Notable Paper Award**) (29% acceptance rate)
- A. Yuan, K. Luther, M. Krause, S. Vennix, S. Dow, and B. Hartmann. Almost an Expert: The Effects of Rubrics and Expertise on Perceived Value of Crowdsourced Design Critiques. *ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2016)*, San Francisco, Calif., USA, 2016. (25% acceptance rate)
- K. Luther, N. Hahn, S. Dow, and A. Kittur. Crowdlines: Supporting Synthesis of Diverse Information Sources through Crowdsourced Outlines. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2015)*, San Diego, Calif., USA, 2015. (30% acceptance rate)
- K. Luther, J. Tolentino, W. Wu, A. Pavel, B. Bailey, M. Agrawala, B. Hartmann, and S. Dow. Structuring, Aggregating, and Evaluating Crowdsourced Design Critique. *ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2015)*, Vancouver, Canada, 2015. (28% acceptance rate)
- J. Cranshaw, K. Luther, P.G. Kelley, and N. Sadeh. Curated City: Capturing Individual Mental Maps Through Social City Guides. *ACM Conference on Human Factors in Computing Systems (CHI 2014)*, Paris, France, 2014. (23% acceptance rate)
- K. Luther, C. Fiesler, and A. Bruckman. Redistributing Leadership in Online Creative Collaboration. *ACM Conference on Computer Supported Cooperative Work (CSCW 2013)*, San Antonio, Tx., USA, 2013. (**Best Paper Award**) (36% acceptance rate)
- P. André, M. Bernstein, and K. Luther. Who Gives a Tweet: Evaluating Microblog Content Value. *ACM Conference on Computer Supported Cooperative Work (CSCW 2012)*, Bellevue, Wash., USA, 2012. (**Best Paper Honorable Mention Award**) (9% acceptance rate for top-tier submissions)
- K. Luther, K. Caine, K. Ziegler, and A. Bruckman. Why It Works (When It Works): Success Factors in Online Creative Collaboration. *ACM Conference on Supporting Group Work (GROUP 2010)*, Sanibel Island, Fla., USA, 2010. (36% acceptance rate)

K. Luther, N. Diakopoulos and A. Bruckman. Edits & Credits: Exploring Integration and Attribution in Online Creative Collaboration. *ACM Conference on Human Factors in Computing Systems (alt.chi 2010)*, Atlanta, Ga., USA, 2010. (Invited submission)

K. Luther, S. Counts, K.B. Stecher, A. Hoff, and P. Johns. Pathfinder: An Online Collaboration Environment for Citizen Scientists. *ACM Conference on Human Factors in Computing Systems (CHI 2009)*, Boston, Mass., USA, 2009. (25% acceptance rate)

B. Magerko, W. Manzoul, M. Riedl, A. Baumer, D. Fuller, K. Luther, and C. Pearce. An Empirical Study of Cognition and Theatrical Improvisation. *ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA, 2009. (25% acceptance rate)

K. Luther and A. Bruckman. Leadership in Online Creative Collaboration. *ACM Conference on Computer Supported Cooperative Work (CSCW 2008)*, San Diego, Calif., USA, 2008. (23% acceptance rate)

J.B. Ellis, K. Luther, K. Bessiere, and W.A. Kellogg. Games for Virtual Team Building. *ACM Conference on Designing Interactive Systems (DIS 2008)*, Cape Town, South Africa, 2008. (34% acceptance rate)

N. Diakopoulos, K. Luther, and I. Essa. Audio Puzzler: Piecing Together Time-Stamped Speech Transcripts with a Puzzle Game. *ACM Conference on Multimedia (MM 2008)*, Vancouver, Canada, 2008. (18% acceptance rate)

Y. Kang, J. Stasko, K. Luther, A. Ravi, and Y. Xu. RevisiTour: Enriching the Tourism Experience with User-Generated Content. *Conference on Information and Communication Technologies in Tourism (ENTER 2008)*, Innsbruck, Austria, 2008.

N. Diakopoulos, K. Luther, Y.“E.” Medynskiy, and I. Essa. The Evolution of Authorship in a Remix Society. *ACM Conference on Hypertext and Hypermedia (HT 2007)*, Manchester, UK, 2007. (34% acceptance rate)

Journal Article A. Bharadwaj, D.P. Singh, A. Ritz, A.N. Tegge, C.L. Poirel, P. Kraikivski, N. Adames, K. Luther, S. D. Kale, J. Peccoud, J.J. Tyson, and T.M. Murali. GraphSpace: Stimulating Interdisciplinary Collaborations in Network Biology. *Bioinformatics*, 33 (19), 2017. (5.766 impact factor)

Magazine Article K. Luther and A. Bruckman. Leadership and Success Factors in Online Creative Collaboration. *IEEE Potentials*, 30 (5), 2011. (Invited submission)

Book Chapter A. Bruckman, K. Luther, and C. Fiesler. When Should We Use Real Names in Published Accounts of Internet Research? In *Digital Research Confidential: The Secrets of Studying Behavior Online*, Hargittai, E. and Sandvig, C., eds., Cambridge, Mass.: MIT Press, 2015.

Workshop & Position Papers R. Kohler, J. Purviance, and K. Luther. GroundTruth: Bringing Together Experts and Crowds for Image Geolocation. *HCOMP 2017 GroupSight Workshop on Human Computation for Image and Video Analysis*, Québec City, Canada, 2017.

S. Mehta, C. North, and K. Luther. An Exploratory Study of Human Performance in Image Geolocation Tasks. *HCOMP 2016 GroupSight Workshop on Human Computation for Image and Video Analysis*, Austin, Tx., USA, 2016.

K. Luther, A. Kavanaugh, and M. Horning. Supporting Local News Sharing with Mobile Crowdsourcing and Large Display Technologies. *CSCW 2015 Workshop on Information Technology in*

City Life, Vancouver, Canada, 2015.

K. Luther, S. Dow, and A. Kittur. How Can Crowdsourcing Help Individuals Learn? *CSCW 2014 Workshop on Designing Futures for Peer-to-Peer Learning*, Baltimore, Md., USA, 2014.

K. Luther. Fast, Accurate, and Brilliant: Realizing the Potential of Crowdsourcing and Human Computation. *CHI 2011 Workshop on Crowdsourcing and Human Computation*, Vancouver, Canada, 2011.

P. André, m.c. schraefel, A. Dix, R.W. White, M. Bernstein, and K. Luther. Designing for Schadenfreude (or, how to express well-being and see if you're boring people). *CHI 2010 Workshop on Microblogging: What and How Can We Learn From It?*, Atlanta, Ga., USA, 2010.

K. Luther and A. Bruckman. Flash Collabs: Collaborative Innovation Networks in Online Communities of Animators. *Conference on Collaborative Innovation Networks (COINS 2009)*, Savannah, Ga., USA, 2009.

S. Yardi, K. Luther, N. Diakopoulos, and A. Bruckman. Opening the Black Box: Four Views of Transparency in Remix Culture. *CSCW 2008 Workshop on Tinkering, Tailoring, & Mashing: The Social and Collaborative Practices of the Read-Write Web*, San Diego, Calif., USA, 2008.

J.B. Ellis, K. Luther, K. Bessiere, and W.A. Kellogg. Games for Virtual Team Building. *CSCW 2008 Workshop on Supporting Distributed Team Work*, San Diego, Calif., USA, 2008.

K. Luther and N. Diakopoulos. Distributed Creativity. *C&C 2007 Workshop on Supporting Creative Acts Beyond Dissemination*, Washington, D.C., USA, 2007.

Posters, Demos, and Videos R. Kohler and K. Luther. Crowdsourced Image Geolocation as Collective Intelligence. *Collective Intelligence 2017*, New York, N.Y., USA, 2017.

T.M. Murali, D.P. Singh, and K. Luther. Using Crowds to Design Biological Network Visualizations. *NIH Big Data to Knowledge (BD2K) All Hands Meeting*, Bethesda, Md., USA, 2016.

K. Luther, A. Pavel, W. Wu, J. Tolentino, M. Agrawala, B. Hartmann, and S. Dow. CrowdCrit: Crowdsourcing and Aggregating Visual Design Critique. *ACM Conference on Computer Supported Cooperative Work (CSCW 2014)*, Baltimore, Md., USA, 2014.

M. Bernstein, P. André, K. Luther, E.T. Solovey, E.S. Poole, S.A. Paul, S.K. Kane, and J. Grudin. CHIStory. *ACM Conference on Human Factors in Computing Systems (CHI 2009)*, Boston, Mass., USA, 2009. (**Most Entertaining Video Award**)

K. Luther, K. Ziegler, K.E. Caine, and A. Bruckman. Predicting Successful Completion of Online Collaborative Animation Projects. *ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA, 2009.

K. Luther, M. Flaschen, A. Forte, C. Jordan, and A. Bruckman. Provelt: A New Tool for Supporting Citation in MediaWiki. *International Symposium on Wikis and Open Collaboration (WikiSym 2009)*, Orlando, Fla., USA, 2009.

Technical Reports A. Yuan, K. Luther, M. Krause, S. Dow, and B. Hartmann. Worker Expertise and Expert Rubrics in Crowdsourced Design Critique. UCB/EECS-2015-223, University of California, Berkeley, 2015.

W. Wu, K. Luther, A. Pavel, B. Hartmann, S. Dow, and M. Agrawala. CrowdCriter: Strategies for Crowdsourcing Visual Design Critique. UCB/EECS-2013-95, University of California, Berkeley, 2013.

N. Diakopoulos, K. Luther, Y.“E.” Medynskiy, and I. Essa. Remixing Authorship: Reconfiguring the Author in Online Video Remix Culture. GIT-IC-07-05, Georgia Institute of Technology, 2007.

OTHER RESEARCH ACTIVITIES

- Workshops & Panels N-C. Wang, D. Cline, D. Hicks, K. Luther, K. McPherson, C. Perrier, and P. Quigley. The Design, Development and Implementation of Funded Transdisciplinary Digital History Projects: Illustrative Cases of K-16 Collaboration in Action. *132nd Annual Meeting of the American Historical Association (AHA 2018)*, Washington, D.C., USA, 2018.
- Co-organized D. Gurari, K. Luther, G. Patterson, and S. Branson. GroupSight: The 2nd Workshop on Human Computation for Image and Video Analysis. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2017)*, Québec City, Canada, 2017.
- P. Quigley, K. Luther, D. Hicks, D. Newcomb, and N-C. Wang. New Directions for Inquiry: Citizen Student Archivists Crowdsourcing the Past. *96th Annual Conference of the National Council for the Social Studies (NCSS 2016)*, Washington, D.C., USA, 2016.
- D. Hicks, K. Luther, and P. Quigley. Crowdsourcing the History of American Independence Day in Civil War-Era Virginia. *2016 Virginia Forum*, Williamsburg, Va., USA, 2016.
- E. Cook, K. Luther, D. Perkel, and J. Bardzell. The Creativity Agenda in the iSchool Context. *iConference 2011*, Seattle, Wash., USA, 2011.
- J. Thom-Santelli, E. Cook, K. Luther, A. Bruckman, J. Bardzell, and D. McDonald. Approaching “Amateur.” *ACM Conference on Supporting Group Work (GROUP 2010)*, Sanibel Island, Fla., USA, 2010.
- D. Perkel, L. Grant, B. Herr-Stephenson, and K. Luther. Rules of Engagement in Participatory Cultures: Negotiating Feedback, Audiences and Critique in Online Communities. *Conference on Digital Media and Learning (DML 2010)*, La Jolla, Calif., USA, 2010.
- D.A. Shamma, D. Perkel, and K. Luther. Understanding the Creative Conversation: Modeling to Engagement. *ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA, 2009.
- Doctoral Consortia CHI 2010 Doctoral Consortium, Atlanta, Ga., USA, 2010 (26% acceptance rate)
GROUP 2009 Doctoral Consortium, Sanibel Island, Fla., USA, 2009
- Research Camps **THATCamp: The Humanities and Technology Camp**
Virginia Tech, Blacksburg, Va., USA, April 10–11, 2015
Chatham University, Pittsburgh, Pa., USA, October 5–6, 2013
George Mason University, Fairfax, Va., USA, June 7–8, 2013
- CrowdCamp: Rapidly Iterating Ideas for Collective Intelligence and Crowdsourcing**
HCOMP 2015 Workshop, San Diego, Calif., USA, November 9, 2015
CSCW 2013 Workshop, San Antonio, Tx., USA, February 23–24, 2013
CHI 2012 Workshop, Austin, Tx., USA, May 5–6, 2012
- CSST: Summer Research Institute for the Science of Socio-Technical Systems**
CSST 2012, Santa Fe, N.M., USA, July 29–August 2, 2012

INVITED PRESENTATIONS

- November 2017 Segal Distinguished Seminar, Northwestern University, Evanston, Ill.
May 2017 HCI Seminar, Stanford University, Stanford, Calif.

April 2017 Crowdsourcing Seminar, Carnegie Mellon University, Pittsburgh, Pa.
 November 2016 Nau Center for Civil War History, University of Virginia, Charlottesville, Va.
 March 2016 25th Annual Civil War Weekend, Virginia Tech, Blacksburg, Va.
 October 2015 HCI Lab, University of Maryland, College Park, Md.
 October 2015 Willson Center Digital Humanities Lab, University of Georgia, Athens, Ga.
 October 2014 Virginia Center for Civil War Studies, Blacksburg, Va.
 March 2014 Dept. of Computer Science, Virginia Tech, Blacksburg, Va.
 February 2014 Engineering Design, Penn State University, State College, Pa.
 February 2014 Dept. of Computer Science, University of Illinois at Urbana-Champaign, Urbana, Ill.
 February 2014 Dept. of Computer Science & Engineering, University of Minnesota, Minneapolis, Minn.
 January 2014 Dept. of Media and Information, Michigan State University, East Lansing, Mich.
 January 2014 Dept. of Computer Science, University of Colorado Boulder, Boulder, Colo.
 November 2013 School of Information, University of Michigan, Ann Arbor, Mich.
 September 2013 Crowdsourcing Seminar, Carnegie Mellon University, Pittsburgh, Pa.
 April 2012 Google Research, Mountain View, Calif.
 April 2012 Dept. of Computer Graphics Technology, Purdue University, West Lafayette, Ind.
 March 2012 Gvu Center at Georgia Tech, Atlanta, Ga.
 March 2012 Social Computing Lab, Carnegie Mellon University, Pittsburgh, Pa.
 October 2011 MIT Media Lab, Cambridge, Mass.

PROFESSIONAL SERVICE

Conference Papers Co-Chair, ACM Creativity & Cognition 2019
 Committees Program Committee Co-Chair, ACM Collective Intelligence 2018
 Associate Chair (Papers), ACM CSCW 2018
 Program Committee Member and Doctoral Consortium Mentor, AAAI HCOMP 2017
 Program Committee Member, Collective Intelligence 2017
 Graduate Student Symposium Co-Chair, ACM Creativity & Cognition 2017
 Senior Program Committee Member, AAAI ICWSM 2016
 Program Committee Member, AAAI HCOMP 2016
 Associate Chair (Papers), ACM CSCW 2016
 Videos Co-Chair, ACM CHI 2016
 Associate Chair (Papers), ACM CSCW 2015
 Associate Chair (Papers), ACM Creativity & Cognition 2015
 Program Committee Member, AAAI HCOMP 2014 Workshop on Volunteer-Based Crowdsourcing
 ACM Student Research/Design Competition Juror, ACM CHI 2014
 ACM Student Research/Design Competition Juror, ACM CHI 2013
 Associate Chair (Videos), ACM CHI 2013
 General Submissions & Late Breaking Juror, ACM SIGGRAPH 2013
 Posters Chair, ACM SIGGRAPH 2013
 Associate Chair (Videos), ACM CHI 2012
 Associate Chair (Works-in-Progress), ACM CHI 2012
 General Submissions & Late Breaking Juror, ACM SIGGRAPH 2012
 Posters Chair, ACM SIGGRAPH 2012
 Associate Chair (Videos), ACM CHI 2011
 Associate Chair (Works-in-Progress), ACM CHI 2011

Local Arrangements Co-Chair, ACM Creativity & Cognition 2011
Graphic Design Chair & Webmaster, ACM CSCW 2011
Program Committee Member, ACM WikiSym 2011
Student Volunteers Co-Chair, ACM CHI 2010
Graphic Design Chair & Webmaster, ACM CSCW 2010
Presentations Coordinator (Computer Animation Festival), ACM SIGGRAPH 2009

Conference CHI: 2008–18
Reviewing Creativity & Cognition: 2007, 2009, 2013, 2017
CSCW: 2008, 2010–18
DIS: 2017
SIGGRAPH: 2009, 2012–13
Ubicomp: 2012
UIST: 2010, 2012–14

Journal and Magazine Reviewing *American Behavioral Scientist*
Communications of the ACM
Games and Culture
Human–Computer Interaction
IEEE Computer
Transactions on Computer–Human Interaction (ToCHI)
Transformative Works and Cultures

Book Reviewing Cambridge University Press

Virginia Tech Executive Committee, IGEP in Human Centered Design (2016–Present)
Advisory Board Member, VTArtWorks (2015–Present)
Member, Dept. of Computer Science Faculty Search Committee (2016, 2017, 2018)
Member, Space Subcommittee, Creativity & Innovation Strategic Growth Area (2016–17)
Co-Director for Social Informatics, Center for Human–Computer Interaction (2015–16)

CMU Coordinator, Social Computing Lab Summer REU Program (2013)

Georgia Tech Member, School of Interactive Computing Faculty Search Committee (2010)
Lab Manager, Electronic Learning Communities Lab (2007–12)
Judge, Undergraduate Research Spring Symposium (2010–11)
Reviewer, President’s Undergraduate Research Awards (2011)

Other Activities Technical Advisor, *Wisdom of the Crowd* CBS television series (2017)
Review Panelist, National Science Foundation (2016, 2017(x2))
Technical Advisor, Center for Virtual History, University of Georgia (2011–2015)
Editor-at-Large, *Digital Humanities Now* (2013)

TEACHING

Spring 2018 Instructor, Introduction to GUI Programming and Graphics (undergraduate, 120 students)
Dept. of Computer Science, Virginia Tech

Fall 2017 Instructor, Advanced Topics in Human-Computer Interaction (graduate, 8 students)
Dept. of Computer Science, Virginia Tech

Fall 2016 Instructor, Introduction to GUI Programming and Graphics (undergraduate, 57 students)
Dept. of Computer Science, Virginia Tech

- Fall 2016 Instructor, User Interface Software (graduate, 23 students)
Dept. of Computer Science, Virginia Tech
- Spring 2016 Instructor, Introduction to GUI Programming and Graphics (undergraduate, 82 students)
Dept. of Computer Science, Virginia Tech
- Fall 2015 Instructor, Advanced Topics in Human-Computer Interaction (graduate, 9 students)
Dept. of Computer Science, Virginia Tech
- Spring 2015 Instructor, Human-Computer Interaction Capstone (undergraduate, 22 students)
Dept. of Computer Science, Virginia Tech
- Fall 2014 Instructor, User Interface Software (graduate, 20 students)
Dept. of Computer Science, Virginia Tech
- Spring 2009 Graduate Teaching Assistant, Design of Online Communities (graduate, 22 students)
College of Computing, Georgia Tech (Instructor: Dr. Amy Bruckman)

ADVISING

- Postdoc Advisee Jacob Thebault-Spieker, Ph.D. Computer Science, University of Minnesota
- Graduate Thesis Tianyi Li, Ph.D. Computer Science (Co-advised with Chris North)
- Advisees Nai-Ching Wang, Ph.D. Computer Science
Sukrit Venkatagiri, Ph.D. Computer Science
Navid Falla, Ph.D. Human Centered Design
Rachel Kohler, M.S. Computer Science (Graduated 2017)
Divit Singh, M.S. Computer Science (Co-advised with T.M. Murali) (Graduated 2016)
- Graduate Thesis Rama Vedantam, Ph.D. Computer Engineering
- Committees Jill Derwin, Ph.D. Forestry and Remote Sensing
Andrey Esakia, Ph.D. Computer Science
Ji Wang, Ph.D. Computer Science
Katelyn Brown, M.A. History
Navya Kondur, M.S. Computer Science
Sarang Joshi, M.S. Computer Science
Anamary Leal, Ph.D. Computer Science (Graduated 2017)
Daniel Newcomb, M.A. History (Graduated 2017)
(Outstanding CLAHS Master's Student Award)
Chris Frisina, M.S. Computer Science (Graduated 2016)
Maoyuan Sun, Ph.D. Computer Science (Graduated 2016)
Sanchit Chandra, M.S. Computer Science (Graduated 2015)
(Outstanding CS Master's Student Award)
Nathan Self, M.S. Computer Science (Graduated 2015)
Jessica Zeitz Self, Ph.D. Computer Science (Graduated 2015)
- Undergraduate Research Advisees Anne Hoang, B.S. Computer Science, Virginia Tech (2018-Present)
David Thames, B.S. Computer Science, Virginia Tech (2017-Present)
Shahmir Ahmed, B.S. Computer Science, Virginia Tech (2017-Present)
Asmita Shah, B.S. Computer Science, Virginia Tech (2017-Present)
Caroline Ritchey, B.A. National Security & B.A. History, Virginia Tech (2017)

Parker Irving, B.S. Computer Science, Virginia Tech (2017)
Allison Collier, B.S. Computer Science, Virginia Tech (2017)
Nam Nguyen, B.S. Computer Science, Virginia Tech (2017)
David Gwizdala, B.S. Computer Engineering, Virginia Tech (2016–17)
Wenfeng Ren, B.S. Computer Science, Virginia Tech (2016)
Melanie Trammell, B.S. Computer Science, Virginia Tech (2016)
Zhizheng (Andy) Chen, B.S. Computer Science, Virginia Tech (2015)
Amit Dayal, B.S. Computer Science, Virginia Tech (2015)
Jared Deiner, B.S. Computer Science, Virginia Tech (2015)
Vijay Kuruvilla, B.S. Computer Science, Virginia Tech (2015)
Edward McEnrue, B.S. Computer Science, Virginia Tech (2015)
Avanti Dabholkar, B.S. Human–Computer Interaction & B.Arch. Architecture, CMU (2013–14)
Bhawna Agarwal, B.Design, Indian Institute of Technology Guwahati (2014)
Jari-lee (Jay) Tolentino, B.S. Informatics & B.A. Studio Art, UC Irvine (2013)

SELECTED PRESS

- August 2017 WVTF (NPR affiliate): Crowd Sleuthing: Harnessing the Power of Crowds
<http://wvtf.org/post/crowd-sleuthing-harnessing-power-crowds>
- June 2017 WVTF (NPR affiliate): Celebrating July 4th When the Country Was Falling Apart
<http://wvtf.org/post/celebrating-july-4th-when-country-was-falling-apart>
- July 2016 IEEE Spectrum: How to Run a Successful Mobile Crowdsourcing Project
<http://spectrum.ieee.org/at-work/innovation/how-to-run-a-successful-mobile-crowdsourcing-project>
- January 2016 Science: The Power of Crowds
<http://science.sciencemag.org/content/351/6268/32>
- December 2012 Harvard University's Nieman Journalism Lab: The Year in Social Media Research
<http://www.niemanlab.org/2012/12/questioning-the-network-the-year-in-social-media-research/>
- May 2012 Harvard Business Review: What Makes a Great Tweet
<http://hbr.org/2012/05/what-makes-a-great-tweet/ar/1>
- February 2012 TIME: Cool It With the Hashtags: How to Not Be Extremely Annoying on Twitter
<http://newsfeed.time.com/2012/02/04/cool-it-with-the-hashtags-how-to-not-be-extremely-annoying-on-twitter/>
- January 2012 The Atlantic: Be Better at Twitter: The Definitive, Data-Driven Guide
<https://www.theatlantic.com/technology/archive/2012/01/be-better-at-twitter-the-definitive-data-driven-guide/252273/>
- January 2011 CNN: 4 Online Services to Satisfy Your Vanity
http://www.cnn.com/2011/TECH/social.media/01/12/vanity.netiquette/index.html?eref=ib_technology
- December 2010 Mashable: Are Your Tweets Boring or Beneficial?
<http://mashable.com/2010/12/30/who-gives-a-tweet/>