Kurt Luther, Ph.D.

CONTACT

Institute for Advanced Computing (MC4008)
Academic Building One, Virginia Tech
3625 Potomac Ave., Alexandria, VA 22305 USA

Email: kluther@vt.edu
Web: http://crowd.cs.vt.edu

CITIZENSHIP

United States of America

RESEARCH INTERESTS

Human-computer interaction (HCI), human-centered AI (HCAI), human-AI collaboration, crowdsourcing, social computing, computer-supported cooperative work (CSCW).

EDUCATION

Georgia Institute of Technology (Georgia Tech), Atlanta, Ga.
Ph.D. in Human-Centered Computing, focus in Social Computing, 2012
Dissertation: *Supporting and Transforming Leadership in Online Creative Collaboration*
Committee: Amy Bruckman (chair), Ellen Do, Eric Gilbert, Scott Counts, Wendy Kellogg

Purdue University, West Lafayette, Ind.
B.S. in Computer Graphics Technology, minor in Art & Design, 2006

ACADEMIC EXPERIENCE

Virginia Polytechnic Institute and State University (Virginia Tech), Alexandria, Va.
Founding Core Faculty Member, Institute for Advanced Computing, 2022–Present
Associate Professor (with tenure), Department of Computer Science, 2020–Present
Assistant Professor, Department of Computer Science, 2014–2020

Carnegie Mellon University, Pittsburgh, Pa.
Postdoctoral Fellow, Human-Computer Interaction Institute, 2012–2014
Co-advisors: Steven Dow and Aniket Kittur

OTHER EXPERIENCE

The Photo Sleuth Foundation, Inc., Arlington, Va.
Founding President, 2024–Present

Virginia Department of Military Affairs, Richmond, Va.
Operations OIC, G3 Directorate, Force Headquarters, Virginia Defense Force, 2026–Present
Commander, 141st Cyber Security Company, Virginia Defense Force, 2023–2026
Staff Officer (S-1 and S-3 Sections), 31st Cyber Battalion, Virginia Defense Force, 2021–2023

***Military Images* Magazine**, Arlington, Va.
Senior Editor and Columnist, 2020–Present
Contributing Editor and Columnist, 2014–2020

The Bulls Run Group, LLC, Bethesda, Md.
Consultant, 2023–2024

YouTube (Google), San Bruno, Calif.
User Experience Research Intern, Summer 2010

Newgrounds.com, Inc., Glenside, Pa.
Web Development Intern, Summer 2009

Microsoft Research, Redmond, Wash.
Research Intern, Social Computing Group and VIBE Group, Summer 2008

IBM Thomas J. Watson Research Center, Hawthorne, N.Y.
Research Intern, Social Computing Group, Summer 2007

AWARDS & HONORS

External Academic Awards & Honors

ACM Distinguished Member ("for contributions to crowd computing and human-AI collaboration"), 2025
AAAI HCOMP Best Poster/Demo Award (#1 poster/demo of 22 submissions), 2023
National Science Foundation I-Corps Southwest Node People's Choice Award, 2022
ACM Senior Member, 2020
ACM IUI Best Paper Award (#1 paper of 282 submissions), 2019
AAAI HCOMP Best Poster/Demo Award (#1 poster/demo of 25 submissions), 2019
Purdue University Outstanding Technology Alumni Award, 2019
American Civil War Museum Emerging Scholar, 2019
Microsoft Cloud AI Research Challenge Grand Prize ($25,000 award), 2018
AAAI HCOMP Best Poster/Demo Award (#1 poster/demo of 31 submissions), 2018
ACM Recognition of Service Award, 2018
National Science Foundation CAREER Award, 2017
AAAI HCOMP Notable Paper Award (#2 paper of 83 submissions), 2017
Army Historical Foundation Distinguished Writing Awards Finalist, 2015
ACM CSCW Best Paper Award (top 1% of 390 submissions), 2013
ACM CSCW Best Paper Honorable Mention Award (top 5% of 415 submissions), 2012
ACM CHI Golden Mouse Award (for most entertaining video), 2009
Indiana University Barwise Fellowship for Doctoral Studies in Informatics, 2006 (declined)

Internal Academic Awards & Honors

Virginia Tech College of Engineering Dean's Fellow, 2024
Virginia Tech College of Engineering Dean's Award for Excellence in Outreach, 2024
Virginia Tech College of Engineering Faculty Fellow ($15,000 award), 2021–2024
Virginia Tech College of Engineering Outstanding New Assistant Professor Award, 2018
Virginia Tech ICTAS Junior Faculty Award ($80,000 award), 2018
Virginia Tech TLOS XCaliber Award Finalist (for technology-enriched teaching), 2016
Virginia Tech Center for HCI Research Impact Award, 2015
Georgia Tech James D. Foley Scholar ($5,000 award), 2011
Purdue University Graduation with Highest Distinction and Departmental Honors, 2006
Purdue University Perfect 4.0 GPA Recognition Award, 2006
Purdue University Academic Success Award ($11,100 merit scholarship), 2002–2006

Military Awards & Honors

Virginia National Guard Commendation Medal, 2025
Virginia Defense Force Commendation Medal, 2024
Virginia Defense Force Achievement Medal, 2023
Virginia National Guard Emergency Service Ribbon, 2022

Team Award, Government IT Leadership Summit & Symposium (GOVIT) Cybersecurity Solutions Award (Population > 250,000 Category), 2025

Team Award, Commonwealth of Virginia Innovative Technology Symposium (COVITS)
Commonwealth Technology Award (Local Cybersecurity and Privacy Initiatives Category), 2025
Team Captain, SGAUS National Cyber Competition 2nd Place, 2022

CERTIFICATIONS

NW3C Certified Cyber Crime Intelligence Analyst, 2024
NW3C Certified Cyber Crime Investigator, 2024
SGAUS Basic Cyber Defense Specialist, 2024
CompTIA Security+ Certification, 2024
Virginia Army National Guard Cyber Security Assessment Analyst, 2022
SGAUS Basic Military Emergency Management Specialist (MEMS), 2022
GIAC Open Source Intelligence (GOSI) Certification, 2021
Amazon Web Services (AWS) Certified Cloud Practitioner, 2021

FUNDING

Total funding: $3,854,036; Personal share: $2,328,458

External Funding (Total: $3,423,044; Personal share: $2,087,040)

Senior Personnel, "SMC V," DoD, subcontract via Norwich University, 2026–2027; Amount: $1,700,000; Personal share: $25,000.

PI, "Student Travel Grant for ACM Collective Intelligence 2026 and ACM HCOMP 2026," NSF IIS-2634518 (Human-Centered Computing), 2026–2027; Amount: $10,108; Personal share: $10,108 (100%).

PI, "FURNACE," DoD, subcontract via The Bulls Run Group, 2026–2027; Amount: $200,000; Personal share: $200,000 (100%).

PI, "RAINFLY," DoD, subcontract via The Bulls Run Group, 2025–2026; Amount: $200,000; Personal share: $200,000 (100%).

PI, "Supporting military family cybersecurity with an AI-infused OSINT tool," Commonwealth Cyber Initiative Southwest Virginia (FY26 Cybersecurity Research), 2025–2026; Amount: $59,815; Personal share: $44,861 (75%).

Senior Personnel, "SMC IV," DoD, subcontract via Norwich University, 2024–2026; Amount: $1,099,932; Personal share: $10,010.

PI, "OSINT and generative AI for cyber vulnerability assessment," Commonwealth Cyber Initiative Southwest Virginia (Workforce & Industry Engagement Program), 2024; Amount: $9,205; Personal share: $9,205 (100%).

Co-PI, "Experiencing Civil War history through augmented reality: Soldiers, civilians, and the environment at Pamplin Historical Park," NEH MT-290202-23 (DPP: Prototyping), 2023–2025; Amount: $98,519; Personal share: $10,837 (11%).

Senior Personnel, "SMC III," DoD, subcontract via Norwich University, 2023; Amount: $1,783,999; Personal share: $17,277.

Senior Personnel, "Maven," DoD, subcontract via Carnegie Mellon University, 2023; Amount: $750,000; Personal share: $27,403.

PI, "Historical photo identification with crowdsourcing and automated face recognition," NSF TI-2221733 (I-Corps), 2022; Amount: $49,309; Personal share: $49,309 (100%).

Senior Personnel, "Mission Engineering," DoD, subcontract via Stevens Institute of Technology, 2022; Amount: $100,000; Personal share: $27,550.

Senior Personnel, "ESHAEP," DoD, subcontract via University of Southern California, 2022; Amount: $1,374,830; Personal share: $27,550.

PI, "Exploring the impact of human-AI collaboration on open source intelligence (OSINT) investigations of social media disinformation," Commonwealth Cyber Initiative H-4Q21-010 (The Role of Cybersecurity in the Spread of Disinformation and Misinformation), 2021–2022; Amount: $65,000; Personal share: $32,500 (50%).

Co-PI, "Experiencing Civil War history through augmented reality: Soldiers, civilians, and the environment at Pamplin Historical Park," NEH MD-277054-21 (DPP: Discovery), 2021–2022; Amount: $30,000; Personal share: $3,300 (11%).

Co-PI, "ASED," DoD, subcontract via University of Southern California, 2020–2022; Amount: $200,000; Personal share: $100,000 (50%).

Co-PI, "Threat Beacon," DoD, subcontract via VT-ARC, 2020; Amount: $250,850; Personal share: $37,628 (15%).

Co-PI, "The American Soldier in World War II," NEH PW-264049-19 (HCRR: Implementation), 2019–2021; Amount: $349,864; Personal share: $17,493 (5%).

PI, "Civil War Photo Sleuth," Microsoft Cloud AI Research Challenge Grand Prize, 2018; Amount: $25,000; Personal share: $25,000 (100%).

PI, "Transforming investigative science and practice with expert-led crowdsourcing," NSF IIS-1651969 (CAREER), 2017–2023; Amount: $578,628 (incl. $24,000 REU supplements); Personal share: $578,628 (100%).

Co-PI, "The American Soldier collaborative digital archive," NEH PW-253766-17 (HCRR: Foundations), 2017–2018; Amount: $50,000; Personal share: $10,000 (20%).

PI, "Graduate Student Symposium at the 2017 ACM Conference on Creativity & Cognition," NSF IIS-1723306 (Cyber-Human Systems), 2017; Amount: $25,252; Personal share: $25,252 (100%).

MPI (i.e., Joint PI), "GraphCrowd: Using crowdsourced design to visualize effects of environmental chemicals on signaling networks," NIH 1UH2CA203768-01 (Big Data to Knowledge), 2016–2019; Amount: $615,270; Personal share: $307,635 (50%).

PI, "Supporting crowdsourced sensemaking in big data with dynamic context slices," NSF IIS-1527453 (Cyber-Human Systems), 2015–2019; Amount: $532,000 (incl. $32,000 REU supplements); Personal share: $266,000 (50%).

Co-PI, "Mapping the Fourth of July in the American Civil War Era: A crowdsourced digital archive," National Historical Publications and Records Commission DH50013-15, 2015–2017; Amount: $74,224; Personal share: $24,494 (33%).

Senior Personnel, "Crowd-augmented search and sensemaking," Google Faculty Research Award, 2014; Amount: $75,660; Personal share: $0. (115/691 = 16.6% acceptance rate)

Internal Funding (Total: $430,992)

PI, "Human-Centered AI for OSINT," Virginia Tech National Security Institute, 2026; Amount: $7,500.

PI, "Asymmetric Extended Reality for Collaborative Battlefield Visualization," Virginia Tech ICAT/IAC Collaborative Major SEAD Grant, 2026; Amount: $40,000.

Co-PI, “Intelligent XR,” Virginia Tech College of Engineering Major Grants Initiative (MGI) Team Formation Track, 2025; Amount: $50,000. (6/20 = 30% acceptance rate)

Co-PI, “Virginia Tech Public Interest Technology (PI-Tech) Collaborative,” Virginia Tech Destination Areas 2.0 Phase I Planning and Development Grant, 2024; Amount: $25,000.

PI, “Creativity and innovation at the intersection of technology, art, and history,” Virginia Tech ICAT Research Leave Augmentation Award, 2022; Amount: $70,000.

PI, “Faculty Fellowship,” Virginia Tech College of Engineering, 2021–2024; Amount: $15,000.

Co-PI, ISERC Grant, Virginia Tech Integrated Security Destination Area, 2021–2022; Amount: $10,000.

PI (Faculty Advisor), “Crowd intelligence software project,” Luther and Alice Hamlett Undergraduate Research Scholarship, 2021; Amount: $2,000.

PI, “Preparing under-represented students for data science careers with open source intelligence training,” Virginia Tech Data & Decisions Grant, 2020–2021; Amount: $15,000. (3/12 = 25% acceptance rate)

PI, “Augmenting computer vision with crowdsourcing to identify people in historical and modern photographs,” Virginia Tech ICTAS Junior Faculty Award, 2018–2020; Amount: $80,000. (12/72 = 16.7% acceptance rate)

PI, “Equipment Grant,” SCHEV, 2018; Amount: $6,111.

PI, “CAREER Incentive Grant,” Virginia Tech College of Engineering, 2017–2022; Amount: $40,000.

PI, “Incentive Reward Fund,” Virginia Tech Department of Computer Science, 2017; Amount: $7,000.

Co-PI, “VTArtWorks,” Virginia Tech ICAT Major SEAD Grant, 2016; Amount: $25,000.

PI, “Incentive Reward Fund,” Virginia Tech Department of Computer Science, 2016; Amount: $3,500.

PI, “Designing software and community participation for crowdsourced history research,” Virginia Tech ICAT Mini SEAD Grant, 2016; Amount: $2,880.

Joint PI, “Supporting community information sharing with mobile crowdsourcing and large display technologies,” Virginia Tech Center for HCI Seed Grant, 2015; Amount: ≈$15,000.

PI, “Incentive Reward Fund,” Virginia Tech Department of Computer Science, 2015; Amount: $2,500.

PI, “New Assistant Professor Mentoring Grant,” Virginia Tech Office of the Executive Vice President and Provost, 2015; Amount: $1,500.

PI, “Supporting crowdsourced sensemaking in big data with context slices,” Virginia Tech ICTAS Seed Grant, 2014; Amount: $10,000.

PI, “Supporting leadership development and reflection through creative social computing,” Virginia Tech ICAT Mini SEAD Grant, 2014; Amount: $3,000.

PEER-REVIEWED PUBLICATIONS

Google Scholar citations: 2627; h-index: 25; i10-index: 49
Note: Asterisks indicate a student* or postdoc** (co-)advised by Kurt Luther.

Refereed Archival Journal Articles

1. Matthew Wilchek*, Minh Nguyen, Yingjie Wang, Kurt Luther, and Feras A. Batarseh. In press. PerceptiSync: Trustworthy object detection using crowds-in-the-loop for cyber-physical systems. To appear in *ACM Transactions on Cyber-Physical Systems*, 25 pages. (3.3 impact factor)

2. Jill M. Derwin, Valerie A. Thomas, Randolph H. Wynne, Karen G. Schleeweis, John W. Coulston, S. Seth Peery, Kurt Luther, Greg C. Liknes, Stacie Bender, and Susmita Sen. 2025. Factors influencing the consistency in crowdsourced interpretations of aerial photographs to measure tree canopy cover. *Ecological Informatics* 91, Article 103300 (November 2025), 17 pages. (8.5 impact factor)

3. Sara Alsalamah, Shada AlSalamah, Hessah A. Alsalamah, Haytham A. Sheera, Kurt Luther, and Chang-Tien Lu. 2025. Virtual Healthcare Bot (VHC-Bot): A person-centered AI chatbot for transforming patient care and healthcare workforce dynamics. *Network Modeling Analysis in Health Informatics and Bioinformatics* 14, Article 48 (June 2025), 21 pages. (2.4 impact factor)

4. Fei Shan* and Kurt Luther. 2025. Reexamining technological support for genealogy research, collaboration, and education. *Proceedings of the ACM on Human-Computer Interaction* 9, 2, Article CSCW155 (April 2025), 33 pages. (4.9 impact factor)

5. Matthew Wilchek*, Kurt Luther, and Feras A. Batarseh. 2025. Ajna: A wearable shared perception system for extreme sensemaking. *ACM Transactions on Interactive Intelligent Systems* 15, 1, Article 1 (March 2025), 29 pages. (6.4 impact factor)

6. Anirban Mukhopadhyay*, Sukrit Venkatagiri*, and Kurt Luther. 2024. OSINT Research Studios: A flexible crowdsourcing framework to scale up open source intelligence investigations. *Proceedings of the ACM on Human-Computer Interaction* 8, CSCW1, Article 105 (April 2024), 38 pages. (4.9 impact factor)

7. Marx Boyuan Wang, Md Momen Bhuiyan, Eugenia Ha Rim Rho, Kurt Luther, and Sang Won Lee. 2024. Understanding the relationship between user identity and self-expression through animated GIFs on social media. *Proceedings of the ACM on Human-Computer Interaction* 8, CSCW1, Article 192 (April 2024), 30 pages. (4.9 impact factor)

8. Andreea Sistrunk, Nathan Self, Subhodip Biswas, Kurt Luther, Nervo Verdezoto, and Naren Ramakrishnan. 2024. Redistrict: Online public deliberation support that connects and rebuilds inclusive communities. *Proceedings of the ACM on Human-Computer Interaction* 8, CSCW1, Article 116 (April 2024), 23 pages. (4.9 impact factor)

9. Vikram Mohanty* and Kurt Luther. 2023. DoubleCheck: Designing community-based assessability for historical person identification. *ACM Journal on Computing and Cultural Heritage* 16, 4, Article 79 (December 2023), 27 pages. (3.1 impact factor)

10. Matthew Wilchek*, Will Hanley, Jude Lim*, Kurt Luther, and Feras Batarseh. 2023. Human-in-the-loop for computer vision assurance: A survey. *Engineering Applications of Artificial Intelligence* 123, Part B, Article 106376 (August 2023), 15 pages. (9.0 impact factor)

11. Aditya Bharadwaj*, David Gwizdala*, Yoonjin Kim, Kurt Luther, and T. M. Murali. 2022. Flud: A hybrid crowd-algorithm approach for visualizing biological networks. *ACM Transactions on Computer-Human Interaction* 29, 1, Article 8 (February 2022), 53 pages. (9.6 impact factor)

12. Sukrit Venkatagiri*, Aakash Gautam, and Kurt Luther. 2021. CrowdSolve: Managing tensions in an expert-led crowdsourced investigation. *Proceedings of the ACM on Human-Computer Interaction* 5, CSCW1, Article 118 (April 2021), 30 pages. (4.9 impact factor)

13. Vikram Mohanty*, David Thames*, Sneha Mehta*, and Kurt Luther. 2020. Photo Sleuth: Identifying historical portraits with face recognition and crowdsourced human expertise. *ACM Transactions on Interactive Intelligent Systems* 10, 4, Article 33 (December 2020), 36 pages. (6.4 impact factor) (Invited submission)

14. Sukrit Venkatagiri*, Jacob Thebault-Spieker**, Rachel Kohler*, John Purviance*, Rifat Sabbir Mansur*, and Kurt Luther. 2019. GroundTruth: Augmenting expert image geolocation with crowdsourcing and shared representations. *Proceedings of the ACM on Human-Computer Interaction* 3*,* CSCW, Article 107 (November 2019), 30 pages*.* (205/658 = 31.2% acceptance rate) (4.9 impact factor)

15. Tianyi Li*, Chandler J. Manns*, Chris North, and Kurt Luther. 2019. Dropping the baton? Understanding errors and bottlenecks in a crowdsourced sensemaking pipeline. *Proceedings of the ACM on Human-Computer Interaction* 3*,* CSCW, Article 136 (November 2019), 26 pages*.* (205/658 = 31.2% acceptance rate) (4.9 impact factor)

16. Nai-Ching Wang*, David Hicks, Paul Quigley, and Kurt Luther. 2019. Read-Agree-Predict: A crowdsourced approach to discovering relevant primary sources for historians. *Human Computation* 6, 1 (October 2019), 147–175*.*

17. Maoyuan Sun, Jian Zhao, Hao Wu, Kurt Luther, Chris North, and Naren Ramakrishnan. 2019. The effect of edge bundling and seriation on sensemaking of biclusters in bipartite graphs. *IEEE Transactions on Visualization and Computer Graphics* 25, 10 (October 2019), 2983–2998. (6.8 impact factor)

18. Nai-Ching Wang*, David Hicks, and Kurt Luther. 2018. Exploring trade-offs between learning and productivity in crowdsourced history. *Proceedings of the ACM on Human-Computer Interaction* 2, CSCW, Article 178 (November 2018), 24 pages. (289/1107 = 26.1% acceptance rate) (4.9 impact factor)

19. Tianyi Li*, Kurt Luther, and Chris North. 2018. CrowdIA: Solving mysteries with crowdsourced sensemaking. *Proceedings of the ACM on Human-Computer Interaction* 2, CSCW, Article 105 (November 2018), 29 pages. (289/1107 = 26.1% acceptance rate) (4.9 impact factor)

20. Aditya Bharadwaj*, Divit P. Singh*, Anna Ritz, Allison N. Tegge, Christopher L. Poirel, Pavel Kraikivski, Neil Adames, Kurt Luther, Shiv D. Kale, Jean Peccoud, John J. Tyson, and T. M. Murali. 2017. GraphSpace: stimulating interdisciplinary collaborations in network biology. *Bioinformatics* 33, 19 (October 2017), 3134–3136. (5.5 impact factor)

Refereed Archival Papers in Conference Proceedings

21. Liling Yuan*, Vikram Mohanty*, and Kurt Luther. 2026. SleuthTalk: Supporting historical photo identification with private workspaces for collective sensemaking and deliberation. In *Proceedings of the 14th ACM Collective Intelligence Conference (CI '26)*, September 27–30, 2026, Alexandria, VA, USA. ACM, New York, NY, USA, 1–11. (8/30 = 26.7% acceptance rate)

22. Matthew Wilchek*, Sally Dickinson, Kurt Luther, and Feras A. Batarseh. 2026. The influence of distributed AI in trust and collaboration for search-and-rescue teams. In *Proceedings of the 44th ACM Conference on Human Factors in Computing Systems (CHI '26)*, April 13–17, 2026, Barcelona, Spain. ACM, New York, NY, USA, Article 725, 1–20. (1702/6730 = 25.3% acceptance rate)

23. Vikram Mohanty*, Jude Lim*, and Kurt Luther. 2025. What lies beneath? Exploring the impact of underlying AI model updates in AI-infused systems. In *Proceedings of the 43rd ACM Conference on Human Factors in Computing Systems (CHI '25)*, April 26–May 1, 2025, Yokohama, Japan. ACM, New York, NY, USA, Article 539, 1–21. (1249/5020 = 24.9% acceptance rate)

24. Anirban Mukhopadhyay* and Kurt Luther. 2025. OSINT Clinic: Co-designing AI-augmented collaborative OSINT investigations for vulnerability assessment. In *Proceedings of the 43rd ACM Conference on Human Factors in Computing Systems (CHI '25)*, April 26–May 1, 2025, Yokohama, Japan. ACM, New York, NY, USA, Article 868, 1–22. (1249/5020 = 24.9% acceptance rate)

25. Matthew Wilchek*, Linhan Wang, Sally Dickinson, Erica Feuerbacher, Kurt Luther, and Feras A. Batarseh. 2025. KHAIT: K-9 handler artificial intelligence teaming for collaborative sensemaking. In *Proceedings of the 30th ACM Conference on Intelligent User Interfaces (IUI '25)*, March 24–27, 2025, Cagliari, Italy. ACM, New York, NY, USA, 925–937. (97/387 = 25.1% acceptance rate)

26. Mariam ALMutairi, Lulwah AlKulaib, Shengkun Wang, Zhiqian Chen, Youssif ALMutairi, Thamer M. Alenazi, Kurt Luther, and Chang-Tien Lu. 2024. FHIRViz: Multi-agent platform for FHIR visualization to advance healthcare analytics. In *Proceedings of the 15th ACM International Conference on Bioinformatics, Computational Biology, and Health Informatics (BCB '24)*, November 22–25, 2024, Shenzhen, China. ACM, New York, NY, USA, Article 38, 1–7. (71/204 = 34.8% acceptance rate)

27. Jude Lim*, Vikram Mohanty*, Terryl Dodson*, and Kurt Luther. 2023. BackTrace: A human-AI collaborative approach to discovering studio backdrops in historical photographs. In *Proceedings of the 11th AAAI Conference on Human Computation and Crowdsourcing (HCOMP '23)*, November 6–9, 2023, Delft, Netherlands. AAAI, Washington, DC, USA, 91–102. (18/64 = 28.1% acceptance rate)

28. Vikram Mohanty* and Kurt Luther. 2023. Photo Steward: A deliberative collective intelligence workflow for validating historical archives. In *Proceedings of the 11th ACM Collective Intelligence Conference (CI '23),* November 6–9, 2023, Delft, Netherlands. ACM, New York, NY, USA, 34–52. (7/29 = 24.1% acceptance rate)

29. Sukrit Venkatagiri*, Anirban Mukhopadhyay*, David Hicks, Aaron Brantly, and Kurt Luther. 2023. CoSINT: Designing a collaborative capture the flag competition to investigate misinformation. In *Proceedings of the 18th ACM Designing Interactive Systems Conference (DIS '23)*, July 10–14, 2023, Pittsburgh, PA, USA. ACM, New York, NY, USA, 2551–2572. (173/726 = 23.8% acceptance rate)

30. Jacob Thebault-Spieker**, Sukrit Venkatagiri*, Naomi Mine, and Kurt Luther. 2023. Diverse perspectives can mitigate political bias in crowdsourced content moderation. In *Proceedings of the 6th ACM Conference on Fairness, Accountability, and Transparency (FAccT '23)*, June 12–15, 2023, Chicago, IL, USA. ACM, New York, NY, USA, 1280–1291. (154/608 = 25.3% acceptance rate)

31. Andreea Sistrunk, Nathan Self, Subhodip Biswas, James A. Egenrieder, Kurt Luther, Adriana Glenn, and Naren Ramakrishnan. 2023. Redrawing public school boundaries: An intersection of geography, education policy, and computer science. In *Proceedings of the 21st European Conference on Computer-Supported Cooperative Work* (*ECSCW '23)*, June 5–9, 2023, Trondheim, Norway. EUSSET, Siegen, Germany, 21 pages.

32. Tianjiao Yu*, Sukrit Venkatagiri*, Ismini Lourentzou, and Kurt Luther. 2023. Sedition Hunters: A quantitative study of the crowdsourced investigation into the 2021 U.S. Capitol attack. In *Proceedings of the 32nd ACM Web Conference (WWW '23)*, April 30–May 4, 2023, Austin, TX, USA. ACM, New York, NY, USA, 3849–3858. (365/1900 = 19.2% acceptance rate)

33. Manisha Kusuma*, Vikram Mohanty*, Marx Wang*, and Kurt Luther. 2022. Civil War Twin: Exploring ethical challenges in designing an educational face recognition application. In

Proceedings of the 5th AAAI/ACM Conference on Artificial Intelligence, Ethics, and Society (AIES '22), August 1–3, 2022, Oxford, UK. ACM, New York, NY, USA, 369–384. (79/235 = 33.6% acceptance rate)

34. Yasmine Belghith*, Sukrit Venkatagiri*, and Kurt Luther. 2022. Compete, collaborate, investigate: Exploring the social structures of open source intelligence investigations. In *Proceedings of the 40th ACM Conference on Human Factors in Computing Systems (CHI '22),* April 30–May 5, 2022, New Orleans, LA, USA. ACM, New York, NY, USA, Article 129, 1–18. (638/2579 = 24.7% acceptance rate)
35. Tianyi Li*, Yasmine Belghith*, Chris North, and Kurt Luther. 2020. CrowdTrace: Visualizing provenance in distributed sensemaking. In *Proceedings of the 31st IEEE Visualization Conference (VIS '20),* October 25–30, 2020, Salt Lake City, UT, USA. IEEE, Los Alamitos, CA, USA, 191–195. (59/164 = 36.0% acceptance rate)
36. Vikram Mohanty*, Kareem Abdol-Hamid*, Courtney Ebersohl*, and Kurt Luther. 2019. Second Opinion: Supporting last-mile person identification with crowdsourcing and face recognition. In *Proceedings of the 7th AAAI Conference on Human Computation and Crowdsourcing (HCOMP '19)*, October 28–30, 2019, Stevenson, WA, USA. AAAI, Washington, DC, USA, 86–96. (22/87 = 25.3% acceptance rate)
37. Aditya Bharadwaj*, Pao Siangliulue, Adam Marcus, and Kurt Luther. 2019. Critter: Augmenting creative work with dynamic checklists, automated quality assurance, and contextual reviewer feedback. In *Proceedings of the 37th ACM Conference on Human Factors in Computing Systems (CHI '19),* May 4–9, 2019, Glasgow, UK. ACM, New York, NY, USA, Article 539, 1–12. (705/2960 = 23.8% acceptance rate)
38. Vikram Mohanty*, David Thames*, Sneha Mehta*, and Kurt Luther. 2019. Photo Sleuth: Combining human expertise and face recognition to identify historical portraits. In *Proceedings of the 24th ACM Conference on Intelligent User Interfaces (IUI '19),* March 16–20, 2019, Los Angeles, CA, USA. ACM, New York, NY, USA, 547–557. (71/282 = 25.2% acceptance rate) (**Best Paper Award**)
39. Divit P. Singh*, Lee Lisle*, T. M. Murali, and Kurt Luther. 2018. CrowdLayout: Crowdsourced design and evaluation of biological network visualizations. In *Proceedings of the 36th ACM Conference on Human Factors in Computing Systems (CHI '18)*, April 21–26, 2018, Montréal, Canada. ACM, New York, NY, USA, Article 232, 1–14. (666/2592 = 25.7% acceptance rate)
40. Rachel Kohler*, John Purviance*, and Kurt Luther. 2017. Supporting image geolocation with diagramming and crowdsourcing. In *Proceedings of the 5th AAAI Conference on Human Computation and Crowdsourcing (HCOMP '17),* October 24–26, 2017, Quebec City, Canada. AAAI, Washington, DC, USA, 98–107. (24/83 = 28.9% acceptance rate) (**Notable Paper Award**)
41. Alvin Yuan, Kurt Luther, Markus Krause, Sophie Isabel Vennix*, Steven P. Dow, and Björn Hartmann. 2016. Almost an expert: The effects of rubrics and expertise on perceived value of crowdsourced design critiques. In *Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing (CSCW '16)*, February 27–March 2, 2016, San Francisco, CA, USA. ACM, New York, NY, USA, 1005–1017. (142/571 = 24.9% acceptance rate)
42. Kurt Luther, Nathan Hahn, Steven P. Dow, and Aniket Kittur. 2015. Crowdlines: Supporting synthesis of diverse information sources through crowdsourced outlines. In *Proceedings of the 3rd AAAI Conference on Human Computation and Crowdsourcing (HCOMP '15),*

November 8–11, 2015, San Diego, CA, USA. AAAI, Washington, DC, USA, 110–119. (21/70 = 30.0% acceptance rate)

43. Kurt Luther, Jari-lee Tolentino*, Wei Wu, Amy Pavel, Brian P. Bailey, Maneesh Agrawala, Björn Hartmann, and Steven P. Dow. 2015. Structuring, aggregating, and evaluating crowdsourced design critique. In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW '15)*, March 14–18, 2015, Vancouver, Canada. ACM, New York, NY, USA, 473–485. (165/575 = 28.7% acceptance rate)

44. Justin B. Cranshaw, Kurt Luther, Patrick Gage Kelley, and Norman Sadeh. 2014. Curated City: Capturing individual city guides through social curation. In *Proceedings of the 32nd ACM Conference on Human Factors in Computing Systems (CHI '14)*, April 26–May 1, 2014, Toronto, Canada. ACM, New York, NY, USA, 3249–3258. (465/2043 = 22.8% acceptance rate)

45. Kurt Luther, Casey Fiesler, and Amy Bruckman. 2013. Redistributing leadership in online creative collaboration. In *Proceedings of the 16th ACM Conference on Computer Supported Cooperative Work (CSCW '13)*, February 23–27, 2013, San Antonio, TX, USA. ACM, New York, NY, USA, 1007–1022. (139/390 = 35.6% acceptance rate) (**Best Paper Award**)

46. Paul André, Michael Bernstein, and Kurt Luther. 2012. Who Gives a Tweet?: Evaluating microblog content value. In *Proceedings of the 15th ACM Conference on Computer Supported Cooperative Work (CSCW '12)*, February 11–15, 2012, Seattle, WA, USA. ACM, New York, NY, USA, 471–474. (164/415 = 39.5% acceptance rate) (**Best Paper Honorable Mention Award**)

47. Kurt Luther, Kelly Caine, Kevin Ziegler*, and Amy Bruckman. 2010. Why it works (when it works): Success factors in online creative collaboration. In *Proceedings of the 16th ACM Conference on Supporting Group Work (GROUP '10)*, November 7–10, 2010, Sanibel Island, FL, USA. ACM, New York, NY, USA, 1–10. (36/101 = 35.6% acceptance rate)

48. Kurt Luther, Scott Counts, Kristin B. Stecher, Aaron Hoff, and Paul Johns. 2009. Pathfinder: An online collaboration environment for citizen scientists. In *Proceedings of the 27th ACM Conference on Human Factors in Computing Systems (CHI '09)*, April 4–9, 2009, Boston, MA, USA. ACM, New York, NY, USA, 239–248. (277/1130 = 24.5% acceptance rate)

49. Brian Magerko, Waleed Manzoul, Mark Riedl, Allan Baumer, Daniel Fuller, Kurt Luther, and Celia Pearce. 2009. An empirical study of cognition and theatrical improvisation. In *Proceedings of the 7th ACM Conference on Creativity and Cognition (C&C '09)*, October 26–30, 2009, Berkeley, CA, USA. ACM, New York, NY, USA, 117–126. (34/137 = 24.8% acceptance rate)

50. Kurt Luther and Amy Bruckman. 2008. Leadership in online creative collaboration. In *Proceedings of the 12th ACM Conference on Computer Supported Cooperative Work (CSCW '08)*, November 8–12, 2008, San Diego, CA, USA. ACM, New York, NY, USA, 343–352. (86/370 = 23.2% acceptance rate)

51. Jason B. Ellis, Kurt Luther, Katherine Bessière, and Wendy A. Kellogg. 2008. Games for virtual team building. In *Proceedings of the 7th ACM Conference on Designing Interactive Systems (DIS '08),* February 25–27, 2008, Cape Town, South Africa. ACM, New York, NY, USA, 295–304. (52/152 = 34.2% acceptance rate)

52. Nicholas Diakopoulos, Kurt Luther, and Irfan Essa. 2008. Audio Puzzler: Piecing together time-stamped speech transcripts with a puzzle game. In *Proceedings of the 16th ACM*

Conference on Multimedia (MM '08), October 26–31, 2008, Vancouver, Canada. ACM, New York, NY, USA, 865–868. (80/236 = 33.9% acceptance rate)

53. Youn-ah Kang, John Stasko, Kurt Luther, Avinash Ravi, and Yan Xu. 2008. RevisiTour: Enriching the tourism experience with user-generated content. In *Proceedings of the International Conference on Information and Communication Technologies in Tourism (ENTER '08)*, January 23–25, 2008, Innsbruck, Austria. Springer, Vienna, Austria, 59–69.

54. Nicholas Diakopoulos, Kurt Luther, Yevgeniy (Eugene) Medynskiy, and Irfan Essa. 2007. The evolution of authorship in a remix society. In *Proceedings of the 18th ACM Conference on Hypertext and Hypermedia (HT '07)*, September 10–12, 2007, Manchester, UK. ACM, New York, NY, USA, 133–136. (33% acceptance rate)

Lightly Reviewed Non-Archival Workshop & Position Papers

55. Anirban Mukhopadhyay*, Jin-Hee Cho, and Kurt Luther. 2026. Homefront Helper: Exploring the self-disclosure risks of military family members. *CSCW 2026 Workshop on Where Does Privacy Research Go From Here? Navigating the Challenges and Paths Forward*, Salt Lake City, Utah, USA. 4 pages.

56. Anirban Mukhopadhyay*, Kelechi Eze*, and Kurt Luther. 2026. OSINT Research Platform as accountability infrastructure for collaborative sensemaking. *CSCW 2026 Workshop on Contribution, Originality, and Accountability in Agent-Mediated Collaboration*, Salt Lake City, Utah, USA. 3 pages.

57. Sydney Danielle Johns and Kurt Luther. 2026. "You weren't supposed to see that": Understanding privacy risks in mixed reality. *2026 Virginia Tech Workshop on the Future of HCI*, Blacksburg, Va., USA. 7 pages.

58. Anirban Mukhopadhyay* and Kurt Luther. 2026. Towards supporting mediators in human–agent collaboration. *CHI 2026 Workshop on Human–Agent Collaboration*, Barcelona, Spain. 5 pages. (25/56 = 44.6% acceptance rate)

59. Matthew Wilchek*, Kurt Luther, and Feras A. Batarseh. 2026. From explainable AI to human-centered system reliability: Quantifying and visualizing calibrated trust in mission-critical XR. *CHI 2026 Workshop on XR for Challenging Environments: Enabling Human Performance and Agency under Stress*, Barcelona, Spain. 6 pages.

60. Anirban Mukhopadhyay*, Kurt Luther, Kevin Salubre, Shashank Mehrotra, Hifza Javed, Teruhisa Misu, and Kumar Akash. 2025. Towards understanding the impact of generative AI agent roles in collaborative problem-solving tasks. *CSCW 2025 Workshop on Augmenting Collaborative Problem-Solving: Exploring the Design and Use of GenAI for Groupwork*, Bergen, Norway. 6 pages.

61. Fei Shan* and Kurt Luther. 2025. Emotionally intelligent generative AI for genealogy research and collaboration. *CSCW 2025 Workshop on Augmenting Collaborative Problem-Solving: Exploring the Design and Use of GenAI for Groupwork*, Bergen, Norway. 4 pages.

62. Anirban Mukhopadhyay* and Kurt Luther. 2025. Tailoring generative AI to augment creative leadership in Capture-the-Flag development. *CHI 2025 Workshop on Tools for Thought: Research and Design for Understanding, Protecting, and Augmenting Human Cognition with Generative AI*, Yokohama, Japan. 5 pages. (34/68 = 50% acceptance rate)

63. Matthew Wilchek*, Linhan Wang, Feras A. Batarseh, and Kurt Luther. 2024. KHAIT: K-9 handler artificial intelligence teaming for collaborative sensemaking. *CHI 2024 Workshop on Sensemaking: What Is It Today?*, Honolulu, Hawaii, USA. 6 pages.

64. Fei Shan* and Kurt Luther. 2023. Community-driven AI support for genealogy research. *CSCW 2023 Workshop on Community-Driven AI*, virtual event. 3 pages.

65. Anirban Mukhopadhyay*, Sukrit Venkatagiri*, and Kurt Luther. 2023. Developing collaboration and competition skills in a crowd of student OSINT investigators. *CSCW 2023 Workshop on Supporting Workers in Developing Effective Collaboration Skills for Complex Work*, Minneapolis, Minn., USA. 6 pages.

66. Anirban Mukhopadhyay*, Sukrit Venkatagiri*, and Kurt Luther. 2022. Towards designing a flexible expert-led crowdsourcing framework for investigating misinformation. *CHI 2022 Workshop on Designing Credibility Tools to Combat Mis/Disinformation: A Human-Centered Approach*, New Orleans, La., USA. 2 pages.

67. Sukrit Venkatagiri*, Vikram Mohanty*, Tianjiao Yu*, and Kurt Luther. 2021. Sedition Hunters: Countering extremism through collective action. *CSCW 2021 Workshop on Addressing Challenges and Opportunities in Online Extremism Research: An Interdisciplinary Perspective*, virtual event. 6 pages.

68. Vikram Mohanty*, Marx Wang*, Manisha Kusuma*, David Thames*, and Kurt Luther. 2020. Find your twin in history: Exploring ethical design challenges in facial recognition. *CSCW 2020 Workshop on Beyond Checklist Approaches to Ethics in Design*, virtual event. 6 pages.

69. Kurt Luther. 2019. Solving AI's last-mile problem with crowd-augmented expert work. *AAAI Fall Symposium on Artificial Intelligence and Work (FSS 2019)*, Arlington, Va., USA. 5 pages. (Invited submission)

70. Sukrit Venkatagiri*, Jacob Thebault-Spieker**, and Kurt Luther. 2019. Designing for coordinated action: Challenges and opportunities of working with experts. *CSCW 2019 Workshop on Mapping the "How" of Collaborative Action*, Austin, Tex., USA. 5 pages.

71. Aditya Bharadwaj*, David Gwizdala*, Yoonjin Kim, Kurt Luther, and T. M. Murali. 2019. Flud: A hybrid crowd-algorithm approach for visualizing biological networks. *CHI 2019 Workshop on Where is the Human? Bridging the Gap Between AI and HCI*, Glasgow, UK. 4 pages.

72. Tianyi Li*, Asmita Shah*, Kurt Luther, and Chris North. 2018. Crowdsourcing intelligence analysis with context slices. *CHI 2018 Workshop on Sensemaking in a Senseless World*, Montréal, Canada. 12 pages. (21% acceptance rate for full presentations)

73. Sukrit Venkatagiri*, Jacob Thebault-Spieker**, Aliza Camacho*, and Kurt Luther. 2018. Localness and urbanness in geographic crowd work. *CSCW 2018 Workshop on Rural Computing: Beyond Access & Infrastructure*, Jersey City, N.J., USA. 7 pages.

74. Rachel Kohler*, John Purviance*, and Kurt Luther. 2017. GroundTruth: Bringing together experts and crowds for image geolocation. *HCOMP 2017 2nd GroupSight Workshop on Human Computation for Image and Video Analysis*, Quebec City, Canada. 4 pages.

75. Sneha Mehta*, Chris North, and Kurt Luther. 2016. An exploratory study of human performance in image geolocation tasks. *HCOMP 2016 GroupSight Workshop on Human Computation for Image and Video Analysis*, Austin, Tex., USA. 4 pages.

76. Kurt Luther, Andrea Kavanaugh, and Michael Horning. 2015. Supporting local news sharing with mobile crowdsourcing and large display technologies. *CSCW 2015 Workshop on Information Technology in City Life*, Vancouver, Canada. 2 pages.

77. Kurt Luther, Steven Dow, and Aniket Kittur. 2014. How can crowdsourcing help individuals learn? *CSCW 2014 Workshop on Designing Futures for Peer-to-Peer Learning*, Baltimore, Md., USA. 4 pages.

78. Kurt Luther. 2011. Fast, accurate, and brilliant: Realizing the potential of crowdsourcing and human computation. *CHI 2011 Workshop on Crowdsourcing and Human Computation*, Vancouver, Canada. 4 pages.

79. Paul André, m.c. schraefel, Alan Dix, Ryen W. White, Michael Bernstein, and Kurt Luther. 2010. 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. 4 pages.

80. Sarita Yardi, Kurt Luther, Nicholas Diakopoulos, and Amy Bruckman. 2008. 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. 4 pages.

81. Jason B. Ellis, Kurt Luther, Katherine Bessière, and Wendy A. Kellogg. 2008. Games for virtual team building. *CSCW 2008 Workshop on Supporting Distributed Team Work*, San Diego, Calif., USA. 10 pages.

82. Kurt Luther and Nicholas Diakopoulos. 2007. Distributed creativity. *C&C 2007 Workshop on Supporting Creative Acts Beyond Dissemination*, Washington, D.C., USA. 6 pages.

Lightly Reviewed Non-Archival Conference Papers (demos, posters, videos, abstracts, etc.)

83. Fei Shan* and Kurt Luther. 2026. Supporting personal investigative sensemaking with an emotion-adaptive AI assistant. *ACM Conference on Human-AI Complementarity and Alignment (HCOMP 2026)*, Alexandria, Va., USA. (Poster)

84. Kirk Knutsen* and Kurt Luther. 2026. GeoVision: Designing a complementary human-AI workflow for cue-based geolocation. *ACM Conference on Human-AI Complementarity and Alignment (HCOMP 2026)*, Alexandria, Va., USA. (Poster)

85. Anirban Mukhopadhyay*, Kelechi Eze*, Jin-Hee Cho, and Kurt Luther. 2026. Homefront Helper: A context-aware system for identifying OPSEC risks in military family social media. *Commonwealth Cyber Initiative Symposium (CCI 2026)*, Richmond, Va., USA. (Demo)

86. Vikram Mohanty*, Jude Lim*, Terryl Dodson*, and Kurt Luther. 2023. Behind the canvas: A human-AI workflow for tracing 19th-century photographers and studio backdrops. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2023)*, Delft, Netherlands. (Poster, Demo) (**Best Poster/Demo Award**)

87. Andreea Sistrunk, Nathan Self, Subhodip Biswas, Kurt Luther, Nervo Verdezoto, and Naren Ramakrishnan. 2023. Redistrict: Designing a self-serve interactive boundary optimization system. *ACM Conference on Designing Interactive Systems (DIS 2023)*, Pittsburgh, Pa., USA. (Demo)

88. Andreea Sistrunk, Subhodip Biswas, Nathan Self, Kurt Luther, and Naren Ramakrishnan. 2022. Redistricting practices in public schools: Social progress or necessity? *European Conference on Computer-Supported Cooperative Work (ECSCW 2022)*, Coimbra, Portugal. (Poster)

89. Vikram Mohanty* and Kurt Luther. 2021. Double-checking history: Designing assessable systems for historical photo identification. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2021)*, virtual event. (Demo)

90. Liling Yuan*, Vikram Mohanty*, and Kurt Luther. 2021. SleuthTalk: Identifying historical photos with intelligent shortlists, private collaboration, and structured feedback. *ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2021)*, virtual event. (Demo)

91. Vikram Mohanty*, David Thames*, Sneha Mehta*, and Kurt Luther. 2020. Supporting historical photo identification with face recognition and crowdsourced human expertise (extended abstract). In *Proceedings of the 29th International Joint Conference on Artificial Intelligence* (IJCAI '20), 4755–4759. (Talk) (Invited submission)

92. Sukrit Venkatagiri*, Jacob Thebault-Spieker**, Sarwat Kazmi*, Efua Akonor*, and Kurt Luther. 2019. It's QuizTime: A study of online verification practices on Twitter. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2019)*, Stevenson, Wash., USA. (Poster)

93. Jacob Thebault-Spieker**, Sukrit Venkatagiri*, David Mitchell*, Chris Hurt*, and Kurt Luther. 2019. PairWise: Mitigating political bias in crowdsourced content moderation. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2019)*, Stevenson, Wash., USA. (Demo, Poster) (**Best Poster/Demo Award**)

94. Aditya Bharadwaj*, David Gwizdala*, Yoonjin Kim, Kurt Luther, and T. M. Murali. 2019. Flud: A hybrid crowd-algorithm approach for visualizing biological networks. *BioVis COSI at ISMB 2019*, Basel, Switzerland. (Talk, Poster)

95. Jill M. Derwin, Valerie A. Thomas, Randolph H. Wynne, S. Seth Peery, John Coulston, Kurt Luther, Greg Liknes, and Stacie Bender. 2019. Validating the national-scale remote sensing models using crowdsourced observations. *21st William T. Pecora Memorial Remote Sensing Symposium (Pecora 21) and 38th International Symposium on Remote Sensing of Environment (ISRSE-38)*, Baltimore, Md., USA. (Talk)

96. Vikram Mohanty*, David Thames*, and Kurt Luther. 2018. Are 1,000 features worth a picture? Combining crowdsourcing and face recognition to identify Civil War soldiers. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2018)*, Zurich, Switzerland. (Demo, Poster) (**Best Poster/Demo Award**)

97. Vikram Mohanty*, David Thames*, and Kurt Luther. 2018. Photo Sleuth: Combining collective intelligence and computer vision to identify historical portraits. *ACM Conference on Collective Intelligence (CI 2018)*, Zurich, Switzerland. (Talk) (32% acceptance rate for oral presentations)

98. Rachel Kohler*, John Purviance*, and Kurt Luther. 2018. Geolocating images with crowdsourcing and diagramming. In *Proceedings of the 27th International Joint Conference on Artificial Intelligence* (IJCAI '18), 5299–5303. (Invited submission)

99. Sukrit Venkatagiri*, Jacob Thebault-Spieker**, and Kurt Luther. 2018. Verifying truth from the ground: Leveraging human strengths in the image geolocation process. *Human-Computer Interaction Consortium (HCIC 2018) Conference*, Watsonville, Calif., USA. (Poster)

100. Jill M. Derwin, Valerie A. Thomas, Randolph H. Wynne, S. Seth Peery, John Coulston, Kurt Luther, Greg Liknes, and Stacie Bender. 2018. Validating the 2011 and 2016 NLCD Tree Canopy Cover products using crowdsourced interpretations. *American Geophysical Union (AGU) Fall Meeting 2018*, Washington, D.C., USA. (Poster)

101. Aditya Bharadwaj*, Divit P. Singh*, Anna Ritz, Allison N. Tegge, Christopher L. Poirel, Pavel Kraikivski, Neil Adames, Kurt Luther, Shiv D. Kale, Jean Peccoud, John J. Tyson, and T. M. Murali. 2017. GraphSpace: Stimulating interdisciplinary collaborations in network biology. *BOSC COSI at ISMB 2017*, Prague, Czech Republic. (Talk)

102. Rachel Kohler* and Kurt Luther. 2017. Crowdsourced image geolocation as collective intelligence. *Collective Intelligence 2017*, New York, N.Y., USA. (Poster)

103. Kurt Luther, Amy Pavel, Wei Wu, Jari-lee Tolentino*, Maneesh Agrawala, Björn Hartmann, and Steven P. Dow. 2014. CrowdCrit: Crowdsourcing and aggregating visual design critique.

ACM Conference on Computer Supported Cooperative Work (CSCW 2014), Baltimore, Md., USA. (Demo)

104. Kurt Luther, Nicholas Diakopoulos and Amy Bruckman. 2010. Edits & credits: Exploring integration and attribution in online creative collaboration. *ACM Conference on Human Factors in Computing Systems (alt.chi 2010)*, Atlanta, Ga., USA. (Talk) (Invited submission)

105. Michael Bernstein, Paul André, Kurt Luther, Erin Treacy Solovey, Erika S. Poole, Sharoda A. Paul, Shaun K. Kane, and Jonathan Grudin. 2009. CHIstory. *ACM Conference on Human Factors in Computing Systems (CHI 2009)*, Boston, Mass., USA. (Video) (**Most Entertaining Video Award**)

106. Kurt Luther and Amy Bruckman. 2009. Flash collabs: Collaborative innovation networks in online communities of animators. *Conference on Collaborative Innovation Networks (COINS 2009)*, Savannah, Ga., USA. (Talk)

107. Kurt Luther, Kevin Ziegler*, Kelly E. Caine, and Amy Bruckman. 2009. Predicting successful completion of online collaborative animation projects. *ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA. (Poster)

108. Kurt Luther, Matthew Flaschen*, Andrea Forte, Christopher Jordan, and Amy Bruckman. 2009. ProveIt: A new tool for supporting citation in MediaWiki. *International Symposium on Wikis and Open Collaboration (WikiSym 2009)*, Orlando, Fla., USA. (Demo)

OTHER PUBLICATIONS

Books and Book Chapters

Mia Ridge, Samantha Blickhan, Meghan Ferriter, Austin Mast, Ben Brumfield, Brendon Wilkins, Daria Cybulska, Denise Burgher, Jim Casey, Kurt Luther, Michael Haley Goldman, Nick White, Pip Willcox, Sara Carlstead Brumfield, Sonya J. Coleman, and Ylva Berglund Prytz. 2021. *The Collective Wisdom Handbook: Perspectives on Crowdsourcing in Cultural Heritage.* PubPub, 444 pages. Available online: https://doi.org/10.23636/jm0p-yt17

Amy Bruckman, Kurt Luther, and Casey Fiesler. 2015. When should we use real names in published accounts of internet research? In *Digital Research Confidential: The Secrets of Studying Behavior Online*, Eszter Hargittai and Christian Sandvig (eds.). MIT Press, Cambridge, Mass., USA, 243–258.

Edited Proceedings

Guo Freeman, Xinru Page, Xiaojuan Ma, Kurt Luther, Jeffrey Nichols, Adriana Vivacqua, Jie Cai, Qiao (Georgie) Jin, Houda Elmimouni, and Cliff Lampe (Eds.). 2026. *Companion Publication of the 2026 Conference on Computer-Supported Cooperative Work and Social Computing*. ACM, New York, NY, USA.

Jason W. Burton, Ioanna Lykourentzou, and Kurt Luther (Eds.). 2026. *Proceedings of the 14th ACM Collective Intelligence Conference*. ACM, New York, NY, USA.

Aparecido Fabiano Pinatti de Carvalho, Jessica Vitak, Xiaojuan Ma, Xinru Page, Chiara Rossitto, Norman Makoto Su, Louise Barkhuus, Monica Divitini, Amanda Lee Hughes, Jina Huh-Yoo, Claudia Ignat, Ryan Kelly, Kurt Luther, Scott McCrickard, David McDonald, Jessica Pater, Hilda Tellioglu, Adriana Vivacqua, Hao-Chuan Wang, Jie Cai, Maia Jacobs, and Susanne Koch Stigberg (Eds.). 2025. *Companion Publication of the 2025 Conference on Computer-Supported Cooperative Work and Social Computing*. ACM, New York, NY, USA.

Ece Kamar and Kurt Luther (Eds.). 2021. *Proceedings of the Ninth AAAI Conference on Human Computation and Crowdsourcing*. AAAI Press, Palo Alto, CA, USA.

Editorials

Kurt Luther, Xiaojuan Ma, Jeffrey Nichols, and Adriana S. Vivacqua. 2026. PACMHCI V10, N6 CSCW October 2026 Editorial. *Proceedings of the ACM on Human-Computer Interaction* 10, 6, Article CSCW044 (October 2026), 1 page.

Kurt Luther, Xiaojuan Ma, Jeffrey Nichols, and Adriana S. Vivacqua. 2026. PACMHCI V10, N2 CSCW April 2026 Editorial. *Proceedings of the ACM on Human-Computer Interaction* 10, 2, Article CSCW001 (May 2026), 1 page.

Kurt Luther, Andrea Kavanaugh, Jacob Thebault-Spieker**, and Judd Antin. 2020. Introduction to the special issue on negotiating truth and trust in socio-technical systems. *ACM Transactions on Social Computing* 3, 1, Article 1 (February 2020), 2 pages.

Magazine Articles

Author of **48** "Photo Sleuth" magazine columns published in *Military Images* (2015–Present). Indexed on JSTOR: https://www.jstor.org/journal/militaryimages

Kurt Luther. 2018. Human computation for image and video analysis. *AI Magazine* 39, 4: 67–68. (3.5 impact factor) (Invited submission)

Kurt Luther and Amy Bruckman. 2011. Leadership and success factors in online creative collaboration. *IEEE Potentials* 30, 5: 27–32. (Invited submission)

Technical Reports

Edward J.K. Gitre and Kurt Luther. 2018. The American Soldier collaborative digital archive. White paper for grant PW-253766-17, National Endowment for the Humanities. 34 pages.

Alvin Yuan, Kurt Luther, Markus Krause, Steven P. Dow, and Björn Hartmann. 2015. Worker expertise and expert rubrics in crowdsourced design critique. UCB/EECS-2015-223, University of California, Berkeley. 14 pages.

Wei Wu, Kurt Luther, Amy Pavel, Björn Hartmann, Steven P. Dow, and Maneesh Agrawala. 2013. CrowdCritter: Strategies for crowdsourcing visual design critique. UCB/EECS-2013-95, University of California, Berkeley. 36 pages.

Nicholas Diakopoulos, Kurt Luther, Yevgeniy "Eugene" Medynskiy, and Irfan Essa. 2007. Remixing authorship: Reconfiguring the author in online video remix culture. GIT-IC-07-05, Georgia Institute of Technology. 10 pages.

PATENTS & INVENTIONS

Patent Applications

Feras Batarseh, Matthew Corbett, Bo Ji, Kurt Luther, and Matthew Wilchek*. May 30, 2025. Extreme sensemaking using shared perception augmented reality devices. U.S. Provisional Patent Application No. 63/814,575. Patent pending.

Invention Disclosures

Feras Batarseh, Matthew Corbett, Bo Ji, Kurt Luther, and Matthew Wilchek*. January 2, 2024. Ajna. Virginia Tech Intellectual Property (VTIP) invention disclosure 24-076.

Ronald Coddington, Kurt Luther, Sneha Mehta*, Vikram Mohanty*, and David Thames*. February 11, 2022. Civil War Photo Sleuth. Virginia Tech Intellectual Property (VTIP) invention disclosure 22-079.

Subhodip Biswas, Kurt Luther, Naren Ramakrishnan, and Nathan Self. January 15, 2021. Web interface for redistricting school attendance zones. Virginia Tech Intellectual Property (VTIP) invention disclosure 21-074.

OTHER RESEARCH ACTIVITIES

Workshops & Panels Co-Organized

Fei Shan*, David A. Shamma, Victoria Van Hyning, Benjamin C.G. Lee, Vikram Mohanty*, and Kurt Luther. 2026. Past Meets Future: 3rd Workshop on human-AI interaction for digital humanities and cultural heritage. *14th ACM Conference on Collective Intelligence (CI 2026) and ACM Conference on Human-AI Complementarity and Alignment (HCOMP 2026)*, Alexandria, Va., USA.

Benjamin C.G. Lee, Vikram Mohanty*, Kurt Luther, Victoria Van Hyning, and Wenbo Xu. 2025. Past Meets Future: 2nd Workshop on human-AI interaction, digital humanities, and cultural heritage. *88th Annual Meeting of the Association for Information Science and Technology (ASIS&T 2025)*, Arlington, Va., USA.

Kurt Luther, Vikram Mohanty*, Benjamin C.G. Lee, and Ioanna Lykourentzou. 2024. Past Meets Future: 1st Workshop on human-AI interaction for digital history and cultural heritage. *29th ACM Conference on Intelligent User Interfaces (IUI 2024)*, Greenville, S.C., USA.

Nitesh Goyal, Sungsoo Ray Hong, Regan L. Mandryk, Toby Jia-Jun Li, Kurt Luther, and Dakuo Wang. 2023. SHAI 2023: Workshop on designing for safety in human-AI interactions. *28th ACM Conference on Intelligent User Interfaces (IUI 2023)*, Sydney, Australia.

Eni Mustafaraj and Kurt Luther. 2021. Hands-on Exercises. Teaching Disinfo Studies in Higher Ed Workshop, virtual.

Aaron Brantly, Charles Clancy, Chad Levinson, and Kurt Luther. 2019. Social computing and its impact on intelligence. *Emerging Trends: New Tools, Threats, and Thinking*, Arlington, Va., USA.

Nai-Ching Wang*, David Cline, David Hicks, Kurt Luther, Kelly McPherson, Craig Perrier, and Paul Quigley. 2018. 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.

Danna Gurari, Kurt Luther, Geneviève Patterson, and Steve Branson. 2017. GroupSight: The 2nd workshop on human computation for image and video analysis. *5th AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2017)*, Quebec City, Canada.

Paul Quigley, Kurt Luther, David Hicks, Daniel Newcomb, and Nai-Ching Wang*. 2016. 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.

David Hicks, Kurt Luther, and Paul Quigley. 2016. Crowdsourcing the history of American Independence Day in Civil War-era Virginia. *2016 Virginia Forum*, Williamsburg, Va., USA.

Eric Cook, Kurt Luther, Dan Perkel, and Jeff Bardzell. 2011. The creativity agenda in the iSchool context. *6th International iConference 2011*, Seattle, Wash., USA.

Jenn Thom-Santelli, Eric Cook, Kurt Luther, Amy Bruckman, Jeff Bardzell, and David McDonald. 2010. Approaching "amateur." *16th ACM Conference on Supporting Group Work (GROUP 2010)*, Sanibel Island, Fla., USA.

Dan Perkel, Lyndsay Grant, Becky Herr-Stephenson, and Kurt Luther. 2010. 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.

David Ayman Shamma, Dan Perkel, and Kurt Luther. 2009. Understanding the creative conversation: Modeling to engagement. *7th ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA.

Doctoral Consortia

CHI 2010 Doctoral Consortium, Atlanta, Ga., USA. (26% acceptance rate)
GROUP 2009 Doctoral Consortium, Sanibel Island, Fla., USA.

Research Camps

I-Corps: National Science Foundation Innovation Corps
National Program, Southwest Node, March 14–April 26, 2022 (**People's Choice Award**)
Regional Program, Mid-Atlantic Hub, January 4–21, 2022

Agile Research University
Northwestern University, Evanston, Ill., USA, November 27–29, 2017

CrowdCamp: Rapidly Iterating Ideas for Collective Intelligence and Crowdsourcing
CI 2025 Workshop, San Diego, Calif., USA, August 4, 2025
HCOMP 2015 Workshop, San Diego, Calif., USA, November 9, 2015
CSCW 2013 Workshop, San Antonio, Tex., USA, February 23–24, 2013
CHI 2012 Workshop, Austin, Tex., 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

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

SELECTED INVITED TALKS

102nd Lincoln–Thomas Day, Civil War Defenses of Washington, National Park Service, 2026
AI Literacy + Learning in LAMs Summit, Library of Congress, 2026
37th Annual Symposium, The Daguerreian Society, 2025
Applied AI Research Center, Purdue University, 2025
25th Annual Civil War Seminar, Appomattox Court House National Historical Park and Longwood University, 2024
Military Archives Section (MARS), 87th Annual Meeting, Society of American Archivists, 2023
Human-in-the-Loop Science Summer Seminar Series, Amazon Web Services, 2023
Virtual Teacher Institute, American Battlefield Trust, 2023
Distinguished Webinar Series in AI and Cybersecurity, University of North Dakota, 2023
Dept. of Computer Science, Emory University, 2022
Sacred Trust Talks, Gettysburg National Military Park and Gettysburg Foundation, 2022
Behind the Scenes of the City Conference, Stockholm City Museum, 2021
4th IEEE Workshop on Human-in-the-Loop Methods and Future of Work in BigData, 2020
ACM SIGGRAPH Frontiers Talks, 2020
AAAI Fall Symposium on Artificial Intelligence and Work, 2019
CASCI Speaker Series, University of Maryland College Park, 2019
Computational Journalism R&D Lab, The Washington Post, 2019
Machine Learning + Libraries Summit, Library of Congress, 2019
Emerging Scholars Series, American Civil War Museum, 2019
Dept. of Computer and Information Science, IUPUI, 2019
DUB (Design, Use, Build) Seminar, University of Washington, 2019

Dept. of Computer and Information Sciences, Virginia Military Institute, 2018
Bellingcat Open Source Investigation Workshop, 2018
18th Annual Image of War Seminar, Center for Civil War Photography, 2018
War Stories: Symposium on Conflict and Civic Engagement, Indiana University, 2018
Segal Distinguished Seminar, Northwestern University, 2017
HCI Seminar, Stanford University, 2017
Crowdsourcing Seminar, Carnegie Mellon University, 2017
Nau Center for Civil War History, University of Virginia, 2016
HCI Lab, University of Maryland College Park, 2015
Willson Center Digital Humanities Lab, University of Georgia, 2015
Virginia Center for Civil War Studies, Virginia Tech, 2014
Dept. of Computer Science, Virginia Tech, 2014
Engineering Design, Penn State University, 2014
Dept. of Computer Science, University of Illinois at Urbana–Champaign, 2014
Dept. of Computer Science & Engineering, University of Minnesota, 2014
Dept. of Media and Information, Michigan State University, 2014
Dept. of Computer Science, University of Colorado Boulder, 2014
School of Information, University of Michigan, 2013
Crowdsourcing Seminar, Carnegie Mellon University, 2013
Google Research, 2012
Dept. of Computer Graphics Technology, Purdue University, 2012
GVU Center Brown Bag Seminar, Georgia Tech, 2012
Social Computing Lab, Carnegie Mellon University, 2012
MIT Media Lab, 2011

TEACHING

As Instructor of Record at Virginia Tech

CS 3744: Introduction to GUI Programming and Graphics (undergraduate)
- Spring 2016 (81 students)
- Fall 2016 (57 students)
- Spring 2018 (101 students)
- Fall 2018 (42 students)
- Fall 2019 (65 students)

CS 4784: Human-Computer Interaction Capstone (undergraduate)
- Spring 2015 (21 students)

CS 4984/PSCI 4984/CS 5914/CS 5984: Open-Source Intelligence (undergraduate/graduate)
- Spring 2021 (45 students)
- Fall 2021 (21 students)
- Fall 2024 (21 students)
- Spring 2026 (4 students)

CS/ISE 5714: Usability Engineering (graduate)
- Spring 2025 (18 students)

CS 5734: Social Computing and Computer-Supported Cooperative Work (graduate)
- Fall 2025 (20 students); Theme: Investigative Technologies in Society

CS 5774: User Interface Software (graduate)
- Fall 2014 (20 students)
- Fall 2016 (23 students)
- Fall 2018 (23 students)

Fall 2020 (26 students)
Fall 2021 (68 students)
Fall 2023 (69 students)
Spring 2025 (73 students)
Fall 2026 (62 students)

CS 5934: Capstone Project (graduate)
Spring 2026 (4 students)

CS 6724: Advanced Topics in Human-Computer Interaction (graduate)
Fall 2015 (9 students); Theme: Crowdsourcing and Human Computation
Fall 2017 (8 students); Theme: Investigative Technologies in Society
Spring 2020 (19 students); Theme: Human-AI Interaction
Spring 2024 (15 students); Theme: Human-AI Interaction
Spring 2026 (12 students); Theme: Social & Collaborative Experiences in XR

As Instructor of Record (Adjunct Professor) at Virginia Military Institute

CIS479: Open Source Intelligence (undergraduate)
Fall 2021 (10 cadets)

As Graduate Teaching Assistant at Georgia Tech

CS6470: Design of Online Communities (graduate)
Spring 2009 (22 students); Instructor: Amy Bruckman

ADVISING & MENTORING

Postdoctoral Associates

Jacob Thebault-Spieker, 2018–2020
First employment: Assistant Professor, University of Wisconsin–Madison
HCOMP Best Demo Award, 2019
Participant, NSF CSST Summer Research Institute, 2019

Research Associates

William Hanley, Research Associate, 2025
Jing Cui, Software Engineer, 2018 (Co-supervised with T. M. Murali)
Peter Hauck, Senior Research Scientist, 2017

Ph.D. Advisees

Micah Tongen, Ph.D. Computer Science
Expected graduation: Spring 2031
Peraton Labs Graduate Fellow, 2026–2028

William DeStaffan, Ph.D. Computer Science
Expected graduation: Spring 2030

Kirk Knutsen, Ph.D. Computer Science (Co-advised with Scott McCrickard)
Expected graduation: Spring 2028

Fei Shan, Ph.D. Computer Science
Expected graduation: Fall 2026
Dr. Dennis G. Kafura Graduate Fellowship in Computer Science, 2026

Anirban Mukhopadhyay, Ph.D. Computer Science
Graduated Summer 2026
First employment: Postdoc, Northeastern University

Participant, Collective Intelligence Doctoral Consortium, 2025
Research Intern, Honda Research Institute USA, 2025
Pratt Fellow, 2024
Design Research Intern, Microsoft, 2023
Software Engineering Intern, Microsoft, 2022

Jared Laney, Ph.D. Computer Science
Advised 2024–2025; currently on leave

Matthew Wilchek, Ph.D. Computer Science (Co-advised with Feras Batarseh)
Graduated Fall 2025
First employment: Continued employment as Data Scientist, U.S. Army DEVCOM
Dr. Richard E. Nance Graduate Fellowship in Computer Science, 2025

Tianjiao Yu, Ph.D. Computer Science (Co-advised with Ismini Lourentzou)
Co-advised 2021–2024; transferred to UIUC in 2024

Vikram Mohanty, Ph.D. Computer Science
Graduated Summer 2023
First employment: Postdoc, Bosch Research North America
HCOMP Best Demo Award, 2023
Dr. Dennis G. Kafura Graduate Fellowship in Computer Science, 2023
Research Intern, Toyota Research Institute, 2022
Research Intern, VSCO, 2021
Data Science Intern, Dataminr, 2019
IUI Best Paper Award, 2019
HCOMP Best Demo Award, 2018

Sukrit Venkatagiri, Ph.D. Computer Science
Graduated Fall 2022
First employment: Postdoc, U. Washington and Assistant Professor, Swarthmore College
Rising Star Alumni Award, Virginia Tech Center for HCI, 2025
Student Member, ACM CSCW Steering Committee, 2022
UX Research Intern, Facebook, 2021
Research Intern, Microsoft Research, 2020
HCOMP Best Demo Award, 2019
Graduate Fellow, Rita Allen Foundation Misinformation Solutions Forum, 2018

Aditya Bharadwaj, Ph.D. Computer Science (Co-advised with T. M. Murali)
Graduated Summer 2020
First employment: Research Scientist, B12
Participant, HCOMP Doctoral Consortium, 2019
Research Intern, B12, 2018

Tianyi Li, Ph.D. Computer Science (Co-advised with Chris North)
Graduated Summer 2020
First employment: Assistant Professor, Loyola University Chicago
Participant, CSCW Doctoral Consortium, 2019
Research Intern, Microsoft Research, 2019
Pratt Fellow, 2019

Nai-Ching Wang, Ph.D. Computer Science
Graduated Fall 2018
First employment: Software Engineer, Akuna Capital

Participant, HCOMP Doctoral Consortium, 2016
Finalist, CHI Student Research Competition, 2016

Sneha Mehta, Ph.D. Computer Science
Advised 2015–2017; subsequently advised by Naren Ramakrishnan

M.S. (Thesis) Advisees

Brenna Sermania, M.S. Computer Science
Graduated Spring 2026

William DeStaffan, M.S. Computer Science
Graduated Spring 2026
First employment: Computer Science Ph.D. Student, Virginia Tech

Sakshi Mhatre, M.S. Computer Science (Co-advised with Erin Lanus)
Graduated Summer 2024
First employment: Data Scientist, Thompson Gray

Jude Lim, M.S. Computer Science
Graduated Spring 2023
First employment: Web Developer, Fairfax County (Va.) Government
HCOMP Best Demo Award, 2023

Terryl Dodson, M.S. Computer Science
Graduated Spring 2023
First employment: Firmware Developer, IBM
HCOMP Best Demo Award, 2023
New Horizons Graduate Scholar and GEM Fellow

Manisha Kusuma, M.S. Computer Science
Graduated Fall 2021
First employment: Software Engineer, Microsoft

Yasmine Belghith, M.S. Computer Science
Graduated Spring 2021
First employment: Human-Centered Computing Ph.D. Student, Georgia Tech

Liling Yuan, M.S. Computer Science
Graduated Spring 2021
First employment: Software Engineer, Microsoft

Rachel Kohler, M.S. Computer Science
Graduated Spring 2017
First employment: Software Engineer, BNSF Railway
HCOMP Notable Paper Award, 2017
William Preston Society Master's Thesis Award (STEM category), 2017

Divit Singh, M.S. Computer Science (Co-advised with T. M. Murali)
Graduated Spring 2016
First employment: Software Engineer, Bloomberg

M.S. (Non-Thesis) Advisees

Tony Lee, M.S. Human Factors Engineering and Ergonomics, 2026
Nicholas Viscuso, M.S. Business Administration — Business Analytics, 2023–2024

Graduate Thesis Committees

Ayush Roy, Ph.D. Computer Science (Expected 2029)
Alexa Smith, Ph.D. Computer Science (Expected 2029)
Adnan Abbas, Ph.D. Computer Science (Expected 2028)
Jiahao Xu, Ph.D. Computer Science (Expected 2028)
Nouhayla Majdoubi, Ph.D. Collective Intelligence, UM6P (Expected 2027)
Gaurab Pokharel, Ph.D. Computer Science (Expected 2027)
Lance Wilhelm, Ph.D. Computer Science (Expected 2027)
Mariam AlMutairi, Ph.D. Computer Science (Expected 2027)
Xuxin Tang, Ph.D. Computer Science (Expected 2027)
Daniel Garrison, Ph.D. Computer Science (Expected 2027)
Stephanie Travis, Ph.D. Computer Science (Expected 2027)
Sara Alsalamah, Ph.D. Computer Science (Graduated 2026)
Morva Saaty, Ph.D. Computer Science (Graduated 2025)
PeiQing Guo, M.S. Computer Science (Graduated 2025)
Donghan Hu, Ph.D. Computer Science (Graduated 2024)
Kenneth King, M.S. Computer Science (Graduated 2024)
Andreea Sistrunk, Ph.D. Computer Science (Graduated 2024)
Lulwah Alkulaib, Ph.D. Computer Science (Graduated 2024)
Jignasu Yagnesh Pathak, M.S. Computer Science (Graduated 2023)
MD Momen Bhuiyan, Ph.D. Computer Science (Graduated 2023)
Boyuan (Marx) Wang, M.S. Computer Science (Graduated 2023)
Zhen Guo, Ph.D. Computer Science (Graduated 2023)
Stephen Wei-Hao Sun, M.S. Computer Science (Graduated 2022)
Jill Derwin, Ph.D. Forestry and Remote Sensing (Graduated 2022)
Leanna Ireland, Ph.D. Sociology (Graduated 2021)
Juliet Clark, M.S. Computer Science (Graduated 2021)
Arul Thileeban Sagayam, M.S. Computer Science (Graduated 2021)
Sushmethaa Muhundan, M.S. Computer Science (Graduated 2021)
Moeti Masiane, Ph.D. Computer Science (Graduated 2020)
Zijian Xu, M.S. Computer Science (Graduated 2020)
Setor Zilevu, M.S. Computer Science (Graduated 2019)
Sarang Joshi, M.S. Computer Science (Graduated 2018)
Michael Stewart, Ph.D. Computer Science (Graduated 2018)
Andrey Esakia, Ph.D. Computer Science (Graduated 2018)
Katelyn Brown, M.A. History (Graduated 2018)
Anamary Leal, Ph.D. Computer Science (Graduated 2017)
Hannah Roth, M.S. Computer Science (Graduated 2017)
Daniel Newcomb, M.A. History (Graduated 2017)
Chris Frisina, M.S. Computer Science (Graduated 2016)
Maoyuan Sun, Ph.D. Computer Science (Graduated 2016)
Sanchit Chadra, M.S. Computer Science (Graduated 2015)
Nathan Self, M.S. Computer Science (Graduated 2015)
Jessica Zeitz Self, Ph.D. Computer Science (Graduated 2016)

M.Eng. Capstone Project Teams

Ryan Dunetz, Darian Morack, Eric Rippey, and Rajarshi Tummala. Fall 2026. Battlefield Extended Reality (XR).

Kovidh Jain, Tommy Rosselli, Hiba Sayed, William William, and Aaron Witt. Spring 2026. Civil War Photo Sleuth Photo Database Expansion.

Xing Gao, Corey Huang, Shuvam Shiwakoti, Jorge Viscal, and Priscilla You. Spring 2026. Civil War Photo Sleuth Analytics Dashboard.

Britney Aiken, Kuldeep Dixit, Thaddeus Nongni, Kirubanidhi Ramachandran, Shivangi Sarkar, and John Swecker. Fall 2024. Civil War Photo Sleuth Chatbot. https://hdl.handle.net/10919/124076

Undergraduate Research Advisees and Interns

Supervised or co-supervised **103** undergraduate researchers, including:
46 VT undergraduate researchers as wage employees;
45 VT students in undergraduate research or independent study courses;
6 NSF Research Experiences for Undergraduate (REU) summer interns from other universities;
3 students as a CMU postdoc; and 3 students as a Georgia Tech Ph.D. student.
These students have co-authored 24 unique publications with me (4 award-winning).

PROFESSIONAL SERVICE

Note: ♦ indicates one Special Recognition for Outstanding Review.

ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW)
Papers Co-Chair: 2026
Editor (i.e., Papers Subcommittee Co-Chair): 2025 [October cycle only]
Demos Co-Chair: 2021
Doctoral Consortium Mentor: 2023
Graphic Design Chair & Webmaster: 2010, 11
Associate Chair (Papers): 2015♦, 16♦, 18 [Online First], 20, 25
External Reviewer: 2008, 10, 11, 12, 13, 14, 15, 16, 18, 19, 21, 23

ACM Conference on Human-AI Complementarity and Alignment (HCOMP)
(Formerly the AAAI Conference on Human Computation and Crowdsourcing)
Co-Chair, Steering Committee: 2024–Present
Member, Steering Committee: 2022–2024
General and Program Co-Chair: 2021
Works-in-Progress and Demos Co-Chair: 2023 [joint with ACM CI]
Best Paper Committee Member: 2019
Doctoral Consortium Mentor: 2017
Associate Chair (i.e., Senior PC Member): 2019
Program Committee Member: 2016, 17, 24
Program Committee Member, Workshop on Volunteer-Based Crowdsourcing: 2014

ACM Conference on Human Factors in Computing Systems (CHI)
Videos Co-Chair: 2016
Student Volunteers Co-Chair: 2010
Associate Chair (Papers): 2020, 21♦♦, 24♦
Associate Chair (Videos): 2011, 12, 13
Associate Chair (Works-in-Progress): 2011, 12
ACM Student Research/Design Competition Juror: 2013, 14
External Reviewer: 2008, 09, 10, 11, 12, 13, 14♦♦, 15♦♦, 16♦, 17, 18♦, 19, 21

ACM Collective Intelligence Conference (CI)
General Chair: 2026
Program Co-Chair: 2018
Works-in-Progress and Demos Co-Chair: 2023 [joint with AAAI HCOMP]
Program Committee Member: 2017, 25
External Reviewer: 2026

ACM Conference on Creativity & Cognition (C&C)
Papers Co-Chair: 2019
Best Paper Committee Chair: 2019
Graduate Student Symposium Co-Chair: 2017
Local Arrangements Co-Chair: 2011
Associate Chair (Papers): 2015
External Reviewer: 2007, 09, 13, 17

ACM Conference on Computer Graphics and Interactive Techniques (SIGGRAPH)
Posters Coordinator: 2012, 13
Presentations Coordinator, Computer Animation Festival: 2009
General Submissions & Late Breaking Juror: 2012, 13
External Reviewer: 2009

AAAI Conference on Web and Social Media (ICWSM)
Senior Program Committee Member: 2016
External Reviewer: 2021

ACM Conference on Knowledge Discovery and Data Mining (KDD)
Program Committee Member, Workshop on Data-driven Humanitarian Mapping: 2021

Conference for Truth and Trust Online (TTO)
Program Committee Member: 2019

International Symposium on Open Collaboration (OpenSym)
Program Committee Member: 2011

Other External Reviewing
IEEE Conference on Visual Analytics Science and Technology (VAST): 2018
ACM Conference on Mobile Human-Computer Interaction (MobileHCI): 2017
ACM Conference on Designing Interactive Systems (DIS): 2017
ACM Conference on User Interface Software and Technology (UIST): 2010, 12, 13, 14
ACM Conference on Ubiquitous Computing (Ubicomp): 2012

Journal Editorships

Associate Editor, *ACM Transactions on Interactive Intelligent Systems (TiiS)*, 2024–Present

Proceedings of the ACM on Human-Computer Interaction (PACMHCI)
CSCW Track Associate Editor, 2026–Present
CSCW Track Co-Chair, 2025–2026
CSCW Track Editorial Board Member, 2024–2025

Lead Guest Editor, Special Issue on Negotiating Truth and Trust in Socio-Technical Systems, *ACM Transactions on Social Computing (TSC),* 2020

Journal or Magazine External Reviewing

ACM Journal on Computing and Cultural Heritage
ACM Transactions on Computer–Human Interaction
ACM Transactions on Interactive Intelligent Systems
AI & Society
American Behavioral Scientist
Communications of the ACM
Games and Culture
Human–Computer Interaction
IEEE Computer
Journalism

Military Cyber Affairs
Proceedings of the ACM on Interactive, Mobile, Wearable, and Ubiquitous Technologies
Transformative Works and Cultures

Book Proposal Reviewing

Oxford University Press, 2019
Cambridge University Press, 2017

Grant Advisory Board Memberships

City Faces: Visual culture and social structure in Stockholm, 1880–1930. Swedish Research Council, Rebecka Lennartsson (PI), SEK 12,091,000 (≈$1,440,000), 2021–2026.

VTArtWorks. Doris Duke Charitable Foundation, Robert Leonard (PI), $222,824, 2015–2020.

Virginia Tech

Institute for Advanced Computing (formerly Innovation Campus)
- Member, Executive Committee, 2022–Present
- Member, Executive Director Search Committee, 2025, 2026
- Member, Teaching Modalities Ad Hoc Committee, 2026
- Chair, HCI Senior Faculty Search Committee, 2025
- Member, IC–PCOB Task Force, 2025
- Member, ICAB1 Work Culture Working Group, 2024
- Member, Grants Administrator Search Committee, 2024
- Co-Chair, Intelligent Interfaces Senior Faculty Search Committee, 2023

National Security Institute
- Senior Advisor for OSINT and Faculty Co-Lead, OSINT Lab, 2023–Present
- Faculty Affiliate, 2022–Present
- Faculty Affiliate, Hume Center for National Security and Technology, 2017–2022

Institute for Creativity, Arts, and Technology
- Member, Executive Director Search Committee, 2025
- Faculty Fellow, 2015–Present

Center for Human-Computer Interaction
- Associate Director for Research, 2022–Present
- Member, Executive Committee, 2020–Present
- Faculty Affiliate, 2014–Present
- Member, Organizing Committee, Annual Workshop on the Future of HCI, 2023–2025
- Chair, Organizing Committee, Annual Workshop on the Future of HCI, 2018
- Associate Director for Social Informatics, 2015–2016

Center for Future Work Places and Practices
- Member, Executive Committee, 2023
- Member, Organizing Committee, 2021–2022

Department of Computer Science
- Member, Personnel (Promotion & Tenure) Committee, 2020, 2024–Present
- Member, Faculty Search Committee, 2016, 17, 18, 26
- Member, Ph.D. Qualifier Exam Committee (HCI Area), 2018, 23
- Member, Graduate Program Committee, 2018–2021
- Director, Crowd Intelligence Lab, 2014–Present

Department of History
Faculty Affiliate, 2016–Present
Member, Faculty Search Committee, 2020

Human-Centered Design Interdisciplinary Graduate Education Program
Faculty Affiliate, 2015–Present
Member, Executive Committee, 2016–2018

Public Interest Technology Lab
Faculty Affiliate, 2026–Present
Member, Postdoc Search Committee, 2025
Member, 2024–2026

Faculty Affiliate, Tech4Humanity Lab, 2020–Present
Founding Member, Advisory Board, Virginia Tech Publishing & Press, 2025–2026
Faculty Affiliate; Information, Trust, and Society Initiative; 2018–2019
Member, Space Subcommittee, Creativity & Innovation Strategic Growth Area, 2016–2017

Carnegie Mellon University

Coordinator, Social Computing Lab Summer REU Program, 2013

Georgia Tech

Lab Manager, Electronic Learning Communities Lab, 2007–2012
Reviewer, President's Undergraduate Research Awards, 2011
Member, School of Interactive Computing Faculty Search Committee, 2010
Judge, Undergraduate Research Spring Symposium, 2010–2011

Other Service

Member, Certification Committee, OSINT Foundation, 2026–Present
Review Panelist, National Science Foundation, 2016, 17(×2), 18, 19, 21, 24 (ad hoc)
Technical Advisor, *Wisdom of the Crowd* CBS television series, 2017
Technical Advisor, Center for Virtual History, University of Georgia, 2011–2015
Editor-at-Large, *Digital Humanities Now,* 2013

Professional Memberships

Distinguished Member, Association for Computing Machinery (ACM)
Member, American Association for the Advancement of Science (AAAS)
Member, Association for the Advancement of Artificial Intelligence (AAAI)
Member, Military Cyber Professionals Association (MCPA)
Member, Military Writers Guild (MWG)

SELECTED MEDIA COVERAGE

Communications of the ACM: The AI spy, 2024
https://cacm.acm.org/news/the-ai-spy/

Wall Street Journal: It took an army of internet sleuths to find 'Celebrity Number Six,' 2024
https://www.wsj.com/tech/it-took-an-army-of-internet-sleuths-to-find-celebrity-number-six-28be9ea7

Financial Times: The still lives and distant voices of old family photographs, 2024
https://www.ft.com/content/f8ad041d-a697-4708-bffb-eb31cfbdea97

Vice: Twitch influencers ruined r/Place for everyone, 2022
https://www.vice.com/en/article/qjb53p/twitch-influencers-ruined-rplace-for-everyone

C-SPAN: Civil War Photographs as Resources, 2021
https://www.c-span.org/video/?519483-1/civil-war-resources-clothing-ammunition

PolitiFact: Image mocks a Tesla recharging with a generator. Here's what it doesn't show, 2021
https://www.politifact.com/article/2021/nov/12/image-mocks-tesla-recharging-generator-heres-what-/

The HISTORY Channel: *History's Greatest Mysteries*: "The Escape of John Wilkes Booth," 2020
https://www.history.com/shows/historys-greatest-mysteries/season-1/episode-4

PolitiFact: No evidence Joe Biden's great-grandfather was Confederate soldier, enslaved people, 2020
https://www.politifact.com/factchecks/2020/jun/26/viral-image/no-evidence-joe-bidens-great-grandfather-was-confe/

Snopes: Did Joe Biden's Great-Grandfather Own Slaves? 2020
https://www.snopes.com/fact-check/joe-biden-slaves-great-grandfather/

TIME: How Artificial Intelligence is Helping Identify Thousands of Unknown Civil War Soldiers, 2019
https://time.com/5749059/civil-war-photos/

NPR: Satchmo In His Adolescence: 1915 Film Clip May Show Young Louis Armstrong, 2019
https://www.npr.org/2019/06/22/732675892/satchmo-in-his-adolescence-1915-film-clip-may-show-young-louis-armstrong

Smithsonian: The Computer Scientist Who Wants to Put a Name to Every Face in Civil War Photographs, 2019
https://www.smithsonianmag.com/innovation/computer-scientist-who-wants-to-put-name-to-every-face-in-civil-war-photographs-180971754/

Popular Mechanics: AI Could Help You Identify Civil War Vets in Your Family Tree, 2019
https://www.popularmechanics.com/military/a26625006/civil-war-photo-sleuth-search/

Fox News: AI could help identify Civil War veterans in your family, 2019
https://www.foxnews.com/tech/ai-could-help-identify-civil-war-veterans-in-your-family

Slate: Who's behind that beard? Historians are using facial recognition software to identify people in Civil War photographs, 2018
https://slate.com/technology/2018/11/civil-war-photo-sleuth-facial-recognition.html

Fast Company: Online sleuths are using face recognition to identify Civil War soldiers in old photographs, 2018
https://www.fastcompany.com/90275255/online-sleuths-are-using-face-recognition-to-identify-civil-war-soldiers-in-old-photographs

Smithsonian: Facial recognition software is helping identify unknown figures in Civil War photographs, 2018
https://www.smithsonianmag.com/smart-news/facial-recognition-software-helping-identify-unknown-figures-civil-war-photographs-180970863/

IEEE Spectrum: How to Run a Successful Mobile Crowdsourcing Project, 2016
https://spectrum.ieee.org/how-to-run-a-successful-mobile-crowdsourcing-project

Science: The Power of Crowds, 2016
https://www.science.org/doi/10.1126/science.aad6499

Harvard Business Review: What Makes a Great Tweet, 2012
http://hbr.org/2012/05/what-makes-a-great-tweet/ar/1

TIME: Cool It With the Hashtags: How to Not Be Extremely Annoying on Twitter, 2012
https://web.archive.org/web/20250813211330/https://newsfeed.time.com/2012/02/04/cool-it-with-the-hashtags-how-to-not-be-extremely-annoying-on-twitter/

The Atlantic: Be Better at Twitter: The Definitive, Data-Driven Guide, 2012
https://www.theatlantic.com/technology/archive/2012/01/be-better-at-twitter-the-definitive-data-driven-guide/252273/

CNN: 4 Online Services to Satisfy Your Vanity, 2011
http://www.cnn.com/2011/TECH/social.media/01/12/vanity.netiquette/index.html?eref=ib_technology