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RESEARCH INTERESTS

Interactive Digital Museum Exhibit Design
Computer-Supported Collaborative Learning (CSCL)
Human-Computer Interaction (HCI) for Ubiquitous Computing
Complex Systems Simulations for Environmental Science Education and Urban Planning

PROFESSIONAL EXPERIENCE

2012 – Present **Director of Digital Learning Research**
New York Hall of Science

2016 – Present **Associate Professor**
Dual Appointment, Computer Science and Learning Sciences, University of Illinois at Chicago

2008 – 2016 **Assistant Professor**
Dual Appointment, Computer Science and Learning Sciences, University of Illinois at Chicago

2008 **Graduate Student Instructor**
Department of Computer Science, University of Michigan

2005 – 2008 **Project Lead**
ERC/RMS Ann Arbor Hands-On Museum Exhibit Outreach Project

2005 – 2008 **Programming Lead, Co-Designer**
Ann Arbor Hands-On Museum Watershed Ecology Game

2003 – 2005 **Programming Lead**
ERC/RMS Ann Arbor Hands-On Museum Exhibit Outreach Project

2002 – 2003 **Design Lead**
CogniLearn

2001 **Application Programmer**
LivingText

EDUCATION

December 2008 **PhD** Computer Science and Engineering
University of Michigan, Ann Arbor, MI
Dissertation Title: *Designing for the Cooperative Use of Multi-user, Multi-device Museum Exhibits*

Graduate Certificate in Museum Studies
With a focus on the use of interactive technology in children's science museums.

March 2004 **MS** Intelligent Systems Concentration
Computer Science and Engineering
University of Michigan, Ann Arbor, MI

December 2000 **BS** Computer Science and Engineering
University of Michigan, Ann Arbor, MI

1994 -1998 (*transferred to UofM*) Self-Designed Major in Computer Graphics
University of Toledo, Toledo, OH

HONORS, AWARDS, AND SELECTIVE COMPETITIONS

2017 Best Paper Award, Computer Supported Collaborative Learning Conference (1 awarded)

2017 Tech Innovator Award, American Planning Association (2 awarded)

2013 UIC 2013 Graduate College Mentoring Award (4 per year, University-wide)

2011 UIC College of Engineering Research Award

2007 Selected to attend Doctoral Consortium of 2007 ACM Conference on Human Factors in Computing Systems (CHI 2007), 28 April - 3 May, 2007, San Jose, California, USA (Acceptance rate 15%)

2007 Selected to attend Doctoral Consortium of 2007 6th International Conference on Interaction Design and Children, June 6-8, 2007, Aalborg, Denmark

2004 – 2007	National Science Foundation Graduate Research Fellowship
2005	GROCS Award, University of Michigan Duderstadt Center
2002 – 2004	Rackham Engineering Award Fellowship, University of Michigan
2002 – 2004	Laurel Harper Seeley Alumnae Scholarship, University of Michigan
1994 – 1998	Presidential Scholarship, University of Toledo
1994 – 1998	National Merit Scholarship, University of Toledo
1994 – 1998	Robert C. Byrd Congressional Scholarship, University of Toledo
1994	Van Buren Education Association Scholarship, University of Toledo

EXHIBITS

Oztoc

A collaborative multitouch tabletop game for engineering education

http://www.gameslearningsociety.org/oztoc_microsite/

June 2014 – Present

New York Hall of Science, Corona, NY

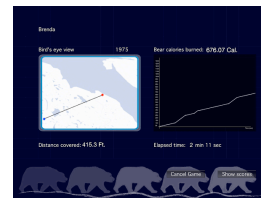


A Mile in My Paws

A whole-body interaction exhibit for communicating climate change data

June 2014 – August 2015

Brookfield Zoo, Chicago, IL



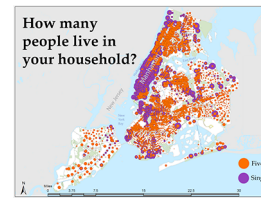
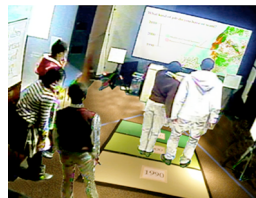
CoCensus 2.0

A collaborative exhibit for exploring data visualizations using whole-body interaction

<https://cocensus.uic.edu/>

January 2013 – August 2016

New York Hall of Science, Corona, NY



CoCensus 1.0

A collaborative exhibit for exploring data visualizations using whole-body interaction

<https://cocensus.uic.edu/>

September 2011 – May 2012

Jane Addams Hull-House Museum, Chicago, IL

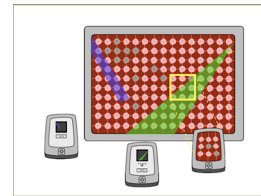


Malignancy

A collaborative multi-device exhibit where visitors role-play as doctors to fight cancer

Summer 2006

Exploratorium, San Francisco, CA



ERC/RMS Engineering Education Game

A single-user kiosk game for engineering education

2004 – 2006

Ann Arbor Hands-On Museum, Ann Arbor, MI



PUBLICATIONS

Journals

1. **Lyons, L.**, Jimenez-Pazmino, P., Slattery, S., Lopez Silva, B. (revise & resubmit). Engaging Youth Interpreters in Co-Designing a Facilitation, Reflection, And Interpretation Mobile System (FRAIMS). *Interactive Learning Environments*.
2. **Lyons, L.**, Mallavarapu, A., Slattery, B., Shelley, T. (in preparation) Studying Collaborative Spatial Reasoning in an Environmental Science Simulation. *International Journal of Computer-Supported Collaborative Learning*.
3. **Lyons, L.**, Tissenbaum, M., Berland, M., Eydt, R., Wielgus, L., & Mechtley, A. (in preparation). Preserving Learner-Generated Knowledge in a Digital Museum Exhibit. *Learning & Instruction*.
4. Milz, D., Zellner, M., Hoch, C., Pudlock, K., Radinsky, J., **Lyons, L.** (under review). Reconsidering Scale. *Ecology & Society*.
5. Tissenbaum, M., Berland, M., **Lyons, L.** (2017). DCLM Framework: Understanding Collaboration in Open-Ended Tabletop Learning Environments. *International Journal of Computer-Supported Collaborative Learning* 12(1), 35-64.
6. Radinsky, J., Milz, D., Zellner, M., Pudlock, K., Witek, C., Hoch, C., & **Lyons, L.** (2016). How planners and stakeholders learn with visualization tools: using learning sciences methods to examine planning processes. *Journal of Environmental Planning and Management*, 1–28.
7. Mallavarapu, A., **Lyons, L.**, Slattery, B., Shelley, T., Minor, E., & Zellner, M. (2015) Developing Computational Methods to Measure and Track Learners' Spatial Reasoning in an Open-Ended Simulation. *Journal of Educational Data Mining* 7(2), 49-82.
8. Hoch, C. J.; Zellner, M. L.; Milz, D. C.; Radinsky, J.; **Lyons, L.** (2015). Seeing is not believing: cognitive bias and modelling in collaborative planning. *Planning Theory and Practice* 16(3), 319-335.
9. Shelley, T., **Lyons, L.**, Dasgupta, C., Silva, A., Moher, T. (2014). PhotoMAT: A Mobile Tool for Aiding in Student Construction of Research Questions and Data Analysis. *Technology, Knowledge and Learning* 20, 85-92.
10. Zellner, M., **Lyons, L.**, Hoch, C., Weizeorick, J., Kunda, C., & Milz, D. (2012). Modeling, Learning and Planning Together: An Application of Participatory Agent-Based Modeling to Environmental Planning. *URISA (Special Issue on Urban and Regional Modeling versus Planning Practice: Bridging the Gap)*, January, 77-92.
11. **Lyons, L.**, Becker, D., & Roberts, J. (2010). Analyzing the Affordances of Mobile Technologies for Informal Science Learning. *Museums & Social Issues* 5(1), 89-104.

Book Chapters

12. **Lyons, L.** (2014). Exhibiting Data: Using Body-as-Interface Designs to Engage Visitors with Data Visualizations. In Lee, V. (Ed.), *Learning Technologies and the Body: Integration and Implementation In Formal and Informal Learning Environments* (pp. 185-200). New York, NY: Routledge.
13. **Lyons, L.**, Moher, T. and Slattery, B. (2012). How Technology Can Enhance the Zoo Experience and Foster Environmentally-Friendly Behavior. In Grajal, A. and Goldman, S., Eds. *Climate Change Education: A Primer for Zoos and Aquariums* (pp. 250-299). Chicago, IL: Chicago Zoological Association, 2012.

Reviewed Conferences, Full

14. Roberts, J., **Lyons, L.** (2017). Scoring Qualitative Informal Learning Dialogue: The SQuILD Method for Measuring Museum Learning Talk. In Smith, B. K., Borge, M., Mercier, E., and Lim, K. Y. (Eds.), *Making a Difference: Prioritizing Equity and Access in CSCL, 12th International Conference on Computer Supported Collaborative Learning (CSCL) 2017, Volume 1*, (pp. 487-494). Philadelphia, PA: ISLS. (Best paper award).
15. Jimenez-Pazmino, P., Slattery, B., **Lyons, L.**, & Hunt, B. (2016). Exploring Computer-Supported Professional Development for Novice Museum and Zoo Professionals. In the *Proceedings of the 19th International Conference on Supporting Group Work (GROUPE 2016)*, (pp. 303-313). New York, NY: ACM Press.
16. **Lyons, L.**, Tissenbaum, M., Berland, M., Eydt, R., Wielgus, L., & Mechtley, A. (2015). Designing Visible Engineering: Supporting Tinkering Performances in a Museum Exhibit. In the *Proceedings of the 2015 Interaction Design and Children Conference (IDC 2015)*, (pp. 49-58). New York, NY: ACM Press.
17. Jimenez-Pazmino, P., Slattery, B., **Lyons, L.**, & Hunt, B. (2015). Designing for Youth Interpreter Professional Development: a Sociotechnologically-Framed Participatory Design Approach. In *Proceedings of the 2015 Interaction Design and Children Conference (IDC 2015)*, (pp. 1-10). New York, NY: ACM Press.
18. Slattery, B., **Lyons, L.**, & Jimenez Pazmino, P. (2015). Designing mobile support technology for zoo interpreters. *MW2015: Museums and the Web 2015*, (15 pages). Published January 16, 2015. Consulted March 31, 2015. <http://mw2015.museumsandtheweb.com/paper/designing-mobile-support-technology-for-zoo-interpreters/>.

19. Roberts, J., **Lyons, L.**, Cafaro, F., & Eydt, R. (2014). Interpreting Data from Within: Supporting Human-Data Interaction in Museum Exhibits Through Perspective-Taking. In the *Proceedings of the 2014 Interaction Design and Children Conference (IDC 2014)*, (pp. 7-16). New York, NY: ACM Press.
20. Shelley, T., **Lyons, L.**, Moher, T., Dasgupta, C., Lopez-Silva, B., Silva, A. (2014). Information-Building Applications: Designing for Data Exploration and Analysis by Elementary School Students. In the *Proceedings of the 2014 Conference on Human Factors in Computing Systems (CHI 2014)*, (pp. 2123-2132). New York, NY: ACM Press.
21. Cafaro, F., **Lyons, L.**, Kang, R., Radinsky, J., Roberts, J., Vogt, K. (2014). Framed Guessability: Using Embodied Allegories to Increase User Agreement on Gesture Sets. In the *Proceedings of the Tangible, Embedded, and Embodied Interaction Conference (TEI 2014)*, (pp. 197-204). New York, NY: ACM Press.
22. Slattery, B., **Lyons, L.**, Jimenez Pazmino, P., Lopez Silva, B., & Moher, T. (2014). How interpreters make use of technological supports in an interactive zoo exhibit. In the *Proceedings 11th International Conference of the Learning Sciences (ICLS 2014)* (pp. 198-205), Boulder, CO: ISLS.
23. Kwah, H., **Lyons, L.**, Ching, D., Eck, A., Soh, L.-K., & Brassil, C. (2013). The Impact of Interface Tangibility on Individual Agency within Group Spatial Problem Solving With an Ecosystem Simulation. In Rummel, R., Kapur, Nathan, M., & Puntambekar, S. (Eds.), *To See the World and a Grain of Sand: Learning across Levels of Space, Time, and Scale: CSCL 2013 Conference Proceedings Volume 1 — Full Papers & Symposia* (pp. 264-271). Madison, WI: ISLS.
24. Cafaro, F., Panella, A., **Lyons, L.**, Roberts, J., & Radinsky, J. (2013). I see you there!: developing identity-preserving embodied interaction for museum exhibits. In *Proceedings of the 2013 ACM annual conference on Human factors in computing systems (CHI 2013)*, (pp. 1911-1920). New York, NY: ACM Press.
25. Slattery, B., Dasgupta, C., Shelley, T., **Lyons, L.**, Minor, E., & Zellner, M. (2012). Understanding How Learners Grapple with Wicked Problems in Environmental Science. In van Aalst, J., Thompson, K., Jacobson, M.J., & Reimann, P. (Eds.), *The Future of Learning: Proceedings of the 10th International Conference of the Learning Sciences (ICLS 2012) — Volume 1, Full papers* (pp. 9-16). Sydney, NSW, Australia: ISLS.
26. **Lyons, L.**, Slattery, B., Jimenez Pazmino, P., Lopez Silva, B., & Moher, T. (2012). Don't Forget about the Sweat: Effortful Embodied Interaction in Support of Learning. In *Proceedings of the Sixth International Conference on Tangible, Embedded, and Embodied Interaction (TEI 2012)*, (pp. 77-84). New York, NY: ACM Press.
27. Jimenez Pazmino, P., & **Lyons, L.** (2011). An Exploratory Study of Input Modalities for Mobile Devices Used with Museum Exhibits. In *Proceedings of the 2011 Conference on Human Factors in Computing Systems (CHI 2011)*, (pp. 895-904). New York, NY: ACM Press.
28. **Lyons, L.** (2009). Designing Opportunistic User Interfaces to Support a Collaborative Museum Exhibit. In *Proceedings of the 8th International Conference on Computer Supported Collaborative Learning (CSCL 2009)*, (pp. 375-384). Rhodes, Greece: ISLS.
29. **Lyons, L.**, Lee, J., Quintana, C., and Soloway, E. (2006). MUSHI: A Multi-Device Framework for Collaborative Inquiry Learning. In *Proceedings of the International Conference of the Learning Sciences (ICLS 2006)*, (pp. 453 – 459). Bloomington, IN: ISLS.
30. **Lyons, L.**, and Pasek, Z. (2006). Gauging Visitor Behavior at an Interactive Engineering Exhibit. In *Proceedings of the 2006 Conference of the American Society for Engineering Education (ASEE 2006)*, (14 pages). Chicago, IL: ASEE.
31. Kaynar, I., Pasek, Z., and **Lyons, L.** (2004). Creating an Informal Engineering Education Experience: Interactive Manufacturing Exhibit. In *Proceedings of International Conference on Engineering Education (ICEE 2004)*, (15 pages). Gainesville, FL: ICEE.

Reviewed Conferences, Short

32. Jimenez Pazmino, J., Lyons, L., Slattery, B. (2017). Framing the Design Space for Mobile Facilitation Tools in Exhibit Settings. In Smith, B. K., Borge, M., Mercier, E., and Lim, K. Y. (Eds.), *Making a Difference: Prioritizing Equity and Access in CSCL, 12th International Conference on Computer Supported Collaborative Learning (CSCL) 2017, Volume 2*, (pp. 843-844), Philadelphia, PA: ISLS.
33. Tissenbaum, M., Berland, M. & **Lyons, L.** (2016). Designing a real-time intelligent support for museum interpreters. In Real-Time Visualization of Student Activities to Support Classroom Orchestration. Symposium conducted at the 12th *International Conference of the Learning Sciences* (pp. 1043-1044), Singapore.
34. Matuk, C., Tissenbaum, M., Berland, M., **Lyons, L.**, Cocco, F., Linn, M., Plass, J., Hajny, N., Olsen, A., Schwendimann, B., Boroujeni, M., Slotta, J., Vitale, J., Gerard, L., Dillenbourg, P. (2016). Real-Time Visualization of Student Activities to Support Classroom Orchestration. In Looi, C. K., Polman, J. L., Cress, U., and Reimann, P. (Eds.), *Transforming Learning. Empowering Learners: The International Conference of the Learning Sciences (ICLS) 2016, Volume 2*, (pp. 1120–1127), Singapore: ISLS.
35. Kang, R., Radinsky, J., and **Lyons, L.** (2015). Frequent sequential interactions as opportunities to engage in temporal reasoning with an online GIS. In the *Proceedings of the 5th International Learning Analytics and Knowledge Conference*, (pp. 408-409). New York, NY: ACM Press.
36. Danielak, B., Mechtley, A., Berland, M., **Lyons, L.**, & Eydt, R. (2014) MakeScape Lite: A Prototype Learning Environment for Making and Design. In *Proceedings of the Interaction Design and Children Conference (IDC 2014)*, (pp. 229-232). New York, NY: ACM Press.

37. Moher, T., Carter Ching, C., Schaefer, S., Lee, V. R., Enyedy, N., Danish, J., Guerra, P., Gnoli, A., Jimenez Pazmino, P., López Silva, B., **Lyons, L.**, Perritano, A., Slattery, B., Tissenbaum, M., Slotta, J., Cober, R., Fong, C., Rubin, A. (2014). Becoming Reflective: Designing for Reflection on Physical Performances. In Polman, J. L., Kyza, E. A., O'Neill, D. K., Tabak, I., Penuel, W. R., Jurow, A. S., O'Connor, K., Lee, T., and D'Amico, L. (Eds.), *Learning and becoming in practice: The International Conference of the Learning Sciences (ICLS) 2014, Volume 1*, (pp.1273-1282), Boulder, CO: ISLS.
38. **Lyons, L.**, Anderson, E., Carney, M., Elinich, K., Lindgren, R., Tscholl, M., Quintana, C., Roberts, J., Wang, J., Yoon, S., Tabak, I. (2014). Synergistic Scaffolding of Technologically-Enhanced STEM Learning in Informal Institutions. In Polman, J. L., Kyza, E. A., O'Neill, D. K., Tabak, I., Penuel, W. R., Jurow, A. S., O'Connor, K., Lee, T., and D'Amico, L. (Eds.), *Learning and becoming in practice: The International Conference of the Learning Sciences (ICLS) 2014, Volume 1*, (pp. 1456-1465), Boulder, CO: ISLS.
39. Cafaro, F., **Lyons, L.**, Roberts, J., & Radinsky, J. (2014). The uncanny valley of embodied interaction design. In *Proceedings of the 2014 conference on Designing interactive systems (DIS '14)*, (pp. 1075-1078). New York, NY: ACM Press.
40. **Lyons, L.**, Lopez Silva, B., Moher, T., Jimenez Pazmino, P., & Slattery, B. (2013) Feel the Burn: Exploring Design Parameters for Effortful Embodied Interaction. In *Proceedings of the Interaction Design and Children Conference (IDC 2013)*, (pp. 400-403). New York, NY: ACM Press..
41. Slattery, B., **Lyons, L.**, Lopez Silva, B., & Jimenez Pazmino, P. (2013). Extending The Reach Of Embodied Interaction In Informal Spaces. In Rummel, R., Kapur, Nathan, M., & Puntambekar, S. (Eds.), *To See the World and a Grain of Sand: Learning across Levels of Space, Time, and Scale: CSCL 2013 Conference Proceedings Volume 2 — Short Papers, Panels, Posters, Demos, & Community Events* (pp. 355–356). Madison, WI: ISLS.
42. Roberts, J., **Lyons, L.**, Radinsky, J., & Vogt, K. (2013). That's Me and That's You: Museum visitors' perspective-taking around an embodied interaction data map display. In Rummel, R., Kapur, Nathan, M., & Puntambekar, S. (Eds.), *To See the World and a Grain of Sand: Learning across Levels of Space, Time, and Scale: CSCL 2013 Conference Proceedings Volume 2 — Short Papers, Panels, Posters, Demos, & Community Events* (pp. 343–344). Madison, WI: ISLS.
43. Yoon, S., Quintana, C., **Lyons, L.**, Perry, J., Osterweil, S., & Lindgren, R. (2013). Promises and Perils of Using Digital Tools in Informal Science Learning Environments: Design Considerations for Learning. In Rummel, R., Kapur, Nathan, M., & Puntambekar, S. (Eds.), *To See the World and a Grain of Sand: Learning across Levels of Space, Time, and Scale: CSCL 2013 Conference Proceedings Volume 2 — Short Papers, Panels, Posters, Demos, & Community Events* (pp. 213–216). Madison, WI: ISLS.
44. Jimenez Pazmino, P., Lopez Silva, B., Slattery, B., **Lyons, L.** (2013). Teachable Mo[bil]ment: Capitalizing on Teachable Moments with Mobile Technology in Zoos. In the *Extended Abstracts of the 2013 Conference on Human Factors in Computing Systems (CHI 2013)*, (pp. 643-648). ACM Press.
45. Dasgupta, C., Slattery, B., Shelley, T., **Lyons, L.**, Minor, E., & Zellner, M. (2013). Building an Understanding of How to Support Students as they Problem-Solve Within a Spatial Urban Planning Simulation. In S. Chunawala & M. Kharatmal (Eds.), *In Proceedings of epiSTEME 5 -- International Conference to Review Research on Science, Technology and Mathematics Education* (pp. 357-363). India: Macmillan.
46. Roberts, J., **Lyons, L.**, & Radinsky, J. (2012). Connecting Visitors to Exhibits through Design: Exploring United States census data with CoCensus. In van Aalst, J., Thompson, K., Jacobson, M.J., & Reimann, P. (Eds.), *The Future of Learning: Proceedings of the 10th International Conference of the Learning Sciences (ICLS 2012) – Volume 2, Short Papers, Symposia, and Abstracts* (pp. 557-558). Sydney, NSW, Australia: ISLS.
47. Shelley, T., **Lyons, L.**, Minor, E., & Zellner, M. (2011) Evaluating the Embodiment Benefits of a Paper-Based TUI for Educational Simulations. In *Extended Abstracts of the 2011 Conference on Human Factors in Computing Systems (CHI EA 2011)*, (pp. 1375-1380), New York, NY: ACM Press.
48. Cafaro, F., **Lyons, L.**, Radinsky, J., & Roberts, J. (2010). RFID localization for tangible and embodied multi-user interaction with museum exhibits. In *Proceedings of the 12th ACM international conference adjunct papers on Ubiquitous computing - Adjunct (UbiComp '10 Adjunct)*, (pp. 397-398). New York, NY: ACM Press.
49. Shelley, T., **Lyons, L.**, Shi, J., Minor, E., & Zellner, M. (2010). Paper to parameters: designing tangible simulation input. In *Proceedings of the 12th ACM international conference adjunct papers on Ubiquitous computing - Adjunct (UbiComp '10 Adjunct)*, (pp. 431-432). New York, NY: ACM Press.
50. Dasgupta, C., **Lyons, L.**, Zellner, M., & Greenlee, A. (2010). Designing for an Informal Learning Environment: Towards a Participatory Simulation Design Process for Public Policy Planning. In Gomez, K., **Lyons, L.**, & Radinsky, J. (Eds.) *Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning Sciences (ICLS 2010) - Volume 2, Short Papers, Symposia, and Selected Abstracts* (pp. 348-349). Chicago, IL: ISLS.
51. Zimmerman, H. T., Kanter, D. E., Ellenbogen, K., Phipps, M., **Lyons, L.**, Zuiker, S. J., Satwicz, T., Jordan, R., Weible, J., Gamrat, C., & Martell, S. T. (2010). Technologies and Tools to Support Informal Science Learning. In Gomez, K., **Lyons, L.**, & Radinsky, J. (Eds.) *Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning Sciences (ICLS 2010) - Volume 2, Short Papers, Symposia, and Selected Abstracts* (pp. 260-266). Chicago, IL: ISLS.
52. Jimenez, P., & **Lyons, L.** (2010). Studying Different Methods of Providing Input to Collaborative Interactive Museum Exhibit Using Mobile Devices. In *Proceedings of the 6th IEEE International Conference on Wireless, Mobile, and Ubiquitous Technologies in Education (WMUTE 2010)*, (pp. 225-227). Kaohsiung, Taiwan: IEEE.

53. Antle, A., Kynigos, C., **Lyons, L.**, Marshall, P., Moher, T., & Roussou, M. (2009). Manifesting Embodiment: Designers' Variations on a Theme. In Dimitracopoulou, A., O'Malley, C., Suthers, D., and Reimann, P. (Eds.), *Proceedings of the 9th international conference on Computer supported collaborative learning - Volume 2 (CSCL'09)*, (pp. 15-17). Rhodes, Greece: ISLS.
54. **Lyons, L.** (2007). Scaffolding Cooperative Multi-Device Activities in an Informal Learning Environment. In *Extended Abstracts of the 2007 Conference on Human Factors in Computing Systems (CHI 2007)*, (pp. 1669 – 1672). New York, NY: ACM Press.
55. **Lyons, L.**, Lee, J., Quintana, C., & Soloway, E. (2006). Preliminary Evaluation of a Synchronous Co-located Educational Simulation Framework. In *Extended Abstracts of the 2006 Conference on Human Factors in Computing Systems (CHI 2006)*, (pp. 1055-1060). New York, NY.
56. Vath, R., **Lyons, L.**, Lee, J., Kawamura, M., Quintana, C., & Soloway, E. (2005). Addressing Assessment Challenges for a Multi-User Simulation with Handheld Integration (MUSHI). In *Proceedings of the 4th International Conference for Interaction Design and Children (IDC 2005)*, (2 pages). New York, NY: ACM Press.
57. Lee, J., **Lyons, L.**, Kawamura, M., Quintana, C., Vath, R., & Soloway, E. (2005). MUSHI: Demonstrating A Multi-User Simulation with Handheld Integration. In *Proceedings of the 4th International Conference for Interaction Design and Children (IDC 2005)*, (2 pages). New York, NY: ACM Press.
58. **Lyons, L.**, & Pasek, Z. Beyond Hits: Gauging Visitor Behavior at an On-line Manufacturing Exhibit. (2005). In Trant, J., & Bearman, D. (Eds.). *Museums and the Web 2005: Proceedings*, Toronto: Archives & Museum Informatics.

Reviewed Conference Abstracts

59. Slattery, B., **Lyons, L.** (2017) Observational Methodologies across Informal Learning Spaces. Poster to be presented at *American Education Research Association (AERA '17)*. Washington, D.C.: AERA.
60. Roberts, J., **Lyons, L.**, Cafaro, F., and Eydt, R. (2015) Harnessing motion-sensing technologies to engage visitors with digital data. *MW2015: Museums and the Web 2015*, (15 pages). Published February 1, 2015. Consulted March 31, 2015. <http://mw2015.museumsandtheweb.com/paper/harnessing-motion-sensing-technologies-to-engage-visitors-with-digital-data/>.
61. Roberts, J., **Lyons, L.**, Cafaro, F., and Eydt, R. (2015) Harnessing motion-sensing technologies to engage visitors with digital data. *MW2015: Museums and the Web 2015*, (15 pages). Published February 1, 2015. Consulted March 31, 2015. <http://mw2015.museumsandtheweb.com/paper/harnessing-motion-sensing-technologies-to-engage-visitors-with-digital-data/>.
62. **Lyons, L.**, Radinsky, J., Zellner, M., Milz, D. (2014). Data Talks but Models Lie? Studying Stakeholders' Epistemological Stances Toward Digital Media in Planning. Paper presented at *American Education Research Association (AERA '14)*. Washington, D.C.: AERA.
63. Shelley, T., Dasgupta, C., Moher, T., **Lyons, L.** (2014). Supporting Learners' Construction of Understandings of Animal Behaviors From Large Image Sets. Paper presented at *American Education Research Association (AERA '14)*. Washington, D.C.: AERA.
64. **Lyons, L.**, Cafaro, F., Radinsky, J., Roberts, J., Vogt, K. (2014). Aggregating Agency to Support Collaborative Learning in a Museum Exhibit. Paper presented at *American Education Research Association (AERA '14)*. Washington, D.C.: AERA.
65. Silva, A., Dasgupta, C., Shelley, T., Lopez Silva, B., **Lyons, L.**, Moher, T. (2014). Shaping the Construction of Learner Questions. Paper presented at *American Education Research Association (AERA '14)*. Washington, D.C.: AERA.
66. Dasgupta, C., Shelley, T., Silva, A., Lopez, B., Moher, T., **Lyons, L.** (2014). Promoting Productive Disciplinary Engagement in Instrumented Investigations. Paper presented at the *2014 National Association for Research in Science Teaching (NARST '14)*, Pittsburg, PA.
67. Roberts, J., Lyons, L., Radinsky, J. (2013) Become One With the Data: Technological Support of Shared Exploration of Data in Informal Settings. In Anne Knowles (Chair), *From Visualizing to Understanding Historical Change: Using GIS Tools on the Web, in Class, and in Museums*. Paper session conducted at the meeting of the *Social Science History Association*, Chicago, IL.
68. Moher, T., Brown, J., Reiser, B.J., Silva, A., Shelley, T., and **Lyons, L.** (2013). The Urban Game Park: A Pilot Study of Student Investigations of Animal Behavior using Motion-detecting Cameras. Paper presented at *American Education Research Association (AERA '13)*. Washington, D.C.: AERA.
69. **Lyons, L.**, Dasgupta, C., Shelley, T., Slattery, B., Minor, E., Zellner, M. (2012). Parsing Patterns: Developing Metrics to Characterize Spatial Problem-Solving Strategies Within an Environmental Science Simulation. Paper presented at *American Education Research Association (AERA '12)*, (19 pages). Washington, D.C.: AERA.
70. Roberts, J., **Lyons, L.**, and Radinsky, J. (2012). Co-Census: Designing an Interactive Museum Space to Prompt Negotiated Narratives of Ethnicity, Community, and Identity. Paper Presented at *American Education Research Association (AERA '12)*, (22 pages). Washington, D.C.: AERA.
71. Zellner, M., **Lyons, L.**, Hoch, C., Weizeorick, J., Kunda, C., & Milz, D. (2011). Playing, Learning and Planning Together: An Application of Participatory Agent-Based Modeling to Environmental Planning. Paper presented at the *52nd Annual Association of Collegiate Schools of Planning Conference (ACSP 2011)*, Salt Lake City, UT: ACSP.
72. Zellner, M., **Lyons, L.**, Hoch, C., Weizeorick, J., Kunda, C., & Milz, D. (2011). Resilience in Groundwater Management: Learning and Planning through Participatory Modeling. Paper presented at the *Second International Science and Policy Conference (Resilience 2011)*, Phoenix, AZ: Resilience.

73. **Lyons, L.**, and Pasek, Z. (2005). Beyond Hits: Gauging Visitor Behavior at an On-line Manufacturing Exhibit. In *Proceedings of Museums and the Web 2005 (MOW2005)*, Vancouver, CA, April 13-16.
74. **Lyons, L.**, & Hsi, S. (2007). Designing for the Cooperative Use of Multi-user, Multi-device Museum Exhibits. Poster presented at *The 2007 Association of Science and Technology Centers (ASTC 2007)*.

Other

75. **Lyons, L.** (2014). Supporting Collaborative Informal Learning via Whole-Body Interaction. Invited poster presented at *American Education Research Association (AERA '14)*. Washington, D.C.: AERA.
76. **Lyons, L.** (2013). Designing Digital Interactive Experiences that Promote Learning. *Dimensions, March/April*, Association of Science & Technology Centers (ASTC), (pp. 29-33).
77. Gomez, K., **Lyons, L.**, & Radinsky, J. (2010). *Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning Sciences (ICLS 2010) - Volume 1, Full Papers*. Chicago, IL: International Society of the Learning Sciences.
78. Gomez, K., **Lyons, L.**, & Radinsky, J. (2010). *Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning Sciences (ICLS 2010) - Volume 2, Short Papers, Symposia, and Selected Abstracts*. Chicago, IL: International Society of the Learning Sciences.
79. **Lyons, L.** (2009). Instrumenting zoos to bridge formal/informal learning opportunities. In E. Brown (Ed.), *Location-based and contextual mobile learning: a report from the STELLAR Alpine Rendez-Vous workshop series* (pp. 41-45). Nottingham, UK: University of Nottingham Learning Sciences Research Institute (LSRI).
80. Choon Lee, **Leilah Toth**, and Scott Paris *Method and System for Representing, Comprehending, and Interacting with Digital Information Based on Cognitive Principles Displayed in Text or Graphical Formats with or without a Communications Network*. U.S. Provisional Patent, Washington, DC: U.S. Patent and Trademark Office, 2001.

GRANTS AWARDED

Sep 2016	NSF Cyberlearning 1623094: EXP: Collaborative Research: Extracting Salient Scenarios from Interaction Logs (ESSIL)(PI: L. Lyons through NySci; Collaborative grant with A. Rubin, PI, TERC, and B. Grosz, Harvard)	\$549,979: \$55,000 (NYSCI) \$324,979.00 (TERC) \$170,000 (Harvard)	9/1/15-8/31/18
Sep 2016	NSF Cyberlearning CTE 1263804: REE: <i>MakeScape - A Constructionist Museum Installation to Advance Engineering Literacy. Supplemental Funds</i> (PI: L. Lyons , through NySci; Collaborative grant with M. Berland, UW-Madison)	\$61,896 (NySci) \$25,003 (UWMadison)	9/1/16-5/31/17
Jan 2015	NSF Cyberlearning CAP 1457431: Innovating Data-driven Methodologies for Documenting and Studying Informal Learning (PI: L. Lyons through NySci, Co-PIs: S. Uzzo, K.Jona)	\$99,968	1/1/15- 12/31/15
Nov 2014	REU supplement for NSF CI-TEAM Grant 1135572 (PI: M. Zellner, Co-PIs: L. Lyons , C. Hoch, J. Radinsky, A. Johnson, E. Minor)	\$16,000	1/1/2015- 8/15/2015
Dec 2012	NSF CTE 1263804: REE: <i>MakeScape - A Constructionist Museum Installation to Advance Engineering Literacy</i> (PI: L. Lyons , through NySci; Collaborative grant with M. Berland, UW-Madison)	\$569,416: \$310,339 (NySci) \$259,077 (UWMadison)	6/01/13 – 5/31/16
Oct 2012	Dreyfus Foundation Award: <i>Chemistry Studio: A Chemistry Exhibit Activity</i> (PI: L. Lyons , through NySci; Co-PI: D. Kanter)	\$85,000	1/1/2013 – 8/31/2015
Sept 2012	NSF INSPIRE 1248052: <i>Studying and Promoting Quantitative and Spatial Reasoning with Complex Visual Data Across School, Museum, and Web-Media Contexts</i> (PI: L. Lyons , Co-PIs: J. Radinsky, A. Beveridge)	\$799,151	8/15/12 - 8/14/15
Sept 2011	NSF CTE Grant 1124495: <i>EXP: Using technologies to engage learners in the scientific practices of investigating rich behavioral and ecological questions</i> , (PI: T. Moher, Co-PIs: T. Berger-Wolf, J. Brown, L. Lyons , B. Reiser)	\$549,467	9/2011-9/2013
Sept 2011	NEH Digital Humanities Start-Up Grant HD 51357: <i>CoCensus: Collaboration Exploration of Census Data in a Museum</i> (PI: L. Lyons , Co-PIs: J. Radinski, L. Lee)	\$49,953	9/1/2011- 8/31/2012
Sept 2011	NSF CI-TEAM Grant 1135572: <i>Enhancing Stakeholder Participation in Environmental Planning with Visualization Tools that Support Complex Systems Learning and Spatial Thinking</i> (PI: M. Zellner, Co-PIs: L. Lyons , C. Hoch, J. Radinsky, A. Johnson, E. Minor)	\$249,953	8/1/11 - 7/31/15
Sept 2011	Research Personnel: NSF IGERT Grant 1069311: <i>Electronic Security and Privacy: Technological, Human, Enterprise and Legal Considerations</i> , (PI: V. Venkatakrishnan, Co-PIs: R. Chandrasekaran, S. Jones, R. Sloan, A. Valenta)	\$3,200,000	9/1/2011 – 8/31/2016

May 2011	UIC Chancellor's Discovery Fund for Multidisciplinary Research: <i>Participatory Modeling and Planning for Sustainable Water Management in McHenry County</i> , (PI: M. Zellner, Co-PIs: L. Lyons , M. Gonzalez)	\$55,705	5/2011-5/2013
Nov 2010	UIC IPCE Grant: <i>CoCensus: Collaborative Exploration of Social Data in Social Spaces</i> , (PI: L. Lyons , Co-PIs: J. Radinski, L. Lee)	\$24,985	12/2010-6/2011
Sept 2010	NSF CCEP-I Grant 1043284: <i>Climate Literacy Zoo Education Network, Supplemental Funds</i> (PI: A. Grajal, Co-PIs: S. Goldman, M. Mann; UIC PI: S. Goldman, UIC Co-PIs: T. Moher, L. Lyons , J. Pellegrino, T. Theis, S. Forman)	\$206,278 (UIC: \$164,410)	9/2010-3/2012
Sept 2010	NSF CCEP-I Grant 1043284: <i>Climate Literacy Zoo Education Network</i> , (PI: A. Grajal, Co-PIs: S. Goldman, M. Mann; UIC PI: S. Goldman, UIC Co-PIs: T. Moher, L. Lyons , J. Pellegrino, T. Theis, S. Forman)	\$1,000,000 (UIC: \$433,101)	9/2010-3/2012
Aug 2010	NSF DRL REESE Grant 1020065, <i>Integrated Study of Natural Resources, Human Impact, and Environmental Policy: Making Complex Systems Accessible for Secondary Learners</i> , (PI: L. Lyons , Co-PIs: E. Minor, M. Zellner)	\$299,225	8/2010-8/2012
Dec 2008	NSF Grant CNS-0837480, <i>Collaborative Research: BPC-A: Improving Metropolitan Participation to Accelerate Computing Throughput and Success</i> , (PI: D. Reed, Co-PIs: L. Lyons , T. Berger-Wolf, R. Sloan)	\$58,413.70	12/01/2008 - 5/31/2010

INVITED LECTURES & PANELS

- "Collaborative Digital Museum Exhibit Design"
April 2016 Valparaiso University, IN
- "Strategies for Employing Embodied Interaction in Informal Science Settings"
Nov 2015 Northwestern University, Chicago, IL
- "Supporting Playful Collective Exploration of Data Visualizations in Informal Science Settings"
Aug 2015 Gordon Research Visualization in Science & Education Conference, Lewiston, ME
- "Aggregating Collaboration for Informal Learning"
June 2014 NSF Cyberlearning Summit, CIRCL, Madison, WI
- "Exhibiting Data: Using Embodied Interface Designs to Engage Visitors in Big Data"
Mar 2014 Museum Technologies/Museum Transformations Conference, UMMSP, Ann Arbor, MI
- "Designing Learning Pathways for Maker Spaces: Principles and Practices"
Mar 2013 Make-to-Learn Symposium Panel, Digital Media and Learning Conference
- "Crafting Maker Spaces for Learning"
Mar 2013 Make-to-Learn Symposium Panel, Digital Media and Learning Conference
- "Supporting Informal STEM Education through Technological Affordances"
Feb 2013 Shedd Aquarium, Chicago, IL, USA
- "Aligning embodiment with informal learning"
Feb 2013 Illinois Institute of Technology, Chicago, IL, USA
- "Goals for Cyberlearning in Museums"
Oct 2012 Association of Science-Technology Centers (ASTC 2012) Keynote Panel, Columbus, OH
- "Facilitating Shared Learning with Shared Interfaces "
Apr 2011 DePaul University, Chicago, IL, USA
- "Designing for Collaborative Use of Computer-Based Museum Exhibits"
Feb 2011 Adler Planetarium, Chicago, IL, USA
- "User Interface Strategies for Supporting Novice Engagement with Complex System Simulations"
Feb 2011 Cognitive Psychology Department, University of Illinois at Chicago, Chicago, IL, USA
- Participatory Workshop Presentation "Learning Technologies in Informal Science Education"
Aug 2009 Learning Science / Informal Science Education Intersection Workshop, Milwaukee, WI
- "Playing Together at the Museum: Preliminary Results on Factors Affecting Participation in a Multi-User Software-Based Exhibit"
Nov 2007 Computer Science Department, University of Illinois at Chicago, Chicago, IL, USA
- "Designing for the Cooperative Use of Multi-user Multi-device Museum Exhibits"
Oct 2007 Learning Sciences Research Institute, University of Nottingham, Nottingham, UK
Oct 2007 Computing Department, The Open University, Milton Keynes, UK

CONFERENCE AND WORKSHOP PRESENTATIONS

- Oct 2015 "Application Strategies for Embodied Interaction in Informal Science Settings"
Association of Science and Technology Centers (ASTC '15), Montreal, Canada

- June 2015 *"Designing Visible Engineering: Supporting Tinkering Performances in a Museum Exhibit"*
Interaction Design and Children (IDC '15), Boston, MA
- June 2014 Social NUI: Social Perspectives in Natural User Interfaces Workshop
Design of Interactive Systems (DIS '14), Vancouver, WA
- April 2014 *"Data Talks but Models Lie? Studying Stakeholders' Epistemological Stances Toward Digital Media in Planning"*
American Education Research Association (AERA '14), Philadelphia, PA
- April 2014 *"Aggregating Agency to Support Collaborative Learning in a Museum Exhibit"*
American Education Research Association (AERA '14), Philadelphia, PA
- June 2013 *"Promises and perils of using digital tools in informal science learning environments"*
Panel, Computer Supported Collaborative Learning (CSCL '13), Madison, WI
- April 2012 *"Parsing Patterns: Developing Metrics to Characterize Spatial Problem-Solving Strategies Within an Environmental Science Simulation"*
American Education Research Association (AERA '12), Vancouver, CA
- Feb 2012 *"Don't Forget about the Sweat: Effortful Embodied Interaction in Support of Learning"*
ACM Tangible, Embedded, and Embodied Interaction (TEI) Conference, Kingston, ON, Canada
- July 2011 *"Authentic Resources in a Museum Setting: How Real Can it Get?"*
MMM IAM Museumpalooza Conference, Chicago, IL
- April 2010 *"Designing Opportunistic User Interfaces to Support a Collaborative Museum Exhibit"*
Museums, Mobile Devices, and Social Media Conference, Rutgers University, New Brunswick, NJ
- June 2009 Co-organized and taught a session at an iPhone development summer workshop at UIC
- Dec 2009 *"Instrumenting zoos to bridge formal/informal learning opportunities"*
STELLAR Alpine Rendez-Vous Conference, Garmisch-Partenkirchen, Germany
- June 2009 *"Designing Opportunistic User Interfaces to Support a Collaborative Museum Exhibit"*
8th International Conference on Computer Supported Collaborative Learning (CSCL), Rhodes, Greece
- Oct 2007 *"Designing for the Cooperative Use of Multi-User, Multi-Device Museum Exhibits"* (poster)
Association of Science-Technology Centers Annual Conference (ASTC), Los Angeles, CA
- June 2007 *"Scaffolding Cooperative Multi-Device Activities in an Informal Learning Environment"* (doctoral consortium presentation)
6th International Conference on Interaction Design and Children (IDC), Aalborg, Denmark
- April 2007 *"Scaffolding Cooperative Multi-Device Activities in an Informal Learning Environment"* (poster & doctoral consortium presentation)
ACM Conference on Human Factors in Computing Systems (CHI), San Jose, CA
- June 2006 *"MUSHI: A Multi-Device Framework for Collaborative Inquiry Learning"*
International Conference of the Learning Sciences (ICLS2006), Bloomington, IN
- June 2006 *"Gauging Visitor Behavior at an Interactive Engineering Exhibit"*
Conference of the American Society for Engineering Education (ASEE2006), Chicago, IL
- April 2006 *"Preliminary Evaluation of a Synchronous Co-located Educational Simulation Framework"* (poster)
ACM Conference on Human Factors in Computing Systems (CHI), Montreal, CA
- June 2005 *"MUSHI: Demonstrating A Multi-User Simulation with Handheld Integration"* (demo)
4th International Conference on Interaction Design and Children (IDC), Boulder, CO
- April 2005 *"Beyond Hits: Gauging Visitor Behavior at an On-line Manufacturing Exhibit"*
Museums and the Web (MOW), Vancouver, CA

TEACHING EXPERIENCE

- Spring 2016 *CS 523: Multimedia Systems: Interactive Museum Exhibit Design*
Learning Sciences, UIC (graduate)
- Fall 2014 *LS 501: Research Methods in the Learning Sciences*
Learning Sciences, UIC (graduate)
- Spring 2013 *CS 422: User Interface Design & Programming*
Computer Science Department, UIC (graduate & senior undergraduate)
- Spring 2013 *CS 594: Human Factors in Security*
Computer Science Department, UIC (graduate)
- Spring 2013 *LS 540: Journal Club*
Learning Sciences, UIC (graduate)
- Fall 2012 *LS 500: Introduction to the Learning Sciences*
Learning Sciences, UIC (graduate)
- Fall 2011 *LS 501: Research Methods in the Learning Sciences*
Learning Sciences, UIC (graduate)
- Spring 2011 *CS 422: User Interface Design & Programming*
Computer Science Department, UIC (graduate & senior undergraduate)
- Fall 2010 *LS 501: Research Methods in the Learning Sciences*
Learning Sciences, UIC (graduate)

Spring	2010	<i>CS 422: User Interface Design & Programming</i> Computer Science Department, UIC (graduate & senior undergraduate)
Fall	2009	<i>LS 500: Introduction to the Learning Sciences</i> Learning Sciences, UIC (graduate)
Spring	2009	<i>CS 422: User Interface Design & Programming</i> Computer Science Department, UIC (graduate & senior undergraduate)
Fall	2008	<i>LS 540: Journal Club</i> Learning Sciences, UIC (graduate)
Spring	2008	<i>User Interface Development</i> Computer Science Department, UofM (graduate & senior undergraduate, as GSI)
Fall	2003	<i>Computer Graphics</i> Computer Science Department, UofM (graduate & senior undergraduate, as GSI)

STUDENTS SUPERVISED

Francesco Cafaro	UIC PhD, Computer Science, graduated Summer 2015 <i>Assistant Professor, Indiana University's School of Informatics and Computing (IUPUI)</i>
Tia Shelley	UIC PhD, Computer Science, graduated Summer 2016
Jessica Roberts	UIC PhD, Learning Sciences, graduated Summer 2016
Priscilla Jimenez	UIC PhD, Computer Science, expected graduation Summer 2017 UIC MS Thesis, Computer Science, graduated Spring 2011
Brian Slattery	UIC PhD, Learning Sciences, expected graduation Fall 2017
Benjamin Hunt	UIC PhD, Learning Sciences
Kristen Vogt	UIC PhD, Learning Sciences, transferred to Curriculum & Instruction
Aditi Mallavarapu	UIC PhD, Computer Science, expected graduation 2020 UIC MS Thesis: <i>Developing Computational Methods to Measure and Track Learner's Spatial Reasoning</i> , Computer Science, graduated Fall 2014
Vikrem Bhagi	UIC MS, Computer Science, graduated Fall 2011 <i>User Experience Designer, IBM</i>
Cheryl Fernandes	UIC MS, Computer Science, graduated Fall 2011 <i>UI Designer, PowerCloud™ Systems, PARC</i>
Jingmin Shi	UIC MS, Computer Science, supervised Summer 2010 - Fall 2011
Pavani Veeramachaneni	UIC MS, Computer Science, graduated Summer 2010
Jason Miller	UIC MS, Computer Science, graduated Spring 2010 <i>Solutions Consultant, TIBCO Software, Inc.</i>
Guru Athisenbagam	UIC MS, Computer Science, graduated Fall 2010 <i>Software development engineer, Amazon, Seattle</i>
Veena Marathe	UIC MS, Computer Science, graduated Spring 2009 <i>Technical Consultant, GSPANN Technologies, Inc.</i>
Tejaswini Pingili	UIC MS, Computer Science, graduated Fall 2009 <i>Junior Flex Developer, Digital Aisle</i>
Salvador Ariza	UIC BS, Computer Science, NSF Research Experience for Undergraduates, 2015
Ryan Fogerty	UIC BS, Computer Science, NSF Research Experience for Undergraduates, 2015
Lukasz Stempniewicz	UIC BS, Computer Science, NSF Research Experience for Undergraduates, 2015
Carlos Ortega	UIC BS, Computer Science, Research Experience, 2014
Brianna White	Indiana University of Pennsylvania BS, Computer Science DREU student, summer 2013
Muhammad U. Ahmed	UIC BS, Biology Honors Capstone Research Project, 2013
Erica Aguilera	UIC BS, Computer Science Undergraduate Research Project, 2011
Christopher Erickson	UIC BS, Computer Science Honors Capstone Research Project, 2010-2011
Christopher Erickson	UIC BS, Computer Science Honors Extension to CS422, Spring 2010
Christopher Pable	UIC BS, Computer Science Honors Extension to CS422, Spring 2010

STUDENT COMMITTEES

Chandan Dasgupta	UIC PhD, Learning Sciences (advised by Tom Moher), graduated Summer 2015
Alessandro Gnoli	UIC PhD, Computer Science (advised by Tom Moher), graduated Summer 2015
Jenny East	Oregon State University MS, Marine Resource Management (advised by Shawn Rowe), graduated Summer 2015
Dane DeSutter	UIC PhD, Learning Sciences (advised by Mike Stieff), proposed Spring 2016

SERVICE AND VOLUNTEER EXPERIENCE

Conferences & Societies

Publications/Communication Committee Member, 2012-present, International Society of the Learning Sciences (ISLS)

Program Committee Member, 2014 International Conference of the Learning Sciences (ICLS)
Doctoral Consortium Mentor, 2013 ACM Interaction Design and Children conference (IDC)
Program Committee Member, 2011-2014 ACM Interaction Design and Children conference (IDC)
Communication Chair, 2010 International Conference of the Learning Sciences (ICLS)

Reviewer

ACM SIGCHI (Special Interest Group on Computer-Human Interaction conference), ISLS ICLS (International Conference of the Learning Sciences), ISLS CSCL (Computer Supported Collaborative Learning conference), ACM IDC (Interaction Design and Children conference), IEEE WMUTE (International Conference on Wireless, Mobile and Ubiquitous Technologies in Education), ACM UBICOMP (International Conference on Ubiquitous Computing), DiGRA (Digital Games Research Association conference), ACM CSCW (Computer Supported Collaborative Work conference), ACM TEI (Tangible, Embodied, and Embedded Computing), ACM DIS (Design of Interactive Systems), International Journal of Human-Computer Studies, various NSF panels (CISE and EHR), NEH panels

Advisory Boards & Committees

Technology Strategy Committee (New York Hall of Science), 9/2016-present.
Complex Systems Strategy Committee (New York Hall of Science), 9/2016-present.
Computational Thinking Strategy Committee (New York Hall of Science), 9/2016-present.
NSF Cyberlearning DIP: Developing Crosscutting Concepts in STEM with Simulation and Embodied Learning (PI: R. Lindgren, University of Illinois Urbana Champaign), 9/2014-present.
NSF EAGER: Designing Digital Rails: Fostering Scientific Curiosity around Museum Collections (PI: S. McGee, Northwestern University / Field Museum), 9/2015-present.
NSF Science+: Move2Learn: Engaging Preschool Scientists through Embodiment and Technology, (PI: J. Brown, Frost Museum of Science), 12/2014-present.
MSI Marketing & Digital Engagement Advisory Committee, Museum of Science and Industry, Chicago, IL, 9/2013-present
NIH-SEPA: *SIMLAB, Using Patient Simulation for Student Exploration of Community Health Issues* (PI: P. Ward, Museum of Science and Industry, Chicago), 9/2011 – 6/2016
IMLS Grant: *Childhood Nature Connections - Nature Play Network*, (PI: D. Becker, Chicago Zoological Society), \$415,722, 10/2010-10/2011

Committee & Department Service

Faculty Advisor, Women in Computer Science (WICS), UIC, 2011
Undergraduate Recruiting Committee, UIC, 2010-2011
Undergraduate Committee, UIC, 2009-2010
CoE Diversity Strategic Thinking and Planning Committee, UIC, 2009- 2011

Community Service

Faculty Mentor, Grace Hopper Celebration student team, Oct 2011
Middle School Apprentice Mentor, Spark Program, Fall 2011
Faculty Mentor, Richard Tapia Celebration of Diversity in Computing Conference student team, April 2011
Judge, Marie Curie High School Science Fair, Winter 2010
Volunteer for Society of Women Engineer (SWE) outreach events, UIC, 2008-Present
Panelist, Marian Sarah Parker Scholars Dinner, WISE, UofM, 2005-2007
Mentor, Science Safari, Ann Arbor Hands-On Museum, 2006-2007
Mentor/Coach, Lego Mindstorm Focus Study, WISE, UofM, Spring 2006
Mentor, Scarlett Middle School Science Fair, WISE, UofM, Spring 2006
Founder of CSI (Computer Science Investigations), a program for female CS students, UofM, Winter 2004