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**Engagement Lab**

<http://elab.emerson.edu>

(617) 824-8828

***Bio***

I am an associate professor at Emerson College and a scholar/activist/practitioner working in the areas of civic media and design. My research explores the ways in which new technologies enable people or communities to interact with or bypass public sector institutions, from participating in formal processes to advocating for social change. I am particularly interested in design interventions that include play and games as a means of supporting or motivating civic action-taking. I partner with organizations ranging from municipal governments and community-based organizations to the United Nations Development Programme (UNDP), UNICEF and the Red Cross. I am the founder and executive director of the Engagement Lab, which is an applied research lab at Emerson College and a faculty affiliate at the Berkman Center for Internet and Society at Harvard University.

***Education***

Ph.D., 2003, M.A., 1999, Dept. of Critical Studies

School of Cinematic Arts, University of Southern California

Los Angeles, CA

BA, 1994, Sociology

University of California, Santa Cruz

Santa Cruz, CA

***Current Professional Affiliations***

Berkman Center for Internet and Society, Harvard University, Cambridge, MA

 Faculty Affiliate (Fall 2014-present)

Engagement Lab, Emerson College, Boston, MA

 Founder and Executive Director (Fall 2011 – present)

Department of Visual and Media Arts, Emerson College, Boston, MA

 Associate Professor (Fall 2010-present)

***Past Professional Affiliations***

Berkman Center for Internet and Society, Harvard University, Cambridge, MA

 Fellow (Fall 2012-2014)

Tisch College of Citizenship and Public Service, Tufts University, Medford, MA

 Visiting Scholar (August 2011-June 2012)

Department of Visual and Media Arts, Emerson College, Boston, MA

 Assistant Professor (Fall 2004-Spring 2010)

Institute for Multimedia Literacy, University of Southern California, Los Angeles, CA

 Postdoctoral Fellow (August 2003-June 2004)

MFA Department, Graduate Film Program, Art Center College of Design, Pasadena, CA

 Visiting Professor (Summer 2004)

Department of Art History, Media Studies Program, Pomona College, Pomona, CA

Adjunct Professor (Fall 2002-Spring 2003)

Institute for Multimedia Literacy, University of Southern California, Los Angeles, CA

 Assistant Lecturer (Spring 2002- Spring 2003)

Department of Critical Studies, School of Cinematic Arts, University of Southern California, Los Angeles, CA

Teaching Assistant (Fall 1997- Fall 2001)

***Books***

Gordon, E.and Mihailidis, P. eds. (2016). *Civic Media: Technology, Design, Practice* (Cambridge, MA: MIT Press).

Gordon, E. and de Souza e Silva, A. (2011) *Net Locality: Why Location Matters in a Networked World.* Malden, MA: Blackwell Publishers*.*

Gordon, E. (2010) *The Urban Spectator: American Concept-cities from Kodak to Google.* Hanover, NH: Dartmouth College Press.

***Peer Reviewed Articles and Conference Proceedings***

O’Brien, D., Sands, M., Offenhuber, D., Baldwin-Philippi, J., Gordon, E., “Uncharted Territoriality in Coproduction: The Motivations for 311 Reporting.” *Journal of Public Administration Research and Theory.* (forthcoming)

Vlachokyriakos, V., Crivellaro, C., Le Dantec, C., Gordon, E., Wright, P., and Olivier, P. (2016). “Digital Civics: Citizen Empowerment With and Through Technology.” In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '16). ACM, New York, NY, USA, 1096-1099.

Gordon, E., Michelson, B., and Haas, J. (2016). @Stake: A Game to Facilitate the Process of Deliberative Democracy. In *Proceedings of the 19th ACM Conference on Computer Supported Cooperative Work and Social Computing Companion* (CSCW '16 Companion). ACM, New York, NY, USA, 269-272.

Gordon, E., Mihailidis, P. (2016). “How is That Useful Exactly? Civic Media and the Usability of Knowledge in Liberal Arts Education.” *Journal of Digital and Media Literacy*. Ed. Henry Jenkins, *forthcoming.*

O’Brien, D., Gordon, E.,Baldwin-Philippi, J. (2014). “Caring About Community, Counteracting Disorder: 311 Reports of Public Issues as Expressions of Territoriality.” *Journal of Environmental Psychology*, 40: 320-330.

Gordon, E. and Baldwin-Philippi, J. (2014). “Playful Civic Learning: Enabling Lateral Trust and Reflection in Game-based Public Participation.” *International Journal of Communication*, 8, 759-786*.*

Gordon, E.(2013). *“*Beyond Participation: Designing for the Civic Web,” *Journal of Digital and Media Literacy* (Feb 1).

Harry, D., Gordon, E., Schmandt, C. (2012). “Setting the Stage for Interaction: A Tablet Application to Augment Group Discussion in a Seminar Class,” *Proceedings of Community Supported Cooperative Work*, Seattle, WA.

Gordon, E. and Schirra, S. (2011). “Playing With Empathy: Digital Role-Playing Games in Public Meetings,” *Proceedings of* *Communities and Technologies* 2011, Brisbane, Australia.

Gordon, E, Schirra S. and Hollander, J. (2011). “Immersive Planning: A Conceptual Model for Designing Public Participation with New Technologies,” *Environment and Planning B*, 38(3) 505-519.

Gordon, E. and Manosevitch, E. (2010). “Augmented Deliberation: Merging Physical and Virtual Interaction to Engage Communities in Urban Planning,” *New Media & Society*.

Gordon, E. and Bogen, B. (2009) “Designing Choreographies for the ‘New Economy of Attention,’” *Digital Humanities Quarterly,* 3.2: 25 pars. <<http://digitalhumanities.org/dhq>>.

Gordon, E. (2008). “Towards a Theory of Network Locality” *First Monday,* 10.6: 18 pars. <http://firstmonday.org/htbin/cgiwrap/bin/ojs/index.php/fm/article/view/2157/2035>.

Gordon, E and Koo, G. (2008). “Placeworlds: Using Virtual Worlds to Foster Civic Engagement,” *Space and Culture,* 11.3: 204-221.

Gordon, E. (2007). “Mapping Digital Networks: From Cyberspace to Google” *Information, Communication and Society* 10.6: 885-901.

Gordon, E. (2005). “Toward a Networked Urbanism: Hugh Ferriss, Rockefeller Center, and the ‘Invisible Empire of the Air’” *Space and Culture: International Journal of Social Spaces*, 8.3: 248-268.

***Peer Reviewed Articles under Review***

Gordon, E. and Lopez. R., “The Practice of Civic Tech: The Function and Representation of New Technologies Within Community-based Organizations,” *Journal of Urban Technology.*

Gordon, E. Haas, J., Michelson, B. “Civic Creativity: Role playing Games and Deliberation in Public Meetings,” *Journal of Public Deliberation.*

***Non-Peer Reviewed Articles / Reports***

Suarez, P., Otto, F., Kalra, N., Bachofen, C., Gordon, E., and Mudenda, W. (2015). “Loss and Damage in a Changing Climate: Games for Learning and Dialogue that Link HFA and UNFCCC. Red Cross / Red Crescent Climate Centre Working Paper Series No. 8.

Gordon, E. (2015). “Participation and Engagement: Defining Programs and Values (April 1). Berkman Center Research Publications No. 2015-6. Available at SSRN: <http://papers.ssrn.com/sol3/papers.cfm?abstract_id=2585686>

Gordon, E., Baldwin-Philippi, J., and Balestra, M. (2013). “Why We Engage: How Theories of Human Behavior Contribute to Our Understanding of Civic Engagement in a Digital Era (October 22). Berkman Center Research Publication, No. 21. Available at SSRN: http://ssrn.com/abstract=2343762.

**Baldwin-Philippi, J. and Gordon, E. (2013). “Designing Citizen Relationship Management Systems to Cultivate Good Civic Habits.” Boston Area Research Initiative Policy Brief. Radcliffe Institute for Advanced Studies, Harvard University.**

**Gupta, J., Bouvier, J., and Gordon, E. (2012). “**[Exploring New Modalities of Public Engagement](http://engagementgamelab.org/wp-content/uploads/2011/03/Engagement_Game_Lab_CPI-Eval_6.11.12.pdf)**: An Evaluation of Digital Gaming Platforms on Civic Capacity and Collective Action in the Boston Public School District.”**

Gordon, E. (2003) “Introduction: The Geography of Virtual Worlds,” *Space and Culture*, 11.3: 200-203.

Gordon, E. (2001) *“*Spatial Experience: Media and the Production of Place,” *Spectator: The University of Southern California Journal of Film and Television*,” 21.1.

***Book Chapters***

Gordon, E. and Walter, S.(2016). “Meaningful Inefficiencies: Resisting the Logic of Technological Efficiency in the Design of Civic Technology,” in *Civic Media: Technology, Design, Practice*, eds. Eric Gordon and Paul Mihailidis (Cambridge, MA: MIT Press).

Gordon, E.(2016). “Civic Engagement,” in *Debates on Mobile Communication.* ed. Adriana de Souza e Silva (New York: Routledge).

Gordon E.(2014)“The Database City,” in *Transmedia Frictions: The Digital, the Arts, and the Humanities* (Berkeley: University of California Press).

De Souza e Silva, A. and Gordon, E**.** (2013), “Net Locality,” in *Routledge Handbook of Mobilities* (New York: Routledge).

Gordon, E.and Schirra, S. (2013), “Game-based Civic Learning in Public Participation Processes,” *On Media Literacy*, eds. Paul Milhailidis and Belinha de Abreau. New York: Routledge.

**Gordon, E. and Baldwin-Phillip, J. (2013). “Making a Habit Out of Engagement: How the Culture of Open Data is Re-Framing Civic Life.” In Beyond Transparency: Open Data and the Future of Civic Innovation, eds. Jen Pahlka and Brett Goldstein. O’Reilly Media.**

Gordon, E. and de Souza e Silva, A (2012). “The Urban Dynamics of Net Localities: How Mobile and Location-Aware Technologies Are Transforming Places,” *Mobile Technology and Place*, eds. Rowan Wilken and Gerard Goggin, New York: Routledge.

de Souza e Silva, A. and Gordon, E. (2012) “The Waning Distinction Between Private and Public: Net Locality and the Restructuring of Space,” *Media Studies Futures,* ed. Kelly Gates, Malden, MA: Blackwell.

Gordon, E., (2009) “Redefining the Local: The Distinction Between Located Information and Local Knowledge in Location-Based Games,” *Digital Cityscapes*, eds. Adriana de Souza e Silva and Daniel Sutko,New York: Peter Lang, 21-36.

Gordon, E. (2009) “The Metageography of the Internet: Mapping from Web 1.0 to 2.0” *Medien Geographie: Theorie, Analyse, Diskussion,* eds. Jörg Döring and Tristan Thielman, Bielefeld, Germany:[Transcript] Verlag, 397-412.

Gordon, E. (2007) “Cartographic Navigation: Mapping Experience in Digital and Urban Space,” *Urban Communication Reader*, eds. Gene Burd, et. al., Creskill, NJ: Hampton Press, 129-140.

Gordon, E. (2003) “Fortifying Community: African American History and Culture in Leimert Park,” *The Sons and Daughters of Los*, ed. David James, Philadelphia, PA: Temple University Press, 63-84.

***Book Reviews***

Gordon, E.(2012) *Digital Tools in Urban Planning* by Sirkuu Wallin, Lisa Horelli and Joanna Saad-Sulonen, *Environment and Planning B.*

Gordon, E. (2006) *The Geography of the Internet Industry* by Mathew Zook, *New Media and Society,* 8.4: 853-856.

***Invited Lectures/Discussions***

Invited Speaker, “Games and International Development,” Games for Change 2016, New York, NY (June 2016).

Key Participant, “Community IRB in Boston,” Workshop on Ethical Review Processes for Community Data, Stanford Center on Philanthropy and Civil Society, Palo Alto, CA (May 2016).

Keynote, “Civic Media and the Liberal Arts,” Media Education Summit, Boston, MA (November 2015).

Keynote, “Meaningful Inefficiencies.” Play, Perform, Participate, University of Utrecht, Netherlands (April 2015).

Lecture, “’Keeping Up’ and ‘Keeping it Real’: An Analysis of the Social Life of Civic Media.” Center for Civic Media, MIT (November 6, 2014).

Lecture, “Games and Development,” United Nations Development Program, Thimpu, Bhutan (September 2014).

Lecture, “Games and Development,” United Nations Development Program, Cairo, Egypt (September 2014).

Lecture, “Games and Development,” University of Lugano, Lugano Switzerland (June 2014).

Lecture, “The Work of Games” Free University of Amsterdam, Amsterdam, NL (June 2014).

Invited Moderator, “Research Participation and Engagement” *Digitally Connected*, UNESCO and Berkman Center Conference on Youth, Harvard University, Cambridge, MA (April 2014).

Plenary Panelist, “Playing for Keeps: Games and Real World Action” *Digital Media and Learning Conference*, Boston, MA (March 2014).

Invited Speaker, “Developing Games / Gaming Development” United Nations Development Program, United Nations, New York, NY (October 2013).

Invited Speaker, “Future of Civic Technologies,” Best Minds Conference, Raleigh, NC (September 2013).

Keynote Speaker, “Games and Civic Life.” Salzburg Global Seminar on Media Literacy, Salzburg, Austria (August 2013).

Invited Speaker, “Play, Games and Policy.” Workshop on Behaviorial Economics and Gamification for Development. United Nations Development Program. Bratislava, Slovakia (June 2013).

Invited Speaker, “Transforming Local Civic Engagement Through an Online Game,” Berkman Center for Internet and Society, Harvard University, Cambridge, MA (March 2013).

Invited Panelist, "New Tools for Democratic Participation," National League of Cities Conference, Boston, MA (November 2012)

Invited Speaker, “Games and Public Participation,” *World Town Planning Day Online Conference* (November 2012)

Invited Speaker, *Social Media for Teaching and Learning (http://plsevents.pearsonlearningsolutions.com/plsevents/social-media/index.jsp),* Boston, MA (October 2012).

Invited Speaker, *Mayor’s Innovation Project*, Eugene, OR (June 2012)

Invited Discussant, *OPCity: Figuring the Urban Future,* University of Toronto, Toronto, CANADA (April 2012).

Invited Speaker, “Designing Play That Matters: Community PlanIt and the Boston Public Schools,” Rappaport Institute of Greater Boston at the Harvard Kennedy School, Cambridge, MA (March 2012).

Invited Panelist, “Avatars of the Urban: New Metro Media,” Association of Collegiate Schools of Architecture Conference, Boston, MA (March 2012).

Invited Speaker, “3 Technologies for Democracy” TED Master Class, TED Conference, Long Beach, CA (March 2012).

Keynote Speaker, “The Place of Technology in the Liberal Arts: Designing Attention and Learning in the Modern Classroom,” Holy Cross, Worcester, MA (January 2012).

Invited Panelist, “Learning, Assessment and Serious Games, Challenges, Assumptions and Charting Directions,” New England Association of Schools and Colleges, Boston, MA (December 2011)

Invited Lecture, “Community PlanIt: How Can a Planning Process Based on an Online Game Encourage Different Interest Groups to Influence School Policy and Improvement Strategies?” *Media Literacy 2011*, MIT, Cambridge, MA (October 2011).

Moderated Lunch, “How to Design Interactive Media That Improve Place-Based Experiences and Encourage Local Civic Engagement” Reimagining the City – University Connection: Integrating Research, Policy, and Practice,” Harvard Kennedy School, Cambridge MA (October 2011).

Invited Lecture, “Beyond Participation: Designing Local Engagement for a Mobile Culture,” *Mobility Shifts: An International Future of Learning Summit,* New York, NY (October 2011).

Keynote Panelist, “Net Locality and the Aesthetics of Community Engagement,” LOOK BETTER / Interdisciplinary Visual Research Symposium, University of Cincinnati, Cincinnati, OH (October 2011).

Invited Lecture, “Enhancing Community Meetings Through Interactive Games,” Digital Communications Workshop, Harvard Kennedy School, Cambridge MA (September 2011).

Keynote Lecture, “The Challenge of Designing Local Engagement for Networked Communities,” Community and Technologies 2011, Queensland University of Technology, Brisbane, Australia (June 2011).

Keynote Lecture (with David Bogen), “Intimacy, Expertise, and the ‘Problem’ of Attention: Designs for Post-Industrial Education,” eTeaching Conference, Boston College (May 2011).

Invited Panelist, “Immersive Planning Engagement Strategies,” *American Planning Association,* Boston, MA (April 2011).

Keynote Lecture, “Engaging Community Online and Off, *California Redevelopment Association*, San Jose, CA (March 2011).

Invited Panelist, “Engaging Communities With Games and Social Media,” Digital Media and Learning Conference, Long Beach, CA (March 2011).

Invited Lecture, “Why Location Matters in a Networked World,” Trendy Topics T2, <http://www.trendytopics.info/schedule.htm> (February 2011).

## Keynote Lecture, “Designing Attention & Learning in the Modern Classroom: Emerging Social Rituals and Their Influence on Classroom Learning” 2011 Academic Technology Institute, Lesley University, Cambridge, MA (January 2011).

Invited Lecture, “She’s Got LEGs and She Knows How to Use Them: How Neighborhoods Can Build Local Engagement Games to Build Community and Plan for the Future” Comparative Media Studies Communication Forum, MIT, Cambridge, MA (November 2010).

Invited Lecture, “Mobile & Local Engagement Games -- to Build Community and Plan for the Future,” University of Southern California, Los Angeles, CA (October 2010).

Invited Lecture, “Local Engagement Games,” Cal Poly San Luis Obispo, San Luis Obispo, CA (October 2010).

Invited Lecture, “Democratic Participation Through Digital Games and Virtual Environments,” Central Coast Bioneers, San Luis Obispo, CA (October 2010).

Invited Lecture, “Attention and the Classroom,” Collaborative Learning Center, Yale University, New Haven, CT (October 2009)

Invited Panelist, “Technology for Participatory Planning and Civic Engagement.” *Open Cities: New Media’s Role in Shaping Urban Policy.”* Washington, DC (October 2009)

Invited Panelist, “The Country Mouse Meets the City Mouse Meets the Virtual Mouse and the Journalist Mouse” to honor the work of *New Yorker* critic Paul Goldberger. AEJMC, Boston, MA (August 2009).

Plenary Panelist, “Hub2: Augmenting Public Deliberation Through Immersive Gaming,” *Communicative Cities: Integrating Technology and Place*, Ohio State University, Columbus, OH (June 2009).

Invited Panelist, “The Future of Attention, *The Future of Everything,* NERCOMP, Norwood, MA (May 2009).

Invited Panelist, “Hub2,” *Stepping Into Virtual Worlds*, Cambridge Science Festival, MIT Museum (May, 2009).

Invited Respondent, *Mediated Spaces*, Cambridge Talks, Graduate School of Design, Harvard University (April 2009).

Lecture, “Network Locality,” Media and Civic Engagement, University of Massachusetts, Boston (March 2009).

Lecture, “Redefining the Local: Local Culture in Networked Media,” Communication Symposium, DePaul University, Chicago, IL (February 2009)

Invited Panelist, “Augmented Deliberation and Urban Planning” Baltimore Design Group, Baltimore, MD (February 2009 via *Second Life*)

Lecture, “Network Locality,” Internet Studies Program, Brandeis University (November 2008).

Lecture, “Hub2,” Center for Future Civic Media, MIT (September 2008)

Lecture, “Bridging Civil Society and Government with New ICTs: Reports from the Field,” Berkman Center for Internet and Society, Harvard University (August 2008).

Workshop, “Virtual Worlds and Government,” Fusion Arts Program (funded by the US State Department), Rhode Island School of Design, (August 2008).

Lecture, “Hub2: Using Virtual Worlds to Foster Civic Engagement,” Civic Engagement Research Group, Tufts University (April 2008)

Lecture, “Hub2: Using Virtual Worlds to Foster Civic Engagement,” Berkman Center for Internet and Society, Harvard University (November 2007)

Lecture, “Social Media in Academia” NERCOMP Special Interest Group (May 2007)

Lecture, “The Digital Possessive: Private Spaces in Public Space” Upgrade! Boston, Art Interactive (March 2007).

Lecture, “Classroom 2.0: How Online Social Networks are Transforming Academic Life,” Hamilton College, Clinton NY (February 2007).

Invited Panelist, “Social Software in the Classroom: Happy Marriage or Clash of Cultures?” NERCOMP Special Interest Group: Social Software, Amherst, MA (November 2006).

Lecture, “Interface Design: Cities, Film and Digitality,” University of Southern California (February 2004).

Invited Panelist, “The Database City: Narrative, Interactivity and the Renewal of Hollywood Boulevard,” Spaces of Culture, Northwestern University, Chicago, IL (December 2003).

***Peer-reviewed Conference Presentations***

“@Stake: A Game to Facilitate the Process of Deliberative Democracy,” Computer Supported Cooperative Work, San Francisco, CA (March 2016), pp. 269-272

“The Urban as an Emergent Key Concept for Media Theory,” International Communication Association, Fukuoka, Japan (June 2016).

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“Building Civic Participation Through Mobile Reporting Apps: Efficient, Engaging or Both?,” International Communication Association, San Juan, Puerto Rico (May 2015).

“Building Civic Participation Through Mobile Reporting Apps,” International Communication Association, Seattle, WA (June 2014).

“Beyond Participation: How an Online Game Transformed Urban Planning in Detroit,” International Communication Association, London, UK (June 2013).

“Play to Plan: How Games Can Change Public Participation in Urban Planning,” Games for Change X. New York, NY (June 2013).

“Mapping as a Strategy for Youth Engagement: Contributing Data to Real City Problems as Civic Learning,” Digital Media and Learning 2013, Chicago, IL (March 2013).

“Building Civic Cities: The New Urban Mechanics Collaborative as a Model for Scaling Civic Engagement

Across Cities, “Digital Media and Learning 2013, Chicago, IL (March 2013)

“Exploring a Tablet Application for the Seminar Classroom,” New Media Consortium, Cambridge, MA (June 2012).

“Net Localities and the Design of Local Community Engagement,” *Critical Geography Conference*, Worcester, MA (November 2011).

“Local Engagement Games,” *National Communication Association*, San Francisco, CA (November 2010)

“Privacy and Publicity in Net Local Spaces,” *National Communication Association*, Urban Communication Pre-Conference Seminar, San Francisco, CA (November 2010)

“Participatory Chinatown” *Games for Change*, New York, NY (May 2010)

“Immersive Planning” *Humanities + Digital*, MIT, Cambridge, MA (May 2010)

“The Database City: Hollywood Boulevard as Platform for Digital Interaction,” Society for Cinema and Media Studies, Los Angeles, CA (March 2010).

“Social Mapping: Net-local Interfaces,” National Communication Association, Chicago, IL (November 2009).

“Net-Local Public Spaces” with Adriana de Souza e Silva, National Communication Association, Urban Communication Pre-conference seminar, Chicago, IL (November 2009).

“From Mobile Culture to Location Culture: A New Paradigm for Networked Interaction” with Adriana de Souza e Silva, Association for Internet Researchers, Milwaukee, WI (October 2009).

“Designing Choreographies of Attention,” Media in Transition Conference, MIT (April 2009).

“Network Locality: Local Politics and Culture in Digital Networks” National Communication Association (pre-conference seminar, Urban Communication Foundation), San Diego, CA (November 2008).

“Virtual Collaboration in Physical Spaces: Working with Communities to Design Public Spaces in Boston” National Communication Association, San Diego, CA (November 2008).

“The Digital Lyceum Project: Integrating Backchannels into the Classroom and Live Event,” New Media Consortium, Princeton, NJ (June 2008).

“Placeworlds: Virtual Worlds and Urban Design” Society for Cinema and Media Studies, Philadelphia (March 2008)

“Hub2: Using Virtual Worlds to Foster Civic Engagement” 4th International Technology, Knowledge and Society Conference, Boston (January 2008)

“The Digital Possessive: Spectatorship in Digital Media,” National Communication Association, Chicago (November 2007)

“The Playful Spectator: Kodaking and Mobility” Media in Transition 5, MIT (April 2007).

“Mapping Digital Networks,” Society for Cinema and Media Studies, Chicago, IL (March 2007).

“City in Motion: Kodak, Cinema and the ‘Great White Way,’” National Communication Foundation (pre-conference seminar, Urban Communication Foundation), San Antonio, TX (November 2006).

“Interactive Documentary Workshop,” SIGGRAPH, Boston, MA (August 2006)

“My Network,” Media Ecology Association, Boston, MA (June 2006)

“Beyond Course Management: Multimedia Pedagogy in Socially Networked Environments” New Media Consortium Summer Conference, Cleveland, OH (June 2006).

“Becoming Data: Mapping, Navigation and Loss in the Networked Culture,” Eastern Sociological Society,

Boston, MA (February 2006).

“Consuming Urban Experience: Photography, “The White City” and the Making of a Modern Urban Visuality,” National Communications Association (pre-conference seminar, Urban Communication Foundation), Boston, MA (November 2005)

“Chora-forms: Spectatorship in New Media Art,” Visible Evidence, Concordia University, Montreal, Canada (August 2005)

“Cartographic Navigation: Spectatorship in Digital and Urban Space,” Visualising the City, University of Manchester, Manchester, UK (June 2005)

“Cartographic Navigation,” Media Ecology Association, New York (June 2005)

“Presentation of MediaBASE” Social Software in the Academy, University of Southern California, Los

Angeles, CA (May 2005)

“Designing the User-Centered City” Society for Cinema and Media Studies, London, UK (March 2005)*.*

“The User-Centered City: Urban Interface Design in Xanadu” National Communications Association (pre-conference meeting on Urban Communication), Chicago, IL (November 2004)

“Towards a Theory of Critical Interface” Society for Cinema and Media Studies, Atlanta, GA (March 2004)

“Cinema and Signs: Actuality Films and Times Square at the Turn of the 20th Century,” Association of American Geographers, New Orleans, LA (March 2003).

“Experiencing the Image of the City: Photography, the “White City” and the Making of a Modern Urban Visuality,” Association of American Geographers, Los Angeles, CA (March 2002).

“In Search of the Urban: Hollywood Boulevard and the Renewal of Public Experience,” Society for Cinema Studies, Washington DC (May 2001).

“Remembering the Hollywood Dream: The Urban Entertainment District and the Science Fiction Imagination,” Landscapes and Politics, Edinburgh, Scotland (March 2001).

“Presiding Over the Public Sphere: Real Courtroom Television After OJ,” Visible Evidence, Los Angeles, CA (August 1999).

**Grants**

Boston Community PlanIt, City of Boston, 6/2011- 6/2012, $49,000

Community PlanIt, Knight Foundation, 12/2011 - 3/2014, $ 675,000

Metropolitan Area Planning Quincy Project, Metropolitan Area Planning Commission, 3/2012 - 6/2013, $27,999

Street Cred ARG, MacArthur Foundation, 7/2012 - 9/2013, $250,000

Tufts Civic Seed, Tufts University, 7/2012 - 6/2013, $59,537

Pearson LA & NYC Community PlanIt, Pearson Foundation, December 2013, $74800

Community PlanIt, City of Malmo, Sweden, 3/2013 - 5/2013, $10,000

Habit@ Knight Project, Knight Foundation, 4/2013 - 3/2015, $145,000

Red Cross River Levels, Red Cross Red Crescent, 4/2013 - 5/2013, $12,920

Tufts Civic Seed Phase II, Tufts University, 5/2013 - 9/2013, $37,000

Cape Cod Community PlanIt, Barnstable County, 5/2013 - 12/2013, $44,000

Red Cross Urban Risk, Red Cross Red Crescent, 6/2013 - 9/2013, $5,492

Tufts Civic Seed Phase III, Tufts University, 10/2013 - 2/2015, $100,000

UNDP Moldova Community PlanIt, UNDP, 11/2013 - 10/2014, $19,855

Knight Civic Technologies Initiative, Knight Foundation, 1/2014 - 3/2015, $75,000

World Bank MOOC Mini Game, World Bank, 3/2014  - 6/2014, $77,000

Pearson Play to Engage, Pearson Foundation, 3/2014 - 4/2015, $25,000

Red Cross UpRiver & **FCFA**, Red Cross Red Crescent, 4/2014 - 9/2014, $5,444

Boston Public Schools Community PlanIt, 5/2014 - 6/2014, $24,999

Red Cross Boda Boda Game, American Red Cross, 5/2014 - 9/2014, $7,700

Emerson Game, Emerson College, 5/2014 - 6/2015, $30,000

ICH Community PlanIt, **Institute for** Community Heath, 7/2014 - 12/2014, $10,000

UNDP Bhutan Gamification, UN Development program, 7/3/2014 - 12/2014, $30,000

FHI CyberRun Game, FHI 360, 8/2014 - 9/2014, $9,548

Red Cross Games for Southeast Asia, Red Cross Red Crescent, 11/2014 - 4/2015, $14,000

UNDP Egypt Development Games, UNDP, 11/2014 - 2/2015, $18,150

Results Based Financing for Health Game, World Bank, 1/2015 - 12/2015, $236,830

Ghana Hand Washing Game, Red Cross Red Crescent, 1/2015 - 5/2016, $33,371

Living Cities, Living Cities, 2/2015 - 11/2016, $40,000

World Bank Re-useabe Game Engine, World Bank, 4/2015 - 12/2015, $150,000

Core Concepts Workshop, World Wildlife Fund, 6/201/2015 - 7/2015, $5,500

Civic Media Consortium, Teagle Foundation, 7/2015 - 5/2018, $300,000

Rising Voices, Global Voices Exchange, 11/2015 - 5/2016, $10,000

@STAKE Civic Engagement & Democracy, Knight Foundation, 11/2015 - 5/2016, $35,000

Youth Employment Game Bhutan, UNDP, 11/2015 - 12/2015, $18,500

Evaluation of Effectiveness of Handwashing Games in Ghana, UNICEF Ghana, 12/2015-7/2017, $121,431

World Wildlife Fund Community PlanIt, WWF, 12/2015-7/2016, $31,500

Climate Change Adaptation Games, PLAN International, 4/2016-4/2017, $20,000

World Wildlife Fund River Basin Game, WWF, 4/2016-4/2017, $82,500

Using Digital Mobile Games to Increase Handwashing Among Youth in Tamil Nadu, India, UBS Foundation, 9/2016-8/2018, $500,000

Civic Media Project, MacArthur Foundation, 9/2016-8/2017, $250,000

***Games***

Unlocking Health (2016). Funded by the World Bank.

*Exploration game designed for health policy experts and practitioners around the world to understand results-based financing in healthcare. The game will debut as part of a World Bank MOOC in June 2016.*

[*https://elab.emerson.edu/projects/games-for-social-change/unlocking-health*](https://elab.emerson.edu/projects/games-for-social-change/unlocking-health)

Handwashing with Ananse (2016). Funded by UNICEF Ghana.

*A story-book game for school children in Ghana to teach proper techniques of handwashing with soap and water. The game is based on the popular myth of Ananse the Spider.*

[*https://elab.emerson.edu/projects/games-for-social-change/handwashing-with-ananse*](https://elab.emerson.edu/projects/games-for-social-change/handwashing-with-ananse)

Workflow (2016). Funded by UNDP Bhutan.

Tabletop game to facilitate conversation among youth (18-24) about employment opportunities in Bhutan. Played by hundreds of youth in workshops across the country.

<https://elab.emerson.edu/projects/games-for-social-change/work-flow>

Risk Horizon (2015). Funded by the World Bank.

*Puzzle game about strategic infrastructure development in the wake of uncertainty prompted by climate change. The game was debuted in a MOOC run by the World Bank and played by over 10,000 people around the world.*

[*https://elab.emerson.edu/projects/games-for-social-change/risk-horizon*](https://elab.emerson.edu/projects/games-for-social-change/risk-horizon)

Civic Seed (2014). Funded by Tufts University.

*Digital role playing game designed for university students to understand the complexity of community engagement. The game is intended to be played by students prior to them doing any community service.*

[*https://elab.emerson.edu/projects/civic-media/civic-seed*](https://elab.emerson.edu/projects/civic-media/civic-seed)

Boda Boda(2014). Funded by Uganda Red Cross.

*Strategy game designed for Boda Boda (motor bike cab) drivers in Uganda to address driver and passenger safety. Played by over 300 drivers as part of Red Cross Safety training.*

[*https://elab.emerson.edu/projects/games-for-social-change/boda-boda*](https://elab.emerson.edu/projects/games-for-social-change/boda-boda)

@Stake (2014-present). Funded by Knight Foundation.

*Role playing card game used in large group deliberation settings. Digital version just completed in June 2016.*

[*https://elab.emerson.edu/projects/participation-and-engagement/atstake*](https://elab.emerson.edu/projects/participation-and-engagement/atstake)

UpRiver (2013). Funded by Red Cross/Red Crescent Climate Centre.

*Analog game to build capacity of local communities along the Zambizi River in Zambia to predict and adapt to flooding.*

[*https://elab.emerson.edu/projects/games-for-social-change/upriver*](https://elab.emerson.edu/projects/games-for-social-change/upriver)

Community PlanIt (2011 – present), in partnership with over a dozen cities and organizations. Funded by Knight Foundation.

*A three-week game that encourages participation in planning processes. Players provide input into long range planning and compete to get local causes funded.*

[*https://elab.emerson.edu/projects/civic-media/community-planit*](https://elab.emerson.edu/projects/civic-media/community-planit)

Participatory Chinatown (2010), in partnership with Asian Community Development Corporation and Metropolitan Area Planning Commission. Funded by MacArthur Foundation.

*An immersive role playing to facilitate urban planning input.*

[*https://elab.emerson.edu/projects/participation-and-engagement/participatory-chinatown*](https://elab.emerson.edu/projects/participation-and-engagement/participatory-chinatown)

***Conference Organization and Curatorships***

Boston Civic Media: Technology, Design and Social Impact, Cambridge, MA (June 2016).

Boston Civic Media: Metrics and Methods, Cambridge, MA. (June 2015).

Digital Media and Learning: Connected Practices (curated track *Playing for Keeps: Gameful Design for Real World Action and Social Change),* Boston, MA. March 2014.

Technology for Engagement Summit (co-organizer), MIT / Knight Foundation, 2012.

Floating Points, annual new media lecture series (co-organizer), Emerson College, 2004-2009.

New Cities / New Media: an interdisciplinary conference and media exhibit (co-organizer and curator), funded by the USC Arts Initiative and the USC School of Architecture, University of Southern California (January 17-19, 2003).

The CAPTURE GROUP presents *Eye Confess*, video art exhibition, Side Street Live, Los Angeles, CA (February 2001).

***Awards***

Best Direct Impact Game, *Participatory Chinatown*, Games for Change, 2011.

Community Partner Award from Asian Community Development Corporation, Boston, MA, 2010.

Research Award, *Hub2: Virtual Worlds and Deliberation,* Urban Communication Foundation, 2007.

***Teaching***

***Undergraduate***

Games for Social Change (Emerson College)

Ubiquitous Media (Emerson College)

The Allure of Multitasking: Attention and Distraction in a Digital World (Emerson College)

Studies in Digital Media and Culture (Emerson College)

Aesthetics and History of New Media (Emerson College)

Media Theory and Criticism (Emerson College)

History of Media Arts (1950-Present) (Emerson College)

Invisible Cities (Emerson College)

Introduction to Media Studies (Pomona College)

***Graduate***

Civic Media Seminar (Emerson College)

Theories of Integrated Media (Emerson College)

Studies in Digital Media and Culture (Emerson College)

Aesthetics and History of New Media (Emerson College)

Brechtian Cinema (Pasadena Art Center College of Design)

***Service***

***Departmental Service***

Department Promotion and Tenure Committee, 2011-2013

Assessment Committee, 2008-2010

MFA Committee, 2007-2008

Graduate Admissions, 2006-2008

BFA Committee, 2005-2006

Faculty Search Committee, 2007-2008

Social Committee, 2004-2005

***College Service***

Faculty Representative on College Master Planning Committee, 2012

Academic Policy Committee, 2011-2012

Faculty Representative on Strategic Planning Committee, 2010

Design and production team for Emerson Island in *Second Life,* ongoing

Floating Points, Fall 2004-Spring 2009

Institute Advisory Committee, Fall 2005-Spring 2008

Davis Planning Grant Committee, Fall 2005-Spring 2007

Chair, Faculty Search Committee for Institute of Interdisciplinary Studies and Liberal Arts, 2006-2007

Faculty Advancement Fund Grant Committee, 2005-2006

***Professional Service***

Reviewer (Book Publishers)

 Blackwell

 Routledge

 Oxford University Press

 Yale University Press

Reviewer (Journals)

 *Mobile Media and Society*

*The Information Society*

*Journal of Location Based Services*

 *New Media and Society*

 *Information, Communication and Society*

 *Space and Culture*

 *Community Informatics*

 *Cultural Geography*

 *Environment and Planning D*

 *Environment and Planning A*

 *Convergence*

 *Journal of Digital Media and Learning*

Reviewer (Professional Associations)

Digital Media and Learning

National Science Foundation (Geospatial Division)

National Science Foundation (Advancing Informal Stem Learning)

Association of Internet Researchers (AoIR)

 National Endowment for Humanities (Digital Start-Up Grant)

Advisory Boards

 Urban Communications Foundation (2008-2014)

 Boston Area Research Network (2016-)

Ph.D. Dissertation Committees

Elizabeth Barclay, “The Applicability of Gaming Simulation in Teaching and Learning in Urban and Regional Planning: a Ten-Year Case Study at the University of the Free State,” Department of Urban and Regional Planning, University of the Free State, Bloemfontein, South Africa. Defended May 2014.

Ronald Schroeter, “An Interactive Urban Screen Application to Participate in Urban Planning,” Queensland University of Technology, Brisbane, Australia, defended May 2012

Tim Lindgren, “Placeblogging: Local Economies of Place in the Network,” Boston College, Boston, MA, defended April 2009.