


CERTIFICATION

I have read the following and certify that this curriculum vitae is a current and accurate statement of my professional record.

Date: October 2016

Signature:



Curriculum Vitae of ALLISON DRUIN

University of Maryland, College Park

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College Park, MD 20742

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Curriculum Vitae Updated: October 2016

1. PERSONAL INFORMATION

1.A NAME: Allison Druin

1.B DEPARTMENTS: College of Information Studies (Tenure home)

Institute for Advanced Computer Studies, College of CMPS (Research Appointment-0%)

Computer Science, College of CMPS (Affiliate Appointment-0%)

Human Development, College of Education (Affiliate Appointment-0%)

Curriculum & Instruction, College of Education (Affiliate Appointment-0%)

1.C CURRENT RANK: Professor

1.D APPOINTMENT: 2011

1.E EDUCATIONAL BACKGROUND

Ph.D., 1997, Educational Specialties in K-12 Technology, **University of New Mexico**, College of Education
Dissertation: *The MEDIA Program: A Multidisciplinary Education in Designing Interactive Applications*
Advisor: Associate Professor Pricilla Norton

M.S., 1987, Media Arts and Sciences, **Massachusetts Institute of Technology**, MIT Media Lab
Masters Thesis: *Building NOOBIE: An Animal Design Playstation for Children*
Advisor: Professor Marvin Minsky

B.F.A., 1985, Graphic Design, **Rhode Island School of Design**
Senior Thesis: *Understanding Letterforms using Interactive Videotext*
Advisor: Adjunct Professor Douglas Scott, WGBH

1.F EMPLOYMENT BACKGROUND

8/15-Present **Special Advisor for National Digital Strategy** U.S. National Park Service
Lead service-wide strategic planning for digital development, use, and preservation of NPS resources.
Lead redesign/strategy of the NPS National Design Center (100+ employees). Lead redesign of Digital Visitor Experiences for such NPS monuments as Lincoln Memorial and White House. Work with the White House Office of Science & Technology to extend the digital work of the National Park Service. Washington, D.C.

9/13-8/15 **Chief Futurist** for the University of Maryland Division of Research
Co-lead the Future of Information initiatives across campus, with focus on research development, and support the activities of the Office of the Vice President for Research.
University of Maryland, College Park, MD.

- 4/11-Present **Professor** with appointments in: the College of Information Studies (tenure home), the Institute for Advanced Computer Studies (in CMPS), the Department of Computer Science (in CMPS), and the Departments of Curriculum & Instruction, and Human Development (in COE) University of Maryland, College Park, MD.
- 7/11- Present **Co-Director** of the Future of Information Alliance (www.fia.umd.edu), a campus-wide initiative at the University of Maryland reporting to the Office of the Vice President for Research.
- 1/11-7/13 **ADVANCE Professor**, College of Information Studies, University of Maryland, College Park, MD. A campus-wide, NSF-supported program to support women's representation, retention, satisfaction, and professional growth, within a positive work environment. I was chosen to be an ADVANCE Professor to mentor the women in my college, develop mentorship programs, and was supported in leadership development.
- 8/10-7/12 **Associate Dean for Research**, College of Information Studies, University of Maryland, College Park, MD.
Led the expansion of research publications and funding at the College. Developed a co-mentoring program to support growth in research outputs. Led visioning sessions in the college to develop research communities of support. Analyzed the data from successful research proposals to develop best-practices for when applying for funds.
- 9/06-6/11 **Director** of the Human-Computer Interaction Lab (HCIL), University of Maryland, College Park, MD.
Led the oldest HCI Lab in the country consisting of 50+ faculty, staff, and students from 8 colleges or institutes across campus. Expanded the leadership of the lab to include 4 Assistant Directors. Expanded the lab facilities. Expanded the yearly lab service program to include 6 non-profits and 42 volunteer designers. Expanded the annual lab open house and symposium to include multiple tracks.
- 8/05-4/11 **Associate Professor** with appointments in: the College of Information Studies (tenure home), the Institute for Advanced Computer Studies (in CMPS), the Department of Computer Science (in CMPS), and the Departments of Curriculum & Instruction, and Human Development (in COE) University of Maryland, College Park, MD.
- 10/02-7/05 **Assistant Professor** with appointments in: the College of Information Studies (tenure home), the Institute for Advanced Computer Studies (in CMPS), the Department of Computer Science (in CMPS), and the Departments of Curriculum & Instruction, and Human Development (in COE) University of Maryland, College Park, MD.
- 8/99-9/02 **Assistant Professor** with appointments in: the College of Education, Human Development (tenure home), the Institute for Advanced Computer Studies (in CMPS), and the Department of Computer Science (in CMPS), University of Maryland, College Park, MD.
- 1/98- 7/99 **Research Assistant Professor** with appointments in: the College of Education (tenure home) and Institute for Advanced Computer Studies (in CMPS), University of Maryland, College Park, MD.
- 9/95-7/97 **Research Assistant** for Computer Science Department University of New Mexico, Albuquerque, NM.
- 3/93-1/95 **Director of Educational Programs and Co-founder** of NYU's Media Research Laboratory New York University Media Research Laboratory, New York, NY.
- 1/90-3/93 **International Product Manager** for desktop design systems Scitex Corporation, Hertzlia, Israel/ Billerica, MA.

1.G VISITING APPOINTMENTS AND CONSULTANCIES

- 4/07- 4/16 **Monthly Radio Commentator** for NPR station WAMU: “Tech Tuesday” on the *Kojo Nnamdi Show*. Discuss technology impact on people’s lives and future technology trends.
- 9/99-12/03 **Principal Investigator and Visiting Professor** at the Royal Institute of Technology, Sweden in the Centre for User-Oriented IT Design. Led research and supervised students on two European Union grants: “KidStory” and “InterLiving” [noted in *Contracts and Grants*, section 2.H].
- 1/89-Present **Consultant** for the following companies:
The Walt Disney Company (Burbank, CA), LeapFrog (Emeryville, CA), Fisher-Price Inc. (East Aurora, NY), National Geographic Society (Washington DC), Educational Testing Service (Princeton, NJ), The Invention Factory Museum (Trenton, NJ), V-Tech Corp. (Chicago, IL), NASA Classroom of the Future (Wheeling, West Virginia), Boston Computer Museum (Boston, MA), Tell Tale Technologies (Cambridge, MA)

2. RESEARCH, SCHOLARLY, AND CREATIVE ACTIVITIES

2.A BOOKS

2.A (i) Books Authored

Foss, E.* & **Druin**, A., (2014). *Children’s Internet Search: Using Roles to Understand Youth Search Behavior*. NY, NY: Morgan Claypool Publishers.

[197 pages, includes 12 chapters jointly authored by E. Foss and A. Druin]

Druin, A., & Solomon, C. (1996). *Designing multimedia environments for children*. NY, NY: John Wiley & Sons.

[263 pages, includes 9 chapters written by A. Druin, and a multimedia summary of the book on CD-ROM designed by A. Druin]

2.A (ii) Books Edited

Druin, A. (Ed.) (2009). *Mobile Technology for Children: Designing for Interaction and Learning*. San Francisco, CA: Morgan Kaufmann.

[360+ pages, includes 16 chapters written by different researchers and industry professionals with three chapters authored or co-authored by A. Druin]

Druin, A. & Hendler, J. (Eds.). (2000). *Robots for kids: Exploring new technologies for learning*. San Francisco, CA: Morgan Kaufmann.

[377 pages, includes 12 chapters written by different researchers and industry professionals with two chapters written by A. Druin]

Druin, A. (Ed.). (1999). *The design of children’s technology*. San Francisco, CA: Morgan Kaufmann.

[295 pages, 11 chapters, 1 Preface authored by A. Druin & 1 chapter co-authored by A. Druin & faculty/student collaborators]

When an asterisk follows a name (e.g., Foss, E.), this indicates a student (graduate or undergraduate) that I have supervised in conducting research for publication.

Note: My name “**Druin**” has been formatted in bold to help the reader more easily identify where my name is in the citation. If **Druin** appears in a citation as the sole author or first author, then I am the senior author on this publication and wrote either the entire piece or the majority of it. When a student of mine is the first-author (e.g., Foss, E.*) and I am the second, this indicates I played a significant role in contributing to and supervising the research study, as well as editing the material for publication. If I am third-author or more, this indicates I played an important role in contributing to and developing the research for publication.

2.A (iii) Chapters in Books

[Total: 17 book chapters published.]**

- Druin, A.** (In Press). Thinking about the Thinking of Marvin Minsky: A Preface. *The Thinking of Marvin Minsky*. MIT Press.
- Foss, E.,* Guha, M. L., & **Druin, A.** (2014). Wear nice socks: Guidance for researchers conducting in-home studies with youth. In T. Judge & C. Neustaedter (Eds.) *Studying and designing technology for domestic life: Lessons from home*. San Francisco, CA: Morgan Kaufmann.
- Guha, M. L., **Druin, A.**, and Fails, J. A. (2014) Cooperative Inquiry revisited: Reflections of the past and guidelines for the future of intergenerational co-design. (Reprint from International Journal of Child-Computer Interaction) In J. W. Willis, (Ed.) *Action Research: Models, Methods, and Examples*. Charlotte, NC: Information Age Publishing.
- Muller, M. J., & **Druin, A.** (2011). Participatory Design: The third space in HCI. In J. Jacko (Ed.) *The Human-Computer Interaction Handbook – 3rd Edition* (pp. 273-291). New York, NY: Taylor & Francis.
- Druin, A.** (2009). Introduction: Mobile Technologies, Children, and Learning. In A. Druin (Ed.) *Mobile Technology for Children: Designing for Interaction and Learning* (pp. xvii-xxi). San Francisco, CA: Morgan Kaufmann. [Book further described under 2.A(ii): Books Edited]
- Read, J. & **Druin, A.** (2009). Designing the Future. In A. Druin (Ed.) *Mobile Technology for Children: Designing for Interaction and Learning* (pp. 329-348). San Francisco, CA: Morgan Kaufmann. [Book further described under 2.A(ii): Books Edited]
- Fails, J.,* **Druin, A.**, Bederson, B., Weeks, A., & Rose, A., (2009). A Mobile Children's Library. In A. Druin (Ed.) *Mobile Technology for Children: Designing for Interaction and Learning* (pp. 125-146). San Francisco, CA: Morgan Kaufmann. [Book further described under 2.A(ii): Books Edited]
- Massey, S.,* **Druin, A.**, & Weeks, A. (2007). Emotion, response, and recommendation: The role of children's book reviews in a digital library. In D. Nahl & D. Bilal (Eds.) *Information and emotion: The emergent affective paradigm in information behavior research and theory* (pp. 135-160). Medford, NJ: Information Today. [Book won best "Publication of the Year" at the America Society for Information Science and Technology (ASIS&T'2008) Conference]
- Hutchinson, H.,* **Druin, A.**, & Bederson, B.B. (2007). Designing searching and browsing software for elementary-age children. In J. Lazar (Ed.) *Universal Usability for the Web* (pp. 1618-1630). New York, NY: John Wiley & Sons.
- Weeks, A., **Druin, A.**, Bederson, B., & Research Team (2003). Creating an international digital library for children. In M. Mardis (Ed.), *Developing digital libraries for K-12 education* (pp.13-28). Syracuse, NY: ERIC Clearinghouse on Information & Technology.
- Montemayor, J.,* **Druin, A.**, & Hendler, J. (2002). From PETS to StoryRooms: Constructive storytelling systems designed with children, for children. In K. Dautenhahn, A. Bond, L. Canamero, & B. Edmonds (Eds.), *Socially intelligent agents: Creating relationships with computers and robots* (pp. 205-212). New York, NY: Kluwer Press.

**All sections with more than 3 entries will be summarized with a total.

- Druin, A.** (2000). The new robotics: The educator's challenge. In A. Druin & J. Hendler (Eds.), *Robots for kids: Exploring new technologies for learning* (pp. 158-64). San Francisco, CA: Morgan Kaufmann. [Book further described under 2.A(ii): Books Edited]
- Montemayor, J.,* **Druin, A.**, & Hendler, J. (2000). PETS: A Personal Electronic Teller of Stories. In A. **Druin** & J. Hendler (Eds.), *Robots for kids: Exploring new technologies for learning* (pp. 73-108). San Francisco, CA: Morgan Kaufmann. [Book further described under 2.A(ii): Books Edited]
- Druin, A.**, Bederson, B., Boltman, A.,* Miura, A., Knotts-Callahan, D., & Platt, M. (1999). Children as our technology design partners. In A. Druin (Ed.), *The design of children's technology* (pp. 51-71). San Francisco, CA: Morgan Kaufmann. [Book further described under 2.A(ii): Books Edited]
- Druin, A.** & Platt, M. (1998). Children's on-line environments. In C. Forsythe, J. Ratner, & E. Grose (Eds.), *Human factors and web development* (pp. 367-382). Hillsdale, NJ: Earlbaum.
- Bederson, B., Hollan, J., Stewart, J., Rogers, D., **Druin, A.**, Vick, D., Ring, L., Grose, E., & Forsythe, C. (1998). A zooming web browser. In C. Forsythe, J. Ratner, & E. Grose (Eds.), *Human factors and web development* (pp. 255-266). Hillsdale, NJ: Earlbaum.
- Bederson, B., & **Druin, A.** (1995). Computer augmented environments: New places to learn work and play. In J. Nielson (Ed.), *Advances in Human-Computer Interaction*, 5(2), (pp. 37-66). NJ: Ablex.

2.B ARTICLES IN REFEREED JOURNALS

[Total: 32 journal papers published. **Note: while on leave at the National Park Service since Fall 2015, I have been limited in what journal articles I could publish due to government restrictions. However, please see invited articles/reports, section 2E for NPS reports I have authored since 2015.**]

- Druin, A.** (In Press). Seymour Papert: His Impact, Ideas, and Innovation. *The International Journal of Child-Computer Interaction*.
- Druin, A.** (2014). Inclusive ownership of participatory learning. Special Issue on Participatory Design for Learning. *Instructional Science*, 42, 123-126.
- Fails, J. A., Guha, M. L., & **Druin, A.** (2013). Methods and techniques for involving children in the design of new technology. *Foundations and Trends in Human-Computer Interaction*, 6(2), 85-166.
- Bonsignore, E.*, Quinn, A.,* **Druin, A.**, & Bederson, B. (2013). Sharing Stories "in the wild": A mobile storytelling case study using StoryKit. *Transactions on Computer-Human Interaction (ToCHI)* 20(3), Article 18.
- Foss, E.,* Hutchinson, H., **Druin, A.**, Yip, J.*, Ford, W., & Golub, E. (2013). Search Roles in Adolescents. *Journal of the American Society for Information Science and Technology (JASIST)*, 64(1), 173-189.
- Guha, M.L., **Druin, A.**, & Fails, J.A. (2013). Cooperative Inquiry Revisited: Reflections of the Past and Guidelines for the Future of Intergenerational Co-design. *International Journal of Child Computer Interaction*, 1(1), 14-23. [Among top 5 Downloaded Articles in IJCCI for 2013 & 2014].
- Foss, E.,* Hutchinson, H., **Druin, A.**, Brewer, R.,* Lo, P.,* Sanchez, L.,* & Golub, E. (2012). Children's search roles at home: Implications for designers, researchers, educators, and parents. *Journal of the American Society for Information Science and Technology (JASIST)*, 63(3). 558-573.

- Fails, J. A., **Druin**, A., & Guha, M. L. (2012). Mobile Stories: The evolution of a mobile, collaborative, story reading and creation tool for children. *International Journal of Art and Technology*. Special Issue: Interaction Design and Children., 5(2,3,4) 244-270.
- Subramaniam, M., Ahn, J. Fleischmann, K.R., & **Druin**, A. (2012). Reimagining the role of school libraries in STEM education: Creating hybrid spaces for exploration. *Library Quarterly*, 82(2), 161-182.
- Druin**, A. (2011). Children as co-designers of new technologies: Valuing the imagination to transform what is possible. *New directions in youth development: Theory, Practice, and Research: Youth as media creators*, 128, 35-44.
- Xie, B., **Druin**, A., Fails, J.,* Massey, S.,* Golub, E., Franckel, S.,* & Schneider, K.* (2010). Connecting generations: developing co-design methods for older adults and children. *Behaviour & Information Technology*. First published on: 15 July 2010 (iFirst). DOI: 10.1080/01449291003793793.
- Jaeger, P. T., Golbeck, J., **Druin**, A., & Fleischmann, K. R. (2010). The first workshop on the future of iSchool doctoral education – Issues, challenges, and aspirations. *Journal of Education for Library and Information Science (JELIS)*, 51(3), 201-208.
- Franckel, S.,* Bonsignore, E.,* & **Druin**, A. (2010). Children's mobile storytelling. *The International Journal of Mobile Human-Computer Interaction*. Special Issue: Mobile Interaction Design and Children 2(2), 19-36.
- Druin**, A. Jaeger, P.T., Golbeck, J., Fleischmann, K. R., Lin, J. Qu, Y., Wang, P. & Xie, B. (2009). The Maryland Modular Method: An approach to doctoral education in information studies. *Journal of Education in Library and Information Science (JELIS)*, 50(4), 293-287.
- Druin**, A., Bederson, B. B., Rose, A., & Weeks, A. (2009). From New Zealand to Mongolia: Co-designing and deploying a digital library for the world's children. *Children, Youth, and Environment: Special Issue on Children in Technological Environments*, 19(1), 34-57.
- Hutchinson, H.,* **Druin**, A., & Bederson, B. B., (2007). Supporting elementary-age children's searching and browsing: Design and evaluation using the International Children's Digital Library. *Journal of the American Society for Information Science and Technology (JASIST)*, 58(11), 1618-1630.
- Guha, M. L.,* **Druin**, A., Montemayor, J.,* Chipman, G.,* & Farber, A. (2007) A theoretical model of children's storytelling using Physically-Oriented Technologies (SPOT). *Journal of Educational Multimedia and Hypermedia*, 16(4), 389-410.
- Komlodi, A., Hou, W.,* Preece, J., **Druin**, A., Golub, E., Albuero, J.,* Liao, S., Elkiss, A. & Resnik, P. (2007). Evaluating a cross-cultural children's online book community: Lessons learned for sociability, usability, and cultural exchange. *Interacting with Computers*, 19(4), 494-511.
- Plaisant, C., Bederson, B. B., Clamage, A., Hutchinson, H. B., & **Druin**, A. (2006). Shared family calendars: Promoting symmetry and accessibility. *Transactions on Computer-Human Interaction (TOCHI)*, 13(3), 1-34.
- Druin**, A. (2005). What children can teach us: Developing digital libraries for children. *Library Quarterly*, 75(1), 20-41. [Second most cited journal article in *Library Quarterly*, June 2008]
- Massey, S. A., Weeks, A. C., & **Druin**, A. (2005). Initial findings from a three-year international case study exploring children's responses to literature in a digital library. *Library Trends*, 54(3), 245-265.
- Hutchinson, H.,* Rose, A., Bederson, B. B., Weeks, A., & **Druin**, A. (2005). The International Children's Digital Library: A case study in designing for a multilingual, multicultural, multigenerational audience. *Information Technology and Libraries*, 1, 4-13.

- Hourcade, J. P.,* Bederson, B. B., **Druin**, A., & Guimbretière, F. (2004). Accuracy, target reentry, and Fitts' Law: Performance of preschool children using mice, *Transactions on Computer-Human Interaction*, 11(4), 357-386.
- Hourcade, J. P.,* Bederson, B. B., & **Druin**, A., (2004). Building KidPad: An application for children's collaborative storytelling. *Software: Practice & Experience*, 34(9), 895-914.
- Montemayor, J.,* **Druin**, A., Chipman, G.,* Farber, A., & Guha, M. L.* (2004). Tools for children to create physical interactive StoryRooms. *Computers in Entertainment: Educating children through entertainment Part II*, 2(1), 1-12. Retrieved September 6, 2010, from <http://doi.acm.org/10.1145/973801.973821>.
- Druin**, A., Revelle, G., Bederson, B. B., Hourcade, J. P.,* Farber, A., Lee, J.,* & Campbell, D. (2003). A collaborative digital library for children. *Journal of Computer Assisted Learning*, 19(2), 239-248.
- Druin**, A., Bederson, B., Weeks, A., Farber, A., Grosjean, J., Guha, M. L.,* Hourcade, J. P.,* Lee, J.,* Liao, S., Reuter, K.,* Rose, A., Takayama, Y., & Zhang, L.* (2003). The International Children's Digital Library: Description and analysis of first use. *First Monday*. Retrieved August 16, 2010, from http://firstmonday.org/issues/issue8_5/.
- Hourcade, J. P.,* Bederson, B., **Druin**, A., Rose, A., Farber, A., & Takayama, Y. (2003). The International Children's Digital Library: Viewing digital books online. *Interacting with Computers*, 15, 151-167.
- Druin**, A. (2002). The role of children in the design of new technology. *Behaviour and Information Technology*, 21(1), 1-25.
- Druin**, A. & Fast, C. (2002). The child as learner, critic, inventor, and technology design partner: An analysis of three years of Swedish student journals. *The International Journal for Technology and Design Education*, 12(3), 189-213.
- Revelle, G., **Druin**, A., Platner, M.,* Weng, S.,* Bederson, B. Hourcade, J. P.,* & Sherman, L. (2002). A visual search tool for early elementary science students. *Journal of Science Education and Technology*, 11(1), 49-57.
- Taxen, G.,* **Druin**, A., Fast, C., Kjellin, M. (2001). KidStory: A technology design partnership with children. *Behaviour and Information Technology*, 20(2), 119-125.

2.C ARTICLES IN REFEREED CONFERENCE PROCEEDINGS (with Archival Publications)

[Total: 54 conference papers published. Conference acceptance rates have been noted where this information could be found. These are refereed papers where all papers must be accepted or rejected without the opportunity for substantial revisions. The exception is the ACM CHI conference. Authors of these refereed papers are given the opportunity to rebut any reviews, and revisions are expected if accepted. For this conference, there are a minimum of 5 reviewers for any accepted paper. CHI conference papers are considered to be journal-quality papers]

- McNally, B.* , Guha, M. L., Mauriello, M. L.* , & **Druin**, A. (2016). Children's Perspectives on Ethical Issues Surrounding their Past Involvement on a Participatory Design Team. *In Proceedings CHI 2016*. [Acceptance Rate: 23%]
- Bonsignore, E.* , Moulder, V.* , Neustaedter, C., Kraus, K., Hansen, D., **Druin**, A. (2014). Design Tactics for Authentic Fiction: Insights from Alternate Reality Game Designers. *In Proceedings CHI 2014*. [Acceptance Rate: 21%]

- Druin**, A., Bonsignore, B.*, Guha, M. L., Clegg, T., Ahn, J., Yip, J.*, Norooz, L.*, McNally, B.*, Hordatt, C., Bie, M., & Rust, K.* (2014). Being there in 2039: Embodied co-design with children. Appeared in edited piece for alt.chi publication: CHI2039: Speculative research visions: Baumer, E. P. S. (Ed) in *CHI2014 Proceedings*. [Acceptance Rate for alt.chi: 37.5%]
- Waugh, A.*, Taylor, N. G.*, Subramaniam, M., Ahn, J., **Druin**, A., & Fleischmann, K. (2014). Young People's Engagement in Content Creation: An Analysis of Outliers. *ASIST'2014*. [Acceptance Rate 40%]
- Foss, E.*, **Druin**, A., Guha, M. (2013) Recruiting and Retaining Young Participants: Strategies from Five Years of Field Research. In *Proceedings of the 12th International Conference on Interaction Design and Children (IDC '13)*. [Acceptance Rate 30%]
- Bonsignore, E.*, Hansen, D., Kraus, K., Visconti, A., Ahn, J., **Druin**, A. (2013). Playing for Real: Designing Alternate Reality Games for Teenagers in Learning Contexts. In *Proceedings of the 12th International Conference on Interaction Design and Children (IDC '13)*. [Acceptance Rate 30%]
- Yip, J.*, Clegg, T., Bonsignore, E.*, Gelderblom, H., Rhodes, E.,* & **Druin**, A. (2013). Brownies or Bags-of-Stuff? Domain expertise in Cooperative Inquiry with children. In *Proceedings of the 12th International Conference on Interaction Design and Children (IDC '13)*. [Acceptance Rate 30%]
- Walsh, G.*, Foss E.*, Yip, J.,* & **Druin**, A. (2013). FACIT PD: A framework for the analysis and creation of intergenerational design techniques. In *Proceedings of CHI 2013*. Paris, France: ACM Press. [Acceptance Rate 20%]
- Ahn, J., Subramaniam, M., Fleischmann, K., Waugh, A.*, Walsh, G.*, & **Druin**, A. (2012). Youth Identities as Remixers in an Online Community of Storytellers: Attitudes, Strategies, and Values, *ASIST'2012*.
- Walsh, G.*, **Druin**, A., Guha, M.L., Bonsignore, E.*, Foss, E.*, Yip, J.*, Golub, E., Clegg, T., Brown, Q., & Brewer, R.* (2012). DisCo: a co-design tool for online, asynchronous distributed child and adult design partners. In *Proceedings of the 11th International Conference on Interaction Design and Children (IDC)*. [Acceptance Rate 31%]
- Clegg, T.L., Bonsignore, E.*, Yip, J.C.*, Gelderblom, H., Kuhn, A.*, Valenstein, T.,* & **Druin**, A. (2012). Technology for promoting scientific practice and personal meaning in life-relevant learning. In *Proceedings of the 11th International Conference on Interaction Design and Children (IDC)*. [Acceptance Rate 31%]
- Bonsignore, E.*, Hansen, D., Kraus, K., Ahn, J., Visconti, A., Fraistat, A., **Druin**, A. (2012). Alternate Reality Games: Platforms for Collaborative Learning. *International Conference of the Learning Sciences*. Sydney, Australia. [Acceptance Rate 41%]
- Yip, J.C.*, Clegg, T.L., Bonsignore, E.*, Gelderblom, H., Lewittes, B., Guha, M.L., & **Druin**, A. (2012). Kitchen Chemistry: Supporting learners' decisions in science. *International Conference of the Learning Sciences*. Sydney, Australia. [Acceptance Rate 41%]
- Bonsignore, E.*, Kraus, K., Visconti, A., Hansen, D., Fraistat, A., & **Druin**, A. (2012). Game Design for Promoting Counterfactual Thinking. In *Proceedings of ACM CHI2012*, Austin, TX. [Acceptance Rate: 23%]

- Walsh, G.,* Brown, Q., **Druin**, A., & Amos, C. (2011). Social networking as a vehicle to foster cross-cultural awareness. In *Proceedings of the 10th International Conference on Interaction Design and Children*, Ann Arbor, Michigan. [Acceptance Rate 30%]
- Chipman, G.,* Fails, J., **Druin**, A., & Guha, M. L. (2011). Paper vs. Tablet Computers: A Comparative Study Using Tangible Flags. In *Proceedings of the 10th International Conference on Interaction Design and Children*, Ann Arbor, Michigan. [Acceptance Rate 30%]
- Fails, J., **Druin**, A., & Guha, M. L. (2011). Content Splitting & Space Sharing: Collaboratively Reading & Sharing Children's Stories on Mobile Devices. In *Proceedings of Mobile HCI*, Stockholm, Sweden. [Acceptance Rate 22.8%]
- Brown, Q., Bonsignore, E.,* Hatley, L.,* **Druin**, A., Walsh, G.,* Foss, E.,* Brewer, R.,* Hammer, J.,* & Golub, E. (2010). Clear Panels: A technique to design mobile application interactivity. In *Proceedings of Designing Interactive Systems (DIS'2010)*, Aarhus, Denmark, 1-4. [Acceptance Rate 15%]
- Fails, J.,* **Druin**, A., & Guha, M. L.* (2010). Mobile Collaboration: Collaboratively reading and creating children's stories on mobile devices. In *Proceedings of Interaction Design and Children (IDC'2010)*, Barcelona, Spain, 20-29. [Acceptance Rate 34%]
- Guha, M. L.,* **Druin**, A., & Fails, J.,* (2010). Investigating the impact of design processes on children. In *Proceedings of Interaction Design and Children (IDC'2010)*, Barcelona, Spain, 198-201. [Acceptance Rate 34%]
- Druin**, A., Foss, E.,* Hutchinson, H., Golub, E., & Hatley, L.* (2010). Children's roles using keyword search interfaces at home. In *Proceedings of ACM CHI2010*, Atlanta, GA., 413-422. [Acceptance Rate 22%]
- Walsh, G.,* **Druin**, A., Guha, M. L.,* Foss, E.,* Golub, E., Hatley, L.,* Bonsignore, E.,* & Franckel, S.* (2010). Layered Elaboration: A New Technique for Co-Design with Children. In *Proceedings of ACM CHI2010*, Atlanta, GA., 1237-1240. [Acceptance Rate 22%]
- Tarkan, S.,* Sazawal, V., **Druin**, A., Golub, E., Bonsignore, E.,* Walsh, G.,* & Atrash, Z.* (2010). Toque: Designing a cooking-based programming language for and with children. In *Proceedings of ACM CHI2010*, Atlanta, GA., 2417-2426. [Acceptance Rate 22%]
- Druin**, A., Foss, E.,* Hatley, L.,* Golub, E., Guha, M. L.,* Fails, J.,* & Hutchinson, H. (2009). How children search the Internet with keyword interfaces. In *Proceedings of Interaction Design and Children (IDC 2009)*, Cuomo, Italy, 89-96. [Acceptance Rate 32%]
- Bederson, B. B., Quinn, A.,* & **Druin**, A. (2009). Designing the reading experience for scanned multi-lingual picture books on mobile phones. In *Proceedings of Joint Conference on Digital Libraries (JCDL'2009)*, Austin, TX., 305-308. [Acceptance Rate 28%]
- Komlodi, A., Hou, W.,* **Druin**, A., Preece, J., & Golub, E. (2008). Cross-cultural communication through pictures in an International children's online community. *6th International Conference on Cultural Attitudes towards Technology and Communication*, Universite de Nîmes, France, 24-27.
- Druin**, A., Weeks, A., Massey, S.,* & Bederson, B. B. (2007). Children's interests and concerns when using the International Children's Digital Library: A four country case study. In *Proceedings of Joint Conference on Digital Libraries (JCDL'2007)* Vancouver, British Columbia, Canada, 167-176. [Acceptance Rate 36%]
[Selected Vannevar Bush Best Paper Award finalist: top 5/50 papers]

- Huchinson, H.,* Bederson, B.B., & **Druin**, A. (2006). The evolution of the International Children's Digital Library searching and browsing interface. In *Proceedings of Interaction Design and Children (IDC'2006)*. Finland. 105-112. [Acceptance Rate 38%]
- Chipman, G.,* **Druin**, A., Fails, J.,* Guha, M. L.,* Simms, S.* , Beers, D. (2006). A case study of Tangible Flags: A collaborative technology to enhance field trips. In *Proceedings of Interaction Design and Children (IDC'2006)*. Tampere, Finland, 1-8. [Acceptance Rate 38%]
- Komlodi, A., Preece, J., Druin, A., Resnik, P., Stanziola, E.,* Zahn, L.,* Elkiss, A., Liao, S., & Swartz, R. (2005). Supporting children's cross-cultural, cross-language communication. In *Proceedings of Human-Computer Interaction International*, Las Vegas, NV., 494-511.
- Fails, J.,* **Druin**, A., Guha, M. L.,* Chipman, G.,* & Simms, S.* (2005). Child's play: A comparison of desktop and physical interactive environments. In *Proceedings of Interaction Design and Children (IDC'2005)*. Boulder, CO., 48-55.
- Huchinson, H.,* **Druin**, A., Bederson, B.B., Reuter, K.,* Rose, A., & Weeks, A. C. (2005). How do I find blue books about dogs?. The errors and frustrations of young digital library users. In *Proceedings of HCI'2005*. Las Vegas, NV., 22-27.
- Reuter, K.* & **Druin**, A. (2004). Bringing together children and books: An initial descriptive study of children's book searching and selection behavior in a digital library. In *Proceedings of American Society for Information Science and Technology Conference (ASIST)*. Providence, RI., 339-348.
- Guha, M. L.,* **Druin**, A., Chipman, G.,* Fails, J.,* Simms, S., & Farber, A. (2004). Mixing Ideas: A new technique for working with young children as design partners. In *Proceedings of Interaction Design and Children (IDC'2004)*. College Park, MD., 35-42. [Acceptance Rate 28%]
- Hourcade, J. P.,* Bederson, B. B., & **Druin**, A. (2004). Preschool children's use of mouse buttons. In *Proceedings of ACM CHI2004 (Computer-Human Interaction): Extended Abstracts, Vol. 2*. Vienna, Austria, 1411-1412.
- Weeks, A., **Druin**, A., Bederson, B., Farber, A., Grosjean, J., Guha, M. L., Hourcade, J. P.,* Lee, J.,* Liao, S., Reuter, K.,* Rose, A., Zhang, L.,* Kahle, B., White, J., & Anthony, J. (2003). The International Children's Digital Library: An introduction to the project and an overview of the initial research findings. In *Proceedings of World Library and Information Congress: 69th IFLA General Conference and Council*. Berlin, Germany, 1-9.
- Weeks, A., **Druin**, A., Bederson, B., Hourcade, J. P.,* Rose, A., Farber, A., Reuter, K.,* Lee, J.,* Guha, M. L.,* & Takayama, Y. (2003). Breaking down barriers through the creation of an international digital library for children. In *Proceedings of the International Association of School Librarians*. Durban, South Africa, 142-153.
- Knudtzon, K.,* **Druin**, A., Kaplan, N., Summer, K., Chiskik, Y.,* Kulkarni, R.,* Moulthrop, S., Weeks, H., & Bederson, B. (2003). Starting an intergenerational technology design team: A Case Study. In *Proceedings of Interaction Design and Children (IDC'2003)*. Lancashire, England, 51-58.
- Louca, L.,* **Druin**, A., Hammer, D., & Dreher, D. (2003). Students' collaborative use of computer-based programming tools in science: A descriptive study. In *Proceedings of the International Conference on Computer Support for Collaborative Learning (CSCL)*. Bergen, Norway, 109-118. [Acceptance Rate 17%]
- Hutchinson, H.,* Mackay, W., Westerlund, B., Bederson, B., **Druin**, A., Plaisant, C., Beaudouin-Lafon, M., Evans, H., Hanson, H., Roussel, N., Eiderback, B., & Lindquist, S. (2003). Technology Probes: Inspiring design for and with families. In *Proceedings of ACM CHI2003*. Fort Lauderdale, FL., 17-24. [Acceptance Rate 16%]

- Montemayor, J.,* **Druin**, A., Farber, A., Sims, S.,* Churaman, W.,* & D'Amour, A.* (2002). Physical Programming: Designing tools for children to create physical interactive environments. In *Proceedings of ACM CHI2002*. Minneapolis, MN., 299-306. [Acceptance Rate 15%]
- Hourcade, J. P.,* Bederson, B.B., **Druin**, A., Rose, A., Farber, A., & Takayama, Y. (2002). The International Children's Digital Library: Viewing digital books online. In *Proceedings of Interaction Design and Children (IDC'2002)*. Eindhoven, The Netherlands, 125-128.
- Farber, A., **Druin**, A., Chipman, G.,* Julian, D.,* & Somashekhar, S. (2002). How young can our design partners be? In *Proceedings of Participatory Design Conference (PDC'2002)*. Malmö, Sweden, 127-131. [Acceptance Rate 36%]
- Druin**, A., Bederson, B., Hourcade, J. P.,* Sherman, L., Revelle, G., Platner, M., * & Weng, S.* (2001). Designing a digital library for young children: An intergenerational partnership. In *Proceedings of ACM/IEEE Joint Conference on Digital Libraries (JCDL 2001)*. Roanoke, VA., 398-405. [Acceptance Rate 30%]
- Benford, S., Bederson, B., Akesson, K., Bayon, V., **Druin**, A., Hansson, P., Hourcade, J. P.,* Ingram, R., Neale, H., O'Malley, C., Simsarian, K., Stanton, D., Sundblad, Y., & Taxen, G. (2000). Designing storytelling technologies to encourage collaboration between young children. *Proceedings of ACM CHI2000*, The Hague, The Netherlands, 556-563. [Acceptance Rate 21%]
- Plaisant, C., **Druin**, A., Lathan, C., Dakhane, K., Edwards, K., Vice, J. M., & Montemayor, J. * (2000). A storytelling robot for pediatric rehabilitation. In *Proceedings of ACM Conference on Assistive Technologies (ASSETS'00)*. Arlington, VA., 50-55.
- Alborzi, H.,* **Druin**, A., Montemayor, J.,* Sherman, L., Taxen, G., Best, J., Hammer, J., Kruskal, A., Lal, A., Plaisant Schwenn, T., Sumida, L., Wagner, R., & Hendler, J. (2000). Designing StoryRooms: Interactive storytelling spaces for children. In *Proceedings of Designing Interactive Systems (DIS'2000)*. New York, NY., 95-104. [Acceptance Rate 22%]
- Druin**, A. (1999). Cooperative Inquiry: Developing new technologies for children with children. In *Proceedings of ACM CHI99*. Pittsburgh, PA., 592-599. [Acceptance Rate 25%]
- Druin**, A., Montemayor*, J., Hendler, McAlister, B., Boltman*, A., Fiterman*, E., Plaisant, A., Kruskal, A., Olsen, H., Revett, I., Plaisant- Schwenn, T., Sumida, L., & Wagner, R. (1999). Designing PETS: A Personal Electronic Teller of Stories. In *Proceedings of ACM CHI99*. Pittsburgh, PA., 326-329. [Acceptance Rate 25%] [paper and video]
- Stewart, J., Bederson, B., & **Druin**, A. (1999). Single Display Groupware: A model for co-present collaboration. In *Proceedings of ACM CHI99*. Pittsburgh, PA., 286-293. [Acceptance Rate 25%] [paper and video]
- Stewart, J., Rayborn, E., Bederson, B., & **Druin**, A. (1998). When two hands are better than one: Enhancing collaboration using Single Display Groupware. In *Proceedings of ACM CHI98*. Los Angeles, CA., 287-288. [Acceptance Rate 23%]
- Druin**, A., Stewart, J., Proft, D., Bederson, B. B., & Hollan, J. D. (1997). KidPad: A design collaboration between children, technologists, and educators. In *Proceedings of ACM CHI97*. Atlanta, GA., 463-470. [Acceptance Rate 24%] [paper and video]
- Bederson, B., Hollan, J., **Druin**, A., Stewart, J., Rogers, D., & Proft, D. (1996). Local Tools: An alternative to tool palettes. In *Proceedings of ACM User Interface Software and Technology (UIST'96)*. Seattle, WA., 169-170.

2.D EDITED CONFERENCE PROCEEDINGS

- Druin, A., Hourcade, J. P., & Kollet, S. (Eds.). (2004).** *Proceedings of the 2004 Conference on Interaction Design and Children (IDC'2004)*. ACM Press.
[175 pages, includes 14 papers, 10 poster summaries, 11 demonstration briefings, & 5 doctoral consortium abstracts, peer-reviewed for publication and presentation]

2.E INVITED/ UNREFEREED ARTICLES OR REPORTS

2.E (i) Invited Articles

[Total: 51 invited articles published. The majority of invited articles were for the column I wrote for the SIGCHI Bulletin from 1997-2003, the main publication at the time of our International organization. However, in 2003, Interactions Magazine became the designated publication, and I eventually became an Associate Editor in 2007 and wrote or edited a forum for three years.]

- Druin, A. & Gonzalez K. (June 2016).** *The State of Mobile NPS*. Internal Report for the U.S. National Park Service, DOI. [Note: This report instigated 2016 Department of Interior policies for mobile technologies within all agencies of the department. This includes changes in privacy, security, and accessibility for all mobile apps.]
- Druin, A. & Gonzalez K. (June 2016).** *The State of NPS Digital Programs*. Internal Report for the U.S. National Park Service, DOI. [Note: This report has led to a request by NPS Programs to research how NPS data is being preserved and sustained throughout the service. This has prompted the co-design of a new digital asset management system that is to be used by the entire workforce.]
- Druin, A. & Gonzalez K. (April 2016).** *The State of NPS Digital*. Internal Report for the U.S. National Park Service, DOI. [Note: This report prompted new funding to be designated for FY 2018 digital initiatives.]
- Shneiderman, B., Norman, K., Plaisant, C., Bederson, B. B., **Druin, A.**, & Golbeck, J. (2013). 30 years at the University of Maryland's Human-Computer Interaction Lab (HCIL). *Interactions Magazine*, 20(2).
- Read, J. C., Markopoulos, P. & **Druin, A.** (2010). Children and their interactions with mobile technology. *The International Journal of Mobile Human-Computer Interaction*. Special Issue on *Mobile Interaction Design and Children*, 2(2), i-iii.
- Druin, A.** (May/June 2008). Lifelong Interactions: Designing Online Interactions: What Kids Want and What Designers Know. *Interactions Magazine*, 15(3).
- Druin, A.** (January/February 2008). Lifelong Interactions: My Father's Kitchen Table. *Interactions Magazine*, XIV(1), 67-69.
- Druin, A., & Hourcade, J. P. (2005).** Interaction design and children: Introduction. *Communications of the ACM*, 48(1), 32-34.
- Guha, M.,* **Druin, A.**, Chipman, G.,* Fails, J. A.* Simms, S., & Farber, A. (2005). Working with young children as technology design partners. *Communications of the ACM*, 48(1), 39-42.
- Druin, A.** (2003). Looking back and looking forward. *i3 Magazine*, 16.
- Druin, A.** (2002). Cooperative Inquiry: A design partnership with children. *Technology Frontiers*, 43-48.

- Druin, A.** (2001). Review of drag-and-drop versus point-and-click mouse interaction styles for children. *Computing Review*, ACM Press.
- Druin, A. & Inkpen, K.** (2001). When personal technologies are for children. *Personal Technologies*, 5(3), 191-194.
- Boltman, B.,* & **Druin, A.** (1998). The ingredients of CHIkids: Education, technology and fun outside of the classroom. *Interactions Magazine*, 5(5), 23-39.
- Druin, A.** with Arnold, A., Boltman, B.,* Granfield, M., Herbert, L. B., Knotts-Callahan, D., Liao, S., Linn, A., Liroso, J., Miura, A., Monty, M., Nishioka, A., Platt, M., Riley, C., Shukla, S., Stewart, B., Soliz, E., Brodsky, A. B., Cortes-Comerer, A., Jaffee, B., Platt, Y., Powell, C., Soliz, E., & Takeda, M. (1997). The CHI97 CHIkids Program: A partnership between kids, adults, and technology. *Interactions Magazine*, 4(5), 49-59.
- Druin, A.** (1997- 2003). *Columnist for ACM SIGCHI Bulletin*: “Computers and Kids”
 [circulation: ~4,000 Human-Computer Interaction Professionals]
 May 2003 Column: “Until we meet again...”
 March 2003 Column: “When technology can help children”
 November 2002 Column: “Seymour Papert: Visions of educational change”
 September 2002 Column: “Age matters”
 July 2002 Column: “When technology does not serve the needs of children”
 May 2002 Column: “In memory of a friend”
 April 2002 Column: “When teachers are involved in the design of new technology”
 March 2002 Column: “When technology for children doesn’t seem so important”
 January 2002 Column: “Museums, children, and technology”
 November 2001 Column: “Learning about computer science, but thinking about kids”
 September 2001 Column: “A trip report: The Society for Research in Child Development Biennial”
 July 2001 Column: “What teachers can teach us”
 April 2001 Column: “The children’s challenge: New technologies to support co-located and distributed Collaboration: Report on the CSCW 2000 panel”
 January 2001 Column: “Impacts of Media and Violence on Children and Youth”
 November 2000 Column: “If you give a child a robot, what will she do with it?”
 September 2000 Column: “The changing landscape of children’s technologies”
 July 2000 Column: “How young is too young for technology?”
 April 2000 Column: “How do adults and children work together to design new technology?”
 January 2000 Column: “A CHIkids leader”
 October 1999 Column: “Four years of CHIkids from a CHIkid!”
 July 1999 Column: “What happens when there is research funding for new technologies for children?”
 April 1999 Column: “Where is the industry going?”
 January 1999 Column: “Designers of the future”
 October 1998 Column: “CHIkids: Looking back and looking forward”
 July 1998 Column: “How do you do what you do?”
 April 1998 Column: “Two weeks in the life of a technology teacher”
 January 1998 Column: “Why does my kid need a computer?”
 October 1997 Column: “Reflections on CHIkids”
 July 1997 Column: “Kids are not *Adults-in-Waiting*”
 April 1997 Column: “Why do we make technology for kids?”
 January 1997 Column: “An introduction”
- Druin, A.** with Badshah, A., Baecker, R., Blume, A., Blume, L., Boy, J., Boy, G., Cortes-Comerer, A., Cortes-Comerer, N., Davenport, J., Davenport, L., Jaffee, B., Leventhal, L., Schofield, A., Schofield, E., Schofield, K., & Schofield, M. (1996). CHIkid voices. *Interactions Magazine*, 3(5), 10-20.
- Druin, A.** (1996). What I learned at CHIkids. *ACM SIGCHI Bulletin*, 28(4), 57-59.

Druin, A. (1996). A place called childhood. *Interactions Magazine*, 2(5), 12-15.

2.E (ii) Technical Reports

[Early drafts of my published papers initially appeared as technical reports, but for brevity those are not repeated here. This section contains only technical reports that were not later published in other forms.]

Druin, A. (May 2004)

The role of books, libraries, technology, and culture in children's lives: An international case study
HCIL-2004-16

Boltman, A.,* & **Druin, A.** (October 2001)

Children's storytelling technologies: Differences in elaboration and recall.
HCIL-2001-25, CS-TR-4310, UMIACS-TR-2001-87

Browne, H.,* Bederson, B., Plaisant, C., & **Druin, A.** (September 2001)

Designing an interactive message board as a technology probe for family communication.
HCIL-2001-20, CS-TR-4284, UMIACS-TR-2001-63

2.F TALKS, PANELS, TUTORIALS, & OTHER PROFESSIONAL PRESENTATIONS

2.F (i) Invited Keynote Talks

[Total: 28 keynote talks were given in **national and international** contexts. The name of the conference or event at which I gave a keynote talk is in bold.]

2016 **CHuXiD 2007**, Jakarta, Indonesia.

Success at Scale using Design Thinking with and for Children: From Human-Computer Interaction to Strategic Leadership for Change

2016 **National Digital Stewardship Alliance (NDSA) Digital Preservation Conference**, Milwaukee, Wisconsin.

Building Communities of Practice for a Culture of Innovation

2016 **National Conference on the Future of National Parks**, Jelling, Denmark.

The Future of the U.S. National Park Service

2015 **National Digital Stewardship Resident's Capstone Lecture**, U.S. Library of Congress, DC.

Information 2020

2014 **National Digital Stewardship Resident's Capstone Lecture**, U.S. Library of Congress, DC.

A Call to Action: The Future of Information Professionals

2013 **Digital Learning for 21st Century Catholic and Private Schools**, Linthicum Heights, MD.

A 21st Century Learning Future

2013 **Digital Interpretation**, The National Park Service Training Center, Harper's Ferry, WV.

A Technology Ecology for Learning

2012 **MiLab Symposium**, The Interdisciplinary Center, Herzliya, Israel.

Books that are Blue: What Children Can Teach Us about Creating New Technologies

2011 **Association for Independent Maryland Schools (AIMS) State Technology Conference**, St. Michaels, MD.

Searching in the Age of Google—Today and Tomorrow

- 2010 **Play + Learn**, Mumbai, India.
Cooperative Inquiry with Children
- 2010 **SIGIR Workshop: Toward Accessible Search Systems**, Geneva, Switzerland.
Searching for the Future: Understanding Children's Challenges, Actions, and Roles in Searching
- 2010 **University of Illinois, The Center for Children's Books, 6th Annual Gryphon Lecture**, Urbana-Champaign, IL. *Children's Search Experiences in the Age of Google, Today and Tomorrow*
- 2010 **HotMobile 2010: Mobile Computing Systems and Applications**, Annapolis, MA.
Future Users of Mobile Technologies
- 2009 **Iowa State University, Women in HCI Lecture Series**, Ames, IA.
Mobile Technology for Children
- 2009 **ASIS&T'2009 (Annual conference of American Society for Information Science and Technology)**, Vancouver, Canada.
The Impact of "Digital Diversity" on Information Access and Use
(Closing Keynote Panel with A. Druin, A. Dillon, G. Marchionini, C. Schwartz, E. Toms, and C. Marshall)
- 2009 **Interaction Design and Children (IDC'2009)**, Como, Italy.
Dispelling Myths and Changing Minds: A Decade of Cooperative Inquiry with Children
- 2009 **C5: International Conference on Creating, Connecting and Collaborating through Computing**, Kyoto, Japan. *What Children Can Teach Us*
- 2007 **SIIE'2007: International Symposium on Computers in Education**, Porto, Portugal.
What Children Can Teach Us
- 2007 **Usability Professionals Society of Israel**, Tel Aviv, Israel.
Understanding Children as Users of New Technology
- 2007 **Jerusalem International Book Fair and Conference, Reading AdVentures**, Jerusalem, Israel.
The International Children's Digital Library: A Library for the World's Children
- 2005 **University of Illinois, Windsor Lecture Series, School of Library and Information Science**, Urbana-Champaign, IL. *What Children Can Teach Us: Lessons Learned from the Trenches of Digital Libraries*
- 2005 **University of Maryland HCIL, HCIL Symposium**, College Park, MD.
What Children Can Teach Us
- 2004 **International Conference on Technology Education Research**, Mt Gravatt, Queensland.
When Technology Really Matters
- 2002 **Interaction Design and Children**, Eindhoven, The Netherlands.
Children as our Technology Design Partners
- 2002 **University of Virginia, Computer Science Department Top Gun Lecture Series**, Charlottesville, VA.
Designing Digital Libraries for Children
- 2002 **Dust and Magic**, Red Bank, NJ.
Children as Our Technology Design Partners

2002 **Maryland Instructional Computer Coordinators Association (MICCA)**, Ellicott City, MD.
The Classroom of the Future

2002 **PBS, Ready to Learn National Conference**, Baltimore, MD.
Technology to Come: The Preschool of the Future

2.F (ii) International Invited Presentations (other than Keynotes)

[Total: 16 International talks were given. The majority of my International talks have been Keynotes since 2005. The name of the organization or event at which I was invited to present is in bold.]

2014 **LEGO/Interaction Design & Children**, Billund, Denmark.
How does the interaction with digital creative tools support child development?

2012 **Haifa University, Teacher's College**, Haifa, Israel.
Books that are Blue: What Children Can Teach Us about Creating New Technologies

2006 **National Library of New Zealand**, Wellington, New Zealand.
A Library for the World's Children

2005 **Haifa University, International Symposium on Children, Creativity, and Technology**, Haifa, Israel.
What Children Can Teach Us

2002 **University of Toronto, Technology in Support of Learning & Teaching Lecture Series**, Toronto, Canada.
The Classroom of the Future

2001 **European Union, i3 Workshop**, Stockholm, Sweden.
Children and Interdisciplinary Teams

2000 **NSF Digital Libraries Review and Conference**, Stratford-on-Avon, England.
Digital Libraries for Children

2000 **Royal Institute of Technology, Center for User-Oriented IT Design**, Stockholm, Sweden.
KidStory: The Design of New Technologies for Children

1999 **Information Society Technologies (IST) European Union Conference**, Helsinki, Finland.
What Children Can Teach Us about Technology

1999 **University of Aarhus**, Aarhus, Denmark.
What Children Can Teach Us about Technology

1999 **Experimental Schools Environment (ESE) Workshop**, Barcelona, Spain.
Children as Technology Designers and Storytellers

1997 **LEGO Corporation**, Billan, Denmark.
Children as our Technology Design Partners

1997 **The Netherlands Design Institute**, Amsterdam, The Netherlands.
Children as our Technology Design Partners

1997 **Royal Institute of Technology**, Stockholm, Sweden.
Children as our Technology Design Partners

1997 **Swedish Institute of Computer Science**, Stockholm, Sweden.
Children as our Technology Design Partners

1996 **SIGCHI Conference**, Vancouver, Canada.
CHIkids: A Common Ground for Kids and Adults

2.F (iii) National Invited Presentations (other than Keynotes)

[Total: 64 national talks were given. The name of the organization or event that I was invited to present is in bold.]

2016 **Albright Training Center Spotlight**, Grand Canyon National Park, Arizona
The Digital Landscape of the National Park Service

2015 **Harpers Ferry National Design Center**, Harpers Ferry National Park, West Virginia
Engagement Innovations

2015 **Washington Apple Users Group** (Washington Apple Pi), Bethesda, MD
The Future of Computing and Us

2015 **Interaction Design & Children (IDC'2015)**, Boston, MA [Invited Panel]
Child Development & Implications for Research

2015 **Pratt Institute**, Brooklyn, NY
Design2020

2014 **Google Tech Talk**, Mountain View, CA
Co-Designing the Future

2014 **Digital Youth Seattle Think Tank Summit**, Seattle, WA [Invited Panel]
Panel Discussion #1 & #2: The Future of Digital Youth

2014 **UNICEF Global Adolescent Meeting**, NY, NY
What can Adolescents Teach Us with Co-Design?

2014 **Silver Spring Maker Faire 2014: Inventors in our Midst**, Silver Spring, MD.
FUN 2.0: Flexible participation for Unlimited impact and New ideas

2014 **PBSkids Producers Summit 2014**, Arlington, VA.
The Future of Digital Play and Learning

2014 **Sandbox Summit @MIT 2014**, Cambridge, MA.
A Co-Design Journey: Random + Ridiculous = Fun

2013 **Tufts University**, Medford, MA.
The 21st Century Learning Future

2013 **CIA Headquarters**, Washington, DC.
Context Collapse: The Future of Information

2013 **Closing Panel on Seymour Papert, IDC'2013**, NY, NY.
Visions of Educational Change (<http://idc2013.org/seymour-papert-panel/>)

- 2013 **Content in Context**, Washington, DC.
The Future of the Past
- 2012 **Distinguished Fulbright Scholars Meeting**, College of Education, College Park, MD.
Learning in the 21st Century
- 2011 **Barrie School Professional Development Meeting**, Silver Spring, MD.
What if...?
- 2011 **Pittsburgh Digital Libraries & Cyberscholarship Colloquium**, University of Pittsburgh, PA.
The International Children's Digital Library: A Library for the World's Children
- 2010 **Google Tech Talk**, Mountain View, CA.
Profiles in Courage: Who Children are as they Search the Internet
- 2010 **CHI2010: Invited Talk for CHI Social Impact Award**, Atlanta, GA.
When Hard Problems are Worth the Hard Work
- 2009 **Breakthrough Learning in the Digital Age, National Forum Hosted by Sesame Workshop & Google**, Mountain View, CA. *Mobile Creativity*
- 2009 **Google Tech Talk**, Mountain View, CA.
The Roles Children Play as Searchers
- 2009 **Sesame Workshop, Joan Ganz Cooney Center for Research**, New York, NY.
Searching in the Age of Google
- 2009 **Carnegie Hall, Weill Music Institute**, New York, NY.
Personal Interactive Computing for Education
- 2009 **U.S. National Park Service Commission on 21st Century Education**, Gettysburg, PA.
The Future of Information Education with Technology in National Parks
- 2008 **Google Tech Talk**, Mountain View, CA.
How Children do Keyword Search: The Good, the bad, the ugly
- 2008 **Carnegie Mellon University, HCII Talk Series**, Pittsburgh, PA.
Black Ears to Blonde Cats: Strategies for Designing Change
- 2008 **Walt Disney Company**, Burbank, CA.
What Children Can Teach Us
- 2008 **Sesame Workshop, Joan Ganz Cooney Center for Research Symposium**, New York, NY.
The International Children's Digital Library
- 2008 **Channel 13, Corporation for Public Broadcasting**, New York, NY.
Understanding the iChildren
- 2007 **LeapFrog Corp**, San Francisco, CA.
What Children Can Teach Us
- 2007 **U.S. National Park Service WebRangers Visioning Workshop**, Shepardstown, WV.
What Children Can Teach Us about WebRangers

- 2007 **Google Tech Talk**, Mountain View, CA.
If Google could Google
- 2006 **Syracuse University's Institute on Digital Empowerment: Inquiry, Imagination and Invention in the Digital Age**, Syracuse, NY. *What Children Can Teach Us*
- 2006 **National Cancer Institute: Informatics in Action Speaker Series**, Denver, CO.
Cooperative Inquiry: Children as Our Technology Design Partners
- 2006 **U.S. National Park Service Summit: Keeping the National Parks Relevant in the 21st Century**, Denver, CO.
What Children Can Teach Us: Creating A Culture of Evaluation in Partnership
- 2006 **The Mongolian Embassy**, Georgetown, Washington DC.
The International Children's Digital Library: A Library for the World's Children
- 2006 **Montgomery County Public Library Staff Development Day**, Gaithersburg, MD.
A Library for the World's Children
- 2006 **Read Across America**, College Park, MD.
The International Children's Digital Library: A Library for the World's Children
- 2005 **The World Bank**, Washington, DC.
The International Children's Digital Library: A Library for the World's Children
- 2005 **University of Washington, School of Information**, Seattle, WA.
The Good, the Bad, the Ugly of Digital Libraries for Children
- 2005 **Pierce County Library System**, Tacoma, WA.
What Children Can Teach Us
- 2004 **United States Department of State**, Washington, DC.
An Introduction to the International Children's Digital Library
- 2004 **Potomac Valley Chapter of American Society of Information Science and Technology (AIST) & DC Chapter of Special Libraries Association (SLA)**, Washington, DC.
Technical Challenges of Digital Libraries for Children
- 2004 **Fisher-Price Advisory Council Meeting**, East Aurora, NY.
What Children Can Teach Us: Bringing Children's Voices into the Design Process
- 2003 **NSF-IMLS PI Conference Meeting**, Washington, DC.
A Learning Environment for Children
- 2003 **Rockefeller Foundation Headquarters**, NY, NY.
Usage Patterns of the International Children's Digital Library
- 2003 **Smithsonian Webmasters Museum Group**, Washington, DC.
Children as our Technology Design Partners
- 2003 **United States National Archives and Records Administration**, College Park, MD.
Information Visualization for Diverse Users
- 2002 **NSF Distinguished Lecture Series- Digital Libraries in Education**, Washington DC.
Digital Libraries for Children

- 2002 **NSF Collaborative Research and Curriculum Development**, Washington DC.
Exemplar Research Projects
- 2002 **Maryland Instructional Computer Coordinators Association (MICCA)**, Ellicott City, MD.
The Classroom of the Future (Keynote)
- 2002 **Fashion Institute of Technology, Toy Design Department Colloquium**, New York, NY.
The Classroom of the Future
- 2002 **The Internet Archive, Children's Books in Commons Workshop**, San Francisco, CA.
The International Children's Digital Library
- 2000 **Hampshire College**, Amherst, MA.
When Young People Create New Technologies
- 2000 **Libraries and Museums in the Digital World**, Washington DC.
Giving Children a Voice in Designing Digital Libraries
- 1999 **IBM Corporation, T.J. Watson Research Center**, Yorktown, NY.
How Children will interact with TV in the Future
- 1998 **IBM Corporation, T.J. Watson Research Center**, Yorktown, NY.
Children as our Technology Design Partners
- 1998 **Microsoft Corporation**, Redmond, WA.
Children as our Technology Design Partners
- 1998 **BayCHI, Xerox PARC**, Stanford, CA.
Intergenerational Design Teams: What Children Can Tell Us about Technology
- 1997 **ACM Rio Grande SIGGRAPH Exposition**, Albuquerque, NM.
The MEDIA Program: A Multidisciplinary Education for Designing Interactive Applications
- 1997 **University of New Mexico Symposium on Interdisciplinary Collaboration**, Albuquerque, NM.
Interdisciplinary Research at the University of New Mexico
- 1996 **Intel**, Portland, OR.
Designing Multimedia Environments for Children
- 1996 **Interval Research Corporation**, Stanford, CA.
Designing Multimedia Environments for Children
- 1996 **New York University, Media Research Lab**, New York, NY.
Designing Multimedia Environments for Children
- 1995 **University of New Mexico, Computer Science Colloquium**, Albuquerque, NM.
Children as Our Design Partners

2.F (iv) Refereed Panel Presentations

[Total: 31 panel presentations were given. Each panel has been peer-reviewed before acceptance to conference. The name of the conference or event at which I had a panel presentation is in bold.]

- 2013 **CSCL (Computer-Supported Cooperative Learning) Conference**, San Francisco, CA.
Embedding Participatory Design into Designs for Learning: An untapped interdisciplinary resource?
- 2012 **DML (Digital Media and Learning) Conference**, San Francisco, CA.
Rethinking designs for younger and older searchers.
- 2012 **AERA (American Educational Research Association) Conference**, Vancouver, B.C., Canada.
Cooperative inquiry in designing technology in life-relevant learning for science.
- 2011 **CHI'2011 (Computer-Human Interaction) Conference**, Vancouver, Canada.
The Future of Child-Computer Interaction
- 2010 **ASIST'2010 (Annual conference of American Society for Information Science and Technology)**
Pittsburgh, PA. *Testing Children's Information Retrieval Systems: Challenges in a New Era*
- 2009 **ASIST'2009 (Annual conference of American Society for Information Science and Technology)**
Vancouver, BC., Canada. *Children, Technology and Social values: Enabling children's voices in a pluralistic world*
- 2009 **NECC'2009 (National Educators Computing Conference)**, Washington DC.
Engaging the Digital Generation
- 2009 **CHI'2009 (Computer-Human Interaction) Conference**, Boston, MA.
Mobile Technologies for the World's Children
- 2009 **iConference 2009**, Chapel Hill, NC.
Challenges and Opportunities for Ph.D. Education in I-Schools
- 2008 **ASIST'2008 (Annual conference of American Society for Information Science and Technology)**
Columbus, OH. *Enabling Multilingual Access in Digital Libraries*
- 2008 **ASIST'2008 (Annual conference of American Society for Information Science and Technology)**
Columbus, OH. *Understanding Visual Search Tools through Users' Reactions*
- 2007 **Grace Hopper Conference**, Orlando, FL.
Broadening the Field of Computing Through a Design-Based HCI Curriculum
- 2006 **Women in Technology Panel and Networking Event**, CMPS Diversity Initiative, College Park, MD.
Celebrating the Achievements of Women in the Technical Fields
- 2005 **CHI2005 (Computer-Human Interaction) Conference**, Portland, OR.
Connecting with Kids: What's New in Educational Technology?
- 2004 **ASIST'2004 (Annual conference of American Society for Information Science and Technology)**
Providence, RI. *Information Visualization for Searching and Browsing: Theories and Applications (SIG HCI)*
- 2004 **ASIST'2004 (Annual conference of American Society for Information Science and Technology)**
Providence, RI. *Emotional Design: The Influential Role of Affect in Information Behavior (SIG USE)*
- 2003 **ASIST'2003 (Annual conference of American Society for Information Science and Technology)**
Long Beach, CA. *Designing Digital Information Technologies for Children (SIG USE)*

- 2003 **ASIST'2003 (Annual conference of American Society for Information Science and Technology)**
Long Beach, CA. *Usability in Practice: Avoiding the pitfalls and seizing the opportunities (SIG HCI)*
- 2003 **SRCD'2003 (Society for Research in Child Development) Conference**, Tampa, FL.
Theoretical Approaches toward Integrating Cognitive and Social Processing of Media
- 2002 **CHI2002 (Computer-Human Interaction) Conference**, Minneapolis, MN.
The World of Wireless and Kids
- 2002 **CHI2002 (Computer-Human Interaction) Conference**, Minneapolis, MN.
What Kind of Work is HCI Work?
- 2001 **SRCD'2001 (Society for Research in Child Development) Conference**, Minneapolis, MN.
Digital Development: Children and the electronic world
- 2001 **SRCD'2001 (Society for Research in Child Development) Conference**, Minneapolis, MN.
How Technology is Changing Children's Play
- 2000 **CSCW'2000 (Computer-Supported Collaborative Work) Conference**, Philadelphia, PA.
The Children's Challenge: New Technologies to Support Co-Located and Distributed Collaboration
- 2000 **CHI2000 (Computer-Human Interaction) Conference**, The Hague, The Netherlands.
Smart Toys: Brave new world?
- 2000 **CHI2000 (Computer-Human Interaction) Conference**, The Hague, The Netherlands.
Story Spaces: Interface for children's voice
- 1999 **CHI99 (Computer-Human Interaction) Conference**, Pittsburgh, PA.
Is Actimates Barney Ethical? The Potential Good, Bad, and Ugly of High-Tech Playmates
- 1998 **AERA (American Educational Research Association) Conference**, New Orleans, LA.
Constructionist Collaboration via Multimedia Authoring: Recent Progress and Current Issues
- 1997 **CHI97 (Computer-Human Interaction) Conference**, Atlanta, GA.
Computers, Kids, and Creativity: What Does the Future Hold?
- 1997 **CHI97 (Computer-Human Interaction) Conference**, Atlanta, GA.
Real Meets Virtual: Blending Real-World Artifacts with Computational Media
- 1996 **Annual conference of American Association for Teaching and Curriculum**, San Antonio, TX.
*Pedagogy, Content Knowledge, Technological Literacy, Culture and Equity:
The Cart Leading the Horse*

2.F (v) Conference Tutorials/Workshops/Demonstrations

[Total: 36 conference or event presentations were given. Each Tutorial, Workshop paper, or Demonstration has been peer-reviewed before acceptance to a conference. The name of the conference or event at which I was accepted and presented is in bold. In addition, my name is in bold.]

- 2016 **Celebrating the Future of Information** - Harpers Ferry Design Center, Harpers Ferry, VA.
A. **Druin**
[Organized a 2-hour panel event with the National Park Service, the Library of Congress, the Smithsonian, and the University of Maryland discussing the future of information, its impact on our design thinking and future opportunities.]
- 2015 **Inter Association Leadership Education Collaborative Summer Summit** University of Maryland, Center of Campus Life Leadership & Community-Service Learning
A. **Druin**
[Organized 3-day event for 75 people from 16 universities sharing 3 days on campus. Facilitation for Design Thinking, and capturing the Ideation for this conference was led by me.]
- 2015 **Directing the Future** University of Maryland, Office of the VP for Research College Park, MD.
A. **Druin**, I. Chinoy
[Organized an event hosted at The Clarice with 70+ lab and center directors across campus. Current challenges and future opportunities were identified. A report was produced which will support centers and labs moving forward.]
- 2014 **The Future of Information Alliance- Shaping the Future of Learning** University of Maryland, Office of the VP for Research College Park, MD.
A. **Druin**, I. Chinoy
[Organized an event with The Library of Congress, The National Park Service, Newseum, and Barrie Prp, Decmber 4-6, where 150+ people competed in designing what the future of learning should be. The Kid Museum hosted the final event for the 4 winners to present.]
- 2014 **The Future of Information Alliance- DataBay: Reclaim the Bay Innovation Challenge** University of Maryland, Office of the VP for Research College Park, MD.
A. **Druin**, I. Chinoy
[Organized an invited workshop with The Governor of Maryland, Smithsonian Environmental Research Center, The National Aquarium, Hack Baltimore, August 1-3, & 27 where 80 people competed in developing apps that could support the health of the Bay. Governor O'Malley hosted the final event in the Maryland State House.]
- 2014 **Data Analytics: The Big Picture**, University of Maryland, Office of the VP for Research College Park, MD.
A. **Druin**, I. Chinoy
[Organized an invited workshop with The British Embassy, March 28-19 on the future of data analytics research and how the U.S. and U.K. governments should support long-term research in this area.]
- 2014 **CHI'2014 (Conference on Computer-Human Interaction)**, Toronto, Canada.
A. **Druin**, M. L. Guha, & J. Fails
Tutorial, "Designing for with and for children in the 21st Century: Techniques and Practices" Received the highest review scores of any course taught during the conference.
[3-hour tutorial during the conference]
- 2013 **The Future of Information Alliance- The Future of the Past**, University of Maryland, Office of the VP for Research College Park, MD.
A. **Druin**, I. Chinoy
[Organized four events the week of December 2-6 on how we must deal with the future of our past. How will we preserve our past and not lose our history? New digital tools and new discoveries were discussed and presented by 12 Future-ists hosted by the National Park Service, National Geographic Society, WAMU 88.5, the Smithsonian, the Newseum, and the University of Maryland.]

- 2013 **CHI'2013 (Conference on Computer-Human Interaction)**, Paris, France.
A. **Druin**, M. L. Guha, J. Fails & G. Walsh
Tutorial, "Designing for with and for children in the 21st Century: Techniques and Practices"
[3-hour tutorial during the conference]
- 2013 **The Future of Information Alliance- The Big Picture of Big Data**, University of Maryland, Office of the VP for Research College Park, MD.
A. **Druin**, I. Chinoy
[Organized talks and meetings for events on May 6 on how big data will play a critical role in future of information. It took place in the State Senate Chambers, hosted by the Governor of Maryland. Keynote talks by innovators from Google, U.S. Dept. of Health and Human Services, and AVG Technologies. Immediately following was a reception at the Governor's Mansion]
- 2013 **The Future of Information Alliance- Crowdsourcing for Creativity and Human Potential**, University of Maryland, Office of the VP for Research College Park, MD.
A. **Druin**, I. Chinoy
[Organized talks and meetings for events on Feb. 4 on how crowdsourcing will play a critical role in future of information. 450+ registrants attended between at the University of Maryland and on the livestream. Keynote talks were given innovators from Google, Craigslist, WITNESS, Northwestern University. An evening event took place at the Smithsonian Castle with 60+ people attending including the Secretary of the Smithsonian, and the University of Maryland Provost]
- 2012 **The Future of Information Alliance- Transforming Education: MOOCs and More**, University of Maryland, Office of the VP for Research College Park, MD.
A. **Druin**, I. Chinoy
[Organized talks and meetings for events on Nov. 12 on how the future of information may impact the way we educate our students. 300+ registrants attended between 2 sites, one at the University of Maryland and one at the Newseum. Keynote talks were given innovators from Edx, Coursera, and the Chronicle of Higher Education.]
- 2012 **CHI'2012 (Conference on Computer-Human Interaction)**, Austin, Texas.
A. **Druin**, M. L. Guha, & J. Fails
Tutorial, "Designing for with and for children in the 21st Century: Techniques and Practices"
[3-hour tutorial during the conference]
- 2011 **The Future of Information Alliance Launch Week**, University of Maryland, Office of the VP for Research College Park, MD.
A. **Druin**, I. Chinoy
[Organized talks and meetings throughout the week of Nov 14-18 on how the future of information may impact the way we live, learn, collaborate, and work. 1500+ registrants attended 5 days of events from all colleges in the University of Maryland. Keynote talks were given innovators from Google, Microsoft, and Twitter. An evening event took place at the Newseum with 200+ people attending including the Archivist of the United States, the University of Maryland President, and WAMU Radio Host Kojo Nnamdi]
- 2011 **CHI'2011 (Conference on Computer-Human Interaction)**, Vancouver, Canada.
A. **Druin**, M. L. Guha, & J. Fails
Tutorial, "New Methods for Designing for and with the iChild: Strategies for Today's Mobile, Social, and Internet Technologies"
[3-hour tutorial during the conference]

- 2010 **The Future of Information**, University of Maryland, Office of the VP for Research College Park, MD.
A. **Druin**, I. Chinoy
[Organized talks and brainstorming surrounding how the future of information may the way we live, learn, collaborate, and work. 200+ people attending from all colleges in the University of Maryland. Keynote talk was given by Dr. Dan Russell, Director of User Happiness, Google Inc. I gave the opening introductory talk.]
- 2010 **IDC'2010 Workshop on Interactive Storytelling**, Barcelona, Spain.
J Fails, A. **Druin**, and Guha*, M. L.
Workshop Paper, "Interactive storytelling: Interacting with people, environment, and technology"
[Talk & 4-page paper published in IDC'2010 conference proceedings and ACM Digital Library]
- 2010 **CHI'2010 (Conference on Computer-Human Interaction)**, Atlanta, GA.
A. **Druin**, M. L. Guha*, & J. Fails
Tutorial, "New Methods for Designing for and with the iChild: Strategies for Today's Mobile, Social, and Internet Technologies"
[3-hour tutorial during the conference]
- 2009 **IDC'2009 Workshop on Mobile Technologies for Children**, Cuomo, Italy
G. Revelle, A. **Druin**, Emily Reardon, Rafael Ballagas
[Organized 1-day Workshop, with 28 participants and reviewed workshop papers to select who would present and which would be represented in the ACM Digital Library]
- 2009 **IDC'2009 Workshop on Mobile Technologies for Children**, Cuomo, Italy
A. **Druin**, B. Bederson, A. Quinn
Workshop Paper, "Designing Intergenerational Mobile Storytelling"
[Talk Presented & 4-page paper published in conference proceedings & ACM Digital Library]
- 2009 **NSF Sponsored Workshop on the Future of Doctoral Education in iSchools**, College Park, MD.
A. **Druin**, J. Golbeck, & P. Jaeger
[Organized 1-day Workshop, with 40+ people from iSchools nationally and internationally]
- 2009 **CHI'2009 (Conference on Computer-Human Interaction)**, Boston, MA.
A. **Druin**, M. L. Guha*, & J. Fails*
Tutorial, "Giving Children a Voice in the Design of Technology: What's new and old but still works"
[3-hour tutorial during the conference: See 213 for special invitation-status]
- 2008 **IDC'2008 Workshop on Children with Special Needs**, Chicago, IL.
M. L. Guha*, & A. **Druin**
Workshop paper, "Designing with and for children of special needs: An Inclusionary Model"
[4-page paper presented during the pre-conference workshop]
- 2008 **CHI'2008 (Conference on Computer-Human Interaction)**, Florence, Italy
A. **Druin**, M. L. Guha*, & J. Fails*
Tutorial, "Giving Children a Voice in the Design of Technology: What's new and old but still works"
[3-hour tutorial conducted during the conference] NOTE: Ranked #1 course by a survey of all conference attendees—invited to be taught again without peer review submission for CHI'2009.
- 2008 **NSF Sponsored Workshop on Mobile Technologies for Children**, College Park, MD.
A. **Druin** & B. Bederson
[Organized 2-day Workshop, chose speakers, and published proceedings]

- 2008 **NSF Sponsored Workshop on Mobile Technologies for Children**, College Park, MD.
A. **Druin** & B. Bederson
Workshop talk/abstract, "From Mobile Phones to the XO: A Mobile Digital Library for the World's Children"
[Talk Presented & 1-Page Abstract Published in Proceedings]
- 2004 **IMLS Workshop: Charting the Landscape/Mapping New Paths: Museums, Libraries & K-12**, Washington, DC.
A. **Druin**
Workshop discussant, "Digital Tools for Children's Information Access and Use"
[Discussion leader]
- 2004 **Center for Teaching Excellence Invited Fall Workshop Series**, College Park, MD.
A. **Druin**
Workshop talk, "Innovations in Understanding Student Learning"
[30-minute presentation]
- 2003 **Interaction Design and Children (IDC2003)**, Lancashire, UK.
A. **Druin**, A. Farber, & M. L. Guha*
Tutorial, "Methods for Partnering with Children to Develop New Technologies"
[Half-day tutorial conducted at the conference]
- 2003 **IMLS Workshop on Opportunities for Applied Research On the Creation, Management, Preservation and Use of Digital Content**, Washington, DC.
A. **Druin**
Workshop paper, "Digital Tools and Resources for the People, by the People"
[Contributed position statement published at: <http://www.fcla.edu/wkshp/Workshopstatements.htm>]
- 2003 **IMLS Web-Wise Conference**, Washington, DC.
A. **Druin**, B. Bederson, & A. Weeks
Demonstration and poster, "The International Children's Digital Library"
[45-minute demonstration and poster presented at the conference]
- 2002 **Celebrating the International Children's Digital Library**, Washington, DC.
A. **Druin**, B. Bederson, & A. Weeks
[Organized Demonstrations and Talks surrounding "The International Children's Digital Library"
November 20, 2002 kickoff at the U.S. Library of Congress, 200+ people attending from 25 countries,
Speakers included University of Maryland President Dan Mote, Librarian of Congress James Billington,
Institute of Museum and Library of Services Director Bob Martin, NSF Division Director Mike Pazzani, and
Internet Archive Founder Brewster Kahle]
- 2002 **International Congress on Toys, Games and Media Workshop on Design**, London, UK
A. Farber, S. Simms,* A. **Druin**, & J. Montemayor*
Workshop paper, "Participatory Design with Children: Techniques, Challenges, and Successes"
[1-day workshop organized and 20-page packet produced and presented at the conference]
- 2002 **CHI2002 Workshop on New Technologies for Families** Minneapolis, MN.
C. Plaisant, A. **Druin**, & H. Browne*
Workshop paper, "New Technologies for Family Members"
[20-minute talk and 2-page paper produced and presented at the conference]

- 2002 **CHI2002 (Conference on Computer-Human Interaction)**, Minneapolis, MN.
 J.P. Hourcade,* A. **Druin**, L. Sherman, B. Bederson, G. Reville, D. Cambell, S. Ochs,* & K. Weinstein*
 Demonstration and paper, “SearchKids: A Digital Library Interface for Young Children”
 [20-minute demonstration and 2-page paper produced and presented at the conference]
- 2002 **CHI2002 (Conference on Computer-Human Interaction)**, Minneapolis, MN.
 J.P. Hourcade,* B. Bederson, A. **Druin**, & G. Taxen*
 Demonstration and paper, “KidPad: A Collaborative Storytelling Tool for Children”
 [20-minute demonstration and 2-page paper produced and presented at the conference]
- 2001 **NAEYC (National Association for the Education of Young Children) Annual Conference Workshop on Technology Use in the Classroom**, Anaheim, CA.
 J. Porteous,* A. **Druin**, A. Farber, & G. Chipman*
 Workshop paper, “Introducing technology to an early childhood educational environment: A case study of change” [1-hour presentation and 10-page workshop notes]
- 2001 **CHI2001 (Conference on Computer-Human Interaction)**, Seattle, WA.
 C. Lathan, J. M. Vice, M. Tracey, A. **Druin**, C. Plaisant, K. Edward, & J. Montemayor*
 Demonstration and paper, “Therapeutic Play with a Storytelling Robot”
 [20-minute demonstration and 2-page paper produced and presented at the conference]
- 2001 **CHI2001 (Conference on Computer-Human Interaction)**, Seattle, WA.
 L. Sherman, A. **Druin**, J. Montemayor*, A. Farber, M. Platner,* S. Simms,* J. Porteous,* H. Alborzi,*
 J. Best,* J. Hammer,* A. Kruskal,* J. Matthews,* E. Rhodes,* C. Cousans,* & A. Lal*
 Demonstration, video, and paper, “StoryKit: Children’s tools to build room-sized interactive experiences”
 [5-minute video and 2-page paper produced and presented at the conference]
- 2000 **CSCW’2001 (Computer Support Collaborative Work) Workshop on Search**, Philadelphia, PA.
 J. P. Hourcade,* B. Bederson, & A. **Druin**
 Workshop paper, “QueryKids: A Collaborative Digital Library Application for Children”
 [6-page paper produced and presented for full-day workshop]
- 2000 **Participatory Design Conference**, New York, NY.
 A. **Druin**, H. Alborzi,* A. Boltman,* S. Cobb, J. Montemayor,* H. Neal,* M. Platner,*
 J. Porteous,* L. Sherman, K. Simsarian, D. Stanton, Y. Sundblad, & G. Taxen*
 Tutorial, “Participatory Design with Children: Techniques, Challenges and Successes”
 [20-page tutorial notes produced for half-day tutorial]
- 2000 **CHI2000 (Conference on Computer-Human Interaction)**, The Hague, The Netherlands
 A. **Druin**
 Tutorial, “An Introduction to HCI”
 [6-page tutorial notes produced and presented for half-day tutorial]
- 1998 **CHI1999 (Conference on Computer-Human Interaction)**, Los Angeles, CA.
 A. Boltman,* A. **Druin** & A. Miura
 Tutorial, “What children can tell us about technology: The CHIKids model of technology immersion”
 [95-page tutorial notes produced for full-day tutorial]
- 1995 **CHI1995 (Conference on Computer-Human Interaction)**, Denver, CO.
 A. **Druin** & C. Solomon
 Tutorial, “Designing Educational Computer Environments for Children”
 [130-page tutorial notes produced for full-day tutorial]

2.G PATENTS

Lathan, C., Travey, M., Vice, J., **Druin**, A, & Plaisant C. Patent 6,895,305 B2 May 17, 2005 (filed February 2001), *Robotic Apparatus and Wireless Communication System*.
[Patent licensed for commercial use by Anthrotronix, 2003]

2.H CONTRACTS, GRANTS, & GIFTS

[Total: 72 grants/gifts were awarded, totaling \$17,470,731 and my allocated share of this totaled \$7,869,459. The name of the funding agency or organization is in bold. **Note: while on leave at the National Park Service since Fall 2015, due to federal ethics policies, I have not been allowed to raise funds for the University of Maryland.** As a part of an agency in the executive branch of the US government, I am not at liberty to raise funds until I return to academia.]

2015 **National Park Service**, Principal Investigator

“Every Kid in a Park”

Funds to support the design of the Every Kid in a Park program. Research done with White House and local DC Charter School: \$175,000 over one year [Allocated Share: 100%, \$175,000]

2015 **Nickelodeon**, Principal Investigator

“Understanding social communities for children”

Funds to support research in understanding how to create a better mobile and online presence for their children’s media: \$50,000 over one year [Allocated Share: 100%, \$50,000]

2014 **Pearson**, Principal Investigator “Building a Kidsteam at Pearson” Funds to support the creation of a new co-design design team at Pearson Corporation Headquarters: \$16,000 over 1 year [Allocated Share: 100%, \$16,000]

2014 **Google**, Principal Investigator

“Understanding Roles in Searchers of All Ages: Promoting Search Literacy through Differentiated Education” Funds to support search literacy among adults based on research findings with children: \$57,500 over 1 year [Allocated Share: 100%, \$57,500]

2014 **Nickelodeon**, Principal Investigator

“Understanding social communities for children”

Funds to support research in understanding how to create a better mobile and online presence for their children’s media: \$50,000 over one year [Allocated Share: 100%, \$50,000]

2014 **National Geographic Society**, Principal Investigator

“Children as Design Partners in Understanding NatGeo Explorers” Funds to explore the methods of co-design: \$12,000 over 1 year [Allocated Share: 100%, \$12,000]

2014 **Nielsen Company**, Co-Principal Investigator (with Mona Leigh Guha, HCIL)

“Interfaces for Children's Rating of Media”

Funds to support research in understanding how children can have a voice in the rating process for Nielsen TV and media ratings: \$90,000 over two months [Allocated Share: 50%, \$40,000]

- 2014 **Future of Information Alliance Partner Organizations**, Co-Principal Investigator (with Pat O’Shea, Co-PI & Ira Chinoy, Co-PI)
 “The Future of Information Alliance (FIA)”
 In-kind support from the FIA Partners (U.S. National Park Service, U.S. Library of Congress, WAMU, National Geographic Society, Newseum, Smithsonian Institution, The Governor of Maryland’s Office, Sesame Workshop, National Archives) has been given to hold events outside of the UMD campus. In-kind support has included free event space, event coordination, reception food, speakers, and more from these FIA partners. Since 2012 approximately \$440,000 has been donated.
- 2014 **CMNS/Engineering University of Maryland Colleges**, Principal Investigator
 “Supporting Data Bay- A Hackathon to explore the restoration of the Chesapeake Bay”:
 \$10,000 over 1 year [Allocated Share: 100%, \$10,000]
- 2013 **Pearson Publishing** Principal Investigator
 “Developing a Participatory Design Team”
 Funds to support the training of Pierson employees to develop their own Kidsteam: \$15K over one month [Allocated Share: 100%, \$15,000]
- 2013 **VexIQ**, Principal Investigator
 “Redesigning social construction kits of the future”
 Funds to support the redesign of the VexIQ line of robotics building sets. Discussion of how to combine HexBugs with these kits were explored: \$16,000 over one year [Allocated Share: 100%, \$16,000]
- 2013 **Nickelodeon**, Principal Investigator
 “Understanding social communities for children”
 Funds to support research in understanding how to create a better mobile and online presence for their children’s media: \$50,000 over one year [Allocated Share: 100%, \$50,000]
- 2012 **Robert W. Deutsch Foundation**, Co-Principal Investigator (with Pat O’Shea, Co-PI & Ira Chinoy, Co-PI)
 “The Future of Information Alliance”
 Funds to support the alliance between all of the Colleges in the University to focus on information research: \$1,000,000 over three years [Allocated Share: 50%, \$500,000]
- 2012 **National Science Foundation**, Co-Principal Investigator (with Mary Lou Mayer [UNC], PI & Tim Clausner [UMD], Co-PI)
 “HCC: Small: Designing Tangible Computing for Creativity”
 Funds to support research in understanding how tangible technologies can support children as designers of new technologies: \$481,566 over 3 years [Allocated Share: 37.5%, \$180,397]
- 2012 **University of Maryland Tier III Center Grant**, Co-Principal Investigator (with Ira Chinoy, Journalism)
 “The Future of Information Alliance”
 Funds to support the alliance between all of the Colleges in the University to focus on information research: \$150,000 renewal over one year (with possible renewal for 1 more year) [Allocated Share: 50%, \$70,000]
- 2012 **Google Research Award**, Principal Investigator
 “Understanding How Children Change as Searchers”
 Funds to support research in understanding how children change over 3 years in searching the Internet: \$75,000 over one year [Allocated Share: 100%, \$75,000]
- 2012 **Nickelodeon**, Principal Investigator
 “Understanding Social Communities for Children”
 Funds to support research in understanding how to create a better mobile and online presence for their children’s media: \$50,000 over one year [Allocated Share: 100%, \$50,000]

- 2012 **National Park Service**, Principal Investigator
“Redesigning the Future with Children”
Funds to support research in understanding how to create better new pre- and post- visitor technologies for NPS: \$45,000 over one year [Allocated Share: 100%, \$45,000]
- 2011 **National Science Foundation**, Co-Principal Investigator (with June Ahn PI, Mega Subramaniam, Ken, Fleischmann)
“Developing Science, Technology, Engineering, and Math (STEM) Identities through Participation in Science-Infused Media and Virtual Peer Networks”
Funds to support developing new social media tools to support school librarians working with children as science fiction writers: \$550,000 over 3 years [Allocated Share: 25%, \$137,500]
- 2011 **University of Maryland Tier III Center Grant**, Co-Principal Investigator (with Ira Chinoy, Journalism)
“The Future of Information Alliance”
Funds to support a new alliance between all of the Colleges in the University to focus on information research: \$150,000 over one year (with possible renewal for 2 years) [Allocated Share: 50%, \$70,000]
- 2011 **NSF through CRA**, Principal Investigator
“Computing Innovation Fellow- Tammy Clegg”
Funds to support a second year Post-Doc to work on mobile technologies for learning: \$140,000 over one year [Allocated Share: 100%, \$140,000]
- 2011 **Nickelodeon**, Principal Investigator
“Understanding social communities for children”
Funds to support research in understanding how to create a “kid’s club” on their company website: \$45,000 over one year [Allocated Share: 100%, \$45,000]
- 2010 **National Science Foundation**, Co-Principal Investigator
(with lead institution: National Geographic Society)
“Programming in extreme mobile situations”
Funds to support research new kinds of mobile technologies for science education. Sub-Award: \$34,094 over 2 years [Allocated Share: 100% of sub-award, \$34,094]
- 2010 **U.S. Department of Education**, Co-Principal Investigator
(with PI Mike Stieff, University of Illinois, Chicago and Co-PI Philip DeShong, Chemistry, UMD)
“Connected Chemistry Curriculum”
Funds to support the development of new technologies to support learning chemistry. Our sub-award will support the co-design process with children in our lab: \$1.5 million over 2 years [Allocated Share: 17.5%, \$262,840]
- 2010 **Google**, Principal Investigator
“Understanding how Children Change as Searchers”
First-year funds to support research in understanding how children change over 3 years in searching the Internet: \$95,000 over one year [Allocated Share: 100%, \$95,000]
- 2010 **National Science Foundation**, Co-Principal Investigator
(with PI Jenny Preece, iSchool)
“Extreme Ethnography: When Content and Tools Change Continually on Vast Scales, How Must Our Research Methods Change?”
Funds to support research in understanding the landscape of qualitative research methods used with large data sets: \$236,571 over 2 years [Allocated Share: 40%, \$94,628.40]

- 2010 **Nokia**, Co-Principal Investigator
(with PI Ben Bederson, CS/UMIACS/iSchool)
“Nokia innovation award”
Funds to support a doctoral student for one year to develop new educational mobile phone applications:
\$36,000 over one year [Allocated Share: 50%, \$18,000]
- 2010 **NSF through CRA**, Principal Investigator
“Computing Innovation Fellow- Tammy Clegg”
Funds to support a second Post-Doc one year (with option to renew) to work on mobile technologies with
Carnegie Hall: \$140,000 over one year [Allocated Share: 100%, \$140,000]
- 2010 **National Science Foundation**, Principal Investigator
“Planning Grant for Social Musical Interaction”
Funds to support a doctoral student for one year to develop digital content for music education:
\$40,000 over one year [Allocated Share: 100%, \$40,000]
- 2010 **National Park Service**, Principal Investigator
“Collection and Evaluation of Teacher Lesson Plans for website”
Funds to support 2 graduate students on the design of content and structures for history curriculum for NPS:
\$100,000 over one year [Allocated Share: 100%, \$100,000]
- 2009 **Carnegie Hall**, Principal Investigator
“Carnegie Hall Fellowship”
Funds to support a doctoral student for one year (with option to renew) to develop digital content for music
education: \$40,000 over one year [Allocated Share: 100%, \$40,000]
- 2009 **NSF through CRA**, Principal Investigator
“Computing Innovation Fellow- Quincy Brown”
Funds to support a Post-Doc for one year to work on mobile technologies with Carnegie Hall:
\$140,000 over one year [Allocated Share: 100%, \$140,000]
- 2009 **National Science Foundation**, Principal Investigator Co-PI
(with PI Jen Golbeck & Paul Jaeger, iSchool)
“Workshop on the Future of Doctoral Education”
Funds to conduct a workshop in Spring 2009:
\$45,000 over one year [Allocated Share: 33.33%, \$15,000]
- 2009 **Hewlett Foundation**, Principal Investigator Co-PI
(with PI Ben Bederson, CS/UMIACS/iSchool, other partners include Sesame Workshop, WGBH, Success for
All) “Literacy 360 Alliance” A subcontract with Sesame Workshop for seed funding to create a research plan
for new literacy tools. Subcontract award: \$25,000 (full seed funding to Sesame Workshop: \$200K)
[Allocated Share: 50%, \$17,500]
- 2009 **Google**, Principal Investigator
“Google Research Award”
Funds to conduct year 2 research on how children search online:
\$75,000 over one year [Allocated Share: 100%, \$75,000]
- 2009 **National Park Service**, Principal Investigator
“Developing a New Technology for the President’s Park”
Funds to support the design of content and structures for the new visitor’s center at the White House:
\$7,500 over one year [Allocated Share: 100%, \$7,500]

- 2008 **National Science Foundation**, Principal Investigator
(with PI Ben Bederson, CS/UMIACS)
“Designing and Understanding Intergenerational Mobile Learning Communities”
Develop a storytelling application using the ICDL on cell phones to be used by children and seniors
\$100,000 over one year [Allocated Share: 50%, \$50,000]
- 2008 **Mongolian Ministry of Education**, Co-PI
(with PI Ben Bederson, CS/UMIACS)
“Bringing the International Children’s Digital Library (ICDL) to the One Laptop per Child XO”
Adapt the ICDL for the government of Mongolia to deploy on thousands of XO micro-laptops throughout the country: \$190,000 over one year [Allocated Share: 50%, \$95,000]
- 2008 **National Park Service**, Principal Investigator
“Understanding Children’s Online Information Needs: Enhancing Children’s Experiences with the National Park System through WebRangers”
Funds to support the design of new content and structures for the National Park Service WebRanger site:
\$240,000 over four years [Allocated Share: 100%, \$240,000]
- 2008 **Google**, Principal Investigator
“Google Research Award”
Funds to conduct research on how children search online:
\$75,000 over one year [Allocated Share: 100%, \$75,000]
- 2007 **National Science Foundation**, Principal Investigator Co-PI
(with PI Ben Bederson, CS/UMIACS)
“Workshop on Children’s Mobile Devices” Funds to conduct a workshop in Winter 2008: \$35,000 over one year [Allocated Share: 50%, \$17,500]
- 2007 **Longview Foundation**, Principal Investigator Co-PI
(with PI Ben Bederson, CS/UMIACS, Ann Weeks, iSchool, with *Sesame Workshop* and *First Books*)
“The World is Your Classroom Initiative”
Funds to create small special collection for pilot project to develop curriculum for the ICDL:
\$6,000 over one year [Allocated Share: 33.33%, \$2,000]
- 2007 **Sesame Workshop**, Principal Investigator
“Exploring the use of Panwapa”
Analyzing a new Internet environment for children:
\$15,000 over one year [Allocated Share: 100%, \$15,000]
- 2007 **Alice Ferguson Foundation**, Principal Investigator
“Collaborations with Kidsteam”
Contributing to developing “green” buildings for the farm:
\$3,500 over one year [Allocated Share: 100%, \$3,500]
- 2007 **Discovery Communications**, Principal Investigator
“Collaborations with Kidsteam”
Contributing to video tools for kids:
\$60,000 over one year [Allocated Share: 100%, \$60,000]
- 2006 **Microsoft Corporation**, Principal Investigator
“Collaborations with Kidsteam”
Contributing to an “incubation project” at Microsoft Corp:
\$50,000 over one year [Allocated Share: 100%, \$50,000]

- 2006 **Mongolian Ministry of Education**, Co-PI
(with PI Ben Bederson, CS/UMIACS)
“A Mongolian Version of the International Children’s Digital Library”
Develop a local server and software version of the ICDL for the government of Mongolia to deploy in 25 schools: \$75,000 over one year [Allocated Share: 50%, \$37,500]
- 2006 **National Park Service**, Principal Investigator
“Redesigning WebRangers”
Feedback to NPS on the redesign of their new website for children:
\$47,000 over one year [Allocated Share: 100%, \$47,000]
- 2005 **National Science Foundation**, Co-PI
(with PI, Joseph JaJa-UMIACS and Co-PI, Doug Oard-iSchool/UMIACS)
“Robust Technologies”
Developing digital preservation tools for automated ingestion and management of large digital collections:
\$490,000 over one year [Allocated Share: 10.2%, \$50,000]
- 2005 **Microsoft Corporation**, Principal Investigator
“Collaborations with Kidsteam”
Contributing to an “incubation project” at Microsoft Corp:
\$150,000 over one year [Allocated Share: 100%, \$150,000]
- 2005 **Microsoft Corporation**, Principal Investigator
“New Mobile Technologies for Children”
Contributing to an “incubation project” at Microsoft Corp:
\$70,000 and 6 Tablet PCs over one year [Allocated Share: 100%, \$70,000]
- 2004 **United States Census Bureau**, Principal Investigator
“Designing a Website for Children to Engage with US Census Data”
Developing a website that supports children’s understanding of census data:
\$20,000 over one year [Allocated Share: 100%, \$20,000]
- 2003 **National Science Foundation Human-Computer Interaction Program**, Principal Investigator
(with Co-PIs Philip Resnik-UMIACS/Linguistics and Jenny Preece-UMBC/later iSchool)
“Technology for Cross-Cultural Communication in a Children’s International Book Community”
Developing technology and social structures needed for children who speak different languages to discuss digital books: \$530,000 over three years [Allocated Share: 33.33%, \$176,666.66]
- 2002 **Institute of Museum and Library Services National Leadership Grant**, Principal Investigator
(with Co-PIs Ben Bederson-CS/UMIACS, and Ann Weeks-UMIACS/College of Information Studies)
“The Children’s International Digital Library”
A four-country study (New Zealand, Honduras, Germany, & US) of children’s attitudes concerning books, libraries, technology and other cultures:
\$400,000 over three years [Allocated Share: 33.33%, \$133,333.33]
- 2002 **National Science Foundation Information Technologies Research (ITR)**, Principal Investigator
(with Co-PIs Ben Bederson-CS/UMIACS, and Ann Weeks-UMIACS/College of Information Studies)
“Developing a Children’s International Digital Library”
Creating and evaluating a digital library containing 10,000 scanned children’s books from around the world.
\$3 million over five years [Allocated Share: 33.33%, \$1 million]
- 2002 **National Science Foundation Combined Research- Curriculum Development (CRCDD)**, Co-PI
(with Ben Bederson-CS/UMIACS and the University of Baltimore)
“An HCI Partnership Serving Underrepresented Groups”

Leveraging the research methods and technology developed in our digital libraries work, to collaborate with inner-city teenagers as technology design partners:

\$420,000 over three years [Allocated Share: 26.78%, \$112,500]

2001 **National Science Foundation Digital Libraries Initiative (DLI-2)**, Principal Investigator

“Digital Libraries for Children”

Additional funding to apply our digital libraries technologies for children ages 5-10 years old to new domain areas such as children books:

\$200,000 over one year [Allocated Share: 100%, \$200,000]

2001 **Maryland Industrial Partnership**, Co-PI

(with Catherine Plaisant-HCIL)

“Robot Toolkit for Rehabilitation- Year 2”

Investigating the use of a storytelling robot with elementary school children who are physically challenged:

\$68,000 over one year [Allocated Share: 50%, \$34,000]

2001 **DARPA**, Sub-contractor

(PI, V.S. Simsarian-CS/UMIACS)

“Robotics Research”

Developing robotic technologies to support problem-solving and authoring of room-sized interactive experiences: \$50,000 over one year [Allocated Share: 100%, \$50,000]

2001 **National Science Foundation Career Award (CISE, HCI Program)** Principal Investigator

“The Classroom of the Future”

A long-term study of the changes that are possible in teaching and learning when using new embedded technologies in early childhood education:

\$400,000 over five years [Allocated Share: 100%, \$400,000]

2001 **European Union Disappearing Computer**, Co-PI

(with Royal Institute of Technology, Sweden and Université Paris-Sud, France)

“InterLiving: Designing Interactive, Intergenerational Interfaces for Living Together”

The development of new technologies in the home for families in France and Sweden to collaborate, communicate, and be creative among generations and locations:

\$1.5 million over three years [Allocated Share: 20%, \$300,000]

2000 **Neurosmith**, Principal Investigator

“The next generation music blocks”

Investigating new storytelling applications of the Music Blocks technologies:

\$4,000 over one year (& a licensing contract for commercialization) [Allocated Share: 100%, \$4,000]

2000 **ToyTech**, Principal Investigator

“Robotic Toys”

Further developing robotic technologies to support new play patterns.

\$10,000 over one year [and a licensing contract for commercialization] [Allocated Share: 100%, \$10,000]

2000 **University of Maryland, College of Education**, Principal Investigator

“The Classroom of the Future”

Seed funding to begin investigating the development and assessment of new technologies for pre-school environments: \$52,000 over one year [Allocated Share: 100%, \$52,000]

2000 **Study Buddy**, Principal Investigator

“Classroom Technologies of the Future”

Assessment of new collaborative technologies being commercialized for the classroom:

\$6,000 over one year [Allocated Share: 100%, \$6,000]

- 2000 **DARPA**, Sub-contractor
(PI, V.S. Simsarian-CS/UMIACS)
“Robotics Research”
Developing robotic technologies to support problem-solving and authoring of room-sized interactive experiences: \$100,000 over one year [Allocated Share: 100%, \$100,000]
- 2000 **Maryland Industrial Partnership**, Co-PI
(with Catherine Plaisant-HCIL)
“Robot Toolkit for Rehabilitation”
Investigating the use of a storytelling robot with elementary school children who are physically challenged: \$45,000 over one year [Allocated Share: 50%, \$22,500]
- 1999 **United States Census Bureau**, Principal Investigator
“A Web Site for Children”
Brainstorming, designing, and testing a new web site for children that explores the national census data: \$25,000 over one year [Allocated Share: 100%, \$25,000]
- 1999 **National Science Foundation Digital Libraries Initiative (DLI-2)**, Principal Investigator
“Digital Libraries for Children”
The development and assessment of new digital libraries technologies for children ages 5-10 years old: \$600,000 over three years [Allocated Share: 100%, \$600,000]
- 1999 **Microsoft Corporation**, Principal Investigator
“Technology in Motion: A Mobile Immersive Technology Infusion Experience”
Investigating new strategies for supporting teachers in learning about new technologies: \$8,000 over one year [Allocated Share: 100%, \$8,000]
- 1999 **3-D Open Motion**, Principal Investigator
“Advanced research in developing new technologies for children”
Assessment of new 3-D graphic technologies being commercialized for use by developers of children’s software: \$10,000 over one year [Allocated Share: 100%, \$10,000]
- 1998 **European Union Experimental School Environments Grant**, Co-PI
(with Swedish Institute of Computer Science, Royal Institute of Technology, Sweden, & University of Nottingham, UK)
“KidStory: Developing Collaborative Storytelling Environments for Children with Children”
The development and assessment of new collaborative storytelling technologies with children in Sweden and England: \$2.2 million over three years [Allocated Share: 18%, \$450,000]
- 1998 **Maryland State Dept. of Education Grant**, Co-PI (with Kennedy Krieger School)
“Career Challenges: Integrating Technology in Career Curriculum for Students with Special Needs”
Developing a tool for portfolio presentation for children with special needs: \$40,000 over one year [Allocated Share: 100%, \$40,000]
- 1997 **Intel Research Council Grant**, Principal Investigator
“Developing Methodologies to Understand Children’s Technology Needs and Desires”
A set of studies on the methods that can be used to better understand children as technology users and consumers: \$50,000 over one year [Allocated Share: 100%, \$50,000]

2.I FELLOWSHIPS, PRIZES, AWARDS

[Total: 28 awards/honors were received. The name of the award or honor is in bold.]

- 2016 **Elected to the 2016 CHI Academy**, an award that recognizes "individuals who have made substantial contributions to the field of human-computer interaction. These are the principal leaders of the field, whose efforts have shaped the disciplines and/or industry, and led the research and/or innovation in human-computer interaction."
- 2014 **Named a 2014 ACM Distinguished Scientist**, an award that honors individuals who have achieved "a significant impact in the field of computing, computer science, and/or information technology."
- 2014-2015 **Appointed by Governor Martin O'Malley to the Maryland Council on Open Data**
The Council was recently created by the enactment of Senate Bill 644,
http://mgaleg.maryland.gov/2014RS/chapters_noln/Ch_69_sb0644T.pdf.
The Council advises the Governor on issues concerning the access and use of data in the state.
- 2013 **Interactive Media Emmy** awarded to our partner Nickelodeon for “**Outstanding Creative Achievement in Interactive Media –User Experience And Visual Design**” This app was developed in partnership with our team of children and adults (faculty, staff and students) at the HCIL
- 2013-Present **Appointed to the U.S. National Park Service Centennial Commission**
A commission to honor 100 years of the National Park Service, appointed by the Director, J. Jarvis.
- 2011-Present **Appointed to the U.S. National Park Service National Education Advisory Board**
- 2011 **Appointed to the U.S. Library of Congress Digital Preservation Outreach and Education Steering Committee**
- 2010 **Winner of the American Library Association President’s Award for International Library Innovation** for the International Children’s Digital Library (www.childrenslibrary.org). Award given to project PIs: Allison Druin, Ben Bederson, Anne Weeks.
- 2010 **Named one of 25 Best Websites for Teaching and Learning by the American Association of School Librarians** for the International Children’s Digital Library (www.childrenslibrary.org). Honor given to project PIs: Allison Druin, Ben Bederson, Anne Weeks.
- 2010 **Winner of the 2010 ACM SIGCHI Social Impact Award** which honors individuals who promote the application of Human-Computer Interaction research for pressing social needs. Award cited the creation of the International Children’s Digital Library (www.childrenslibrary.org) and novel design methods with children. Also awarded: Ben Bederson.
- 2009 **Winner of the Digital Education Achievement Award** in the category of “Learning and Engagement” for the International Children’s Digital Library (www.childrenslibrary.org). Award given to project PIs: Allison Druin, Ben Bederson, Anne Weeks.
- 2008 **Ranked #1 by a survey of all conference attendees for best course taught at CHI 2008: *Giving Children a Voice in the Design of Technology: What's new and old but still works*** (out of 24 peer-reviewed courses taught by instructors at the CHI conference). This course was co-taught by M.L. Guha* and J. Fails*.
- 2008 **Winner of SIG Publication of the Year** at the America Society for Information Science and Technology (ASIS&T’2008) Conference for The book, Information and emotion: The emergent affective paradigm in information behavior research and theory, which included our chapter, see chapter: 9, section 2.A (iii).

- 2008 **Second most cited journal article in *Library Quarterly***, June 7, 2008 and featured on website. See journal article: 31, section 2.B.
- 2008-2010 **Nominated and appointed to be a *Research Fellow*** by the faculty of the *Graduate School of Library and Information Science at the University of Illinois, Urbana-Champaign*, for a 2-year appointment which included giving a talk to the faculty and collaborating where appropriate.
- 2008 **Named American Library Association's *Digital Library of the Week (5-19-08)*** as featured in *American Libraries Direct*. Honor given to project PIs: Allison Druin, Ben Bederson, Anne Weeks.
- 2008 **Appointed to the National Advisory Board for PBS television Series *Cyberchase***
- 2007 **Appointed to the National Advisory Board for Sesame Workshop's *Joan Ganz Cooney Center for Research***
- 2007 ***Vannevar Bush Best Paper Award* finalist** at Joint Conference on Digital Libraries (JCDL'2007), [honor was given to 5 papers out of the 50 conference papers presented]
- 2006 The **National Endowment for the Humanities** selected the International Children's Digital Library as **"one of the best online resources for education in the humanities."** Honor given to project PIs: Allison Druin, Ben Bederson, Anne Weeks. [honor was selected by blind nomination and peer review]
- 2004-2007 **Appointed by President George W. Bush and Confirmed by the U.S. Senate** to serve on the ***National Commission on Libraries and Information Science***. [Also noted in *Service*, section C in this C.V.]
- 2003 *School Library Journal* "SLJ's **People to Watch: Ten Leaders Who Are Making a Difference** in School and Public Libraries"
- 2003 **Rhode Island School of Design (RISD) "Alumni Leaders: Making an Impact"** [honor recognizes 30 RISD alumni who are making "...a far-reaching impact to contribute to the greater good through their achievements."]
- 2002 **University of Virginia Computer Science "2002 Top Gun"** [recognizes 4 computer science junior faculty each year from around the country "...on a trajectory to be a research leader in the coming decade."- honor given each year to different recipients since 1998]
- 2001-2006 **National Science Foundation Career Award** [for further description see Section 2.H: Grant 271]
- 2001 **Invention of the Year Finalist** [3 Finalists chosen out of 202 inventions] University of Maryland Office of Technology Commercialization
- 2001 **Shapers of Our Future**, [25 U.S. technology/education professionals selected by *Converge Magazine* for "...leadership in innovation and excellence..."]
- 1989 **Rhode Island School of Design (RISD) Young Alumni Achievement Award** [honor given each year to one RISD alumni under the age of 30 for creative impact on a field. MIT Media Lab thesis cited]

2.J EDITORSHIPS, EDITORIAL BOARDS, ADVISORY BOARDS & REVIEWING ACTIVITIES

[Total: 27 positions were given. Organization names are in bold.]

- 2016-Present, **Special Issue Editor for *International Journal of Child-Computer Interaction***: "Seymour Papert: The Ideas, Innovation, and Impact on Children's Computing." Expected Publication 2017.

- 2014- 2016, **Advisory Board Member for *Covenant Foundation***. Duties include twice yearly meetings to advise the board members on grant feasibility and nominations for awards.
- 2012- Present, **Editorial Board Member for *The International Journal of Child-Computer Interaction***. This journal was developed thanks to the growth of the *Interaction Design and Community conference* and the field I helped to develop over the last 2 decades. It is a journal whose first issue came out in January 2013 and is published by Elsevier.
- 2010- 2014, **Editorial Board Member for *The Library Quarterly***. Since 1931, this journal has reported research chronicling the continuing development of libraries and other public sphere information organizations, particularly museums and archives. Duties include periodic review of journal submissions, solicitation of new authors, and writing book reviews/web content.
- 2010-2012, **Steering Committee Member for the *Digital Preservation Outreach and Education Committee of the United States Library of Congress***. To advise the Associate Librarian for Strategic Initiatives on “how to encourage organization to actively preserve their digital content.” Duties include bi-annual meetings to discuss implementation of a new strategic plan in this area.
- 2010-2012, **Associate Editor for *Journal of Behaviour and Information Technology (BIT)***. Started in 1982, the journal is one of the oldest and among the most prestigious of HCI journals worldwide. Duties include shepherding journal submissions through the review process.
- 2009, **Special Issue Editor for *International Journal of Mobile HCI***: “Mobile Interaction Design and Children.” Publication 2010.
- 2009- 2013, **Advisory Board Member for *Carnegie Hall***. Duties include 2 yearly advisory board meetings to consider the future of Carnegie Hall's educational programs. The working group's mandate is to focus on the use of technology in their educational programs.
- 2008- 2010, **Editorial Board Member for *Journal of Behaviour and Information Technology (BIT)***. Started in 1982, the journal is one of the oldest and among the most prestigious of HCI journals worldwide. Duties include yearly advisory board meetings to chart the course and direction of the journal.
- 2008- Present, **Chair of Educational Advisory Board for the *Children's Science Center of Northern Virginia***. Duties include yearly advisory board meetings to suggest future directions.
- 2008- 2013, **Advisory Board Member for *Cyberchase (PBS TV show)***. Duties include yearly advisory board meetings to suggest future directions.
- 2007- Present, **Advisory Board Member for *Sesame Workshop's Joan Ganz Cooney Center for Research*** Duties include, yearly advisory board meetings to suggest future directions.
- 2007- 2010, **Associate Editor for *ACM Interactions*** (the publication of the SIGCHI community with 4,000 person-circulation world-wide). Duties include writing or editing the column “Lifelong Interactions” which discusses issues concerned with children and older adults and their special technology needs.
- 2004 **Special Issue Editor for *Communication of the ACM, 48(1)***: “Interaction Design and Children”, published January 2005 (Journal published by ACM Press). Authors include: M. Eisenberg, C. Good, M. L. Guha, A. Hoysniemi, M. Roberts, Y. Rogers and excerpts from a keynote panel with A. Kay, M. Minsky, & S. Papert.
- 2003-2005 **Special Issue Editor for *Library Trends, 54(2)***: “Children's Access and Use of Digital Resources” published Fall 2005 (Journal published by University of Illinois at Urbana-Champaign). Authors include: J. Abbas, D. Bilal, L. Cooper, E. Dresang, D. Lankes, A. Large, C. McInerney, J. Silverstein, V. Walter, & A. Weeks.

2002- Present, **Reviewer, Interaction Design and Children (IDC)** Conference Papers, Tutorials, Demos

1998- Present, **Journal Reviewer**, *Transaction on Computer-Human Interaction & Behaviour and Information Technology* (published by Taylor & Francis Group)

1994- Present, **Book Reviewer**, Morgan Kaufmann, John Wiley & Sons, MIT Press

1993- Present, **Reviewer, ACM CHI** Conference Papers, Tutorials, Panels, and Demonstrations

2.K OTHER

2.K (i) Collaborations with Children

[Total: 7 long-term partnerships established with children. Partnership names are in bold.]

Spring 1998-Present, Intergenerational and Interdisciplinary Design Teams

Human-Computer Interaction Laboratory, University of Maryland
College Park, MD.

Local Maryland elementary school children partner with computer scientists, educators, librarians, and artists to develop new storytelling and digital libraries technologies for children.

Fall 2009-2011, Co-Design for Carnegie Hall Cultural Exchange Program

New York, NY.

Local high school students from 4 schools meet 6 times a year to help co-design new technologies to support Carnegie Hall's Cultural Exchange Program. Performance of new technologies December & May, 2010.

Fall 2003-Spring 2007, A Four-Country Partnership

Germany, Honduras, New Zealand, & U.S. (Chicago, IL)

Twelve children who live in one of four countries contribute to the design of future new libraries by helping us to understand the role of books, libraries, technology and culture in their lives. Interviews, drawings, book reviews were analyzed for publication.

Fall 2000-2007, The Classroom of the Future

College Park, MD.

Kindergarten students from the Center for Young Children, a pre-school and research facility on the University of Maryland campus, partner with computer scientists, educators and artists from the University of Maryland to develop new technologies for the Kindergarten classroom of the future.

Fall 1999-2002, Children's Digital Libraries: A Partnership for Development

Bowie, MD.

Second and third grade students from Yorktown Elementary School partner with computer scientists, educators and librarians from the University of Maryland develop new digital libraries technologies for children.

Fall 1998-Spring 2001, KidStory: Developing Collaborative Storytelling Environments

Stockholm, Sweden & Nottingham, England

Over 100 elementary school children in Sweden and England partnered with computer scientists, educators and artists at the Royal Institute of Technology, Swedish Institute of Computer Science, and the University of Maryland to develop new storytelling technologies for children (papers: 34, 40, 42, 70, 72).

Spring 1996-2002, CHIkids

CHI96, CHI97, CHI98, CHI99. CHI2000, CHI2002 Conferences

Founder of a technology program for children (3-13 years of age) at the CHI conferences that enables children to

contribute to the conference by being software testers, conference reporters, and multimedia designers. A number of invited publications and presentations were published or given on this work.

2.K (ii) Media Publications Highlighting Research Activities

[Total: 299 newspaper, magazine, radio, television, or websites mentioned my research, or interviewed me for on-air discussion.]

2016 August 26, Federal News Radio, Federal Insights: “How is the National Park Service using Science and Technology to Serve the Public”

2016 June 26, Sustainable Lens, Resilience on Radio: “Children as Design Partners in Technology and Sustainability”

2016 April 14, Federal News Radio, Women of Washington: “Allison Druin: Surround yourself with People who Amplify who you are”

2016 January 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Looking Back and Forward in Tech”

2015 December 1, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Holiday Tech for that Computer Guy or Gal”

2015 November 29, WABC-TV, Eyewitness News: “NJ ViewPoint: Pearson Works with Kids”

2015 November 3, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Tech we are Thankful for”

2015 October 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Scary Tech for us All”

2015 September 16, NPS.GOV, News Release: “National Park Service Welcomes Allison Druin as Special Advisor for National Digital Strategy”

2015 September 8, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Back to School Tech”

2015 August 25, Terp: “Data of the Land: UMD Professor Supports Digital Efforts for National Parks”

2015 August 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Summer Tech”

2015 July 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Firework for Tech”

2015 June 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Graduating to Tech”

2015 May 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Graduating to Tech”

2015 April 7, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Spring Tech”

2015 March 11, NPR, All Things Considered: “Text Regret”

2015 March 3, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: March Madness”

2015 February 10, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Tech Trends”

2015 January 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: A New Tech Year”

2014 December 24, East Valley Tribune: “Pearson in Chandler seeks kid input to make technology better”

2014 December 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Holiday Tech”

- 2014 November 11, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Thankful Tech”
- 2014 October 7, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Horrors of Tech”
- 2014 September 2, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Back to School Tech”
- 2014 August 11, [Government Technology](#): “Maryland's Statewide Hackathon Reclaims the Bay”
- 2014 August 5, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Coding for a Cause”
- 2014 August 4, [The New York Times](#): “Nickelodeon Launches New Nick.com with Unique Horizontal Layout, Edge-to-Edge Design, TV Everywhere and Slate of Original, Digital-Only Series”
- 2014 August 3, [Baltimore Sun](#): “Programmers answer O'Malley's challenge to create bay-friendly apps”
- 2014 July 1, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Summer Fun”
- 2014 June 3, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Graduating Tech”
- 2014 May 6, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Springing into Tech”
- 2014 April 1, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: April Fools Tech”
- 2014 March 4, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Laughing Apps”
- 2014 February 4, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Staying Warm, Private, and Valentine's happy”
- 2014 January 7, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Tech Resolutions for the Coming Year”
- 2013 December 2013, [Research@Maryland](#): “UMD Conference Explores the Future of the Past”
- 2013 December 3, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Shopping for the Computer Gal”
- 2013 November 5, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: We're thankful for Tech”
- 2013 October 1, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Scarrrrrry Tech”
- 2013 September 3, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Back to School Tech”
- 2013 August 2, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Travel Tech”
- 2013 July 2, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Summer Tech”
- 2013 June 11, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Privacy, Security, & NSA”
- 2013 May 7, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Spring Tech”
- 2013 April 2, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: Foolish Tech”
- 2013 March 5, WAMU, [The Kojo Nnamdi Show](#): “Tech Tuesday: March Madness Tech”
- 2013 February 20, [New York Times](#): “Nickelodeon Hopes Its App Wins Hearts”

- 2013 February, Terp Magazine: “The Futurists”
- 2013 February 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Valentine’s Day”
- 2013 January 8, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: New Year’s Resolutions”
- 2012 December 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Holiday Gifts”
- 2012 November 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Election Tech”
- 2012 October 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: What’s Scary in Tech?”
- 2012 September 11, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: 9/11 Tech”
- 2012 August 7, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Privacy, Security, and Social Media”
- 2012 July 3, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: 4th of July Fireworks for Tech”
- 2012 June 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Summer Fun for Tech”
- 2012 May 1, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: May Day Tech!”
- 2012 April 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Spring Tech”
- 2012 March 6, Joan Ganz Cooney Center at Sesame Workshop: “DML Daily Dispatch- Day 2”
- 2012 March 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: March Madness- Privacy vs. Public Info”
- 2012 February 28, D-Lib Magazine: “Future of Information Alliance Identifies Priorities”
- 2012 February 17, WAMU, The Kojo Nnamdi Show: “Governor O’Malley and the state of MD as a new FIA partner”
- 2012 February 7, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Valentine’s Gifts for your Computer Guy/Gal”
- 2012 January 3, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: New Year’s Tech Resolutions”
- 2012 January, What’s Up Anapolis: Education 2012 “Stuck in the Middle with You: Navigating the Middle School Years”
- 2011 December 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Holiday Shopping Tech”
- 2011 November 16, CTV News: “The University of Maryland College Park Launches the Future of Information Alliance...”
- 2011 November 15, Capitol News Network: “Information Experts: Improving Search Skills Critical”
- 2011 November, Global Entrepreneurship Week: “Future of Information Alliance Launch Week: Creativity and Culture”
- 2011 November 7, UMD Newsdesk: “Future-ists Highlight Future of Information Alliance Week”
- 2011 November 1, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Tech We’re Thankful for”
- 2011 October 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Scary Tech”

- 2011 September 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Back to School Tech”
- 2011 August 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Summer Tech”
- 2011 July 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Fireworks in the Tech World”
- 2011 June 7, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Graduation Tech”
- 2011 May 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: E-Reading Tech”
- 2011 April 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Mom’s Day Tech”
- 2011 March 24, The New America Foundation: “Young Kids and the Popularity of ‘Digital Portability’”
- 2011 February 1, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Valentine’s Day Tech”
- 2011 January 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: New Year’s Resolutions for the Computer Gal”
- 2010 December 22, The New York Times: “Top Picks for Apps to Help You While Away the Minutes”
- 2010 December 7, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Holiday Tech for the Computer Gal”
- 2010 November 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: What We’re Thankful for in Tech”
- 2010 October 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Fall Fun for the Computer Gal”
- 2010 October 7, News 8 News: “App Wrap: eReading for kids”
- 2010 September 7, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal Goes Back to School”
- 2010 August 3, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, Summer Travel”
- 2010 July 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, Hot Fireworks”
- 2010 June 1, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, Summertime Fun”
- 2010 May 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, Graduation”
- 2010 April 17, ABC News: “Chicago Children Face off in Battle of the Book”
- 2010 April 8, Publisher’s Weekly: “The iPad Meets the Children’s Book”
- 2010 April 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, iPad-Mania”
- 2010 April 3, The Malaysian Insider: “Children's book iPad Applications”
- 2010 April 3, The Independent, UK: “Children's book iPad apps offer multilingual tales, long-distance bedtime stories”
- 2010 March 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, March Madness”
- 2010 February 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, Valentine’s Day Gifts”

- 2010 January 23, National Public Radio, Weekend Edition: “Study: Not all Kids are Computer Whizzes”
- 2010 January 6, American Public Radio, Future Tense: “Children face barriers to successful Internet search”
- 2010 January 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Tech Predictions for 2010”
- 2009 December 28, ACM Tech News: “Helping Children Find what They Need on the Internet”
- 2009 December 26, New York Times: “Helping Children Find what They Need on the Internet”
- 2009 December 26, Slashdot: “Simplifying Search for a Young Audience”
- 2009 December 1, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, Holiday Gifts”
- 2009 November 3, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, Thanks for...”
- 2009 October 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, News Blues”
- 2009 September 8, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, Fall Happenings”
- 2009 August 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal Goes Back to School”
- 2009 July 7, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal, Live from Carnegie Hall!”
- 2009 June 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal in Italy”
- 2009 June 1, Washington Post: “The Next Frontier: Decoding the Internet’s Raw Data”
- 2009 June, Between the Columns: “Moving Humanities into the Future: University Experts Speak to Technology’s Potential Impact on Scholarship”
- 2009 May 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: A Tech Mother’s Day Gift”
- 2009 April 7, WAMU, The Kojo Nnamdi Show: “Mobile Technologies for the World’s Children” (Special Tech Tuesday Show from studios in Boston, MA covering the CHI’2009 conference)
- 2009 March 3, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: e-Reading”
- 2009 February 3, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: His & Her Top Ten List for Valentine’s Day Tech”
- 2009 January 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: What’s in Store for the New Year”
- 2008 December 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Holiday Gift Ideas”
- 2008 November 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: Election Coverage”
- 2008 October 7, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: Tech to Save Money”
- 2008 September 18, America.gov: “Kids Help Design International Children’s Digital Library: Top holdings in English, Persian and Mongolian”

- 2008 September 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: The Start of the Tech School Year”
- 2008 August 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: The iPhone apps”
- 2008 July 28, WAMU, The Kojo Nnamdi Show: “Special Tribute to Randy Pausch”
- 2008 July 7, OhMyGov!: “National Park Service Impresses Online with WebRangers Site”
- 2008 July 1, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: Vacation Technologies”
- 2008 June 3, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal”
- 2008 May 30, UMD Hot Topics: “Maryland Governor Joins University of Maryland in Celebrating Pioneering Computer Lab's 25 Years”
- 2008 May 30, iSchool News: “HCIL Celebrates 25th Anniversary with Proclamation from Governor O’Malley”
- 2008 May 20, Xconomy: “Negroponte Unveils 2nd Generation OLPC Laptop: It’s an E-Book”
- 2008 May 19, American Libraries Direct: “Digital Library of the Week”
- 2008 May 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: What to Get Me for Mother’s Day”
- 2008 April 7, ACM Technews: “A Lab with Big Ideas”
- 2008 April 4, Diamondback: “A Lab with Big Ideas”
- 2008 April 1, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: April Fools with the Computer Guys”
- 2008 March/April, MIT TechnologyReview: “An Unexpected Director: The Media Lab’s Wild Child Grows Up... Sort of”
- 2008 March, INTERNI (Italy): “BabyDesign per Tutti”
- 2008 March 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: What’s new and not in technology”
- 2008 February 21, The Boston Globe: “Literary Treasures, Kid-Friendly Format”
- 2008 February 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: It May be Voting Day, but There’s Still Computers”
- 2008 January 8, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: This Year’s New Gadgets”
- 2007 December 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: Year-End Reflections and Predictions”
- 2007 November 13, Times of Maltese: “First book in Maltese online”
- 2007 November 7, NPR, Morning Edition: “Toddlers and Robots Teach Scientists”

- 2007 November 6, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: Google Announcements”
- 2007 Fall, TERP Magazine: “If They Build It, the Kids Need to Test It”
- 2007 October 2, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: Fall Computing”
- 2007 September 4, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: iPhone”
- 2007 August 28, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: Focus on Children and Technology”
- 2007 August 7, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: Focus on Tangible Computing”
- 2007 June 5, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: Focus on Mobile Computing”
- 2007 April 10, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Gal: Focus on Campus Emergency Preparedness”
- 2007 April 3, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Guys and Gal: Focus on Technologies You Wear”
- 2007 February 15, Ynetnews.com: “Hundreds of children and teenage books in Hebrew will be uploaded to the net”
- 2006 December 31, Forbes.com: “Kids Enjoy a Digital Page Turner”
- 2006 December 31, Washington Post.com: “Low-cost Laptop Could Transform Learning”
- 2006 December 31, ABC NEWS: “Low-cost Laptop Could Transform Learning”
- 2006 December 31, CBS NEWS: “Low-cost Laptop Could Transform Learning”
- 2006 December 7, WAMU, The Kojo Nnamdi Show: “Tech Tuesday: The Computer Guys and Gal: Focus on Tech Toys for the Holidays”
- 2006 December, Urbanite: “Online Children’s Library”
- 2006 April 4, Outlook Outline: “Celebrating Women in Technology”
- 2006 March 27, USA Today: “Survey Offers a 'Sneak Peek' into Net Surfers' Brains”
- 2005 November 27, CNET News.com: “The 'Millennials' Usher in a New Era: The Future Can be Found in the Virtual Stacks of the International Children's Digital Library”
- 2005 September 27, JavaDesktop Community: “Swing Sightings Preview: ICDL Book Reader”
- 2005 September 25, The Delphos Herald: “Site Seeing: Read a Bit of Kid’s Lit on the Internet”
- 2005 September 13, Outlook: “Making Virtual Learning a Reality”
- 2005 September, Chicago Parent: “Screen Time = Reading Time”
- 2005 August 31, CBS, Channel 9 Morning New: “Supporting Children’s Schoolwork with Technology”
- 2005 April, Chicago Parent: “Explore the World by Turning Pages”

2005 February 28, The Washington Times: “New Chapter in Online Books”

2005 February, School Library Journal: “Showing Google the Way”

2005 February, Technology Review: “Technology’s Inner Child: Alumna Allison Druin Partners with Children to Design Kid-friendly Machines”

2004 November, Maryland Public Television: “Bob the Vid Tech Communications Special”

2004 June, School Library Journal: “Yours for the Taking: Thousands of free books are now available online”

2004 June 15, Outlook: “Designing for, and with, Children”

2004 June 3, WashingtonPost.com: “Interaction Design and Children Conference: Live Online Chat with Alan Kay, Marvin Minsky, Seymour Papert, and Allison Druin”

2004 June, Information Outlook: “SLA Member to Chair NCLIS”

2004 Spring, Maryland Research: “People Power: University Movers and Shapers”

2004 May 26, ACM TechNews: “Computer Science Luminaries Examine Future Interaction Design for Children”

2004 May 25, UsabilityNews: “Interaction Design and Children 2004 - Maryland, US”

2004 May 7, Baltimore Sun: “Research Lab Crosses Cultures”

2004 April 6, Maryland Newslines: “Kids Partner with Adults to Conduct Research for Kids: Research Pattern Spreading to Commercial TV, Toys”

2004 April 6, OutlookOnline: “Faculty Member Joins National Commission”

2004 February 3, Library Journal: “Senate Confirms NCLIS Nominees”

2004 Winter, Interagency Working Group on US Government-Sponsored International Exchanges and Training (IAWG Dispatch): “The International Children’s Digital Library Opens Its Doors to the World”

2004 February, UM Newsdesk: “Druin Named to National Commission on Libraries and Information Science”

2004 January, Educating New Mexico: “Alumni Profiles”

2003 December, Wired Magazine: “The Digital Book Brigade”

2003 November 1, Library Journal: “White House Breathes Some Life into Neglected NCLIS: With Funding Restored, Long-vacant Commissioner Positions Could be Filled by Year’s End Pending Senate OK”

2003 October, TERP Alumni Magazine: “A World of Children’s Books at Hand”

2003 September 22, Australian Broadcasting Company-The Buzz: “Children as Design Partners”

2003 September, Chicago Parent: “Curl up with a good laptop: Online library offers children stories from around the world”

2003 July/August, TEACH Magazine: “Websites: The International Children’s Digital Library”

- 2003 June 15, Channel 9 News, San Antonio, TX: “Children to Read Online: The International Children's Digital Library”
- 2003 June 7, Pittsburgh Post-Gazette: “Web Site Invites Children to Read Online: International Children's Digital Library Caters to Young Around the Globe”
- 2003 June, School Library Journal: “SLJ’s People to Watch: Ten Leaders Who are Making a Difference in School and Public Libraries”
- 2003 May 30, Hoover’s Online: “International Children’s Library Expands Access to Its Collection”
- 2003 May 30, Market Wire, Yahoo: “International Children’s Library Expands Access to Its Collection”
- 2003 April, National Education Association (NEA) Today: “Web Winners: Online Children’s Library”
- 2003 March 1, UMTV: “Researching Maryland”
- 2003 February 18, ABCNews.com: “An International Online Nook for Children’s Books”
- 2003 February 12, TechTV: “Digital Library Comes to life”
- 2003 February 10, Advance for Speech-Language Pathologists and Audiologists: “International Digital Library Now Available for Children”
- 2003 February, Wired Magazine: “Any Text. Anytime. Anywhere. The mechanics of a universal library are simple. The tricky part: harnessing the free labor”
- 2003 January, American Libraries: “Digital Children's Library debuts; media buzz ensues”
- 2003 January 16, Voice of America TV: “Software by Kids”
- 2003 January 15, Europemedia.net: “Croatian Classics in Cyberspace”
- 2002 Winter, U.S. Library of Congress Gazette: “Library of Congress Partners to Start Digital Library for Children”
- 2002 December 16, The Edge Malaysia: “Internet Time: Give your child 200 books this X'mas”
- 2002 December 12, Philadelphia Inquirer: “New Virtual Library Offers Children Much”
- 2002 December 10, Christian Science Monitor: “Websmarts”
- 2002 December 9, Grammy.com: “ArtsWatch”
- 2002 December 9, Le Monde (France): “Livres en ligne pour internautes en herbe”
- 2002 December 5, Bowie Gazette: “Yorktown Elementary Launches Digital Children’s Library”
- 2002 December 5, The New York Times: “Online Library Project Plans a Digital and Cultural Trove for Children”
- 2002 December 1, Die Burger (South Africa): “Paragrawe”
- 2002 December 1, The St. Petersburg Times (Florida): “An International Library for Kids”

2002 November 30, La Vanguardia (Spain): “Nuevos proyectos: TalentMatch.com, International Children's Digital Library y SoapCity”

2002 November 30, The Vancouver Sun: “BookEndz: Free Kids’ Books”

2002 November 27, Education Week: “Internet Library for Children Invites the World to Read”

2002 November 27, The Omaha World Herald: “TechBytes: Digital Library Links Kids to Other Cultures”

2002 November 25, intern.de: “Kinderbibliothek”

2002 November 25, Seattle Post-Intelligencer: “Kids Books Now Online”

2002 November 25, USA Today: “World Books, Children Click”

2002 November 22, Courier Mail (Australia): “Book Bonanza”

2002 November 21, 24ur.com (Slovenia): “Knjige brezplačno na internetu”

2002 November 21, The Guardian (UK): “Website Brings Free Children’s Library Online”

2002 November 21, The Chronicle of Higher Education: “Online Library for Children Aims for 10,000 Titles and Child-Friendly Design, With Professors’ Help”

2002 November 21, AP Wire: “Website to Give Free Access to Children’s Books”

- a. ABCNews.com: “Free Children’s Books Offered Online”
- b. The Age (Australia): “Website to Give Free Access to Children’s Books”
- c. Ananova.com (UK): “Free Children’s Books Offered Online”
- d. Asia Pacific Media Network: “Free Children’s Books Offered Online”
- e. The Baltimore Sun: “Free Children’s Books Offered Online”
- f. The Hindustan Times: “Website to Give Free Access to Children’s Books”
- g. Indiana Gazette: “Free Children’s Books Offered Online”
- h. KLAS (Nevada): “Gary’s 8 Online”
- i. KTVU 2 News (Bay Area): “Free Children’s Books Offered Online”
- j. MSNBC.com: “Web Library Opens Children’s Books”
- k. Newsday.com: “Free Children’s Books Offered Online”
- l. Rapid City Journal: “Website to Give Free Access to Children’s Books”
- m. San Jose Mercury News: “Website to Give Free Access to Children’s Books”
- n. Sarasota Herald-Tribune (Florida): “Free Children’s Books Offered Online”
- o. Santa Fe New Mexican: “Free Children’s Books Offered Online”
- p. Seattle Post-Intelligencer: “Free Children’s Books Offered Online”
- q. Sydney Morning Herald (Australia): “Website to Give Free Access to Children’s Books”
- r. Waterloo-Cedar Falls Courier: “Web Sitting”
- s. WFTV (Florida): “Free Children’s Books Offered Online”

2002 November 21, United Press International (UPI): “New Online Library for Kids Launched”

2002 November 21, Washington Post: “A Library for Young Browsers”

- a. International Herald Tribune: “In 18 Languages, Electronic Library Speaks to Children”
- b. SFGate.com (San Francisco): “New Library”

2002 November 21, Internet Magazine: “Site Offers Free Access to Kids Books”

2002 November 20, Fox 5 TV News: “A New Library for Children”

2002 November 20, Magasinet (Norway) "Lager verdensbarnebibliotek"

2002 November 19, Wired Magazine: "Tales of Oz, Wonderland Goes Online"

2002 November 19, TechLearning News: "International Children's Digital Library"

2002 November 18, CNET news.com: "University of Maryland, National Science Foundation, Library of Congress, Internet Archive, and Institute of Museum and Library Services Announce International Children's Digital Library"

2002 November 18, National Public Radio, All Things Considered: "Library for Kids Goes Online"

2002 August 22, The Washington Times: "Lab and children create robots that are more than toys"

2002 August 6, Tech TV News: "Wearable Computers for Children with Disabilities"

2002 July 16, Washington Post: "Point. Click. Think? As Students Rely on the Internet for Research, Teachers Try to Warn of the Web's Snares"

2002 May 10, Wired.com: "A Wearable Aide for Special Kids"

2002 May 9, Washingtonpost.com: "The Human-Computer Interaction Lab at the University of Maryland"

2002 Winter, User Experience-The Magazine of the Usability Professionals Association: "Usability for Children is Making Great Strides: Notes on a Conversation with Allison Druin—Respecting the Short User"

2002 February 19, Outlook: "University Researchers Show Technology's Future"

2001 December 1, San Francisco Chronicle: "The never-ending toy story: Recession or not, the rush is on for the most popular gifts for kids"

2001 October, Maryland Public Television: "Direct Connection"-Live TV

2001 October, Washington City Paper: "Toy Story"

2001 August, Converge Magazine: "Shapers of our Future, 2001"

2001 August 6, USA Today: "Students Tutor Teachers in Tech"

2001 August 5, San Francisco Chronicle: "Emeryville Educational Toymaker has a Huge Hit"

2001 July 23, Washington Techway: "Training Toys"

2001 July 18, Bay Weekly: "At the University of Maryland, Invention is for Kids"

2001 July 3, Tech TV-Screen Savers Show: "Interview with Maryland Design Team"

2001 June 28, Baltimore Business Journal: "Maryland Children Create High-tech Toy"

2001 June 22, Washington Post: "Educational Software Now a Tough Game"

2001 May 17, Maryland Newslines: "Intergenerational Research and Design Team Makes Computers Downright Snuggly"

- 2001 May 9, Computer Sweden: “Children are the World’s Best Program Testers”
- 2001 May 1, Outlook: “Inventions of the Year Announced, Research and Technology Transfer Celebrated”
- 2001 Spring, Maryland Research: “Child’s Play: New robot helps kids with disabilities”
- 2001 April 19, The Diamondback: “Program Gives Kids Power of Emotion with the Help of Robotics: Campus research team, started in 1998 is comprised of four students and 9 children”
- 2000 December, Discover Magazine: “Future Tech: Do Children Know a Better Computer When They See it?”
- 2000 November, Family PC Magazine: “Wired 2 Play: The Right Interactive Toys Can Help Your Kids Learn and Provide Hours of Fun”
- 2000 November 27, National Public Radio, Morning Edition: “Radio Diary- Allison Druin at the University of Maryland”
- 2000 November 11, Fox 5 News: “Is Technology Good for Children?”
- 2000 September 24, RKO Radio: “Interview: The Ruth Kozlack Show”
- 2000 August, University of Maryland, College of Education’s Research Partners: “When Children Want to Know: Enlisting Young Children in the Development of Digital Libraries Makes good Sense and Good Tools”
- 2000 June 24, Ohio Blade: “Tykes are High-tech Experts: Kids Help Design Tomorrow’s Toys”
- 2000 June 20, Pittsburgh Post-Gazette: “Children Help Scientists, Engineers Design the Toys of Tomorrow”
- 2000 Summer, University of Maryland’s INTERConnections: “Allison Druin on High-Tech Toys”, “Children’s Digital Libraries”
- 2000 May 18, College Park Gazette: “A Child Shall Lead Them”
- 2000 February 7, USA Today: “Jaw-Dropping Tech Toys Coming to a Child Near You”
- 2000 January 20, The Spirit: “Issues in Education—For Kids, A Wild Web World: Sites attract youngsters as experts debate where children should go online”
- 1999 December 14, UMD Outlook: “Story Time Takes on New Meaning with Interactive Technology”
- 1999 November 19, University of Maryland Outlook: “The Power of Pictures: Local Elementary Students Help Design Visually Based Computer Technology for Children”
- 1999 August 26, Dagens Nyheter: “Datorerna ska lära av barnen”
- 1999 August 24, Fox News Online: “PC Behavior: Acting out Online”
- 1999 August 16, New York Post: “The Millennium Countdown—Warming up to Robo-Fido”
- 1999 June 4, Channel 8 News: “Child Experts Help Invent the Future”
- 1999 June 1, American Society for Mechanical Engineers: “Making Engineering Cool”
- 1999 May 31, Electronic Engineering Times: “Children’s Toys of Tomorrow”

1999 May 24, WJFK Radio: “Interview: What is the Future of Children’s Technology?”

1999 May 24, WMAL Radio: “Interview: New Technologies for Children”

1999 May 21, Pittsburgh Post-Gazette: “Interactive Barney: Good or Evil—Conference Attendees Worry About Where Computerized ‘Character’ Toys Are Going Next”

1999 January 28 & February 4, Maryland Public Television: Maryland State of Mind, 5-minute segment entitled: “Softer Software”

1998 December 30, New York Newsday: “Kid Tech: Lab Turns to Experts on Toy Design”

1998 December 21, Baltimore Sun: “Children First: In Designing Toys One Lab Turns to Experts in the Field”

1998 November 10, University of Maryland Outlook: “Kid Input Makes the Difference in Computer Design”

1998 October 7, ZDTV: Front Page, 5-minute interview and 7-minute panel discussion entitled “Allison Druin, the Design of Children’s Technology”

1998 June 5, Prince George’s Journal: “Kids Help Teacher Design Software”

1998 June 4, College Park Gazette: “The Experts: Kids from University Park Help Create a New Generation of Child-Friendly Software”

3. TEACHING AND ADVISING

3.A COURSES TAUGHT

[Since joining the College of Information Studies, I had a joint appointment in UMIACS that reduced my teaching load to two courses a year. And I had administrative duties as Associate Dean and as Chief Futurist for the Vice President for Research's Office, which also further reduced my teaching. **From 9/13-present I have not been teaching any regular courses in the iSchool.** Currently I am on leave for 2 years at the National Park Service]

Human-Computer Interaction Design Methods (INST 632- previously LBSC 708N)

Full semester course which introduces students to a variety of Human-Computer Interaction design methods. Students discuss important concepts, methods, and technologies with online readings which range from websites to conference papers and journal articles. A midterm paper and a final project and presentation are created to show a depth of understanding

(see <http://www.umiacs.umd.edu/~allisond/design/>)

Enrollment: Fall 2012: 16

Information Technology (LBSC 690)

Full semester core course which introduces critical information technology concepts to M.L.S. students in the College of Information Studies. Focus is application of technology applied to real world practice. Numerous case studies are analyzed and a web portfolio is created that presents

different technology competencies. (see: www.umiacs.umd.edu/~allisond/info_tech/)

Enrollment: Winter 2004: 21; Fall 2004: 22; Spring 2005: 27; Winter 2007: 18; Spring 2009: 27; Fall 2009: 26;

Fall 2010: 27 [Note- Winter courses were taught in-load]

Children's Information Technology & Policy (LBSC 698)

Full semester course which explores the landscape of children and the kinds of technologies that they use in libraries, schools, and at home. In addition, policy implications are discussed for each technology area. Example technologies and policies are analyzed and a midterm paper and a final project grant proposal are created to show a depth of understanding (see: www.umiacs.umd.edu/~allisond/child_info_tech/)

Enrollment: Fall 2008: 6; Spring 2007: 11

Doctoral Seminar (LBSC 888)

Full semester course that is the gateway course for all Ph.D. students who enter the College of Information Studies. It focuses on people, information, environments, and systems. A readings module, paper presentation, and a final integrated paper are created to show a depth of understanding (see: www.umiacs.umd.edu/~allisond/docseminar/)

Enrollment: Spring 2008: 9

Human-Computer Communication (LBSC 795)

Full semester course which introduces students to the core concepts of Human-Computer Interaction. Based on the book *Interaction Design* (2007), students discuss important concepts, methods, and technologies students should consider. A midterm paper and a final project and presentation are created to show a depth of understanding (see: www.umiacs.umd.edu/~allisond/hcc/)

Enrollment: Fall 2007: 13; Spring 2010: 30

Information Technology (LBSC 708U)

Half semester core course which introduces critical information technology concepts to M.L.S. students in the College of Information Studies. Focus is application of technology applied to real world practice. Certain critical technology competencies are covered in case studies which is presented in a web portfolio. This course became Information Technology (LBSC 690).

Enrollment: Spring 2003: 14; Fall 2003: 8

3.B COURSE OR CURRICULUM DEVELOPMENT

Developed Course Curricula for iSchool HCIm courses.

These courses were a part of the HCI Masters program for the iSchool.

HCIm Capstone

This course is a final semester long experience where students work on an action research project and report on the results of the work. It finishes the HCIm program for many students.

Human-Computer Interaction Design Methods

This course introduces students to a variety of Human-Computer Interaction design methods. It is one of the two required courses that HCIm students must take in the first year.

Human-Computer Interaction Internship

This semester long experience during the summer gives students an HCI work experience either at a company, government agency, foundation or within the HCIL lab. Students will spend 120 hours working at this organization and report on their experience for the end of the semester.

Developed HCI Masters Program Proposal for iSchool:

MS in Human-Computer Interaction (HCI), Administered by the College of Information Studies

This proposal presented an HCI masters program with an emphasis on social computing, policy, and design for special populations. The proposal was approved by the University Senate & Maryland Board of Regents in Summer 2010. Courses started with the program's first cohort of 20 students, Fall 2011.

Developed Course Curricula for iSchool Ph.D. courses:

These courses were a part of the revised doctoral program for the college.

Doctoral Seminar (LBSC 888)

This seminar is the gateway course described section 3.A

Individual Research Experience (LBSC 808)

This course is to be taken with the student's advisor as in introductory research experience.

Developed Final Program Proposal for iSchool Ph.D.:

Ph.D. in Information Studies, Administered by the College of Information Studies

This proposal described the revised doctoral program for the college. It replaced the 1965 version of the college's program. The proposal was approved by the University Senate & Maryland Board of Regents in Spring 2007. It began with a first cohort of 7 students, Fall 2007

Developed Course Curricula for a new course:

Information Technology and Organizational Context (INFM 603) is a core course in the Masters of Information Management (MIM) program. See website for course outline: www.clis.umd.edu/courses/infm603/index.html

3.C MANUALS, NOTES, SOFTWARE, & OTHER CONTRIBUTIONS TO TEACHING

2007-2009 *iSchool Doctoral Student (Program) Handbook*

I led the development and revision of the handbook and edited sections that members of the doctoral committee researched and wrote.

The following websites/software were developed in my research but used in my courses:

StoryKit: An Apple iPhone app that supports graphical storytelling.

www.childrenslibrary.org: A website of international children's literature that demonstrates unique interface technologies for searching and reading digitized books.

3.D TEACHING AWARDS & OTHER SPECIAL RECOGNITION

- 2010 **Nominated for Graduate Faculty Mentor of the Year Award**
(by 4 doctoral students: 2 in the iSchool, 1 in the College of Education and 1 in Computer Science Dept.)
- 2001 **Outstanding Faculty of the Year Award** (chosen out of 57 faculty nominated by undergraduate students) University of Maryland Undergraduate Parents Association
- 1999-2000 **Lilly-Center for Teaching Excellence Teaching Fellow Award**
University of Maryland

3.E ADVISING: RESEARCH DIRECTION, UNIVERSITY OF MARYLAND

[Because I have appointments in the College of Information Studies, College of Education, and Computer Science, I have supervised students in all three areas.]

3.E (i) Undergraduate

Honors Thesis Advisor: Allison Farber, Undergraduate, Curriculum & Instruction, College of Education

Thesis Topic: *The Making of the MaskStory Maker*

Defended: May 2000

3.E (ii) Masters

Master Thesis Chair: Jessica Porteous, Human Development, College of Education

Thesis Topic: *Social and Emotional Responses to Technology in Young Children*

Defended: May 2002

20011-2013: Advisor for all HCIIm students. I advise on what courses they might select and what careers they might pursue.

3.E (iii) Ph.D.

[11 Ph.D. students graduated. I am currently advising 2 Ph.D. students]

Advisor for Leyla Naroozey, College of Information Studies/Ph.D. student began 9/13

Advisor for Brenna McNally, College of Information Studies/Ph.D. student began 9/12

Advisor for Jason Yip, College of Education/Ph.D. student began 9/10

Dissertation Title: The Evolution of Science Ownership in Learners Engaged in Design and Technology Usage

Defended: December 2013

First Position: Tenure-track position University of Washington, iSchool.

Advisor for Beth Foss, College of Information Studies/Ph.D. student. MLS from 9/07-9/09, and began Ph.D. 9/09

Dissertation Title: Youth Internet Search: A Longitudinal Study

Defended: January 2014

First Position: User Experience Researcher, Google, Mountain View, CA

Dissertation Chair/Advisor for Beth Bonsignore, College of Information Studies/Ph.D. student. began 9/06

Dissertation Title: Playing for Real: Designing Alternative Reality Games in Learning Contexts

Defended: April 2016

First Position: Post-Doc position University of Maryland, iSchool (with Kari Kraus on NSF-funded project)

Dissertation Chair/Advisor for Greg Walsh, College of Information Studies/Ph.D. student. began 9/08

Dissertation Title: *DISCO: A System for Distributed Co-Design*

Defended: August 2012

First Position: Assistant Professor, University of Baltimore, MD.

Dissertation Chair/Advisor for Jerry Fails, Computer Science/Ph.D. student began 9/03

Dissertation Title: *Mobile Collaboration for Young Children*

Defended: July 2009

First Position: Assistant Professor, Montclair State University, NJ. [Now tenured Associate Professor]

Dissertation Chair/Advisor for Sheri Massey, College of Information Studies /Ph.D. student. began 9/03

Dissertation Title: *Digital Libraries in Schools: The Best Practices of National Board Certified Library Media Specialists*

Defended: April 2009

First Position: School Library Media Supervisor, Prince George's County Public Schools, MD.

Dissertation Chair/Advisor for Mona Leigh Guha, Human Development, College of Education/Ph.D. student began 9/02

Dissertation Title: *Understanding Social and Cognitive Change in Children Involved in the Technology Design Process*

Defended: July 2010

First Position: Research Scientist, University of Maryland, HCIL, MD. [Now Director of the HCIL]

Dissertation Chair/Advisor for Gene Chipman, Computer Science/Ph.D. student began 9/00

Dissertation Title: *Collaborative Technology for Young Children's Outdoor Education*

Defended: May 2007

First Position: Director of HCI, StreamSage/Comcast, MD.

Dissertation Chair/Advisor for Robert Caples, Human Development, College of Education/Ph.D. student. began 9/00
 Dissertation Title: *The Role of Social Presence in Online Communities*
 Defended: April 2006
 First Position: Technology Supervisor, Carol County Public Schools, MD.

Dissertation Chair/Co-Advisor for Jaime Montemayor, Computer Science/Ph.D. student began 9/97
 Dissertation Title: *Physical Programming: Tools for Kindergarten Children to Author Physical Interactive Environments*
 Defended: August 2003
 First Position: HCI Research Manager, Advanced Physics Laboratory, Johns Hopkins University, MD.

Dissertation Chair/Advisor for Angela Boltman, Human Development, College of Education/Ph.D. student, began 9/98
 Dissertation Title: *The Technology of Storytelling: Differences in Children's Elaboration and Recall*
 Defended: September 2001
 First Position: Technology Officer, Albuquerque Public Schools, NM.

3.E (iv) Post-Doc Fellows

Mentor for Tammy Clegg, CIFellow 2010-2012
 Position Accepted Following Post-Doc: University of Maryland, College of Education/iSchool, Assistant Professor
 Currently: Assistant Professor UMD

Mentor for Quincy Brown, CIFellow 2009-2010
 Position Accepted Following Post-Doc: Bowie State University, Computer Science Dept., Assistant Professor
 Currently: Senior Policy Advisor, White House Office of Science, Technology and Policy

3.F ADVISING: OTHER THAN RESEARCH DIRECTION

3.F (i) Undergraduate

Hampshire College

Senior Thesis Committee Member: Jessica Porteous, B.S. Computer Science & Education
 Thesis Topic: *Children as Technology Design Partners*
 Defended: May 2000

3.F (ii) Graduate

University of Maryland Baltimore County

Ph.D. Committee Member: Weimin Hou, Information and Computer Science
 Dissertation Title: *Children's Identity Development and Representation in an International Online Community*
 Defended: March 2007

Master Thesis Committee Member: Amit Saxena, Digital Imaging and Visual Design
 Thesis Topic: *Marks and Traces*
 Defended: April 2004

University of Maryland

Ph.D. Committee Member: Hilary Hutchinson, Computer Science, CMPS
 Dissertation Title: *Children's Interface Design for Searching and Browsing*
 Defended: November 2005

Ph.D. Committee Member: Rona Frederick, Curriculum & Instruction, College of Education
 Dissertation Title: *Progressive Black Teachers and Their Use of Computer-Related Technology*

in Urban Schools

Defended: July 2004

Ph.D. Committee Member: Loucas Louca, Curriculum & Instruction, College of Education

Dissertation Title: *Implications of Computer-based Programming Environments as Modeling Tools for Student Thinking and Learning in Physical Science: A Case Study*

Defended: December 2003

Ph.D. Committee Member: Juan Pablo Hourcade, Computer Science, CMPS

Dissertation Title: *Zoomable User Interfaces for Children*

Defended: March 2003 [Now tenured Associate Professor]

Master Thesis Committee Member: Kathleen Fulton, Human Development, College of Education

Thesis Topic: *The Impact of Technology on Teaching Practices*

Defended: November 1999

University of New Mexico

Ph.D. Committee Member: Jason Stewart, Computer Science

Dissertation Title: *Single Display Groupware: When Two Hands are Better than One*

Defended: December 1998

University of the Arts, Philadelphia, PA

Masters Thesis Committee Member: Sook Moon, Digital Design

Thesis Topic: *Designing Educational Software to Support Art Education*

Defended: June 1998

3.F (iii) Other Advising Activities

University of Maryland

College of Information Studies- First Year Review Committees

2007-Present Faculty Reviewer for 9 Review Committees

-Brenna McNalley

-Leyla Naroozey

-Beth Foss

-Beth Bonsignore

-Chia-Jung Tsui

-Leshell Hatley

-Justin Grimes

-Taotao Liu

-Greg Walsh

University of Maryland

Gemstone Program- Faculty Fellow

Fall 1998- Spring 2001, Faculty mentor for a group of 8 undergraduate students (from diverse disciplines: Computer Science, Education, Business, English) that met once a week for research guidance and support. After three years, the students developed a final group research thesis project that focused on what schools should be like in the future. The group presented/defended their research and produced a final printed and web publication (www.gemstone.umd.edu/teams/past-teams-2001.html).

4. SERVICE

4.A PROFESSIONAL

4.A (i) Offices and Committee Memberships Held in Professional Organizations:

[Total: 22 professional leadership positions.]

2017 CHI Conference Co-Chair for Diversity and Inclusion Lunch

[Based on the CHI Women's Breakfasts where people share a meal and hear short talks from people that raise issues about diversity and inclusion when it comes to gender, ethic and locational challenges, privilege, and access to advancement. In 2016, 500+ people attended the Lunch which I developed as part of my chairing the CHI 2016 conference.]

2016-Present CHI Conference Steering Committee

[Newly formed committee under the VP for Conferences that does long-range planning and volunteer mentoring and development for the CHI Conferences.]

2014-2016 CHI Conference Co-Chair for CHI2016

[Developed and led a 112-person conference committee to produce a 19 track conference in San Jose, CA. The conference proceedings are archived in the ACM Digital Library. Developed the conference theme: #CHI4good and selected 8 keynote speakers to discuss the conference theme. Moderated all keynote and plenary discussions. This conference is the premier HCI conference in the world, attendance was approx 4,000 attendees.]

2012-2015 SIGCHI Vice President for Membership and Communications

[This Executive Committee position oversees all communications activities with the membership of our international organization that includes outreach efforts, and EC communication.]

2014 SIGCHI Nominating Committee

2014 CHI Communities Chair, CHI2014

2013-2015 CHI Women's Breakfast Chair, CHI2013, CHI2014, CHI2015

2012 CHI Panels Chair, CHI2012

2011 Doctoral Consortium Chair, Interaction Design & Children 2011(IDC2011)

2010-2011 iConference Posters Co-Chair, iConference 2011

2009-2011 CHI Papers Sub-Committee Chair, CHI2010 & CHI2011

[Hosted the 2010 CHI Papers Review Meeting at the University of Maryland where 175 Associate Chairs attended for 3 days of reviewing.]

2008-2009 CHI Papers Associate Chair, CHI2009

2003-2004 Conference Chair, Third International Conference on Interaction Design and Children (IDC2004)

[250 people attended from 17 countries]

2001-2002 CHIkids Chair, continued program for children/researchers, CHI2002

1999 CHIkids Chair, continued program for children/researchers, CHI99

1998 CHI Conference Track Chair, Education Track, CHI98

[3 conference tracks were offered: Education, Healthcare, and Entertainment]

1998 CHI Development Consortium Chair, CHI98
[a program that worked with teachers to bring them to the CHI conferences]

1998 CHIkids Chair, continued program for children/researchers, CHI98

1997-1999 SIGCHI Executive Board Member

1997 Co-Chair, University of New Mexico Symposium on Interdisciplinary Collaboration

1997 CHIkids Chair, an expanded program for children/researchers, CHI97

1996 CHIkids Chair, established new program for children, CHI96

4.A (ii) Reviewing Activities for Agencies

[Total: 5 review panels participated in.]

2007 NSF Review Panel Member- reviewed 9 grant proposals

2007 NSF Review Panel Member- reviewed 10 grant proposals

2006 NSF Workshop Panel Member- Wrote statement considering the development of the new HCC cluster

2003 NSF Review Panel Member- reviewed 9 grant proposals

1999 NSF Review Panel Member- reviewed 7 grant proposals

4.B CAMPUS

4.B (i) Departmental

[NOTE: since 2002, I have been in the College of Information Studies or Maryland's iSchool, a College without departments; therefore, my last departmental service was in that year. To see my active service to my tenure home, see section: 4.B (ii) College]

March-May 2002 Member, Search Committee for a faculty position focused on early childhood education, Human Development (College of Education)

Spring 2000 Member, Merit Salary Committee, Human Development (College of Education)

1999-2002 Member, Outreach Committee, Human Development (College of Education)

1999-2000 Faculty Senator, University of Maryland Senate, representing Human Development (College of Education)

November-March 1999 Member, Search Committee for a faculty position focused on cognitive science and technology research, Human Development (College of Education)

4.B (ii) College

[Total: 39 committees served, 5 chaired and 34 served as a member.]

2014-2015 Task Force Member for Youth Experience Specialization, College of Information Studies

2011-2012 Director, Human-Computer Interaction (HCI) Masters Program, College of Information Studies

2010-2012 Member, Merit Pay Committee, College of Information Studies

2009-2012 Member, Committee for Research, College of Information Studies

2009-2011 Member, Search Committee for two committees, College of Information Studies

2009-2011 Member, Masters Committee, College of Information Studies

2009-2012 Member, Doctorial Committee, College of Information Studies

2007-Present Member, APT Review Committee for all Assistant/Associate Professors, College of Information Studies

2007-2009 Chair, Doctoral Program Committee, College of Information Studies

2007 Member, Merit Pay Committee, College of Information Studies

2007 Member, Nominating Committee, College of Information Studies

2007 Member, Undergraduate Minor Committee, College of Information Studies

2007-2012 Faculty Mentor, for 3 Assistant Professors (faculty may vary yearly), College of Information Studies

2006-2007 Chair for Personnel Committee, College of Information Studies

2005 Member, Space Committee, College of Information Studies

2005 Member, Nominating Committee, College of Information Studies

2004-2009 Member, Steering Committee, College of Information Studies

2004-2005 Chair, Research and Teaching Support Committee, College of Information Studies

2003-2005 Member, Search Committee for 2 Faculty Positions, College of Information Studies

2003-2004 Member, Task Force for the development of the concentration: "Life-long Access," College of Information Studies

2003-2004 Member, Search Committee for MIM/MLS Faculty Positions, College of Information Studies

2002-2007 Member, Doctoral Committee, College of Information Studies

2002-2003 Member, Curriculum Development Committee, Masters of Information Management (MIM), College of Information Studies

2002-2003 Member, Technology Task Force

4.B (iii) University

[Total: 9 university committees served, and 14 demonstrations given for the university community.]

May 2014- October 2014 Member, Search Committee for the Director of the Center for the Advanced Study of Language

[Search called for by the Vice President for Research who oversees this position]

April 2011- Present Co-Director, The Future of Information Alliance

[Leading with Co-Director Ira Chinoy from Journalism - a campus-wide initiative to bring together researchers from all over campus. This is funded through the Office of the Vice President for Research, all the Deans, and the Provost. More about this can be found at: www.fia.umd.edu]

December 2010- 2011 Member, Email Subcommittee reporting to the University IT Council

[Committee members include Institute Directors, Deans, Graduate and Undergraduate Students to discuss the future of the email system to be used at the University]

November 2010- 2011 Member, Search Committee for the Vice President for Research

[Committee members invited by the University President]

September 2010- 2012 College of Information Studies Representative, Research Development Council (RDC)

[Committee members are campus-wide Associate Deans/Directors for Research to discuss building the research infrastructure of the University]

September 2010- 2011 Member, University IT Council

[Committee members include University Vice Presidents, 3 Deans, 3 Faculty to discuss IT issues for the University]

September 2010- 2012 Member, Maryland Day 2010 Steering Committee

[Committee members advise the Vice President for University Relations on operating principles, policies, and outcomes concerning Maryland Day]

August 2009- July 2011 Member, Academic Planning Advisory Committee (APAC)

[Committee members invited by the University Provost to serve a 2-year term]

August 2008- July 2009 Member, Search Committee for the Dean of Libraries

[Committee members invited by the University Provost]

July 2006 Demonstration of Lab Activities: University of Maryland Journalism Media Fellows

[35 Journalists from media outlets such as National Public Radio, the New York Post, and the Baltimore Sun came to the university to learn about new aspects of robotics]

March 2005 Gemstone Team Expert

[Met twice with 13 Sophomore students to review their group thesis work]

October 2004 Presentation and Demonstration of ICDL: U.S. Department of State

[9 Mexican Librarians chosen by their government to travel abroad to learn about libraries and information science]

July 2004 Demonstration of HCIL-2 Lab Activities: University of Maryland Young Scholars Program

[20 high school students]

April 2004 Demonstration of International Children's Digital Library (ICDL): "Maryland Day"

April 2003 Demonstration of International Children Digital Library for NSF Eisenhower Fellows visit

[7 Fellows chosen by NSF to spend the year learning more about technology]

April 2003 Demonstration of International Children's Digital Library: "Maryland Day"

January 2003 Presentation and Demonstration of ICDL: U.S. Department of State
[12 Russian Librarians chosen by their government to travel abroad to learn about libraries and information science]

February 2002 Demonstration of HCIL Lab Activities: University of Maryland Journalism Media Fellows [Journalists from media outlets such as National Public Radio, the New York Post, and the Baltimore Sun came to the university to learn about new aspects of robotics]

July 2001 Demonstration of HCIL Lab Activities: Maryland Governor's Institute
[30 high school juniors in Science and Technology]

April 2000 Demonstration of HCIL Lab Activities: "Maryland Day"

April 1999 Demonstration of HCIL Lab Activities: President's Inauguration & "Maryland Day"

March 1999 Demonstration of HCIL Lab Activities: Junior Science & Humanities Program
[36 students, 16-17 years old]

August 1998 Demonstration of HCIL Lab Activities: Maryland Computer Camp
[40 campers, 8-13 years old]

May 1998 Demonstration of HCIL Lab Activities: Woodbury Computer Club, Ohio
[25 students, 12-14 years old]

4.B (iv) Other (UMIACS Research Institute Service)

[Total: 7 UMIACS Committees served, 5 years as Lab Director.]

September 2006-2011 Director, Human-Computer Interaction Lab, UMIACS & iSchool

2007-2008 Member, University of Maryland Institute for Advanced Computer Studies (UMIACS) APT Committee

2003-2005 Member, UMIACS APT Committee

2002-2003 Member, UMIACS Steering Committee

2001-2002 Member, UMIACS APT Committee

2000- Present, Chair, HCIL Curriculum Committee

Spring 2000 Member, UMIACS Strategic Planning Committee, focused on developing an institute strategic plan

April 1999 Demonstration for UMIACS External Research Review Day

4.C COMMUNITY, STATE, NATIONAL SERVICE

[Total: 6 National Board Memberships served, 1 State Council served, 1 United States Commission served.]

2014- 2016 Maryland Council Member, for Maryland Council on Open Data
[Also noted under Section 2.I]

2011-2016 National Advisory Board Member, for *U.S. National Park Service National Education Advisory Board*
[Also noted under Section 2.I]

2011 National Advisory Board Member, for *U.S. Library of Congress Digital Preservation Outreach and Education Steering Committee*

[Also noted under Section 2.I]

2009 National Advisory Board Member, for *Carnegie Hall*

[Also noted under Section 2.I]

2008 National Advisory Board Member, for PBS television show: *Cyberchase*

[Also noted under Section 2.I]

2007 National Advisory Board Member, Sesame Workshop's *Joan Ganz Cooney Center for Research*

[Also noted under Section 2.I]

2004-2007 United States Commissioner, *U.S. National Commission on Libraries and Information Science*.

[Also noted under Section 2.I]

4.D SERVICE AWARDS & HONORS

[Total: Honored with 4 Service Awards.]

2016 ACM Recognition of Service Award

2016 CHI2016 Conference Chair Award

1998 CHI98 Conference Distinguished Service Award

1997 ACM SIGCHI Distinguished Service Award