

Elizabeth Gerber
Northwestern University
2133 Sheridan Drive
Evanston, IL 60208
egerber.mech.northwestern.edu
delta.northwestern.edu
egerber@northwestern.edu
847 467 0607

Academic Employment

Northwestern University in departments of:

Mechanical Engineering (School of Engineering)
Segal Design Institute (School of Engineering)
Communication Studies (School of Communications)
Learning Sciences (School of Education & Social Policy), by courtesy
Computer Science (School of Engineering), by courtesy

Professor, 2021-present
Associate Professor, 2015-2021
Assistant Professor, 2008-2015
Founding Co-Director, Center for Human Computer Interaction + Design, 2020-present
Charles Deering McCormick Professor, 2016-2019
Executive Committee, Design Research Council, 2015-present
Director, Design Research Cluster, 2015-2019
Faculty Associate, Technology and Social Behavior Program, 2008-present
Faculty Associate, Institute for Policy Research, 2015-present
Allen K. and Johnnie Cordell Breed Junior Professor of Design, 2012-2015

Design for America

Faculty Founder, 2008-present

Stanford University

Visiting Associate Professor, Management Science & Engineering, Stanford University, 2016-2017
Postdoctoral Scholar, Hasso Plattner Institute of Design, Stanford University, 2007-2008

Education

Ph.D., Management Science & Engineering, Stanford University 2003-2007
Advisors: Dr. Robert Sutton, Dr. Chip Heath, & Dr. Pamela Hinds
M.S., Joint Program in Product Design, Mechanical Engineering and Art, Stanford University
Advisors: David Kelley & Rolf Faste, 2001-2003
B.A., Dartmouth College, 1994-1998

Significant Honors and Distinctions

1. ACM's SIGCHI 2022 Social Impact Award

- Chosen for the promotion of human computer interaction research to pressing social needs.*
2. Smithsonian's Cooper Hewitt's 2018 Corporate and Institutional Achievement Award
Design for America recognized for lasting achievement in American design.
 3. Charles Deering McCormick Professor of Teaching Excellence Award, 2016
Chosen as one of three faculty for outstanding performance in classroom teaching and development of significant innovations that have influenced the methods and teaching effectiveness of other faculty and significant curricular enhancements to undergraduate education at Northwestern.
 4. Impact Design Hub's 40 under 40, 2016
Recognized as one of the brightest young minds at work designing for social good.
 5. Wells Fargo's Elizabeth Hurlock Beckman Trust Award, 2015
Chosen for inspiring former students to create organizations which demonstrably confer benefits on the community at large across the United States.
 6. Core 77 Design Awards: Professional Runner Up: Best Education Initiative, 2014
Design for America Process Guide selected for its iterative development and field-tested curriculum for novice designers.
 7. IEEE's Computer Science and Engineering Undergraduate Teaching Award, 2014
Chosen for Design for America, her paradigm shifting extracurricular design initiative that fosters interdisciplinary collaboration and learning
 8. Crain's 40 under 40 List of Chicago's Next Generation of Leaders, 2013
Chosen by Crain's Businessweek as 1 of 40 innovators at the top of their field under 40
 9. Ashoka U-Cordes Innovation Award, 2013
Recognized by Ashoka U for high impact and highly replicable education innovation
 10. Allen K. and Johnnie Cordell Breed Junior Chair in Design, 2012
Appointed as an Endowed Chair in Design in the McCormick School of Engineering and Applied Science
 11. Core 77 Notable Professional Award for Design for Social Impact, 2012
Design for America recognized for excellence in design for social impact building cohorts, infrastructure, and tools

Honors and Distinctions

1. Northwestern's Meshii Award 2018.
Selected as the faculty of excellence in design education.
2. Northwestern's Digital Learning Fellow, 2016.
Selected as one of fifteen faculty to enhance digital efforts to enhance teaching and learning.
3. Northwestern's Association for Student Government Academic Honor Roll, 2014
Voted by the Northwestern student body for consistently and excitedly enriching the student experience.
4. Grace Hopper Celebration Scholarship, 2014
Selected by the Grace Hopper Women in Computing Celebration Committee as a model faculty in computing at the Celebration
5. Northwestern's National Academy of Engineering's U.S. Frontiers of Engineering Symposium Representative, 2013.

Selected as the faculty to represent Northwestern among a select group of emerging engineering leaders from industry, academe, and government labs to discuss pioneering technical work and leading-edge research.

6. Northwestern's OpEd Project's Public Voices Thought Leadership Fellow, 2012.
Selected as one of twenty faculty to dramatically increase the public impact of our nation's top underrepresented thinkers, and to ensure our ideas help shape the important conversations of our age.
7. Public Interest Design Top 100 People, 2012
Acknowledged by Public Interest Design blog as one of 100 advocates, communicators, funders, makers, and others shaping our world
8. Northwestern's National Academy of Engineering's U.S. Frontiers of Engineering Education Symposium Representative, 2011.
Selected as the faculty to represent Northwestern at annual symposium bringing together engaged and innovative engineering educators to recognize, reward, and promote effective, substantive, and inspirational engineering education
9. Searle Teaching Fellow at Northwestern University, 2009
Nominated by Department Chair for potential to contribute to teaching and scholarship at Northwestern.

Conference Proceedings (Long Papers)

In Social Computing, as within Computer Science more generally, the top publications are in archival conference proceedings, such as the Association for Computing Machinery's (ACM) CHI or CSCW proceedings. These are peer-reviewed venues, with multi-stage revision processes and low acceptance rates (CHI's acceptance rate ranges from 15-25% and CSCW ranges from 18-28% (before the recent introduction of the multi-stage revise and revision process). Conference proceedings rival top journals in the field in their selectivity, citations, and influence. Thus, within the field of HCI, CHI and CSCW proceedings are considered on par with publications in a top journal such as Human Computer Interaction (with Impact Factor of 4.22 in 2019). Further, while I define the larger research agenda, I strongly encourage my students to be first author on our collaborative papers to prepare them for independent research.

1. Chau, C. & Gerber, E. On Hackathons: A Multidisciplinary Literature Review, *Proceedings, Proceedings of Computer Human Interaction*, ACM Press, 2023
2. Huang, E., Easterday, M., Rees-Lewis, D., & Gerber, E. Intelligent Coaching Systems: Understanding 1-to-many Coaching for ill-defined Problem Solving, *Proceedings of the 26th ACM conference on Computer supported cooperative work & social computing*, 2023
3. Mueller, F., Lopes, P., Strohmeier, P., Ju, W., Seim, C., Weigel, M. Nanayakkara, S., Obrist, M., Li, Z., Delfa, J., Nishida, J., Gerber, E., Svanes, D., Grudin, J., Greuter, S., Kunze, K., Erickson, T., Greenspan, S., Inami, M., Marshall, J., Reiterer, H., Wolf, K., Meyer, J., Schiphorst, T., Maes, P., "Human-Computer Integration: Towards Integrating the Human Body with the Computational Machine" has been published in *Foundations and Trends in Human-Computer Interaction*, 2022
4. Foong, E., & Gerber, E. Understanding Gender Differences in Pricing Strategies in Online Labor Marketplaces, *Proceedings of Computer Human Interaction*, ACM Press, 2021 ***Best Paper Honorable Mention**
5. Foong, E., Kim, J., Dontcheva, M., & Gerber, E., Crowdfolio: Understanding How Holistic and Decomposed Workflows Influence Feedback on Online Portfolios, *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2021

6. Carlson, S., Lu, K., Huang, E., Gerber, E. & Easterday, M. Designing a Model for Deliberation-Based Learning, *International Society of Learning Sciences*, 2020
7. Mueller, F., Lopes, P., Strohmeier, P., Ju, W., Seim, C., Weigel, M. Nanayakkara, S., Obrist, M., Li, Z., Delfa, J., Nishida, J., Gerber, E., Svanes, D., Grudin, J., Greuter, S., Kunze, K., Erickson, T., Greenspan, S., Inami, M., Marshall, J., Reiterer, H., Wolf, K., Meyer, J., Schiphorst, T., Maes, P., Next Steps for Human-Computer Integration, *Proceedings of Computer Human Interaction*, ACM Press, 2020
8. Rees-Lewis, D., Carlson, S., Lu, K., Riesbeck, C., Easterday, M., & Gerber, E., Logic of Effective Iteration in Design-Based Research, *International Society of Learning Sciences*, 2020
9. Rees-Lewis, D., Easterday, M., & Gerber, E. StandUp: Engaging Professionals to Coach Design Projects, *International Society of Learning Sciences*, 2019
10. Rees-Lewis, D., Easterday, M., & Gerber, E. Assessing Iterative Planning for Real-World Design Teams, *International Society of Learning Sciences*, 2019
11. Hui, J., Gergle, D., & Gerber, E., IntroAssist: A Tool to Support Introductory Writing Requests, *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2018
12. Foong, E., Vincent, N., Hecht, B., & Gerber, E. Women (Still) Ask for Less: Gender Differences in Hourly Rate in an Online Labor Marketplace. *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2018
13. Roldan, W., Hui, J., & Gerber, E. University Makerspaces: Opportunities to Support Equitable Participation for Women in Engineering, *Proceedings of Harvey Mudd Engineering Design Workshop*, 2018
14. Foong, E., Gergle, D., & Gerber, E. Novice and Expert Sensemaking of Crowdsourced Feedback, *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2018.
15. Yen, Y., Dow, S., Gerber, E., & Bailey, B. Listen to Others, Listen to Yourself: Combining Feedback Review and Reflection to Improve Iterative Design, *Proceedings of Creativity and Cognition*, ACM Press, 2017
16. Krause, M., Garncarz, T., Song, J., Gerber, E., Bailey, B., & Dow, S., Critique Style Guide: Improving Crowdsourced Design Feedback with a Natural Language Model, *Proceedings of Computer Human Interaction*, ACM Press, 2017.
17. Wauck, H., Yen, Y., Fu, W., Gerber, E., Dow, S., & Bailey, B. From in the Class or in the Wild? Peers Provide Better Design Feedback Than External Crowds, *Proceedings of Computer Human Interaction*, ACM Press, 2017.
18. Foong, E., Dow, S., Bailey, B., & Gerber, E. Online Feedback Exchange: A Framework for Understanding the Socio-Psychological Factors, *Proceedings of Computer Human Interaction*, ACM Press, 2017.
19. Hui, J., & Gerber, E., Developing Makerspaces as Sites of Entrepreneurship. In *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2017.
20. Kim, Y., Shaw, A., Zhang, H. & Gerber, E., Understanding Trust amid Delays in Crowdfunding. In *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2017.
21. Zhang, H., Maliakal, L., Rees-Lewis, D., Easterday, M., & Gerber, E., Agile Research Studios: Orchestrating Communities of Practice to Advance Research Training. In *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2017.
22. Kim, Y., Harburg, E., Azria, S., Shaw, A., Gerber, E., Gergle, D., & Zhang, H. Studying the Effects of Task Notification Policies on Participation and Outcomes in On-the-go Crowdsourcing, In *Proceedings of Human Computation and Crowdsourcing*, AAAI Press, 2016.

23. Yen, Y., Dow, S., Gerber, E., & Bailey, S. Social Network, Web Forum, or Task Market? Comparing Different Crowd Genres for Design Feedback Exchange. In *Proceedings of Design of Interactive Systems*, ACM Press, 2016.
24. Smirnov, N., Rees-Lewis, D., Easterday, M., & Gerber, E. The Benefits of SINs: Scaling Studio-Based Learning through Social Innovation Networks. In *Proceedings of International Conference on Learning Sciences*, 2016.
25. Easterday, M. W., Rees Lewis, D., & Gerber, E. The theoretical products of design research. In the 11th International Conference on Computer-Supported Collaborative Learning, June 7-11, Göteborg, Switzerland, 2015
26. Hui, J., Jue, R., Glenn, A., Gerber, E., & Dow, S. Using Anonymity and Communal Efforts to Improve Quality of Crowdsourced Feedback. In *Proceedings of Human Computation and Crowdsourcing*, AAAI Press, 2015
27. Greenberg, M., Gerber, E., & Easterday, M. Critiki: A Scaffolded Approach to Gathering Design Feedback from Paid Crowdworkers. In *Proceedings of Creativity and Cognition*, ACM Press, 2015
28. Rees Lewis, D., Harburg, E., Easterday, M., & Gerber, E. Building Support Tools to Connect Novice Designers with Professional Coaches. In *Proceedings of Creativity and Cognition*, ACM Press, 2015
29. Hui, J., & Gerber, E. Crowdfunding for Science: Sharing Research with an Extended Audience. In *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2015
30. Harburg, E., Hui, J., G, Greenberg, M., & Gerber, E., Understanding the Effects of Crowdfunding on Entrepreneurial Self-Efficacy. In *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2015
31. Hui, J., Gerber, E., & Dow, S. Crowd-Based Design Activities: Helping Students to Access Users Online. In *Proceedings of Designing Interactive Systems*, ACM Press, 2014
32. Easterday, M. Rees Lewis, D., Fitzpatrick, C., & Gerber, E. Computer Supported Novice Group Critique. In *Proceedings of Design of Interactive Systems*, ACM Press, 2014
33. Easterday, M., Rees Lewis, D., & Gerber, E. The Phases of Design Based Research. in *Proceedings of the International Conference on Learning Sciences*, ISLS Press, 2014
34. Dontcheva, M., Brandt, J., Morris, R., & Gerber, E. Combining Crowdsourcing and Learning to Improve Engagement and Performance. in *Proceedings of Computer Human Interaction*, ACM Press, 2014
35. Greenberg, M. & Gerber, E. Learning to Fail: Experiencing Public Failure Online Through Crowdfunding. in *Proceedings of Computer Human Interaction*, ACM Press, 2014
36. Miller, R., Zhang, H., Gilbert, E., & Gerber, E. Pair Research: Matching People for Collaboration, Learning, and Productivity. in *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2014
37. Hui, J., Greenberg, M, & Gerber, E. Understanding the Role of Community in Crowdfunding Work. in *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2014 ***Best Paper Honorable Mention**
38. Morris, R. Dontcheva, M., Finkelstein, A., & Gerber, E. Affect and Creative Performance on Crowdsourcing Platforms. in *Proceedings of Affective Computing and Intelligent Interaction Conference*, IEEE Press, 2013
39. Dow, S., Gerber, E., & Wong, A. A Pilot Study of Using Crowds in the Classroom. in *Proceedings of Computer Human Interaction*, ACM Press, 2013

40. Kittur, N., Bernstein, M., Nickerson, J., Gerber, E., Shaw, A., Lease, M., Zimmerman, J., & Horton, J. The Future of Crowd Work. in *Proceedings of Computer Supported Cooperative Work*, ACM Press, 2013
41. Gerber, E. Tech Break Ups: A Research Tool for Understanding People's Attachment to Their Technology. in *Proceedings of Creativity and Cognition*, ACM Press, 2011
42. Gerber, E. The Psychological Experience of User Observation. *Proceedings of the International Conference on Engineering Design*, 2011
43. Lewis, S., Dontcheva, M., & Gerber, E. Affective Computational Priming and Creativity. in *Proceedings of Computer Human Interaction*, ACM Press, 2011
44. Gerber, E. Prototyping: Facing Uncertainty through Small Wins, *Proceedings of the International Conference on Engineering Design*, 2009
45. Gerber, E. Using Improvisation To Enhance the Effectiveness of Brainstorming. in *Proceedings of Computer Human Interaction*, ACM Press, 2009
46. Gerber, E. Improvisation Principles and Techniques for Design. in *Proceedings of Computer Human Interaction*, ACM Press, 2007
47. Gerber, E., Relations in Design Thinking: A Case Study of a Social Network. in *Proceedings of the Academy of Management, Technology and Innovation, Management Division*, 2006 ***Best Paper Award Nomination**

Journal Publications

1. Rees Lewis, D., Carlson, S., Riesbeck, C., Easterday, M., & Gerber, E. Encouraging Engineering Design Teams to Engage in Expert Iterative Practices with Tools to Support Coaches in Project-based Learning, *Journal of Engineering Education* (to appear)
2. Lu, K. Carlson, S., Easterday, M., Gerber, E. Scaling Deliberations: Scaffolding engagement in planning collective action, *Instructional Science*, 2023
3. Florian 'Floyd' Mueller, Nathan Semertzidis, Josh Andres, Martin Weigel, Suranga Nanayakkara, Rakesh Patibanda, Zhuying Li, Paul Strohmeier, Jarrod Knibbe, Stefan Greuter, Marianna Obrist, Pattie Maes, Dakuo Wang, Katrin Wolf, Liz Gerber, Joe Marshall, Kai Kunze, Jonathan Grudin, Harald Reiterer and Richard Byrne, Human-Computer Integration: Towards Integrating the Human Body with the Computational Machine, *Foundations and Trends in Human-Computer Interaction*: Vol. 16: No. 1, pp 1-64, 2022
4. Carlson, S., Rees Lewis, D., Maliakal, L, Gerber, E., & Easterday, M., The design risks framework: Understanding metacognition for iteration, *Design Studies*, 2020
5. Hui, J., Easterday, M. & Gerber, E., Distributed Apprenticeship in Online Communities, *Journal of Human Computer Interaction*, 2019
6. Rees Lewis, D., Easterday, M. & Gerber, E. Opportunities for Educational Innovations in Authentic Project-based Learning: Understanding Instructor Perceived Challenges to Design for Adoption, *Educational Technology Research and Development*, 2019.
7. Easterday, M., Rees Lewis, D., & Gerber, E. The logic of design research, *Learning: Research and Practice*, 4(2), 131-160, 2018
8. Harburg, E., Rees Lewis, D., Easterday, M. & Gerber, E. CheerOn: An Online Social Support System for Project-Based Learning Teams, *Transactions on Computer Human Interactions*, 2018

9. Carlson, S., Rees Lewis, D., Gerber, E., & Easterday, M., Challenges of peer instruction in an undergraduate student-led learning community: bi-directional diffusion as a crucial instructional process, *Instructional Science*, 2018
10. Carberry, A., & Gerber, E., Martin, C. Developing a Measure of Innovation Self-Efficacy, *International Journal of Engineering Education*, 2018
11. Roldan, W., Hui, J., & Gerber, E. University Makerspaces: Opportunities to Support Equitable Participation for Women in Engineering, *International Journal of Engineering Education*, 2018
12. Smirnov, N., Easterday, E., & Gerber, E., Infrastructuring distributed studio networks: A case study and design principles. *Journal of Learning Sciences*, 2018
13. Easterday, M., Gerber, E., & Rees-Lewis, D., Social Innovation Networks: A New Approach to Social Design Education and Impact, *Design Issues*, 2018
14. Rees Lewis, D., Easterday, M., W., Riesbeck, C., Harburg, E., Gerber, E. Overcoming Barriers Between Volunteer Professionals Advising Project-Based Learning Teams with Regulation Tools, *The British Journal of Educational Technology*, 2017
15. Easterday, M. W., Rees Lewis, D., & Gerber, E. M., Designing Crowdcritique systems for Formative Feedback. *International Journal of Artificial Intelligence in Education*, 2016
16. Easterday, M. W., Rees Lewis, D., & Gerber, E. M. The Logic of the Theoretical and Practical Products of Design Research. *Australasian Journal of Educational Technology*, 2016
17. Gerber, E., & Hui, J. Crowdfunding: Motivations and Deterrents for Participation. *Transactions on Computer-Human Interaction*, Vol. 20 (6), 2013
18. Gerber, E. & Carroll, M. The Psychological Experience of Prototyping. *Design Studies*, Vol. 33 (1), 2012
19. Leonardi, P. Beyene, T. & Gerber, E. How Managers Use Multiple Media: Discrepant Events, Power, and Timing in Redundant Communication. *Organization Science*, Vol. 23 (1), 2012
20. Gerber, E., Olson, J., & Komarek, R. Extracurricular Design-Based Learning: Preparing Students for Careers in Innovation. *International Journal of Engineering Education*, Vol. 28 (2), 2012
21. Gerber, E. & Kennedy, C. Supporting Creativity in Web-Based Services. *International Journal of Design*, Vol. 16 (1), 2012
22. Gerber, E., McKenna, A., Hirsch, P. & Yarnoff, C. Learning to Waste – Wasting to Learn? How to Use Cradle-to-Cradle Principles to Improve the Teaching of Design. *International Journal of Engineering Education*, Vol. 26 (2), 2010

Conference Proceedings (Short Papers), Selected

1. Gerber, E. and O’Keefe, A. Society Centered Learning: Society as a Stakeholder in Design Learning Experiences, *Proceedings of Harvey Mudd Engineering Design Workshop*, 2023
2. O’Rourke, E., Gerber, E., Easterday, M., Zhang, H. Towards Scaling the Depth and Equity of Desired Outcomes in HCI, *Proceedings of Human Computer Interaction Consortium*, 2021.
3. Carberry, A., Gerber, E., Martin, C. Measuring Innovation Self-Efficacy, *Proceedings of Harvey Mudd Design Workshop*, 2017.
4. Roldan, W., Hui, J., & Gerber, E., University Makerspaces: Opportunities to Support Equitable Participation for Women in Engineering, *Proceedings of Harvey Mudd Design Workshop*, 2017.
5. Porter, E., Bopp, C., Gerber, E., & Volda, A. Reappropriating Hackathons: The Production Work of the CHI4Good Day of Service, *Proceedings of Computer Human Interaction*, ACM Press, 2017

6. Easterday, M. W., Rees Lewis, D., & Gerber, E. M. The theoretical products of design research. In the 11th International Conference on Computer-Supported Collaborative Learning, June 7-11, Göteborg, Switzerland, 2015
7. Easterday, M. W., Rees Lewis, D., & Gerber, E. M. Crowdsourcing Critique. In CSCL Crowd 2015, a Workshop at the 11th International Conference on Computer-Supported Collaborative Learning, June 7-11. Göteborg, Switzerland, 2015
8. Rees-Lewis, D., Gerber, E., & Easterday, M. Supporting Project Scoping: The Scoping Wheel, in *Proceedings of Harvey Mudd Design Workshop IX*, 2015
9. Gerber, E., & Easterday, M. Social Innovation Networks: Process, Model, and Outcomes, in *Proceedings of Harvey Mudd Design Workshop IX*, 2015
10. Hui, J., Gerber, E., & Gergle, D. Understanding and Leveraging Social Networks for Crowdfunding: Opportunities and Challenges. in *Proceedings of Designing Interactive Systems*, ACM Press, 2014
11. Bao, P., Gerber, E., Gergle, D., & Hoffman D. Momentum: Getting and Staying on Topic During a Brainstorm. in *Proceedings of Computer Human Interaction*, ACM Press, 2010
12. Chung, H. and Gerber, E., Emotional-Storyboarding: A Participatory Method for Emotional Designing for Children in *Proceedings of the International Conference on Design & Emotion*, Design and Emotion Society, 2010

Trade Publications

1. Gerber, E. Making Social Impact Commonplace. *ACM Interactions*, ACM Press, 2022
2. Gerber, E. Design for America: Organizing for Civic Innovation. *ACM Interactions*, ACM Press, 2014
3. Shaw, A., Zhang, H., Monroy-Hernandez, A., Munson, S., Hill, B., Gerber, E., Kinnaird, P., & Minder, P. Computer Supported Cooperative Action. *ACM Interactions*, ACM Press, 2014
4. Morris, R., Dontcheva, M., & Gerber, E. Priming for Better Performance in Micro-Task Crowdsourcing Environments. *IEEE Internet Computing*, IEEE Press, 2012

Popular Publications and OpEds (selected)

1. Gerber, E., What does trust look like before, during, and after the pandemic? LinkedIn, 2020
2. Gerber, E., 4 Starting Points to Impact: Systems thinking, Mutual Understanding, Ask Why, and Show Up, LinkedIn, 2019
3. Gerber, E., 4 Emergent Truths about the Human/Tech Relationship, Medium, 2019
4. Gerber, E., 8 Steps to Running a Successful Design Thinking Workshop, Medium, 2018
5. Gerber, E., 4 Essential Mindsets to Design Thinking, Huffington Post, 2017
6. Gerber, E., Hackathons: 6 Alternative Outcomes, Huffington Post, 2017
7. Gerber, E. How to Make Your Company A Talent Magnet for Millennials, Medium, 2016
8. Gerber, E. Engineers Should be Taught to Fight, Medium, 2016
9. Gerber, E. & Thomas, A., How Language Influences Who Innovates, Huffington Post, 2016
10. Rodriguez, D. and Gerber, E. Creativity at Work, LinkedIn, 2014
11. Gerber, E., What Entrepreneurs can learn from the Olympic Snowflake, Wall Street Journal, 2014
12. Gerber, E., STEM Students Must Be Taught to Fail, US News and World Report, 2013

13. Gerber, E., Does Crowdfunding Failing Some of the Most Promising Entrepreneurs, Huffington Post, 2013
14. Gerber, E., Why Do People Give to Crowdfunding Sites, NPR Marketplace, 2013
15. Gerber, E., 4 Daily Habits of Game Changing Social Innovators, Forbes.com, 2013
16. Gerber, E., Insights Per Minute: Liz Gerber on Feedback, Design Observer, 2013
17. Gerber, E., Trifecta of Feedback, Design Observer, 2013
18. Gerber, E., Innovation Self-Efficacy: Fostering Beliefs in Our Ability Through and By Design, Core77, 2011

Book Chapters

1. Gerber, E. Scaling Makerspaces. In Turakhia, D. Foundations and Trends Issue on Reimagining Learning of Hands-on Creative and Maker Skills (to appear)
2. Easterday, M., Gerber, E. Rees-Lewis, D. The Premises of Design Research. In Shanahan, M.-C., Kim, B., Takeuchi, M.A., Koh, K., Preciado-Babb, A.P., & Sengupta, P. (Eds.) *The Learning Sciences in Conversation: Theories, Methodologies, and Boundary Spaces* (1st ed.). Routledge, 2022
3. Gerber, E. & Fu, F., Improv for Designers. *Funology 2: From Usability to Enjoyment*, Blythe, M. & Monk, A., Editors, Springer, 2018
4. Gerber, E., & Hui, J., Crowdfunding: How and why people participate. *International Perspectives on Crowdfunding: Positive, Normative, and Critical Theory*. Meric, J. Editor, Emerald Group Publishing Press, London, United Kingdom, 2016
5. Gerber, E., Leap Dialogues, Art Center College of Design, 2015
6. Gerber, E., Using Improvisation to Enhance Brainstorming Sessions. *Rotman on Design*, Martin, R., and Christensen, K. Co-Editors, University of Toronto Press, Toronto, Canada, 2013

Organized Workshops

1. Jacques, R., Luger, E., Grudin, J., Wang, D., Monroy- Hernandez, A., Folstad, A., & Gerber, E., Conversational Agents: Acting on the Wave of Research and Development, *ACM Conference on Computer Human Interaction*, Glasgow, UK, 2019
2. Pe-Than, E., Gerber, E., Fiore-Gartland, B. Moser, A., Herbsleb, J., Nolte, A., Chapman, B., & Wilkins-Diehr, N., The 2nd Workshop on Hacking and Making at Time-Bounded Events: Current Trends and Next Steps in Research and Event Design, *ACM Conference on Human Computer Interaction*, Montreal, 2018
3. O'Keefe, A., Hoffman, K., & Gerber, E., Mockups and Round Robin Feedback: Iterating Through Critique, *Venture Well Open Conference*, Portland, OR, 2016
4. Teevan, J., Shamsi, I., Cai, C., Bigham, J., Bernstein, M., & Gerber, E., Productivity Decomposed: Getting Big Things Done with Little Microtasks, *ACM Conference on Human Computer Interaction*, San Jose, CA, 2016
5. Kim, J., Laseki, W., Siangliulue, P., Zhang, H. & Gerber, E., Human Computation Crowdcamp. *AAAI Conference on Human Computation and Crowdsourcing*, Pittsburgh, PA, 2014
6. Carletti, L., Coughlan, T., Christensen, J., Gerber, E., Giannachi, G., Schutt, S., Sinker, R., & Denner dos Santos, C., Structures for Knowledge: Co-Creations Between Organisations and the Public. *ACM Conference on Computer Supported Cooperative Work*, Baltimore, MD, 2014

7. Andre, P., Bingham, J., Chilton, L., Dontcheva, M., Gerber, E., & Gilbert, E., CrowdCamp: Rapidly Iterating Crowd Ideas. *ACM Conference on Computer Supported Cooperative Work*, San Antonio, TX, 2013
8. Andre, P., Bernstein, M., Dontcheva, M., Gerber, E., Kittur, N., & Miller, R., Collective Intelligence Crowdcamp. *ACM Conference on Computer Human Interaction*, Austin, TX, 2012

Organized Panels

1. Gerber, E., Chang, F., Liu, Co., Lucas, S., Schlesinger, Y., Velloso, K., Building the Commons, LinkedIn, San Francisco, 2020
2. Gerber, E., Nickerson, J., Dontcheva, M., Dabbish, L., & Hill, C. Collective Innovation in the Future of Work, *ACM Conference on Computer Supported Cooperative Work*, Austin, TX, 2019
3. Gerber, E., Casey, V. Locating Trust in Design, San Francisco, CA, 2019
4. Gerber, E., Oser, M., Carr-Jordan, E., Gomez Seidel, D., Digital Wellbeing: Regaining control over Tech. *All Tech is Human*, Seattle, WA, 2019
5. Gerber, E., Lee, A., Zivarts, A., & Aye, G. Design for Inclusion and Accessibility. *All Tech is Human*, Seattle, WA, 2019
6. Kreitzberg, C., Shneiderman, B., Gerber, E., Rosenzweig, E., Churchill, E. HCI and UX in a Time of Digital Transformation: the Shift from Craft to Leadership, *ACM Conference on Computer Human Interaction*, Glasgow, UK, 2019
7. Casey, V., Girling, R., Shliefer, A., & Gerber, E., "Finding Trust in Design," Airbnb, San Francisco, CA, 2019
8. Brandel, J., Breuer, R., Gerber, E., Kunesh, J., Lockhart, V., Lyons, G., & Schilf, L., In a Rapidly Changing World, who is a Designer? *Chicago Design Week*, Chicago, IL, 2018
9. Hui, J., Gerber, E., Burnett, B., Dombrowski, L., Gray, M., & Salehi, N., Computer Supported Career Development in the Future of Work, *ACM Conference on Computer Supported Cooperative Work*, New Jersey, 2018
10. Gerber, E., Muller, M., Wash, R., Irani, L., Churchill, E., & Williams, A., Crowdfunding: An Emerging Field of Research. *ACM Conference on Computer Human Interaction*, Toronto, Canada, 2014
11. Jain, A., Kam, M., Best, M., Gerber, E., & Luk, R., Can you do good and do well? Exploring HCI Careers for Societal Impact. *ACM Conference on Computer Human Interaction*, Toronto, Canada, 2014
12. Bernstein, M., Bright, M., Cutrell, E., Dow, S., Gerber, E., Jain, A., & Kulkarni, A., Micro-volunteering: Helping the Helpers in Development. *ACM Conference on Computer Supported Cooperative Work*, Baltimore, MD, 2013

Products

1. Gerber, E. MockUps Game, 2018 *World of Learning's Top Ten Makerspace Favorites in 2018

Keynote Presentations

1. "Connection = Impact" Center for HCI's Big Ideas, Virginia Tech, Blacksburg, VA, 2023
2. "Future of Hackathons" Hack the Hackathon: Shaping the Future of Hackathon Research and Practice, Lorentz Center, Leiden, The Netherlands, 2021

3. "How We Make Impact," Association for Computing Machinery's Conference on User Interactions, Software, and Technology, New Orleans, LA, 2019
4. "Asking Why to Make Impact," Code for America, Oakland, CA, 2019
5. "Building an Impactful Research Program," Jacobs Foundation, Germany, 2018
6. "Collective Innovation," AIGA Make Design Educator's Conference, Indianapolis, IN, 2018
7. "Collective Innovation: The Future of Hackathons" Workshop on Hackathons, Conference on Computer Human Interaction, Montreal Quebec, 2018
8. "Building an Innovation Program," Brown and the Innovation Economy, Brown University, Providence, RI, 2017
9. "The Future of Collective Innovation," John Seeley Brown Symposium, School of Information, University of Michigan, Ann Arbor, MI, 2016

Invited Talks

1. "Future of Design", Indian Institute of Technology - Bombay (upcoming)
2. "Working with AI," Nova School of Business and Economics, Lisbon, Portugal (upcoming)
3. "Working with AI," Stanford University, Center for Human Centered Artificial Intelligence, Stanford, CA 2022
4. "Towards a Desired Future of Work: Job Design for Human-AI Partnerships," Hanover, NH, Dartmouth College, 2022
5. "The Future of Social Impact Work in Human Computer Interaction," ACM Conference on Human Computer Interaction, New Orleans, GA, 2022
6. "Communicating Your Research," MTSB lunch lecture series, Northwestern University, 2022
7. "Imagining What's Next for Design Education," Austin Design Week, 2021
8. "Developing Networks for Social Innovation," Guests and Gusto, Savannah College of Art and Design, 2021
9. "How We Make Impact" Design Conversations, Jacobs Institute of Design, University of California, Berkeley, 2021
10. "Future of Design Education," She Ji: The Journal of Design, Economics, and Innovation Switzerland, 2021
11. "Prototyping your career", Inspiring the Next Generation of Coders, Ghana, 2021
12. "Social Innovation," Illinois Institute of Design, Chicago, IL, 2019
13. "Social Impact and Design," Smithsonian's Cooper Hewitt National Design Awards, 2018
14. "Scaling Up Innovation," Jones Seminar Series, Dartmouth College, Hanover, NH, 2017
15. "Scaling Up Innovation Through Collective Innovation," School of Education, Stanford, CA, 2017
16. "The Future of Collective Innovation," Creative Technology Lab, Adobe Research, San Francisco, CA, 2017
17. "The Future of Collective Innovation," Mechanical Engineering, University of California, Berkeley, CA, 2017
18. "The Future of Collective Innovation," University of California, Santa Cruz, CA, 2017
19. "Understanding Brainstorming" Graduate School of Business, Stanford University, Stanford, CA, 2017
20. "The Future of Collective Innovation, University of Washington, Seattle, WA, 2016

21. "Open Creativity and Design," Design 3.0, Kaist ID Daejeon, South Korea, 2016
22. "Empowering all of us, for all of us," Smith College, MA, 2016
23. "The Future of Collective Innovation," Berkeley Institute of Design, Berkeley, CA
24. "The Future of Collective Innovation," Open and User Innovation Conference, Harvard Business School, Cambridge, MA, 2016
25. "The Future of Collective Innovation," Collective Intelligence, New York, NY, 2016
26. "The Future of Collective Innovation," Northwestern's Institute for Policy Research, Evanston, IL, 2016
27. "Return on Innovation," Sandbox, MIT, Cambridge, MA 2016
28. "Organizations and Technology to Empower Collective Innovation," CSCW at Scale, School of Information, University of Michigan, 2016
29. "Learning and Assessment," Northwestern University, Evanston, IL 2015
30. "Organizations and Technology to Empower Collective Innovation," NYU Stern Business School, NYC, 2015
31. "Social Impact in Higher Education," Net Impact, Seattle, WA, 2015
32. "Best Practices for Academic Maker Spaces," Venture Well, Open Conference, Washington, DC, 2015
33. "Research Based Program Assessment: Measuring Innovation Self Efficacy," Venture Well, Open Conference, Washington, DC, 2015
34. "Human Centered Innovation," Dartmouth College, Hanover, NH, 2015
35. "Do-it-Together: Opportunities and Challenges for Collective Innovation," Cornell University, Ithaca, NY, 2014
36. "Organizations and Technology to Empower Collective Innovation," DUB, Human Centered Design and Engineering, University of Washington, Seattle, WA, 2014
37. "Crowds, Computers, and Creativity: The Future of Design," University of California, Berkeley Design Institute, Berkeley, CA, 2014
38. "The Role of Social Computing in Innovation," Illinois Institute of Technology, Chicago, IL, 2013
39. "Crowds, Computers, and Community: The Future of Design," University of California, San Diego, CA, 2013
40. "Crowds, Computers, and Community: Understanding How Innovation Happens," University of California, Irvine, CA, 2013
41. "Understanding the Role of Crowdfunding in Innovation," Penn State, College Station, PA, 2013
42. "Educating the Next Generation of Social Impact Designers", National Endowment for the Arts, New Haven, CT, 2013
43. "Micro-volunteering: Helping the Helpers in Development," Computer Supported Cooperative Work, San Antonio, TX, 2013
44. "Crowdsourcing and Innovation," Carnegie Mellon University, Pittsburgh, PA, 2013
45. "Design-It-Together: The Role of Crowdsourcing in Innovation, Media, Technology, and Society, Northwestern, Evanston, IL, 2012
31. "The Design-It-Together Movement: The Case of Design for America," Industrial Designers Society of America, Midwest Conference, Chicago, IL, 2012
32. "Innovation Self-Efficacy: Changing People's Beliefs Through and By Design," School of Design, Carnegie Mellon, Pittsburgh, PA, 2012
33. "Innovation Self-Efficacy: Changing People's Beliefs Through and By Design," Department of Design and Environmental Analysis, Cornell University, Ithaca, NY, 2012

34. "Positive Innovation: Helping People Thrive Through and By Design" Segal Design Institute, Northwestern, Evanston, IL, 2011
35. "Affective Computational Priming" School of Education and Public Policy," Northwestern, Evanston, IL, 2011
36. "Technology that Motivates Innovation: Influencing Autonomy, Connectedness, and Competence," School of Communications, Northwestern, Evanston, IL, 2011
37. "Technology, Affect, and Creative Problem Solving" Human Computer Interaction Institute Seminar Series, Carnegie Mellon, Pittsburgh, PA, 2011
38. "Positive Design: Helping People Thrive Through and By Design," College of Human Ecology, Cornell, Ithaca, IL, 2011
39. "Positive Design & Innovation," Colleges of Business and College of Human Ecology, Cornell, Ithaca, NY, 2011
40. "Technology, Affect, and Creative Problem Solving," HCI Seminar Series, University of Illinois, Champaign Urbana, IL, 2011
41. "Using Technology to Motivate Creative Action," Computer Science and Artificial Intelligence Seminar Series, MIT, Cambridge MA, 2011
42. "Technology that Activates: Priming Emotion and Achieving Goals," Computer Science Seminar Series, Tufts University, Somerville, MA, 2011
43. "Using Technology to Motivate Creative Action," Mechanical Engineering Seminar Series, MIT, Cambridge MA, 2011
44. "Using Technology to Motivate Creative Action," HCI Seminar Series, Stanford University, Stanford, CA, 2011
45. "Design for America: Changing People's Beliefs in Themselves Through and By Design," CUSP Conference: The Design of Everything, Chicago, IL, 2010
46. "Design for America: Thinking about Innovation Education Outside of the Box," Design Chicago, Northwestern University, Evanston, IL, 2010
47. "Designing for Engagement," Jones Lecture Series, Thayer School of Engineering, Dartmouth College, Hanover, NH, 2010
48. "Innovation Processes and Spaces," Innovator Lecture Series, Management, Learning, and Organizational Change, Northwestern University and Catalyst Ranch, Chicago, IL, 2009
49. "Devotion to an Innovation Process: The Case of Human Centered Design," MIT Media Lab, MIT, Cambridge, MA, 2008
50. "Devotion to an Innovation Process: The Case of Human Centered Design," Segal Institute of Design, Northwestern University, Evanston, IL, 2008
51. "Devotion to an Innovation Process: The Case of Human Centered Design," Saunders College of Business, Rochester Institute of Technology, Rochester, NY, 2007
52. "Observation as a Tool for Designing for Extreme Affordability," Hasso Plattner Institute of Design, Stanford University, Stanford, CA, 2007
53. "Storytelling as a Tool for Design," Hasso Plattner Institute of Design, Stanford University, Stanford, CA, 2006
54. "Improvisation in Design," Department of Mechanical Engineering, Stanford University, Stanford, CA, 2006
55. "The Birth of a Knowledge Broker," Department of Engineering, Dartmouth College, Hanover, NH, 2006
56. "Sharing Creative Control" Department of Management Science & Engineering, Hasso Plattner Institute of Design, Stanford University, Stanford, CA, 2006

57. "The Unintended Consequences of Management" Department of Engineering, Dartmouth College, Hanover, NH, 2005

Press Coverage (selected)

1. Design and Democracy, *Peggy Smiley Show*, to appear
2. "We need more mentors for first-time entrepreneurs, Chicago," *Crain's Chicago* 2022
3. Human Computer Interaction and Democracy, *Connected World Magazine*, 2022
4. Move Fast and Vape Things, *New York Times*, 2021
5. Design for America Teams Up with Innovation Leaders to Help Fight Against COVID-19, *Northwestern Engineering*, 2020
6. Mobilizing Designers to Tackle the Pandemic's Challenges, *newsroom.ibm.com*, 2020
7. Humanitarian Engineering Organizations Develop a Better Global Future, *EE Times*, 2020
8. Crowdfunding, *The Guardian*, 2019
9. The Rise of Public Sector Crowdfunding, *The Atlantic's City Lab*, 2017
10. Crowdfunding, NPR's Marketplace, 2017
11. Chicago Students Head West for Tech Culture Immersion, *Chicago Inno*, 2017
12. Why People Mourn the Death of the VCR and other outdated technology, *Washington Post*, 2016
13. Crowdsourcing to Get Ideas, and Possibly Save Money, *New York Times*, 2016
14. How Crowdfunding Influences Innovation, *Sloan Management Review*, 2016
15. Mettre de soi dans un projet, *Hemispheres*, 2016
16. Have We Reached the End of Education as We Know It? The Nation's Top Experts Sound Off, *Make it Better*, 2016
17. Design for America's Dr. Elizabeth Gerber Shows How Human-Centered Design Can Change the World for Good, *The Huffington Post*, 2015
18. The Uncertain World of Crowdfunding Your Day in Court, *Wired*, 2015
19. How Are Universities Grooming the Next Great Innovators? *The Smithsonian Magazine*, 2015
20. How Crowdworkers became the Ghosts in the Digital Machine. *The Nation*, 2014
21. Big Kickstarter Campaign Overwhelms Radiate Athletics. *The Wall Street Journal*, 2014
22. It's Not Nagging: The Power of Persistent Redundant Communication. *Forbes*, 2013
23. The Millennials. *Architect Magazine*, 2013
24. 40 under 40: Meet Chicago's Next Generation of Leaders. *Crain's Chicago Business Week*, 2013
25. Scientists Experiment with Crowdfunding. *Physics Today*, 2013
26. Engaging Online Crowds in the Classroom Could Be An Important Tool for Teaching Innovation. *Communications of the ACM*, 2013
27. Got a Kickstarter Project? This Man Can Predict Within Four Hours If It Will Fail. *The Guardian*, 2013
28. Tool Accurately Predicts Whether a Kickstarter Project Will Fail. *Popular Science*, 2013
29. Crowdfunding. *ABC News*, 2012
30. Crowdfunding. *Toronto Star*, 2012
31. Genius Idea: Design that Helps Us Thrive. *Oprah Magazine*, 2012
32. Top 100 in Public Interest Design. *Public Interest Design*, 2012
33. Best of 2012: Visionaries, Organizations, and Innovations Changing the Way we Learn. *Good Magazine*, 2012
34. What Makes a Kickstarter Campaign Successful, *Socialtimes.com*, 2012
35. Teaching Entrepreneurs Crowdfunding Strategies. *Crowdsourcing.org*, 2012

36. It's Not Nagging. Why Persistent Redundant Communication Works. *Harvard Working Knowledge*, 2011
37. The United States of Design. *Fast Company*, 2011
38. Millennials Are the MacGyvers of Business. *Harvard Business Review Blog*, 2011
39. Should design be taught as an entrepreneurial skill? *Smartplanet.com*, 2011
40. Spotlight on Design. *Core77*, 2011

External Grants Awarded

1. Colgate, E., (PI) & Peshkin, M. (co-PI), Gerber, E. (Co-PI) NSF HCC: Touchbots for Surface Haptics (\$799,910)
2. Gerber, E. (PI), Rees-Lewis, D. (co-PI) National Academy of Education, High-Quality Online Feedback to Support K-12 Teachers Instructional Improvement Through Principled Adaptation (\$70,000)
3. Gerber, E. (PI) Collection Innovation, Adobe Research Award (\$15,000)
4. Gerber, E. (PI) Joyce Foundation, Deliberative Democracy (\$50,000)
5. Easterday, M. (PI), & Gerber, E. (Co-PI), NSF CHS: Computer-supported Collective Deliberation for the Future of Work (\$499,891)
6. Zhang, H., Easterday, M., (Co-PI), & Gerber, E., (Co-PI) NSF EXP: Cyberlearning: Agile Research Studios (\$549,994)
7. Gerber, E., (PI) & Easterday (Co-PI), NSF I-Corps: Digital Loft: A Learning Platform for Instructors and Trainers (\$50,000)
8. Bailey, B. (PI), Dow, S. (Co-PI), & Gerber, E. (Co-PI) NSF DIP: Collaborative Research: CRAFT: An Online Learning Platform for Scaffolding the Crowd Feedback Loop for Design Innovation Education (\$1,350,000)
9. Gerber, E. (PI) & Easterday, M., (Co-PI) NSF DIP: Cyberlearning: Digital Studios for Social Innovation Networks (\$1,350,000)
10. Gerber, E. (PI) & Easterday, M., (Co-PI), Digital Loft. *National Science Foundation NSF i-Corps*, 2015 (\$50,000)
11. Gerber, E. (PI) A Networking Curriculum to Enhance Entrepreneurship. *Venture Well*. 2015-2016 (\$14,000)
12. Zhang, H. (PI), Shaw, A. (Co-PI), & Gerber, E. (Co-PI) Sharing Human-powered Mobility to Improve Societal Efficacy and Efficiency. *Microsoft Fuse Labs Research Award*, 2014-2015 (\$35,000)
13. Gerber, E. (PI) A Pitching Curriculum for Crowdfunding. *National Collegiate Inventors and Innovators Alliance*. 2014-2015 (\$12,000)
14. Gerber, E. (PI) & Dow, S. (Co-PI) Cyberlearning: Engaging Interdisciplinary Students in Innovation Education through Crowd-based Technology. *National Science Foundation* 2012-2015 (\$563,000)
15. Easterday, M. (PI) & Gerber, E. (Co-PI) Cyberlearning: Digital Lofts: Online Learning Environments for Real-World Innovation. *National Science Foundation*, 2013-2015 (\$540,000)
16. Gerber, E. (PI), Rees Lewis, D. (Co-PI), Shyrokova, A. (Co-PI), Lesser, J. (Co-PI), Arora, R. (Co-PI), Ma, S. (Co-PI), Nerenberg, S. (Co-PI) Design for America: A Badge Community for Innovation. *Hastac Digital Media Learning Grant supported by the MacArthur and Mozilla Foundations*, 2012-2013 (\$175,000)
17. Chen, W. (PI), Gatchell, D. (Co-PI), Gerber, E. (Co-PI) TUES Type 2: Collaborative Research: The Institutionalization and Sustainability of Product Archaeology – A National Rollout Plan, *National Science Foundation*, 2012-2014 (\$64,999)

18. Chen, W. (PI) Colgate, E., Norman, D., McKenna, A., Gerber, E. (Co-PI) NSF Workshop on Driving Innovation Through Design: Engineering in the 21st Century, *National Science Foundation*, 2010-2011 (\$25,000)

External Sponsored Projects (selected)

1. Gerber, E., (PI) Frontline Innovation, Watson Foundation (\$25,000)
2. Gerber, E., (PI) Compass: Overcoming Food Insecurity (\$50,000)
3. Gerber, E., (PI) Humana: Digital Care Experience for Seniors (\$75,000)
4. Gerber, E., (PI) American Chemistry Council: Accelerating consumer engagement in retail takeback programs that collect and recycle flexible plastic films (\$65,000)
5. Gerber, E., (PI) YMCA: Changemakers (\$140,000)
6. Gerber, E., (PI) Sodexo: Resiliency Project (\$65,000)
7. Gerber, E., (PI) FIAT: Improving Pedestrian Safety (\$55,000)
8. Gerber, E., (PI) Medline: Aging and Independent Mobility (\$55,000)
9. Gerber, E., (PI) Capital One: Process of Belonging (\$55,000)

Internal Grants Awarded

1. Gerber, E. (PI) Technical Difficulties: A Podcast for Women in Technology. Northwestern's Center for Human Computer Interaction + Design Award, 2023-2024 (\$10,000)
2. Gerber, E. (PI) Technical Difficulties: A Podcast for Women in Technology. Northwestern's Alumnae Curriculum Development Award, 2022-2023 (\$12,500)
3. Easterday M. (PI) & Gerber, E. (co-PI) CRIT: Computer-Supported Large Group Feedback, 2018-2019, (\$50,000)
4. Worsley, M. (PI), Piper, A., (co-PI), & Gerber, E. (co-PI), Making and Inclusivity: Provost's Grants for Faculty Innovation in Diversity and Equity, 2017-2018, (\$14,000)
5. Zhang, H., (PI) & Gerber, E. (co-PI). Pair Research: Matching People for Collaboration, Learning, and Productivity, Provost's Digital/Online Projects, 2016-2017, (\$20,000)
6. Gerber, E. (PI) Crowdfunding. Northwestern's Alumnae Curriculum Development Award, 2014-2015 (\$15,000)
7. Gerber, E. (PI) Design for America. Northwestern's Murphy Society Grant, 2009-2012, (\$105,000)
8. Gerber, E. (PI) Crowdfunding. Allen and Johnnie Breed University Professorship Fund, 2013-2015, (\$10,000)
9. Gerber, E. (PI) Collective Innovation. Northwestern's New Faculty Start Up Grant, 2008-2013

Teaching Experience

Segal Institute of Design, Mechanical Engineering, Communication Studies, Kellogg Executive Education, Northwestern University

1. DSGN 106: Design Thinking and Communication – *Overall Rating of Instruction 5.1/6.0*
2. DSGN 305: Human Centered Service Design - *Overall Rating of Instruction 5.9/6.0*
3. DSGN 401: Human Centered Service Design - *Overall Rating of Instruction 5.2/6.0*
4. DSGN 495: Business and Design Integration Project - *Overall Rating of Instruction 5.5/6.0*
5. MTS 525: Design Research Seminar - *Overall Rating of Instruction 6.0/6.0*
6. MTS 525: Communication Design – *Overall Rating of Instruction 6.0/6.0*

7. Kellogg Executive Education: Generating Better Ideas with Your Teams - *Overall Rating of Instruction 5.0/5.0*
8. Kellogg Executive Education: Design Thinking Bootcamp - *Overall Rating of Instruction 8.0/10.0*

Kellogg Executive Education, Northwestern University

1. Non-Profit Executive Education on Generating Ideas with Your Team - *Overall Rating of Instruction 5.0/5.0*
2. Non-Profit Executive Education on Learning through Experimentation – *N/A*
3. Executive Education Program on Design Thinking - *Overall Rating of Instruction 8.0/10.0*

MOOC Coursera

1. Organizational Leadership: Leading Design Innovation (16,722 learners) -*Overall Rating of Instruction 4.3/5.0*
2. Experience Design: User Research and Prototyping (56,207 learners) - *Overall Rating of Instruction 4.6/5.0*

Hasso Plattner Institute of Design (aka “the d.school”), Stanford University

3. Executive Education Program on Innovation Leadership
4. Executive Education Program on Human Centered Innovation
5. Executive Education Program on Customer Focused Innovation (5.8/6.0)
6. Business Process Innovation: Treating the Organization as a Prototype
7. Creating Infectious Action: Integrating Design Thinking and Business
8. Clicks n’ Bricks: Creating Mass Market Experiences Using Design
9. Adventures in Design Thinking Graduate School Workshop

Management Science & Engineering, Stanford University

1. Organizational Behavior
2. Creativity and Innovation

Joint Program in Design in Mechanical Engineering, Stanford University

1. Advanced Product Design: Implementation
2. Advanced Product Design: Needfinding
3. Ambidextrous Thinking

Project partners include: Abbott Laboratories, Benefunder, British Petroleum, City of Chicago, Disney, Erie Community Health Center, Facebook, Fiat Chrysler, Fidelity, Hope Lab, Hormel Foods, Jet Blue, Kohl’s Children’s Museum, Kaiser Permanente, The Mather Group, Mozilla, Northwestern Medicine, Proctor and Gamble, Samsung, Steelcase, Matter VC, Walmart, YMCA, and others.

Student Supervision

Ph.D. Thesis Advisor

1. Gus Umbelino, Mentorship in Social Innovation Networks, Technology and Social Behavior, PhD expected in 2024
2. Evey Huang, Intelligent Tutors for Problem Based Learning, Technology and Social Behavior, PhD expected in 2024
3. Kristine Lu, Designing a Collective Intelligence System to Support Participative Decision-Making, Learning Sciences, PhD, 2023 (Post Doc, Johns Hopkins U.)
4. Spencer Carlson, Deliberation Tools, Learning Sciences, PhD, 2021 (Senior Researcher, Peleton)
5. Eureka Foong, Online Feedback Exchange to Support Design Innovation, Technology and Social Behavior, PhD, 2020 (Senior Researcher, YouTube)
6. Emily Harburg, Designing Online Social Support Systems to Build the Self-Efficacy of Newcomers, Technology and Social Behavior, PhD, 2018 (Startup Founder, PairUp; Founder of Brave Initiatives)
7. Daniel Rees Lewis, Beyond Problems on a Platter: Creating Tools for Teaching Planning in Real World Design", Learning Sciences, PhD, 2018 (Assistant Research Professor, Northwestern University)
8. Julie Hui, Social-technical Systems for Innovators, Mechanical Engineering, PhD, 2017 (UX Intern, Microsoft and Facebook, Assistant Professor, University of Michigan)

Ph.D. Thesis External Committee

1. Mike Lee, Diversity of Learning to Control Complex Rehabilitation Robots Using High-Dimensional Interfaces, PhD expected 2026
2. Yaxin Cui, Multi-stage Customer Preferences Modeling Using Data-Driven Network Analysis, PhD Mechanical Engineering, Northwestern, PhD, 2023 (Senior Researcher, Well Fargo)
3. Veronica Rivera, Safety, Security, and Well-Being in Digitally-Mediated Labor, PhD Computational Media, University of California, Santa Cruz, PhD, 2023
4. Sanjana Remesh, Health Communication, PhD Media Technology and Communication. Northwestern, PhD, 2023
5. Jenna Marks, Iteration and Persistence in Design, Teacher's College, Columbia University, PhD completed in 2017 (Director of Data Science, Amplify)
6. Patti Bao, Sharing Insight Provenance in Collaborative Visual Analytics, Technology and Social Behavior, Northwestern, PhD completed in 2013 (UX Researcher, Google)

Ph.D. Rotation Advisor

To allow Ph.D. students to understand and participate in technological developments in their broadest possible contexts, we encourage students to rotate across labs in Design, Social Sciences, Computer Science. I regularly serve as a Rotation Advisor in Design.

1. Connie Chau, Hackathons: A Literature Review, PhD expected 2027
2. Katherine O'Toole, Understanding Creative Team Formation, Technology and Social Behavior, PhD expected in 2025
3. Eleanor Burgess, Developing a Design Research Curriculum, Media Technology and Society, PhD expected in 2021
4. Noah Liebman, Understanding Technology Use Among Sound Engineers, Technology and Social Behavior, PhD completed in 2021
5. Yungsong Kim, Understanding Trust and Delays in Crowdfunding, Technology and Social Behavior, 2020 (Post Doc, Carnegie Mellon University)

6. Elizabeth Hunter, Using Video to Promote Designs in Crowdfunding, Theater, PhD, 2018 (Mixed Media Faculty, San Francisco State University)
7. Natalia Smirnov, Scaling Social Innovation Networks, Learning Sciences, PhD expected in 2020
8. Gulu Saiyed, Using Social Media to Promote Designer Empathy, Learning Sciences, PhD expected in 2020
9. Anna Bethune, Leadership Laddering in Civic Innovation, Learning Sciences, PhD completed in 2019 (Director of Impact and Research, Diatom Impact)
10. Colin Fitzpatrick, Computer Supported Novice Critique, Technology and Social Behavior, PhD, 2017 (UX Research, Facebook)
11. Pei-Yi Kuo, Communication in Crowdfunding, Technology and Social Behavior, PhD expected in 2020
12. Patti Bao, Group Brainstorming, PhD completed in 2014 (Researcher, Google)
13. Sheena Lewis, Affective Computational Priming and Creativity, Technology and Social Behavior, PhD completed in 2013 (Computer Science Faculty, DePaul University)

MS

1. Briam Remy, Crowdfunding the University, Mechanical Engineering (Supply Chain Planner, Microsoft)
2. Michael Greenberg, Recruitment and Retention in Crowdfunding Communities, Computer Science, Thesis, MS (UX Researcher, Facebook)
3. Claire McCloskey, Understanding Technology for Networking, Engineering Design and Innovation, MS independent study 2016 (User Experience Designer, IBM Design)
4. Joseph Shulman, Using Technology to Pair Teams, Learning Sciences, MS, MS independent study 2016 (User Experience Manager, Otus)
5. Peter Phelan, Using Mobile Devices to Collect Field Observations, Learning Sciences, MS independent study, 2013 (Researcher, Garibay Group)
6. Liz Kramer, Development of a Measure of Innovation Self-Efficacy, Engineering Design and Innovation, MS independent study, 2013 (Assistant Director of Design, University of Washington in St. Louis)
7. Rebecca Komarek, Designing for America: A Case study of Service Learning, Learning Sciences, Masters thesis co-advised with Dr. Lois Trauvetter completed in 2010 (Catalyze CU Managing Director, PhD candidate, University of Colorado, Boulder)
8. Ben Schriesheim, Roll-out Table for Apartment Dwellers, Engineering Design and Innovation, MS independent study, 2009 (Principal User Experience Designer, iRobot)
9. Sarah Hulseman Textured Packaging for Men's Shaving Products, Engineering Design and Innovation, MS independent study, 2009 (Mechanical Design Engineer, Proterra)

Design for America Post Bac Fellows

Post Bac Fellows work full time to build and support Design for America.

1. Ross Brunetti, 2020, Project Coordinator, Design for America/Watson Foundation
2. Glory Wang, 2020, Project Coordinator, Design for America/Watson Foundation
3. Irfan Ibrahim, 2019, Field Canvasser, Indo-American Center
4. Kelly Wisneski, 2019, Program Coordinator, Design for America
5. Geneva Vest, 2018m Project Coordinator, Trust for Public Land
6. Ken Hunter, 2018, Project Coordinator, Greenhouse Project
7. Deniz Alpaz, 2017, UX Researcher, Graveflex

8. Michelle Baverman, 2017, Design Analyst, Gensler
9. Allison Cheng, 2016, UX designer, Shure Incorporated
10. Catherine Chung, 2016, Marketing Associate, DESIGNxRI
11. Stacy Klingbeil, 2015, Civic Designer, Bennett Midland
12. Brandon Rivero-Melo, 2015, Game Design Master's Student, University of Utah
13. Rob Calvey, 2015, Consultant, Voyage Advising
14. Julian Bongiorno, 2015, Co-founder, Art-ly
15. Giselle Malina, 2014, Medical School Student, Loyola University Chicago
16. Thea Klein, 2013, Garden Educator, Washington State Garden
17. Kayla Matheus, 2013, Founder, Mobi and VP Product, Volta Charging
18. Yuri Malina, 2012, Co-founder, VP of Product, Swipesense
19. Mert Iseri, 2012, Co-founder, CEO, Swipesense

BA/BS

1. Shubanshi Gaudani, Designing Feedback Systems for One-to-Many Coaching, BS, 2024
2. Elizabeth Dudley, A Metareview of Crowdfunding Research, BS, 2024
3. Patricia Song, Designing Feedback Systems for Online Communities, BS, 2020 (MS Student, Northwestern U.)
4. Gerta Guitart, Developing Assessments for Design Planning, BS, 2019 (UI Software Engineer Sifter)
5. Melody Park, Pair Research: Increasing Productivity in Research Teams, BS, 2018 (Creative Producer, Instagram)
6. Florence Yu, Innovation in Large Scale Organizations, BS, 2018 (Editorial Assistant, Letterform Archive)
7. Wendy Roldan, Helping Seeking in Maker Spaces, BS 2018 (PhD student, U. of Washington)
8. Alex Sher, Social Innovation Networks, BA 2018 (Senior Designer, Lextech Global Services)
9. Andres Mohring, Social Innovation Networks, BS 2017 (Sound Designer, Output Inc.)
10. Shannon Nachreiner, Understanding Help Seeking in Maker Spaces, BS 2016 (Senior Software Engineer, Course Hero)
11. Stephen Antonopolis, Identity Based Motivation and Crowdfunding, BS, 2016 (PhD student, UC Berkeley)
12. Elizabeth Jin Chou, Social Support Online, BS 2016
13. Pratap Jayaram, Collective Innovation, BS 2017 (Urban Design Student, Pratt Institute)
14. Joona Humad, Innovation Pathways, BS expected in 2015 (Business Analyst, SapientNitro)
15. Sofia Sami, Online Feedback, BA, 2014 (Medical Student, University of Illinois)
16. Hazel Yun, Crowdfunding Platforms, BS 2016 (Design Researcher, Blue Cross Blue Shield)
17. Cassie Coravos, Communication in Digital Lofts, BS 2016 (Business Manager, Empowerment Plan, Venture for America)
18. Bryan Berger, Social Computing and Innovation, BS 2016 (Health Innovation Lead, Board of Innovation)
19. Nicole Chu, Crowdfunding Platforms, BS 2016 (Engineer, Vox Media)
20. Alan Besquin, Crowdfuding for Design, BS, 2014 (Co-Founder, Somewhere Labs)
21. Hannah Hudson, Crowds in the Classroom, BS, 2014 (Head of User Research, Segment)
22. Amy Laurin, The Role of Crowdfunding in Scientific Research, BS, 2013 (Test Engineer, Daimler Trucks)
23. Jenny Braunstein, Murphy Scholar, Innovation Support Tools, BA, 2012 (Product Manager, Instacart)

24. Lauren Tindal, Motivations for Crowdfunding in Science, BA, 2014 (Product Manager, Twitter)
25. Megan Scherich, Running a Crowdfunding Campaign, BA, 2012 (Engineer, R&D, Care Fusion)
26. Hannah Chung, Emotional-Storyboarding: A Participatory Method for Emotional Designing for Children, BS, 2011 (CCO, Sproutel)
27. Molly Lafferty, Effects of Improvisation-based Warm-up Activities on Brainstorming Outcomes in Design Teams, BA, 2010 (Product Design Manager, Webflow)
28. Tarresha Pointdexter, The Birth of a Knowledge Broker, BA, 2009 (Product Marketing Lead Facebook)
29. David Hoffman, Momentum: Getting and Staying on Topic During a Brainstorm, BA, 2009 (Co-Founder and Head of Product Design, The Next Big Sound)

Honors, Distinctions, Patents, and Grants to Advisees (Selected)

1. Design for America's Sproutel selected by Time Magazine for Top Product of the Year, 2021
2. Design for America Team, Pair Eyewear team raised \$12 million in Series A funding, 2021
3. Evey Huang selected as a Cognitive Science Advanced Fellow, 2021
4. Daniel Rees-Lewis, National Academy of Education/Spencer Foundation Fellowship Award, 2020
5. Design for America Team, Swipsense, acquired by SC Johnson, 2020
6. Kristine Yu selected as an Advanced Design Research Fellow, 2019
7. Spencer Carlson selected as a Cognitive Science Advanced Fellow, 2019
8. Design for America's Connie Liu, Bay Area Inspire Awards, 2018
9. Design for America's Pair Eyewear team raised \$1 million in seed funding, 2018
10. Kristine Lu selected as Design Research Cluster Fellow, 2018
11. Eureka Foong selected as an Advanced Design Research Fellow, 2018
12. Spencer Carlson selected as Cognitive Science Fellow, 2018
13. Spencer Carlson selected as Design Cluster Research Fellow, 2017
14. Service Design Class, Design Management Innovation Award: Design Value, 2017
15. Design for America Headquarters nominated for Cooper Hewitt Design Award, 2017
16. Design for America Team, Luna Lights, receives Detroit's We Work Creator Launch Award, 2017
17. Aaron Horowitz selected for the Young Entrepreneur Award, Small Business Award, Rhode Island, 2017
18. Daniel Rees Lewis selected as Segal Design Fellow, 2016
19. Stephen Antonoplis selected as a NSF Graduate Fellow, 2016
20. Design for America team, Luna Lights, selected for Twin Cities Foundation Award, 2015
21. Yongsung Kim selected as a Segal Design Fellow, 2015
22. Hannah Chung and Aaron Horowitz invited to the White House to meet President Obama, 2015
23. Design for America team, Luna Lights, selected for Health Box Incubator, 2014
24. The 2014 Good 100: Jerry the Bear, The Grateful Ted, Good Magazine, 2014
25. The 2014 Good 100: Yuri Malina, Germ Enemy, Good Magazine, 2014
26. Design for America team wins UIUC Chancellor's Public Engagement Student Fellowship, 2014
27. Gulu Saiyad selected as Segal Design Fellow, 2014
28. Daniel Rees Lewis selected for the Northwestern Advance Cognitive Fellowship, 2014
29. Emily Harburg selected as NSF Graduate Fellow, 2014
30. Mert Iseri and Yuri Malina selected as top 20 business leaders in their 20's by Crain's Business Week, 2013

31. Hannah Chung selected by Warren Buffet for top Start Up Pitch, 2014
32. Design for America's Swipe Sense as Top 10 WSJ Startup of the Year, 2014
33. Design for America's Sammy Lin wins Buick Achievement Scholarship, 2013
34. Julie Hui and Mike Greenberg selected as NSF Graduate Fellows, 2013
35. Julie Hui and Mike Greenberg selected as Segal Design Fellows, 2013
36. Hannah Chung selected as top 15 female tech entrepreneurs to look out for in 2012
37. Design for America UCLA team wins Johnson and Johnson Be Vital Challenge, 2012
38. Design for America team wins Open IDEO Award, 2012
39. Design for America team, Sproutel, selected for Beta Spring, a startup incubator, 2011
40. Design for America team, Swipesense, selected for Health Box, a startup incubator, 2011
41. Patent for a Toy for Diabetic Children by Design for America Team, 2011
42. Semi-finalists of the national Diabetes Mine Challenge for Design for America, 2011
43. Boeing Company Award for Design for America, 2011
44. Semi-finalist for the Dell Social Innovation Competition for Design for America, 2011
45. Patent for a Hand Sanitation Device by Design for America Team, 2010
46. Sheena Lewis, NSF Graduate Fellowship, 2010
47. Winner of Northwestern's Entrepreneurial Idol Competition for Design for America 2010
48. Water Health and Development Field Exchange for Design for America, 2010
49. Northwestern's Breed Fund for Design for America, 2009
50. Northwestern's Initiative for Sustainability and Energy Grant for Design for America, 2009
51. Winner of the national Diabetes Mine Challenge for Design for America, 2009
52. Winner of the national Social Designer Challenge for Design for America, 2009

Professional Membership

1. Association for Computing Machinery
2. American Society of Mechanical Engineers
3. Association for the Advancement of Artificial Intelligence

Professional Leadership

1. Steering Committee, The Future of Design Education, 2020-present
Leading international effort to redesign education to prepare designers to work and lead the multidisciplinary teams required to work on complex sociotechnical systems
2. External Academic Advisory Council, University of California, Berkeley Jacobs Institute of Design, 2017-present
3. Founder's Circle, Winterhouse Symposium on Design Education and Social Change, 2016
Recognized by the Winterhouse Institute for critical role in founding the Symposium.
4. Faculty Founder, Design for America, 2007-present
Co-founded Design for America with three students. Designed and implemented strategic direction, development, and operations for national network of 38 university chapters, thousands of project partners, project mentors.
5. Design for Northwestern, 2015-2018
Established strategic direction and implementation plan for exposing design to 7 colleges across the University. Designed and led San Francisco Innovation Immersion Program.
6. Stanford's Hasso Plattner Institute of Design ("the d.school"), 2002-2008

Established the business and design initiative with Prof. Bob Sutton and IDEO partner Diego Rodriguez. Co-developed first executive education program, doctoral student program, and research initiatives.

7. Strategic Advisor, Sontag's Center for Creativity at The Claremont Colleges ("The Hive"), 2014-2016

Led Claremont College presidents, faculty, and funders through strategic planning process for interdisciplinary creativity center across 5 colleges.

Professional Society Service

1. Consortium for the Science of Sociotechnical Systems (CSST)
Mentor, 2023
2. Co-Treasurer
ACM Conference on Computer Supported Cooperative Work, 2018-2020
3. Evaluation Panel
MacArthur Initiative: 100&Change, 2016
4. Conference Co-Chair
Human Computer Interaction Conference, 2019
Human Computation and Crowdsourcing, 2015
5. Local Chair
Creativity and Cognition, 2023
6. Communications Chair
Collective Intelligence, 2014
ACM Conference on Computer Supported Cooperative Work, 2015
AAAI Conference on Human Computation and Crowdsourcing, 2017
7. Social Impact Co-Chair
ACM Conference on Computer Supported Cooperative Work, 2016
ACM Conference on Computer Supported Cooperative Work, 2017
8. Workshop Chair
AAAI Conference on Human Computation and Crowdsourcing, 2014
9. Student Design Competition
ACM Conference on Human Computer Interaction, 2018
10. Design Judge
ACM Conference on Tangible Embedded and Embodied Interaction, 2014
ACM Conference on Computer Supported Cooperative Work, 2016
11. Program Committees
ACM Conference on Computer Human Interaction, 2010, 2011, 2013, 2016
ACM Conference on Computer Supported Cooperative Work, 2014, 2015
ACM Conference on Design of Interactive Systems, 2014
AAAI Conference on Human Computation and Crowdsourcing, 2014 - present
12. Technical Committee
Symposium on Crowdfunding, 2013
13. Scholarly Reviews
ACM Conference on Computer Human Interaction, 2008-present
ACM Conference on Design of Interactive Systems, 2012-present
ACM Conference on Creativity and Cognition, 2009-present
ACM Conference on Computer Supported Cooperative Work, 2012-present
ACM Conference on User Interface Software and Technology, 2012-present

- AAAI Conference on Human Computation and Crowdsourcing, 2014 – present
- IEEE Internet Computing, 2012
- ASME Journal of Mechanical Design, 2013 2014
- Artificial Intelligence for Engineering Design, Analysis and Manufacturing, 2011
- International Journal of Design, 2012
- Artificial Intelligence for Engineering Design, Analysis, and Manufacturing, 2011
- Journal of Engineering Education, 2010
- International Journal of Engineering Education, 2009, 2011
- 14. Editorial Board
 - Transactions on Social Computing, Founding Editorial Board, 2016-present

Federal, State, City Service

1. Review panel member, National Science Foundation, 2014, 2018-current
2. Robert A. Pritzker Visiting Scientist-Inventor-Engineer, Francis Parker School, Chicago, 2014-2015
 - Program selects one influential and inspiring person to serve as the Robert A. Pritzker Visiting Scientist-Inventor-Engineer in Residence to help students get even more excited about pursuing STEM related fields. Previous individuals to hold this position included Nobel Prize winning physicist, Leon Lederman.*
3. Judge, McArthur Foundation 100&Change, 2018
 - Selected as a leader in social innovation to judge applications for \$15 million grants*
4. Judge, Microsoft Research Design Expo, 2014
 - Selected as one of three leaders in design along with Microsoft's Bill Buxton and NYU's Tom Igoe to judge selective design expo at Microsoft Faculty Summit*
5. Judge, Inc.'s Best in Class Design Awards, 2014
 - Selected as one of seven judges to serve on a panel featuring industry pioneers, successful entrepreneurs, and leading-edge creative thinkers to judge design competition*
6. Design and Social Impact Co-Chair, Social Computing Workshop, National Science Foundation, 2013
 - Selected as one of two thought leaders in design and social impact to identify critical areas for development in the field of social computing*
7. Panelist, National Endowment for the Arts, 2013
 - Selected as one of three thought leaders in design to identify critical areas for development in the field of design and innovation*

University Service

Department of Mechanical Engineering

1. Diversity and Inclusion Committee, 2020-present
2. Faculty mentor, Emerging Scholars Program, 2021-present
3. Northwestern Initiative for Manufacturing Science and Innovation, 2015-present
4. Faculty mentor, Murphy Scholars Program, 2012-2013
5. Faculty mentor, Summer Research Opportunity Program (SROP) program, 2012 - present
6. Faculty mentor, Undergraduate Research Opportunity Program (UROP) program, 2012-present
7. Ad hoc ABET Evaluation Committee, 2011
8. Michelson Prize Screening Committee, 2013

9. Undergraduate Advisor, 2008 – present

Department of Communication Studies

1. Member, Human Centered Design Faculty Search, 2021-2022
2. Member, School of Communication Dean Search, 2019-2020
3. Member, Communication and Computation Hiring Committee, 2015-2016
4. Coordinator, Technology and Social Behavior Admissions Committee, 2014-2015
5. Member, Technology and Social Behavior Admissions Committee, 2010-2013

Segal Design Institute

1. Research Lead, 2008-current
2. Faculty Advisor, SF Immersion Program, 2016-2000
3. Director of the Design Research Cluster, 2015-2019
4. Executive Design Research Council, 2011-present
5. Master's in Engineering Design and Innovation Curriculum Committee, 2008-present
6. Segal Design Institute Executive Committee, 2008-2010
7. Segal Design Lecture Series Organizer, 2008-2013, Co-Organizer 2013-2019
8. Rev Center Project Committee, 2010–2011
9. NSF Workshop on Design and Innovation Organizing Committee, 2010-2011
10. Faculty Founder and Executive Committee, Design for America, 2008-present

McCormick School of Engineering

1. Co-Director, Center for Human Computer Interaction + Design, 2020-present
2. Member, Ad hoc Promotion and Tenure Committee, 2021 - present
3. Faculty mentor, PhD Women in Computing, 2019-present
4. Advisor, Women in Computing, 2015-present
5. Host Committee, Computation and Learning Science Symposium, 2018
6. Host Committee, Computation and Journalism Symposium, 2017
7. Panelist, Women in Computing at Northwestern, 2011

Northwestern University

1. University Teaching Awards Selection Committee, Provost's Office, 2021-2022
2. Speaker, Provost's and Organizational Strategy and Change's Best Practices Forum, (postponed due to COVID-19)
3. Speaker, Provost's Faculty Pathways Initiative, (postponed due to COVID-19)
4. Faculty Advisory Council, Society of Fellows, 2020 - present (postponed due to COVID-19)
5. Member, Provost's Faculty Appeals Panel, Office of the Provost, 2019-2021
6. Organizer and Facilitator, Lawrence B. Dumas Domain Dinner on the Human Computer Frontier, 2019
7. Member, Provost's Committee on Strategy for Undergraduate Student Lifecycle: Faculty Engagement, 2018-2019
8. Member, VP of Global Marketing and Communications Search, 2017-2018
9. Member, Center for Civic Engagement Committee, 2009-2016
10. OpED Project Thought Leaders Fellows Selection Committee, 2013-2014

11. Advisor for the SPG, the Graduate Student Improvisation Group, The Graduate School, 2008-present
12. Advisor for the Ready, Set, Go Program, a program designed to empower researchers with communication skills, The Graduate School, 2011-2015