

## KATHERINE ISBISTER

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katherine.isbister@gmail.com

### EDUCATION

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- Ph.D.                    Stanford University, 1998                    Communication Department  
*Reading Personality in Onscreen Interactive Characters.*  
Committee: C. Nass (Advisor), B. Reeves, Communication; B. Hayes-Roth, Computer Science; L. Friedlander, English.
- A.M.                    Stanford University, 1995                    Communication Department
- A.B.                    University of Chicago, 1990                    English Department
- H.S.                    North Carolina School of Science and Mathematics, 1986

### POSITIONS HELD

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<b>Employer</b>	<b>Position</b>	<b>Start Date</b>	<b>End Date</b>
Polytechnic Institute of New York University	Associate Professor	9/08	ongoing
	Director, Social Game Lab	9/08	ongoing
	Director, Game Innovation Lab	9/09	ongoing
IT University of Copenhagen	Associate Professor	1/08	8/08
Rensselaer Polytechnic Institute	Associate Professor;	12/06	8/08
	Director, Games Research Lab;	8/04	8/08
	Chair, MS in Human Computer Interaction	8/05	12/07
Rensselaer Polytechnic Institute	Associate Professor without tenure	8/04	12/06
Royal Institute of Technology, Stockholm	Researcher	2/04	12/06
Stanford University	Visiting Scholar	8/03	8/04
Stanford University	Consulting Faculty	8/02	8/04
JST Digital City Research, Kyoto	Visiting Researcher	10/02	12/02
katherine interface	Design Consultant	1/02	ongoing
Finali	Director of Interaction Design	12/99	1/02
NTT Open Laboratory, Kyoto	Postdoctoral Researcher	10/98	10/99
Extempo, Inc.	Producer, design	9/97	9/98
Stanford Japan Center, Kyoto	Visiting Researcher	7/97	8/97
Vivid studios	Creative direction, design	3/96	6/97
Fitch, Inc.	Interaction Designer	6/95	3/96
Sun Microsystems, HCI Group	Summer Intern	6/94	9/94

## DESCRIPTION OF SCHOLARLY WORK

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### 1. Authored books and monographs

Isbister, K. (2006). *Better game characters by design: A psychological approach*. San Francisco: Morgan Kaufmann.

### 2. Edited books

Isbister, K. & Schaffer, N. (Eds.). (2008). *Game usability: Advice from the experts for advancing the player experience*. San Francisco: Morgan Kaufmann.

Ishida, T. & Isbister, K. (Eds.). (2000). *Digital cities: Technologies, experiences, and future perspectives*. Berlin: Springer Verlag.

### 3. Papers in refereed journals

Laaksohlahti, J., Isbister, K. and Höök, K. (2009). Using the sensual evaluation instrument. *Digital Creativity* 20(3): 165-175.

Isbister, K., Höök, K., Laaksohlahti, J., & Sharp, M. (2007). Sensual evaluation instrument: Developing a trans-cultural self-report measure of affect. *International journal of human-computer studies* 65(4): 315-328.

Isbister, K., & Höök, K. (2007). Evaluating affective interactions. Introduction to special issue of *International journal of human-computer studies* 65(4): 273-274.

Nakanishi, H., & Isbister, K. (2007). Agent technology embedded in videogames. *Information processing society of Japan journal* 48(3): 250-256.

Isbister, K., & Watt, J. (2006). At play: Guest editors' introduction. Introduction to special issue of *Popular communication* 4(3): 161-163.

Nakanishi, H., Shimizu, S., & Isbister, K. (2005). Sensitizing social agents for virtual training. *Applied artificial intelligence* 19(3-4), 341-361.

Okamoto, M., Isbister, K., Nakanishi, H. & Ishida, T. (2002). Supporting cross-cultural communication with a large-screen system. *New generation computing* 20(2002), 165-185.

Isbister, K. & Nass, C. (2000). Consistency of personality in interactive characters: Verbal cues, non-verbal cues, and user characteristics. *International journal of human-computer studies* 53(2), 251-267.

Isbister, K. & Ishida, T. (1999). Designing for social interaction in cyberspace. *IPSJ (Information processing society of Japan) magazine* 40(6), 569-574.

Isbister, K. (1995). HCI students and internships. *SIGCHI bulletin*, 27(3), 12-15.

### 4. Invited papers given at conferences or published in proceedings

Isbister, K. and Höök, K. (2009). On being supple: In search of rigor without rigidity in meeting new design and evaluation challenges for HCI practitioners, Proceedings of CHI (Conference on human factors in computing) 2009, Boston, MA, USA.

Isbister, K., Höök, K., Sharp, D., & Laaksohlahti, J. (2006). The Sensual Evaluation Instrument: Developing an affective evaluation tool. Proceedings of CHI (Conference on human factors in computing) 2006, Montréal, Québec, Canada.

Isbister, K. (2005) Next gen character design: A psychological approach. Invited lecture at the Montreal International Games Summit, Montreal, Canada.

- Nakanishi, H., Nakazawa, S., Ishida, T., Takanashi, K., and Isbister, K. (2003). Can software agents influence human relations? Balance theory in agent-mediated communities. *AAMAS 2003*, Melbourne, Australia.
- Isbister, K., Nakanishi, H., Ishida, T., & Nass, C. (2000). Helper Agent: Designing an assistant for human-human interaction in a virtual meeting space. *CHI 2000 proceedings*, 57-64. the Hague, Netherlands.
- Okamoto, M., Isbister, K., Nakanishi, H., & Ishida, T. (1999). Supporting cross-cultural communication in real-world encounters. In *The 8th international conference on human-computer interaction (HCI-99) 2* (442-446).
- Ishida, T., Akahani, J., Hiramatsu, K., Isbister, K., Lisowski, S., Nakanishi, N., Okamoto, M., Miyazaki, Y., & Tsutsuguchi, K. (1999). Digital City Kyoto: Towards a social information infrastructure. In M. Klusch, O. Shehory & G. Weiss (Eds.), *International Workshop on Cooperative Information Agents (CIA-99), Cooperative information agents III, Lecture notes in artificial intelligence 1652*, 23-35. Springer Verlag.
- 5. Papers given at refereed conferences**
- Isbister, K. (2009, March). Make me! Giving players better avatar creation choices and experiences using psychology. Invited talk at the Worlds in Motion Summit Game Developers Conference, San Francisco, California.
- Isbister, K. (2008, November). Game usability: A practical snapshot of an emerging practice. Montreal International Game Summit, Montreal, Quebec, Canada.
- Isbister, K. (2008, April). Games as social flow devices. Workshop on User Experience in Games, CHI Conference, Florence, Italy.
- Isbister, K. (2008, February). The real story on characters and emotions: Taking it to the streets. Game Developers Conference, San Francisco, California.
- Isbister, K. (2007, November). Making me (mii?): Avatar builders and player experience. Panel presentation at the Future Play Conference, Toronto, Ontario.
- Isbister, K. (2007, March). Can you make them cry without tearing your hair out? Emotional characters. Lecture and roundtable discussion at the Game Developers Conference, San Francisco, California.
- Isbister, K. (2006, July). Transmedia character psychology. Presentation in panel: Occasionally reconcilable differences: Games, movies and television. Sandbox Symposium, SigGRAPH 2006, Boston, Massachusetts.
- Isbister, K. (2006, June). Social and emotional affordances in video games: Examining co-located social gaming in the laboratory. Presentation in panel: Affecting gaming (with others): Social-emotional responses to video games. International Communication Association Conference, Dresden, Germany.
- Isbister, K. (2006, March). Future character design: Out of the lab and into your game. Game Developers Conference, San Jose, California.
- Isbister, K. and Lazzaro, N. (2006, March). Emotion boot camp: Putting more emotion into play. All-day tutorial at the Game Developers Conference, San Jose, California.
- Isbister, K. (2006, January). Sensual evaluation instrument. Workshop on Affective Evaluation, Stockholm, Sweden.
- McGonical, J., Lowood, H. and Isbister, K. (2005, June) Perform or else: An interdisciplinary workshop on extroverted gameplay. Digital Games Research Association Conference, Vancouver, Canada.

- Isbister, K. (2005, June) A social psychological approach to games research. Digital Games Research Association Conference, Vancouver, Canada.
- Isbister, K. (2005, May) Games and the university: Building a curriculum. Presented at a panel chaired by J. Watt: Games and human interaction: Curriculum and research. International Communication Association Conference, New York, New York.
- Isbister, K. (2005, April) Sensual evaluation instrument. Invited presentation at Workshop on innovative approaches to affective evaluation. CHI, Portland, Oregon.
- Isbister, K. (2005, March) Perform or else: Why (and how) to include extroverted play design in your game. Game Developers Conference, San Francisco, CA.
- Isbister, K. (2004, July) Empathy by design: Some preliminary observations about what we might learn from videogames. Workshop on Empathic Agents, AAMAS, New York, NY.
- Isbister, K. (2004, March) 10 Tricks from psychology for better character design. Game Developers Conference, San Jose, CA.
- Isbister, K. and Nakanishi, H. (2003, June). Station agent. Invited presentation at workshop entitled 'Educational Agents: More than Virtual Tutors.' Vienna, Austria.
- Isbister, K. (2002, August). Social Stupidity/Intelligence: Designing computer interface agents with social skills. Artificial Stupidity/Artificial Intelligence Summit, Banff, Canada.
- Isbister, K., & Doyle, P. (2002, July). Design and evaluation of embodied conversational agents: A proposed taxonomy. Presented at workshop entitled 'Embodied Conversational Agents: Let's Specify and Evaluate Them', at AAMAS (Autonomous Agents and Multi-agent Systems) 2002, Bologna, Italy.
- Isbister, K., & Young, D. (2001, May). *SageTalk: Designing a tool for designing successful web-based social agents*. Agents 2001, Montreal, Quebec.
- Isbister, K., & Akahani, J. (2000, April). *Kyoto Digital City Project*. CHI 2000, the Hague, Netherlands.
- Isbister, K., & Doyle, P. (1999, November). *Touring machines: Guide agents for sharing stories about digital places*. Workshop on Narrative Intelligence, 1999 AAAI Fall Symposium, Cape Cod, MA.
- Isbister, K. & Nass, C. (1998, October). *Personality in conversational characters: Building better digital interaction partners using knowledge about human personality preferences and perceptions*. Workshop on Embodied Conversational Characters, Tahoe, California.
- Isbister, K. (1998, October). *Impact of verbal and nonverbal personality cues on user interaction with and preference for onscreen characters*. Lifelike Computer Characters, Snowbird, Utah.
- Isbister, K., & Hayes-Roth, B. (1997, August). *Social implications of using synthetic characters*. Workshop during IJCAI '97 (International Joint Conference on Artificial Intelligence), "Animated Interface Agents: Making Them Intelligent," Nagoya, Japan.
- Isbister, K. (1996, October). *Katherine interface*. Lifelike Computer Characters, Snowbird, Utah.
- Isbister, K. (1995, October). *How do we decide when a computer character is intelligent? Intelligence assessment and perceived intelligence in human-human interaction and how it relates to human-computer interaction*. Lifelike Computer Characters Conference, Snowbird, Utah.
- Isbister, K. & Hayes-Roth, B. (1995, April). *How far can a plot be stretched?* AAAI-95 Spring Symposium on Interactive Story Systems.

Isbister, K. & Layton, T. (1994, October). *Agents in review: Examples, dimensions, and issues*. Lifelike Computer Characters Conference, Snowbird, Utah.

## **6. Unrefereed papers given at conferences or published in proceedings or preprints (N/A)**

### **7. Talks at colloquia and seminars**

Isbister, K. (2009, October). Are we having fun yet? A social scientist's approach to game design. Invited talk at Carnegie Mellon University's Entertainment Technology Center.

Isbister, K. (2009, November). Are we having fun yet? A social scientist's approach to game design. Invited talk at Simon Frasier University's School of Interactive Arts and Technology.

Isbister, K. (2009, May). Touch feely games: Broadening designers' social and emotional palette. Invited talk in Dartmouth College variable\_d Lecture Series in Digital Arts and Humanities.

Isbister, K. (2009, February). Computer games that move us: Making the gaming experience more socially and emotionally powerful. Invited lecture at Columbia University Teachers College doctoral consortium.

Isbister, K. (2008, November). Game Theory/Play Money: Introducing the New York Game Scene. Panel on 'Game Theory' hosted by NYC Digital Games Research Association, Columbia University.

Isbister, K. (2008, October). Computer games that move us. CIS Department Seminar Series, NYU-Poly.

Isbister, K. (2008, October) Computer games that move us. Courant Institute Computer Science Seminar Series, NYU.

Isbister, K. (2008, March). Games and HCI: A social-psychological and communication-based approach. Invited lecture at the Instituto Superior Técnico, Lisbon, Portugal.

Isbister, K. (2008, March). Wriggle: Creating a platform for dynamic social-emotional play. Invited lecture at Kolding School of Design (Design Skolen Kolding), Kolding, Denmark.

Isbister, K. (2008, January). Games and HCI: A social-psychological and communication-based approach. Invited lecture in University of California Santa Cruz's Engineering research seminar series, Santa Cruz, California.

Isbister, K. (2008, January). Development process and character design. Invited lecture at the Nordic Game Jam, Copenhagen, Denmark.

Isbister, K. (2007, July). Can you make them cry without tearing your hair out? Emotional characters. Invited lecture at the Berlin Chapter of the International Game Developers Association, Berlin, Germany.

Isbister, K. (2007, June). Can you make them cry without tearing your hair out? Emotional characters. Invited lecture at ITU's Games Research Center, Copenhagen, Denmark.

Isbister, K. (2007, May). Better game characters by design: A psychological approach. Invited lecture in MIT's Human Computer Interaction Seminar Series at CSAIL (Computer Science and Artificial Intelligence Laboratory), Cambridge, MA.

Isbister, K. (2007, March). Better game characters by design: A psychological approach. Invited lecture in Stanford University's Human Computer Interaction Seminar, Stanford, California.

Isbister, K. (2006, August). Friendly media: Making technology more social and emotional. Keynote at Mission Explore: Science Math and Engineering Conference, Girl Scouts of USA, Briarcliff Manor, NY.

- Isbister, K. (2006, August). Better game characters by design: A psychological approach. Invited lecture at Believeable Character Workshop, University of Southern California Institute for Creative Technology, Marina del Ray, California.
- Isbister, K. (2006, August). Better game characters by design: A psychological approach. Invited lecture at Electronic Arts Los Angeles, Los Angeles, California.
- Isbister, K. (2006, April). Are you game? Looking to game design as inspiration for crafting engaging social and emotional user experiences. Invited lecture in the Center for New Media lecture series, University of California, Berkeley, California.
- Isbister, K. (2006, April). Are you game? Looking to game design as inspiration for crafting engaging social and emotional user experiences. Invited lecture in the SigCHI Distinguished Lecturer Series, Cornell University, Ithaca, New York.
- Isbister, K. (2005, November) Next gen character design: A psychological approach. Invited lecture at the Full Sail Academy, Orlando, Florida.
- Isbister, K. (2005, August) Better game characters by design: A psychological approach. Invited lecture at the International Game Developers Association (IGDA) Albany chapter meeting.
- Isbister, K. (2004, August) The SimGallery project. Invited lecture at the Royal Institute of Technology, Stockholm, Sweden.
- Isbister, K. (2005, June) Extroverted play: Social and physical games and what HCI researchers can learn from them. Invited lecture at IBM Research Laboratories, Cambridge, Massachusetts.
- Isbister, K. (2004, June) Games (younger) people play: The cultural import of videogames. Presented at How to read a film: A visual literacy workshop for high school teachers and media educators, Pacific Film Archive, Berkeley, CA.
- Isbister, K. (2004, May) The SimGallery Project. Invited lecture at the Design Exchange's Digifest, Toronto, Canada.
- Isbister, K. (2004, March) Examining effectiveness of social and affective interface agents. Humaine Project Opening Plenary, Saarbrücken, Germany.
- Isbister, K. (2004, February) Character building: Better game characters through psychology. Invited lecture at the Cantor Center's Story Engines: A Public Program on Storytelling and Computer Games. Stanford, California.
- Isbister, K. (2003, November). Designing computer interface agents that support social interaction. Invited lecture at the Royal Institute of Technology, Stockholm, Sweden.
- Isbister, K. (2003, October) Social psychology and computer game character design. Invited lecture at the MOVES Institute, Monterey, California.
- Isbister, K. (2003, July). Video game social psychology. Invited lecture at the Information Sciences Institute, University of Southern California, Los Angeles, California.
- Isbister, K. (2003, March). Computer game characters: Game-world prosthetics. Invited lecture at University of California, Berkeley, Art Practice Department, Graduate seminar on games.
- Isbister, K. (2002, November). Social psychology and game characters. Invited lecture at Kyoto University Department of Social Informatics, Kyoto, Japan.

- Isbister, K. (2001, September). Designing social interface agents—Examples from research and industry. Invited lecture at DFKI (German Research Center for Artificial Intelligence), Saarbrücken, Germany.
- Isbister, K., & Marquez, J. (2000, November) Attack of the GUI: Remote control or cross-cultural communication device. Invited guests on Fast Forward, a radio program sponsored by Working Assets Long Distance Company.
- Isbister, K. (1999, November). Cross-cultural digital environments project. Invited talk, Stanford University CSLI Industrial Affiliates workshop.
- Isbister, K. (1999, October). Cross-cultural digital environments project. Invited talk, Nara Institute of Science and Technology, Kyoto, Japan.
- Isbister, K. (1999, September). People-friendly design: Some useful social psychological principles for developing systems that support everyday social interaction. Invited talk, OMRON, Kyoto, Japan.
- Isbister, K. (1998, December). Bringing ideas from social and personality psychology to the design of interactive interface agents. Invited talk, Sony Computer Science Laboratory, Tokyo.

**8. Significant citations of the candidate's scholarly work, including certificates and awards in recognition of scholarly achievement**

*Nominated for Game Developer Magazine Frontline Award, book category, 2006.*

*Nominated for CHI Best Paper Award, 2006.*

*Honorable Mention, Adobe Emerging Artist Award, International Symposium for Electronic Arts, 2006.*

*Junior Faculty Research Recognition, 2005. (15 university-wide at RPI)*

*New Voices New Visions award for SimGallery Project, juried prize at Digifest, Toronto, 2004.*

*Talk among 10 selected for the Best of Game Developers Conference DVD, 2004.*

*TR100 Young Innovator Award, MIT's Technology Review Magazine, 1999.*

**9. Patents (N/A)**

**10. Other pertinent documents**

Isbister, K. (in press). Enabling social play: A framework for design and evaluation. In Bernhaupt, R. (Ed.) *Evaluating User Experiences in Games: Concepts and Methods*, Springer.

Isbister, K. (2009). Parappa the Rapper: Or how I learned to love Rodney Alan Greenblat and Masaya Matsuura. In Davidson, D. (Ed.) *Well Played*, etc press.

Isbister, K. (2009). Step two: Understand social play. In Bateman, C. (Ed.) *Beyond Game Design: Nine Steps Toward Creating Better Videogames*, Charles River Media.

Isbister, K. 2008. Social Psychology and user research. In Isbister, K. and Schaffer, N. (Eds.) *Game Usability: Advice from the Experts for Advancing the Player Experience*, Morgan Kaufmann.

Isbister, K. and Doyle, P. 2004. The blind men and the elephant revisited: A multidisciplinary approach to evaluating conversational agents. In (Z. Ruttkay and C. Pelachaud, Eds.) *From brows to trust: Evaluating embodied conversational agents*, Volume 7, Human Computer Interaction series, Kluwer Press.

- Isbister, K. (2004). Building bridges through the unspoken: Embodied agents to facilitate intercultural communication. In R. Trappl & S. Payr (Eds.), *Agent culture: Designing virtual characters for a multi-cultural world*. Lawrence Erlbaum Associates.
- Nakanishi, H., Isbister, K., Ishida, T., & Nass, C. (2004). Designing a social agent for virtual meeting space. In R. Trappl & S. Payr (Eds.), *Agent culture: Designing virtual characters for a multi-cultural world*. Lawrence Erlbaum Associates.
- Isbister, K. & Doyle, P. (2003). Web guide agents: Narrative context with character. In M. Mateas & P. Sengers (Eds.), *Narrative intelligence*. Amsterdam: John Benjamins.
- Isbister, K. (2002). Party hosts and tour guides—Using nonverbal social cues in the design of interface agents to support human-human social interaction. In K. Dautenhahn, A. Bond, D. Canamero, & B. Edmonds (Eds.), *Socially intelligent agents: Creating relationships with computers and robots*. Dordrecht, the Netherlands: Kluwer Academic Publishers.
- Isbister, K. (2000). A warm cyber-welcome: Using an agent-led group tour to introduce visitors to Kyoto. In T. Ishida & K. Isbister (Eds.), *Digital cities: Technologies, experiences, and future perspectives*. Berlin: Springer Verlag.
- Nass, C., Isbister, K., & Lee, E.J. (2000). Truth is beauty: Researching embodied conversational agents. In J. Cassell, S. Prevost, J. Sullivan & E. Churchill (Eds.), *Embodied conversational agents*. Boston, MA: MIT Press.
- Isbister, K., & Layton, T. (1995). Agents: What (or who) are they? In J. Nielsen (Ed.), *Advances in human-computer interaction 5*, 67-86. Norwood, N.J.: Ablex Publishing Corporation.

#### **Art exhibitions and residencies**

*Sensual Evaluation Instrument*, installation in museum exhibition “Glück: Welches Glück”, an exhibition on happiness, luck, and fortune. Deutsches Hygiene-Museum and Siemens Arts Program, March 6 to November 2, 2008.

The Sensual Evaluation Instrument is a research tool developed to measure self-report of affect (emotion) in users who try out technology prototypes. The instrument consists of 8 sculpted objects that evoke emotional qualities and can be held in the hand. See journal papers section for publications related to this research.

*SimSBRL*, installation in online exhibition at FILE 2007 (Electronic Language International Festival), Rio De Janeiro, Brazil, 2007.

SimSBRL is a reconstruction of the Games Research Laboratory facilities and researchers using the Sims 2 game engine (see <http://friendlymedia.sbrl.rpi.edu/simSBRL/simSBRL.htm>).

*SimVeillance: San Jose*, installation at the 2006 ISEA festival, San Jose, CA, August, 2006.

Project placed surveillance cameras in a public square in San Jose, which capture footage of passers-by that is then used to create Sims within the Sims 2 game. Visitors to the gallery space see these sim-passers-by wandering a recreation of the square within the game itself (a collaboration with Rainey Straus). Honorable mention, Adobe Emerging Artist Award.

*SimBee*, A simulation-based commentary upon and extension of the work of the performance artist Vanessa Beecroft, crafted within the Sims game, which is then projected upon the wall of a gallery so that the simulation can unfold in real time. Project was a collaboration with Rainey Straus.

- On display as part of the Interactive Multimedia Culture Expo at the Chelsea Art Museum in New York City, April, 2005.
- Presented at Performance Night, Works Gallery, San Jose, CA, September 2004.
- Initial installation at the GenArts NewFangle emerging new media artists show, Herbst International Pavilion, San Francisco, California, 2004.

*SimGallery Project*, Re-created museum space in online game; curated art exhibit and performances to coincide with physical installation. With Rainey Straus, see <http://www.simgallery.net>.  
- Video installation at the International Festival of Art and New Technologies, Prague, Czech Republic, May, 2005.  
- Installation at the TimExpo Museum, Connecticut, July 2004.  
- Installation at the Design Exchange during Digifest, Toronto, Canada, May 2004.  
Winner, New Voices, New Visions award.  
- Installation at Yerba Buena Center for the Arts as part of the Bang the Machine! exhibit, San Francisco, California, January-April 2004.

*Visiting artist*, Robert Morris College, Chicago, 1998.  
Worked with students to create online chat booth dealing with transit in cyberspace.

*Live Live!* Museum of Contemporary Art, Chicago, 1998.  
Online hosted chat environment (see previous item).

*Portraits in Cyberspace*, MIT Media Lab, 1995.  
the katherine interface, an interactive self portrait.

### **Press coverage**

Mindgames, Ken Stier, *NYU Alumni Magazine*, Issue 13, Fall 2009,  
[http://www.nyu.edu/alumni.magazine/issue13/13\\_feature\\_mindgames.html](http://www.nyu.edu/alumni.magazine/issue13/13_feature_mindgames.html).  
Learning Through Games, Leah Hoffman, *Communications of the ACM* 52 (8), 21-22.  
Grand Theft Auto invades the DS, Jamin Brophy-Warren, *Wall Street Journal*, March 18, 2009.  
Completing the circle: Creativity meets HCI, Stephen Boyd Davis, *Interfaces magazine*, Spring 2009.  
How America got game, Sharon Male, *Parade Magazine*, November 30 2008.  
(<http://www.parade.com/news/2008/11/how-america-got-game.html>).  
Game theory, Laura Putre, *University of Chicago Magazine* 100(4),  
([http://magazine.uchicago.edu/0834/peer\\_review/arts\\_letters/game\\_theory.shtml](http://magazine.uchicago.edu/0834/peer_review/arts_letters/game_theory.shtml)) March/April 2008.  
Next generation storytelling, Warren Spector, *The Escapist Magazine* 94(9)  
([http://www.escapistmagazine.com/articles/view/issues/issue\\_94/524-Next-Generation-Storytelling](http://www.escapistmagazine.com/articles/view/issues/issue_94/524-Next-Generation-Storytelling)),  
April 24 2007.  
Hey, man, let's play videogame dress up, Christopher Healy, *New York Times*,  
(<http://www.nytimes.com/2007/07/01/fashion/01video.html>), July 1 2007.  
The isometric museum: The SimGallery Online project: An interview with curators Katherine Isbister and Rainey Straus, Jane Pinckard, in (Clarke, A. and Mitchell, G., Eds.) *Videogames and Art*, University of Chicago Press distributing for Intellect Ltd., 2007.  
Better Game Characters by Design, Bijan Forutanpour, *Game Developers Magazine* (Skunk Works section), October 2006.  
Killing Time Online, Mars W. Mosqueda Jr., *Readers' Digest Philippines*, October 2006.  
Books we love, Sarah Gurman, *Animation Magazine*, September, 2006.  
GDC tutorial: Emotion boot camp: Putting more emotion into play, Christopher Woodard, *Gamasutra*,  
([http://www.gamasutra.com/features/20060321/woodard\\_01.shtml](http://www.gamasutra.com/features/20060321/woodard_01.shtml)), March 21, 2006.  
Animated computer characters find role in classrooms, training, Sheila Riley, *Investors Business Daily*,  
March 20, 2006.  
Entrevue avec Katherine Isbister: Des personnages plus attrayants dans les jeux video, Nicolas Ritoux, *La Presse*, Montreal, November 14, 2005.  
More colleges offering videogame courses, Michael Hill, Associated Press, (Appeared in over 30 print and web news sources, including *USA Today*, *Wired News*, *the Washington Post*, *CNN*, *Newsday*, and the *Boston Globe*), September 25, 2005.  
Early in the game: RPI creates video game major, Richard A. D'Errico, *The Albany Business Review* (also on *MSNBC.com*), September 4, 2005.  
Much fun for credit, Susan Brenna, *New York Times*, April 24, 2005.

## RESEARCH FELLOWSHIPS, GRANTS, AND CONTRACTS

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Games for Learning Institute (Co-PI among a team of 14; Director Ken Perlin, Co-Director Jan Plass), September 2008, award amount \$1.5 million, Microsoft.

Acquisition of System for Multi-Site Networked Motion Capture and Visually Immersive Laboratory for Social and Behavioral Research, award number 0521297, (Co-PI with James Watt), August 2005 (2-year duration), award amount \$160,835.00, National Science Foundation Major Research Instrumentation Grant. (Proposal was one of 2 MRI proposals selected at the Institute level for submission to NSF).

Aboriginal Territories in Cyberspace, (Lewis, PI; Fragnito, Peirce, Simon, Loft, Co-PIs; Isbister, van Camp, Collaborators), March 2006, award amount \$229,651.00 Canadian, Strategic Research Grant, Social Science and Humanities Research Council (Canada).

SimGallery Project (with Rainey Straus), January 2004, approximately \$5000.00 to support installation of SimGallery at Yerba Buena Center for the Arts, Electronic Arts Corporation.

SimVeillance: San Jose (Isbister, Straus), July 2006, donation of two flat panel screens and a computer to display art during Edge Conditions exhibition at the San Jose Museum of Art, Electronic Arts Corporation.

## TEACHING AND EDUCATIONAL INNOVATIONS

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Developed Games Research Laboratory at RPI, which includes all game consoles, multiple cameras for recording play, and a digital video mixing system for creating multi-window recordings of play.

Participated in developing the RPI Games and Simulation Arts and Sciences BS degree, working as a founding committee member to create curriculum, form an external advisory board, and see the curriculum through the state approvals process.

Advisory Board member of the International Game Developers Special Interest Group on Games Education. Co-chaired the 2006 workshop on Curriculum Design at the Game Developers Conference.

Chaired the MS in HCI Committee at RPI, and led the committee's work to revise the HCI curriculum, including gathering advice from external advisors to create a formal report and recommendations that have since been implemented, to revitalize the curriculum.

## TEACHING ACTIVITIES

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### **Courses taught, and course development**

#### **NYU-Poly**

Game Development Studio 1	Fall 2009
Game Design Studio Seminar (graduate studio course)	Fall 2009
Social and Emotional Approaches to HCI (graduate seminar)	Spring 2009

#### **IT University of Copenhagen**

Game Development	Spring 2008
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#### **Stanford University**

Designing Interactive Characters for Computer Games	Fall 2007 (two sections)
Studio Design in HCI	Spring 2007
Social and Emotional Contexts of HCI (graduate seminar)	Spring 2006
<i>Developed M.S. and Ph.D. seminar that included prototyping as well as an analytical paper.</i>	
EMAC Honors Capstone	Spring 2006
Designing Interactive Characters for Computer Games	Fall 2005

EMAC Honors Capstone	Fall 2005
Experimental Game Design	Spring 2005
Designing Interactive Characters for Computer Games	Fall 2004

Designing Interactive Characters for Computer Games	Spring 2002, 2003
<i>At Stanford University, I developed and taught a course within the Computer Science Department's Human-Computer Interaction course series, which focused on the design of characters for computer and video games. The course included design exercises and analysis of existing game material, a series of guest lecturers from the industry, extensive use of online discussion resources, and group projects with polished final presentations.</i>	
Interactive Narrative and Artificial Intelligence, teaching assistant	Spring 1996
Communication and Culture, teaching assistant	Spring 1995
Ethnography of Communication, guest lecturer	Winter 1995
Mass Communication and Society, teaching assistant	Autumn 1994

#### **vivid studios**

Interface design and usability	Spring 1997
<i>At vivid studios, I helped design and develop a series of workshops to train our visual and interaction designers in usability and evaluation methods. This included pairing newer designers with mentors to help them develop their skills and to learn how to incorporate usability techniques and thinking into their approach.</i>	

#### **Theses supervised**

##### *Undergraduate*

*(Note: I served as second reader on both of these theses)*

Rory T. Berry (advised by Clifford Nass at Stanford University), *The effects of multiple instructors and presentation modality on learning, perceived learning, and user satisfaction in e-learning*, 2003.

Kent Griffin (advised by Clifford Nass at Stanford University), *Cross-cultural models of hierarchy in virtual worlds: Affective and cognitive issues*, 2003.

##### *Masters*

Kennett Wong and Rasmus Ebbesen, *Perception of Stereotypes in Computer Games*, completed September 2009.

##### *Doctoral*

Committee Chair for Noah Schaffer, *More Effective Game Development Heuristics*, completed May 2009.

##### *Committee member for:*

Yan Tong (CSCE department, RPI), *A Unified Probabilistic Framework for Facial Activity Modeling and Understanding*, complete October 2007.

Liza Potts, RPI, *When Disasters Strike: Leveraging Social Software to Communicate in the Midst of Crisis*, complete December 2007.

Sinhwa Kang, RPI, *The Effect of the Avatar Realism on Users' Sense of Emotional Copresence and Social Presence in Mobile-Phone Communication*, complete May 2008.

Barry Young, RPI, *The Use of Multimedia in Improving Response Rates and Satisfaction with Web-Surveys*, complete May 2008.

Simon Niedenthal, Malmö University, *Complicated Shadows: The Aesthetic Significance of Simulated Illumination in Digital Games*, May 2008. (note: In the Swedish system, the defense includes external members. I was such a member).

Daniel Howe, NYU Courant Institute, *Tools for Computational Literature*, completed August 2009.

Shira Chess, RPI, *Not Gettin' No Play: Gender, Age, Identity, and the Meaning of Play*, completed November 2009.

##### *Pre-examiner for:*

Petri Lankoski, University of Art and Design, Helsinki, *Character-driven Game Design*, January 2010.

## DESCRIPTION OF SERVICE AND LEADERSHIP

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### **Polytechnic Institute of New York University**

NYU Game Center Advisory Committee	Fall 2008-present
NYU Game Center Curriculum Committee	Fall 2009
CS Search Committee	Fall 2009-present
Multimedia Search Committee	Fall 2009-present
I2e Task Force	Fall 2009-present
Space Management Firm Selection Committee	Fall 2009
Organizing work on IGDA Global Game Jam 2010	Fall 2009-present
Presentation at CATT industry sponsor meeting	Fall 2008
CITES Planning meetings	Fall 2008
Helped rework graduate Digital Media curriculum	Fall 2008
Hosted weekend Unity game engine workshop for faculty/students	Fall 2008
Organizing work on IGDA Global Game Jam 2009 at NYU ITP	Fall 2008-Spring 2009

### **IT University of Copenhagen**

Ph.D. Study Board (oversees Ph.D. admissions and defenses)	Spring 2008
Qualifying Committee, Game Design Professor search	Spring 2008

### **Rensselaer Polytechnic Institute**

#### *Department Committees*

Internships	Fall 2004- Spring 2005
Interviewing Practice	Fall 2004
Graduate Admissions	Spring 2005
HCI Visiting Professor Search	Summer 2005
HCI Marketing Materials	Summer 2005
Catalog and Scheduling Committee	Fall 2005
Graduate Admissions and Funding Committee	Spring 2006
HCI Professor Search	Fall 2006-Spring 2007
Chair, Masters in HCI Committee	Fall 2005-Fall 2007

#### *School Committees*

Game Design major planning committee	Summer 2004-Fall 2007
Game Symposium planning committee	Fall 2004-Spring 2007
Games and Simulation Arts and Sciences Committee	Fall 2007

Faculty Advisory Committee for Enrollment	Fall 2007
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### **Scientific Society Committees**

International Game Developers Association, Games Education Special Interest Group	
Advisory Board	Spring 2005-present
International Communication Association, Game Studies Special Interest Group	
Vice Chair	Spring 2007-2009

### **Meeting Chairing**

Co-chair, Workshop on Designing for social, emotional and bodily interaction, Stockholm, Sweden, 2009.	
Co-chair, Workshop on Supple Interfaces, CHI 2007.	
Co-organizer, IGDA (International Game Developers Association) Game Design Curriculum Workshop, Game Developers Conference 2006.	
Co-chair, Workshop on Affective Evaluation, Stockholm, Sweden, 2006.	
Co-chair, Workshop on Innovative Evaluation of Affective Systems, CHI 2005.	
Co-chair, Kyoto Digital City Symposium, 1999.	

### **Program Committees**

AAAI Symposium on Narrative Intelligence, Stanford, 2009.

NordiCHI 2009.

IUI-Workshop on Enculturating Conversational Interfaces by Socio-Cultural Aspects of Communication, Canary Islands, 2008.

Conference on Autonomous Agents and Multi-Agent Systems (AAMAS), Portugal, 2008.

AAAI Fall Symposium on Intelligent Narrative Technologies, Virginia, U.S.A., 2007.

Sandbox Symposium, SigGRAPH, 2007.

International Workshop on Intercultural Collaboration, Kyoto, Japan, 2007.

Intelligent Virtual Agents, 2009, 2008, 2007, 2006, 2005, 2003.

Games 2006, Portalegre, Portugal.

Embodied Conversational Agents Workshop, at Joint Conference on Autonomous Agents and Multi-Agent Systems (AAMAS), Bologna, Italy, 2002.

Kyoto Digital City Symposium, Kyoto, Japan, 2001.

Agents, Montreal, Canada, 2001.

### **Conference Reviewing**

ICIDS (International Conference on Interactive Digital Storytelling), 2009

ICA (International Communication Association) 2008 and 2009 conferences, Managing entire division's papers and doing reviews as well (70+ papers to process)

CHI (Conference on Human Factors in Computing Systems) 2003-2010, Associate Chair of CHI Notes Committee, 2007.

ACE (Conference on Advances in Computational Entertainment), 2008, 2009.

Sandbox (game research symposium at SigGRAPH), paper reviewing committee, 2007.

DiGRA (Digital Games Research Association), 2009.

UIST (Annual Symposium on User Interface Software and Technology) 2005, 2006.

Sandbox (An ACM SIGGRAPH Video Game Symposium) 2006.

Intelligent Virtual Agents 2005-2009.

Computer Supported Collaborative Work 2009.

DUX (Designing User Experiences) 2003.

Workshop on Subtle Expressivity in Robots and Characters, at CHI 2003.

### **Judging of Competitions**

Independent Games Festival Student Competition Judge, Computer Game Developer Conference 2007, 2008.

IndieCade, 2009.

### **Editorship of Journals**

Co-edited special issue of *International Journal of Human Computer Studies* 65(4), 2007, Evaluating affective interactions, (Kia Höök, co-editor).

Co-edited special issue of *Popular Communication* 4(3), 2006, At Play: Recent Perspectives From Game Studies, (James Watt, co-editor).

### **Review of Manuscripts and Books**

*Human Computer Interaction*—reviewed articles (2009; 2006).

Review for MIT Press of Machinima text (2008).

Review of article for special issue of *Children, Youth, and Environments* on Children in Technological Environments (2008).

Review of articles for special issue of *Interacting with Computers* on physical interaction (2008).

Review of book proposal for Springer Verlag (2007).

Reviewing of book proposals for Morgan Kaufmann and for Springer (2004).

*Journal of Interactive Technology and Smart Education*—reviewed three articles for special issue on Social Learning Through Gaming (2004).

*International Journal of Human Computer Studies*—reviewed an article for special issue on Subtle Expressivity in Characters and Robots; also an article for a regular issue. (2005, 2004).

*Knowledge, Technology & Policy*—reviewed an article about the use of virtual cities to help encourage democracy in developing countries (2004).

*ITSE* reviews (special issues on games and learning, 2004).

*ACM Computing Surveys*—reviewed an overview chapter on interface agents (2001).

#### **Miscellaneous Reviews**

Macarthur Fellows Program review, 2008.

#### **PRIZES, AWARDS, AND HONORS**

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Accepted as Senior Member of ACM (Association for Computing Machinery), 2009.

Nominated for *Game Developer Magazine* Frontline Award, book category, 2006.

Nominated for CHI Best Paper Award, 2006.

Honorable Mention, Adobe Emerging Artist Award, International Symposium for Electronic Arts, 2006.

Junior Faculty Research Recognition, 2005. (15 university-wide at RPI)

New Voices New Visions award for SimGallery Project, juried prize at Digifest, Toronto, 2004.

Talk among 10 selected for the Best of Game Developers Conference DVD, 2004.

TR100 Young Innovator Award, MIT's *Technology Review Magazine*, 1999.

General and Special Honors, University of Chicago, 1990.

National Merit Scholar, University of Chicago, 1986-90.