

KATHERINE ISBISTER

katherine.isbister@gmail.com
http://www.katherineinterface.com

EDUCATION

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

Employer	Position	Start Date	End Date
University of California, Santa Cruz	Professor, Computational Media	7/15	ongoing
Center for Advanced Study in the Behavioral Sciences, Stanford University	Lenore Annenberg and Wallis Annenberg Fellow in Communication	9/14	6/15
New York University	Associate Professor, 3/4 Computer Science Department (Engineering School) 1/4 Tisch Game Center	9/11	6/15
	Director, Game Innovation Lab	9/09	6/15
Polytechnic Institute of NYU	Associate Professor, Digital Media and Computer Science	9/08	8/11
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

PUBLICATIONS, PRESENTATIONS AND EXHIBITIONS

Books

Isbister, K. (2016). *How Games Move Us: Emotion by Design*. Playful Thinking series, MIT Press.

Isbister, K. (2006). *Better Game Characters by Design: A Psychological Approach*. San Francisco: Morgan Kaufmann. (Nominated for a *Game Developer Magazine* Frontline Award)

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.

Journal Articles

Isbister, K. (2016). Connecting through Play. *Interactions Magazine* 23(4) (Cover article).

Isbister, K., Márquez Segura, E., Kirkpatrick, S., Chen, X., Salahuddin, S., Cao, G. and Tang, R. (2016). Yamove! A Movement Synchrony Game That Choreographs Social Interaction. *Human Technology Special Issue on Human-Technology Choreographies: Body, Movement, and Space, Volume 12* (1):74-102.

Fisher, K.J., Nichols, T., Isbister, K. and Fuller, T. (2016). Quantifying “Magic:” Learnings from User Research for Creating Good Player Experiences on Xbox Kinect. *International Journal of Gaming and Computer-Mediated Simulations* 6(1): 26-40.

Caroux, L. and Isbister, K. (2016). Influence of Heads-Up Displays’ Characteristics on User Experience in Video Games. *International Journal of Human-Computer Studies* 87: 65-79.

Isbister, K. and Mueller, F. (2015). Guidelines for the Design of Movement-Based Games and their relevance to HCI. *Human Computer Interaction*, special issue on Games and HCI, Volume 30, Issue 3-4, pages 366-399.

Bernhaupt, R., Isbister, K., and de Freitas, S. (2015). Introduction to This Special Issue on Games and HCI. *Human Computer Interaction*, special issue on Games and HCI, Volume 30, Issue 3-4, pages 195-201.

Caroux, L., Isbister, K., Le Bigot, L., & Vibert, N. (2015). Player-video game interaction: a systematic review of current concepts. *Computers in Human Behavior*, 48, 366-381.
doi:10.1016/j.chb.2015.01.066

Robbins, H., and Isbister, K. (2014). Playdates with Big Brother: Playfully Repurposing Surveillance Cameras to Build Communities. *Surveillance and Society*, special issue on Surveillance, Gaming and Play 12(3): 448-458.

Sae-Bae, N., Memon, N. Isbister, K., and Ahmed, K. Multi-touch Gesture-based Authentication. (2014). *IEEE Transactions on Information Forensics & Security* April 9(4): 568-582.

Yannakakis, G., Isbister, K., Paiva, A., and Karpouzis, K. (2014). Guest Editorial: Emotion in Games. *IEEE Transactions on Affective Computing*, Special Issue on Emotion and Games 1(5): 1-2.

Isbister, K. (2012). Day in the Lab: NYU-Poly Game Innovation Lab. *Interactions*, September/October 2012.

- Isbister, K. (2011). Emotion and Motion: Games as Inspiration for Shaping the Future of Interface. *Interactions*, September/October 2011.
- Laaksolahti, J., Isbister, K. and Höök, K. (2009). Using the sensual evaluation instrument. *Digital Creativity* 20(3): 165-175.
- Isbister, K., Höök, K., Laaksolahti, 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.

Published Peer-reviewed Conference Papers

- Melcer, E. and Isbister, K. (2016). Bridging the Physical Learning Divides: A Design Framework for Embodied Learning Games and Simulations. *Proceedings of DiGRA/FDG 2016*.
- Karlesky, M. and Isbister, K. (2016). Understanding Fidget Widgets: Exploring the Design Space of Embodied Self-Regulation. *Proceedings of NordiCHI 2016*.
- Melcer, E. and Isbister, K. (2016). Bridging the Physical Divide: A Design Framework for Embodied Learning Games and Simulations. *CHI Extended Abstracts 2016: 2225-2233*. (Honorable mention award).
- Melcer, E. and Isbister, K. (2016). Motion, Emotion and Form: Exploring the Affective Dimensions of Shape. *CHI Extended Abstracts 2016: 1430-1437*.
- Abe, K. and Isbister, K. (2016). Hotaru: The Lightning Bug Game. (Presented in Interactivity). *CHI Extended Abstracts 2016: 277-280*.
- Ryan, J., Kaltman, E., Hong, T., Isbister, K., Mateas, M., Wardrip-Fruin, N. (2016). GameNet and GameSage: Videogame Discovery as Design Insight, *Proceedings of DiGRA/FDG 2016*.
- Melcer, E., Nguyen, H., Chen, Z., Canossa, A. El-Nasr, M., & Isbister, K. (2015). Games Research Today: Analyzing the Academic Landscape 2000-2014. In *Proceedings of the tenth international conference on the Foundations of Digital Games*. (Best paper award).

- Isbister, K. and Abe K. (2015). Costumes as Game Controllers: An Exploration of Wearables to Suit Social Play. 9th International Conference on Tangible, Embedded and Embodied Interaction. Stanford, CA (short paper in Extended Abstracts).
- Mueller, F. and Isbister, K. (2014). Movement-Based Game Guidelines. In Proceedings of CHI 2014, Toronto, Canada.
- Robbins, H. and Isbister, K. (2014). Pixel Motion: A Surveillance Camera Enabled Public Digital Game, In Proceedings of Foundations of Digital Games 2014, Fort Lauderdale, Florida, USA.
- Karlesky, M. and Isbister, K. (2014). Designing for the Physical Margins of Digital Workspaces: Fidget Widgets in Support of Productivity and Creativity. In Proceedings of TEI'14, Munich, Germany, pp. 14-19.
- Karlesky, M., Melcer, E. and Isbister, K. (2013). Open Sesame: Re-envisioning the Design of a Gesture-Based Access Control System. Work in Progress presented at CHI 2013, Paris, France (short paper in Extended Abstracts on Human Factors in Computing Systems).
- Karlesky, M. and Isbister, K. (2013). Fidget Widgets: Secondary Playful Interactions in Support of Primary Serious Tasks. Work in Progress presented at CHI 2013, Paris, France (short paper in Extended Abstracts on Human Factors in Computing Systems).
- Isbister, K. (2012). How to Stop Being a Buzzkill: Designing Yamove!, A Mobile Tech Mash-up to Truly Augment Social Play. Keynote presentation, abstract included in Proceedings of MobileHCI 2012, San Francisco, CA.
- Sae-Bae, N., Ahmed, K., Isbister, K. and Memon, N. (2012). Biometric-Rich Gestures: A Novel Approach to Authentication on Multi-touch Devices. Proceedings of CHI 2012, Austin, TX.
- Sae-Bae, N., Memon, N. and Isbister, K. (2012). Investigating Multi-touch Gestures as a Novel Biometric Modality. Proceedings of Fifth International Conference on Biometrics: Theory, Applications and Systems.
- Isbister, K., Karlesky, M., and Frye, J. (2012). Scoop! Using Movement to Reduce Math Anxiety and Affect Confidence. Interactivity exhibition at CHI 2012 (Short paper included in Extended Abstracts on Human Factors in Computing Systems).
- Isbister, K., Karlesky, M., and Frye, J. (2012). Scoop! Using Movement to Reduce Math Anxiety and Affect Confidence. Research game presentation at Foundations of Digital Games conference (short paper included in Conference Proceedings).
- Isbister, Schwekendiek, Frye. (2011). Wriggle: An Exploration of Social and Emotional Effects of Movement. Work in Progress presented at CHI 2011. (Short paper included in Extended Abstracts on Human Factors in Computing Systems).
- Isbister, Rao, Schwekendiek, Hayward, Lidasan. (2011). Is More Movement Better? A Controlled Comparison of Movement-based Games. Poster presented at Foundations of Digital Gaming 2011, Bordeaux, France. (Short paper included in Conference Proceedings).
- Hash and Isbister, (2011). Reactive Animation and Gameplay Experience: Comparative Prototyping with Procedural Animation. Poster presented at Foundations of Digital Gaming 2011, Bordeaux, France. (Short paper included in Conference Proceedings).
- Seif El-Nasr, Isbister, Ventrella, Aghabeigi, Hash, Erfani, Morie, Bishko. (2011). Body Buddies: Social Signaling through Puppeteering. HCI International 2011.

- Isbister, K., Flanagan, M. and Hash, C. (2010). Designing games for learning: Insights from conversations with designers, Proceedings of CHI (Conference on human factors in computing) 2010, Atlanta, GA, USA.
- 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., & Laaksolahti, J. (2006). The Sensual Evaluation Instrument: Developing an affective evaluation tool. Proceedings of CHI (Conference on human factors in computing) 2006, Montréal, Québec, 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.

Book Chapters

- Bianchi-Berthouze, N. and Isbister, K. (2016). Emotion and Body-Based Games: Overview and Opportunities. In Karpouzis, K. and Yannakakis, G. (eds) *Emotion in Games*, Socio-Affective Computing 4, DOI 10.1007/978-3-319-41316-7_14, Springer International Publishing.
- Isbister, K. (2016). Character. In Guins, R. and Lowood, H. (eds), *Debugging Game History: A Critical Lexicon*. MIT Press.
- Márquez Segura, E. and Isbister, K. (2015). Enabling Co-Located Physical Social Play: A Framework for Design and Evaluation. In Bernhaupt R. (ed), *Evaluating User Experience in Games* (2nd Edition), Springer.
- Plass, J., Homer, B., Kinzer, C., Chang, Y.K., Frye, J., Kacetow, W., Isbister, K. and Perlin, K. (2013). Metrics in Simulations and Games for Learning. In Seif El-Nasr, M., Drachen, A., and Canossa, A. (Eds.) *Game Analytics: Maximizing the Value of Player Data*. Springer Verlag.
- Kaye, J., Laaksolahti, J., Höök, K., Isbister, K. (2011) The Design and Evaluation Process, In Paolo Petta, Catherine Pelachaud and Roddy Cowie (eds), *Emotion-Oriented Systems*, The Humaine Handbook, pp. 637-652, Springer.
- Fernaues, Y., Isbister, K., Höök, K., Laaksolahti, J., and Sundström, P. (2011) Understanding Users and Their Situation, In Paolo Petta, Catherine Pelachaud and Roddy Cowie (eds), *Emotion-Oriented Systems*, The Humaine Handbook, pp. 653-666, Springer.
- Isbister, K., Höök, K., Sundström, P., and Laaksolahti, J. (2011) Generating Ideas and Building Prototypes, In Paolo Petta, Catherine Pelachaud and Roddy Cowie (eds), *Emotion-Oriented Systems*, The

- Humaine Handbook, pp. 667-682, Springer.
- Höök, K., Isbister, K., Westerman, S., Gardner, P., Sutherland, E., Vasalou, A., Sundström, P., Kaye, J.J., and Laaksohalmi, J. (2011) Evaluation of Affective Interactive Applications, In Paolo Petta, Catherine Pelachaud and Roddy Cowie (eds), *Emotion-Oriented Systems*, The Humaine Handbook, pp. 683-700, Springer.
- Isbister, K. and DiMauro, C. (2010). Wagging the Form Baton: Analyzing Body- Movement-Based Design Patterns in Nintendo Wii Games, Toward Innovation of New Possibilities for Social and Emotional Experience. In *Whole Body Interaction*, D. England (Ed.), Springer.
- Isbister, K. (2010). 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. (2005, June) A social psychological approach to games research. Digital Games Research Association Conference, Vancouver, Canada.
- 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., & Young, D. (2001, May). *SageTalk: Designing a tool for designing successful web-based social agents*. Agents 2001, Montreal, Quebec.
- 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.

Keynotes

Isbister, K. (2016) How Games Move Us. Keynote, GamesCon Conference, Cologne, Germany.

Isbister, K. (2015) How Games Move Us: An Exploration of Design Innovations that Lead to Player Emotions. Keynote, AIIDE Conference, Santa Cruz, CA.

Isbister, K. (2013) GOOOOOOOAL! Designing Games for Everyone Around the Players. Project Horseshoe (invitation-only game designer conference), Texas, USA.

Isbister, K. (2012). How to Stop Being a Buzzkill: Designing Yamove!, A Mobile Tech Mash-up to Truly Augment Social Play. MobileHCI 2012, San Francisco, CA.

Isbister, K. (2010) Games that move us: Designing more powerful emotional and social play experiences. Meaningful Play 2010.

Talks at Peer-reviewed Conferences without Proceedings

Isbister, K. and Mueller, M. (2016, May). Guidelines for the Design of Movement-Based Games and their relevance to HCI. Presented at CHI 2016 (special session including articles from HCI Special Issue on Games and HCI).

Isbister, K. (2014, March). Dance to Learn: Doing Game User Research through Play. Game Developer Conference Game Education Summit. San Francisco, CA.

Isbister, K. (2014, March). Game Design Education 10+ Years In: Where to Take the Field from Here. Game Developer Conference Game Education Summit. San Francisco, CA.

Isbister, K. and Abe, K. (2014, February). Costumes as Game Controllers: An Indie/Research Collaboration. IndieCade East, New York, NY.

Isbister, K. and Salahuddin, S. (2013, March). Yamove! An Experiment in Collaboration Between Researchers and Indies. Game Developer Conference Game Education Summit. San Francisco, CA.

Isbister, K. (2013, March). User Research to Support Design of a Mobile-Based Social Dance Game. Games User Research Summit, San Francisco, CA.

Isbister, K., Abe, K., and Trefry, G. (2013, February). Developing Physical Games: Tools and Tricks for Jumping Off-Screen and into the Wide World. Panel presentation at Indiecade East.

Isbister, K. (2012, March). Emotion and motion: Broadening the emotional and social palette of everyday technology. Panel presentation at SXSW Interactive, Austin, Texas.

Isbister, K. (2011, March). Bringing Game User Research into our Educational Practice. Game Education Summit, Game Developers Conference, San Francisco.

Isbister, K. (2011, March). Seeing is Believing: Using Streaming Video of Usability Testing for Realtime Reality Checks. Game User Research Summit, San Francisco.

Isbister, K. (2010, March). Better movement games using Psychology: 5 reasons some Wii games are more fun than others. Invited talk at Game Developer Conference, San Francisco, California.

- Isbister, K. (2010, March). Games for Learning Institute overview. Panel at Serious Games Summit, Game Developer Conference, San Francisco, California.
- 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, 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. (2005) Next gen character design: A psychological approach. Invited lecture at the Montreal International Games Summit, Montreal, 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, March) Perform or else: Why (and how) to include extroverted play design in your game. Game Developers Conference, San Francisco, CA.
- Isbister, K. (2004, March) 10 Tricks from psychology for better character design. Game Developers Conference, San Jose, CA.
- Isbister, K., & Akahani, J. (2000, April). *Kyoto Digital City Project*. CHI 2000, the Hague, Netherlands.
- 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. (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. & Layton, T. (1994, October). *Agents in review: Examples, dimensions, and issues*. Lifelike Computer Characters Conference, Snowbird, Utah.

Presentations at Peer-reviewed Workshops without Proceedings

Isbister, K. (2016, May). Modeling Human Emotions, Perception, and Emotional Response. Presentation at BIRS (Banff International Research Station for Mathematical Innovation and Discovery) Computational Modeling in Games Workshop, Banff, Canada.

Melcer, E. and Isbister, K. (2016, May) Bridging the Physical Divide: A Design Framework for Embodied Learning Systems. Presented at Move to be Moved workshop, CHI 2016.

Isbister, K. and Karlesky, M. (2016, May). Embodied Self Regulation with Tangibles. Presented at HCI and Mental Health Workshop, CHI 2016.

Melcer, E., and Isbister, K. (2014, October). Emotional Space: Understanding Affective Spatial Dimensions of Constructed Embodied Shapes. Poster presented at ACM Symposium on Spatial User Interaction.

Karlesky, M., Sae-Bae, N., Isbister, K., and Memon, N. (2014, July). Who you are by way of what you are: Behavioral biometric approaches to authentication. Presented at 'Who are you?! Adventures in Authentication: WAY Workshop', Symposium on Usable Privacy and Security (SOUPS 2014).

Melcer, E., and Isbister, K. (2014, April). CSEI: The Constructive Sensual Evaluation Instrument. Presentation at CHI Workshop: "Touch me" Workshop on Tactile User Experience Evaluation Methods. Toronto, Canada. (Note: workshop theme/focus was based upon foundational work I did with Höök in 2006).

Caroux, L. and Isbister, K. (2014, April). Measuring Aspects of Player Experience: A Systematic Review of Human-Computer Interaction Journals. Presented at CHI Workshop: Player Experience: Mixed Methods and Reporting Results.

Isbister, K., Robbins, H., O'Gorman, L., Yin, Y., Cao, G., Chen, X., Tang, L., Liang, X., and Wang, J. (2013, April). Liberating Public Cameras. Presentation at CHI Workshop: Experiencing Interactivity in Public Spaces.

Isbister, K. (2010, June). Designing and Evaluating Engaging Social and Emotional Experiences in Games and Virtual Worlds. EICS '10: ACM SIGCHI Symposium on Engineering Interactive Computer Systems, Berlin, Germany.

Isbister, K. (2008, April). Games as social flow devices. Workshop on User Experience in Games, CHI Conference, Florence, Italy.

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, April) Sensual evaluation instrument. Invited presentation at Workshop on innovative approaches to affective evaluation. CHI, Portland, Oregon.

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. 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., & Doyle, P. (1999, November). *Touring machines: Guide agents for sharing stories about digital places*. Workshop on Narrative Intelligence, 1999 AAI 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., & 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. & Hayes-Roth, B. (1995, April). *How far can a plot be stretched?* AAI-95 Spring Symposium on Interactive Story Systems.
- Talks at Colloquia and Seminars, Invited Panels at Conferences, Other Public Presentations**
- Isbister, K. and Fullerton, T. (2016, August). Higher Education Video Games Alliance. Peer-reviewed panel presentation at DiGRA/FDG 2016, Dundee Scotland.
- Isbister, K. (2016, July). How Games Move Us: Emotion by Design. aMAZE public summer lecture, Berlin, Germany.
- Isbister, K. (2016, June). How Games Move Us: Emotion by Design. Stanford GAIM (Games and Interactive Media) public lecture, Stanford, California.
- Isbister, K. (2016, March). Invited presentation in panel "Intimacy, Embodiment & Alienation," Killscreen Versions conference, New York City.
- Isbister, K. (2016, February). How Games Move Us: A Throughline in a Research Career. Invited talk on panel "Gaming Futures: Perspectives of Women in Games and Play," Wellesley College.
- Isbister, K. (2015, June). Touchy Feely Tech: Coding for the Social and Emotional Body. Invited lecture at Nottingham University Mixed Reality Lab.
- Isbister, K. (2015, April). Touchy Feely Tech: Coding for the Social and Emotional Body. Yahoo Engineering Invited Lecture (Sunnyvale Campus).
- Isbister, K. (2015, April). Optimizing for Impact and Creativity. Panel at Games for Change/Tribeca Film Festival.
- Isbister, K. (2015, April). How Games Move Us—An Exploration of Design Innovations that Lead to Player Emotions (Panel presentation and discussion). Stanford Media-X Conference.
- Isbister, K. (2015, March). How Games Move Us—An Exploration of Design Innovations that Lead to Player Emotions. Seminar talk, Center for Advanced Study in the Behavioral Sciences, Stanford University.

- Isbister, K. (2015, March). When Intuition and Experience are NOT Enough: Perspectives on Teaching Students Advanced User Research Methods to Create Winning Designs (Panel presentation and discussion), Game Developers Conference 2015, San Francisco, California, USA.
- Isbister, K. (2015, March). Exploring, Enhancing, and Understanding the Social and Emotional Palette of Games and Play. Invited talk, UC Santa Cruz Computational Media, March 13, 2015.
- Isbister, K. (2015, February). Touchy Feely Tech: Coding for the Social and Emotional Body. Stanford Learning, Design and Technology Seminar.
- Isbister, K. (2015, February). How Games Move Us—An Exploration of Design Innovations that Lead to Player Emotions. Stanford Interactive Media and Games Seminar.
- Isbister, K. (2015, January). Using Play to Innovate Sociable Wearable and Sensor-based Experiences, Stanford Human-Computer Interaction Seminar.
- Isbister, K. (2015, January). Playful Relations with Machines: Reflections from Studying and Building Games (Panel presentation and discussion). Microsoft Social Computing Symposium, San Francisco.
- Isbister, K. (2014, April). Designing for the Experiential Body (Panel presentation and discussion), CHI 2014, Toronto, Canada.
- Isbister, K. (2014, April). Mentor Confidential (Panel presentation and discussion), Different Games Conference, New York, USA.
- Isbister, K. (2014, March). Touchy Feely Tech: Coding for the Social & Emotional Body. apexart gallery, New York, NY. <http://apexart.org/events/buechley-touchy-feely-tech.php>
- Isbister, K. (2013, November). GOOOOAL! Designing Games for Everyone Around the Players. Keynote at Project Horseshoe Conference, Texas, USA.
- Isbister, K. (2013, July). Play and Usability. Invited talk at Hybrid seminar series. Berlin University of the Arts, Berlin, Germany.
- Isbister, K. and Robbins, H. (2013, June). Liberating Public Cameras. Cool Jobs talk, World Science Festival, http://worldsciencefestival.com/events/cool_jobs2013.
- Isbister, K. (2013, March) (Feeling our Way) Toward a Present Future. Invited talk at Intel Research, Santa Clara, CA.
- Isbister, K. (2012, December). Sensing and Performing: Research Explorations of Technology and Fashion, Eyebeam, New York.
- Poremba, C. and Isbister, K. (2012, November). Indie Tech Talk .05: Cindy Poremba. Interview conducted in Game Innovation Lab.
- Isbister, K. (2012, June). Collaborating with Indie Game Developers to Do Research. Panel presentation at Innovation Arcade, World Science Festival.
- Isbister, K. (2012, April). Shaking up our relations with machines. NYU Video Game Seminar XIV on New Interfaces & New Games, NYU Game Center, NYC.
- Isbister, K. (2011, December). Games that Move Us: Designing and Evaluating More Powerful Emotional and Social Movement-based Play Experiences. New School colloquium.

- Isbister, K. (2011, August). Games that Move Us: Designing and Evaluating More Powerful Emotional and Social Movement-based Play Experiences. Sony Computer Entertainment Europe, London.
- Isbister, K. (2011, July). Bringing an HCI Approach to Games for Learning. Microsoft Faculty Summit, Games for Learning Workshop.
- Isbister, K. (2011, June). Games that Move Us: Designing More Powerful Emotional and Social Play Experiences Using Gesture. Mobile Life 2011 Workshop.
- Isbister, K. (2011, May). Emotion and Motion: Using Movement Design to Shape User Experience. Bell Labs.
- Isbister, K. (2011, March). Emotion and Motion: Using Movement Design to Shape User Experience. Google Tech Talk.
- Isbister, K. (2010, October) Career stories of women working in Human Computer Interaction. Invited panel at the Grace Hopper Women in Computing conference 2010.
- Isbister, K. (2010, September). Digital games as instruments for design-oriented research. Invited talk in NYU Game Studies Seminar.
- Isbister, K. (2010, April). Emotions in games. Invited panel in Games@GeorgiaTech lecture series.
- 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.

Game and Art Exhibitions, Installations, and Residencies

Hotaru. Exhibited May 2016 in CHI Interactivity venue. CHI 2016 conference.

Pixel Motion. Exhibited from May 2013 through April 2014 at Liberty Science Center in New Jersey.

Yamove! Indiecade 2012 Finalist game (8% acceptance rate); featured game at NYU Game Center No Quarter Exhibition 2012; ‘night game’ at Indiecade East 2013.

Wriggle! Research game installed at Babycastles’ Brutally Unfair Game Bash, New York City, October 2010.

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.

GRANTS

NSF Workshop: Doctoral Research Consortium at ACM CHI 2014 (PI), \$31,200, 2014.

Instrumenting Ubiquitous Interaction: A Proposal to Develop Robust 'Field Kits' for Studying Social-Computational Contexts (PI). NYU Internal Seed Grant, \$100,000, 2013.

Game-Based Sensorimotor Rehabilitator for Restoring Dexterity (Co-PI). NYU Applied Research Support Fund, \$75,000, 2013.

NSF TWC: Medium: Collaborative: Towards Secure, Robust, and Usable Gesture-Based Authentication. (Co-PI), \$399,990, 2012.

Microsoft Research Faculty Grant (PI), \$10,000, 2012.

Rockefeller Cultural Innovation Fund Grant (research scientist sub-award from Eyebeam Gallery for Costumes as Game Controllers project), \$4000, 2012.

Alcatel/Lucent Bell Labs Research Grant (PI), \$32,000, 2011; renewal 2012; extension through May 30

2014.

Yahoo Faculty Research Grant (PI), \$29,000, 2010.

NSF Igrt INSPIRE (Information Security and Privacy): An Interdisciplinary Research and Education Program, (Senior Personnel; PI Nasir Memon), \$2.85 million, 2010.

NSF CCLI-0942864 'COLLABORATIVE: A Gaming Environment to Teach Students about Complex Distributed Systems' (Co-PI among a team of 3; PI Joel Wein), \$179,861, 2010.

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, 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 Canadian, Strategic Research Grant, Social Science and Humanities Research Council (Canada).

SimGallery Project (PI), January 2004, approximately \$5000 to support installation of SimGallery at Yerba Buena Center for the Arts, Electronic Arts Corporation.

SimVeillance: San Jose (PI), 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.

PRIZES, AWARDS, AND HONORS

Lenore Annenberg and Wallis Annenberg Fellow in Communication at Stanford University's CASBS (Center for Advanced Study in the Behavioral Sciences), September 2014 – June 2015.

CHI Late Breaking Work Honorable Mention, 2016.

Foundations of Digital Games Best Paper Award, 2015.

Jacobs Excellence in Education Award (\$10,000 prize, internal NYU award), June 2013.

Humboldt Foundation Experienced Researcher Award, 2011-2013.

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.

TEACHING AND EDUCATIONAL INNOVATIONS

Co-developed the NYU MAGNET (Media and Games Network) Center, the first inter-school research and teaching facility at NYU, bringing together faculty and programs from NYU-Poly, Courant, Steinhart and Tisch. Ribbon cutting October 2013.

Jacobs Excellence in Education Award, June 2013. NYU-Poly internal award given annually, \$10,000.00 prize. Given in recognition of the development of the Game Innovation Lab's resources and event programming as a support for research and education on campus.

Developed Game Innovation Lab at NYU's Polytechnic Institute (opened March 2011). Founding Research Director of interdisciplinary research facility focused on games as an innovation challenge in computer science, engineering and user experience; funded by \$2 million grant from New York State.

Led the development of the NYU-Poly Game Engineering Minor (Fall 2013 start).

Participated in the development of the NYU Game Center's M.F.A. program curriculum (program began Fall 2012).

Developed Social Game Lab at NYU's Polytechnic Institute (founded 2008). Focused on research and design of games and other dynamic user experiences that broaden the range of support for social and emotional expression and communication.

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

Courses taught, and course development

NYU Polytechnic School of Engineering

Game Development Studio 1

Fall 2009

Game Design Studio Seminar (grad. course)

Fall 2009

Social and Emotional Approaches to HCI (grad. seminar)

Spring 2009, 2012; Fall 2013

HCI/User Experience (grad. course)

Spring 2010, 2011, 2012, 2013; Fall 2013

NYU Tisch School of the Arts (Game Center)

Game Studio	Fall 2010
Game Development: Modding	Fall 2011
Game Studio I (graduate course)	Fall 2012
Games and Players (graduate course)	Spring 2014

IT University of Copenhagen

Game Development	Spring 2008
------------------	-------------

Rensselaer Polytechnic Institute

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

Stanford University

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

Doctoral

Advisor for:

Edward Melcer, NYU, expected completion May 2017.
 Michael Karlesky, NYU, expected completion August 2016.
 Noah Schaffer, RPI, *More Effective Game Development Heuristics*, May 2009.

Co-Advisor for:

Napa Sae-Bae, NYU, May 2014.

Committee member for:

Murphy Stein, NYU Courant Institute, in progress.
 Luke Stark, NYU Steinhardt, in progress.
 Jonathan Frye, NYU Steinhardt, Summer 2013.
 Yan Xu, Georgia Tech, Fall 2012.
 Shira Chess, RPI, *Not Gettin' No Play: Gender, Age, Identity, and the Meaning of Play*, November 2009.
 Daniel Howe, NYU Courant Institute, *Tools for Computational Literature*, completed August 2009.
 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).

Barry Young, RPI, *The Use of Multimedia in Improving Response Rates and Satisfaction with Web-Surveys*, May 2008.
 Sinhwa Kang, RPI, *The Effect of the Avatar Realism on Users' Sense of Emotional Copresence and Social Presence in Mobile-Phone Communication*, May 2008.
 Liza Potts, RPI, *When Disasters Strike: Leveraging Social Software to Communicate in the Midst of Crisis*, December 2007.
 Yan Tong (CSCE department, RPI), *A Unified Probabilistic Framework for Facial Activity Modeling and Understanding*, October 2007.

Pre-examiner for:

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

Masters

Committee Chair for:

Holly Robbins, Designing Public Camera Interactions with Communal Value. NYU Steinhardt School, May 2013.

Michael Astolfi, *The Evolutionary Psychology of Video Games: The Digital Game as Supernormal Stimulus*. Gallatin School NYU, May 2012.

Sharanya Ravichandran, *Movement-based interaction using Microsoft Kinect to enhance learning in children*, May 2012.

Phoenix Perry, Game Over. NYU-Poly Digital Media program, May 2012.

Ulf Schwenkendiek, *Design and Validation of an A/B Testing Framework for Mobile Platforms*, December 2010.

Rahul Rao, *Localized Instruction and the Mobile Platform*, December 2010.

Chelsea Hash, *Reactive Animation and the Play Experience*, June 2010.

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

Committee member for:

Philippa Mothersill. *The Form of Emotive Design: A CAD Tool for Designing Emotively Shaped Objects*. MIT Media Lab, August 2014.

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.

SERVICE AND LEADERSHIP

New York University

NYU University Committee on Activities Involving Human Subjects	Fall 2013 – June 2015
Jacobs Award Committee	Spring 2014
MAGNET Center Faculty Presidium	Spring 2012 – June 2015
Game Engineering Curriculum Committee Chair	Fall 2012 – June 2015
Steinhardt Learning and Technology Search Committee	Fall 2013 – Spring 2014
Game Center Search Committee	Fall 2012 – Spring 2013
DM Search Committee Chair	Fall 2012 – Spring 2013
CS Game Engineering Search Committee Chair	Fall 2011
NYU Game Center Advisory Committee	Fall 2008
NYU Game Center Curriculum Committee	Fall 2009
CS Search Committee	Fall 2009
Multimedia Search Committee	Fall 2009
I2e Task Force	Fall 2009
Space Management Firm Selection Committee	Fall 2009

Organizing work on IGDA Global Game Jam 2010	Fall 2009
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

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

Institute Committees

Faculty Advisory Committee for Enrollment	Fall 2007
---	-----------

Scientific Society Committees

Higher Education Video Game Alliance, Executive Committee	Spring 2014-present
International Game Developers Association, Games Education Special Interest Group Advisory Board	Spring 2005-2010
International Communication Association, Game Studies Special Interest Group Vice Chair	Spring 2007-2009

Meeting Chairing

Co-chair of CHI Doctoral Consortium, CHI 2014, Toronto, Canada, 2014.
 Co-chair of "Touch me" Workshop on Tactile User Experience Evaluation Methods, CHI 2014, Toronto, Canada, 2014.
 Co-chair of Games and Entertainment special community program, CHI 2013, Paris, France, 2013.
 Co-chair of Games and Entertainment special community program, CHI 2012, Austin, TX, 2012.
 Technical program co-chair, Foundations of Digital Games, Bordeaux, France, 2011.
 Co-chair of Games and Entertainment special community program, CHI 2011, Vancouver, Canada, 2011.
 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

DIS (Designing Interactive Systems) 2014.
 CHI-Play 2014.
 AAI 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

CHI (Conference on Human Factors in Computing Systems) 2003-2012, Associate Chair for Design Papers and Notes 2012-13; AC for Usability Papers and Notes 2011; AC for CHI Notes 2007.

DIS (Designing Interactive Systems) 2014.

ACE (Conference on Advances in Computational Entertainment), 2008, 2009, 2010.

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

ICIDS (International Conference on Interactive Digital Storytelling), 2009

DiGRA (Digital Games Research Association), 2009.

CSCW (Computer Supported Collaborative Work) 2009; 2010.

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

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

Sandbox (An ACM SIGGRAPH Video Game Symposium) 2006.

Intelligent Virtual Agents 2005-2009.

DUX (Designing User Experiences) 2003.

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

Judging of Competitions

IndieCade jury, 2009, 2013.

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

Editorship of Journals

Associate Editor of *International Journal of Human Computer Studies*, 2008-present.

Editorial Board Member for *Well Played*, 2010-present.

Co-editor of special issue of *Human Computer Interaction* on Games and HCI (May 2015).

Co-editor of special issue of *IEEE Transactions on Affective Computing* on Emotion in Games (January 2014).

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.

PRESS

Get Creative at Your Desk with a Little Playtime, S. Shellenbarger, *Wall Street Journal*, 2 March 2015, <http://www.wsj.com/articles/get-creative-at-your-desk-with-a-little-playtime-1425333260>.

Could Analyzing How Humans Think Make Better Videogames? Trying to Get More Players to that Unique State of Gaming Nirvana. A. Ossola, *Popular Science*, 17 February 2015, <http://www.popsci.com/new-tool-make-better-video-games>.

Video Games for Grown-Ups. A. Bluestein, *Fast Company*, 20 November 2014, <http://www.fastcompany.com/3038466/video-games-for-grown-ups>.

Your Posture May Change Your Math Skills. M. Zomorodi, *New Tech City*, WNYC. 11 June 2014, <http://www.wnyc.org/story/power-poses-math-anxiety/>.

Why Does Sexism Persist in the Game Industry? K. Gittleson, *BBC News*, 13 June 2014, <http://www.bbc.com/news/technology-27824701>

A Gaming Company Devoted to Narrative Tackles ‘Thrones’, L. Parker, *New York Times Artsbeat*, 27 April 2014, http://www.nytimes.com/2014/04/28/arts/video-games/a-gaming-company-devoted-to-narrative-tackles-thrones.html?_r=0.

Teachers Lounge: Insider Views on Game Education, J. Brightman, *Gamesindustry.biz*, 24 April 2014, <http://www.gamesindustry.biz/articles/2014-04-23-teachers-lounge-insider-views-on-games-education>.

Can Gaming Make Us More Social? *NPR Science Friday*, February 2014, <http://www.sciencefriday.com/segment/02/07/2014/can-gaming-make-us-more-social.html>.

Welcome to the Third Wave of Wearable Technology. L.T. Pham, *Smart Planet*, July 9 2013, <http://www.smartplanet.com/blog/global-observer/welcome-to-the-third-wave-of-wearable-technology/?tag=main%3Bcarousel>.

World Science Festival Cool Jobs, June 2013. http://worldsciencefestival.com/events/cool_jobs2013.

Gesture-Based Login Apps For iPad And iPhone Aim To Banish Passwords From Touchscreens. Andy Greenberg, *Forbes*, November 10 2011, <http://www.forbes.com/sites/andygreenberg/2011/11/10/gesture-based-login-apps-for-ipad-and-iphone-aim-to-banish-passwords-from-touchscreens/>.

A Short History of Story. Noah Richler, *BBC World*, November 2011, <http://www.bbc.co.uk/programmes/p00lf0gh>.

The Art of Hacking: The Underground Movement to Make Game Technology Matter. Michael Thomsen, *EGM (Electronic Gaming Monthly)*, February 2011.

Notions of Motion: Hackers Harness Microsoft's Kinect for Business and Pleasure Applications. Charles Q. Choi, *Scientific American*, February 2, 2011, <http://www.scientificamerican.com/article.cfm?id=microsoft-kinect-hack>

Interview: Katherine Isbister. Tracey John, *Kill Screen*, December 2010, <http://www.killscreenmagazine.com/articles/getting-more-intimate>

How the X-box Kinect Tracks your Moves. *NPR Science Friday*, November 19, 2010. <http://www.npr.org/2010/11/19/131447076/how-the-x-box-kinect-tracks-your-moves>

How Wii and Kinect Hack into Your Emotions, Charles Q. Choi, *Wired.com*, November 16, 2010, <http://www.wired.com/wiredscience/2010/11/wii-emotion/>

Microsoft Flip-flops on Kinect Computer 'Hack', Matt Peckham, *PC World* (online), November 22, 2010, http://www.pcworld.com/article/211299/microsoft_flipflops_on_kinect_computer_hack.html

The Problem with Microsoft's New Way to Play Videogames, Brian Crecente, *Kotaku.com*, November 1, 2010, <http://m.kotaku.com/5678310/the-problem-with-microsofts-new-way-to-play-video-games>

Mindgames, Ken Stier, *NYU Alumni Magazine*, Issue 13, Fall 2009, 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) 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), 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), 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.