JEFFREY S. BARDZELL

Curriculum Vitae
Last Updated: 31 October 2011

Basic Information

Email Address:	jbardzel@indiana.edu
Office Address:	919 E. 10th. Street #240 Indiana University – School of Informatics and Computing Bloomington, IN 47401
Telephone:	1 (812) 360-2277
Title:	Associate Professor of Informatics
Date of Birth:	23 February 1970

Academic History

Degrees

Ph.D.	Indiana University, Comparative Literature	June, 2004
	Ph.D. Minor: Philosophy	
M.A.	Indiana University, Comparative Literature	December, 1994
B.A./Honors	Mary Washington College, English, *Magna Cum Laude*	May, 1992

Academic Research and Teaching Positions

Associate Professor (Informatics)   **2011 – present**
    School of Informatics and Computing (Indiana University, Bloomington)

    Research areas include interaction criticism, aesthetic interaction, virtual worlds, and amateur multimedia. Teaching included experience design, HCI foundations, multimedia arts, Ph.D. seminar, and interaction culture at undergraduate, master's, and Ph.D. levels.

Assistant Professor (Informatics)   **2004 – 2011**
    School of Informatics and Computing (Indiana University, Bloomington)

Education Policy Analyst   **1997 – 2000**
    Center for Evaluation and Education Policy, Indiana University, Bloomington

    Research areas included early childhood literacy, K-3 reading interventions, and K-6 reading intervention program evaluations.

Associate Instructor (Comparative Literature)   **1993 – 1996**
    Department of Comparative Literature, Indiana University, Bloomington

    Taught six undergraduate courses covering ancient to modern literature.

English as a Foreign Language Teacher   **1993 – 1994**
    Taipei Language Institute (Taipei, Taiwan)

    Taught beginning through advanced English in small group format.

Writing Center Tutor   **1989 – 1992**
    Mary Washington College, Fredericksburg, VA

    Tutored students school-wide on writing.

Academic Awards and Honors

1. IU Trustees Teaching Excellence Award (Nominated)   2010
2. Graduate Women Informatics Appreciation Award (Nominated)   2010
3. Best Paper Award, World Conference on   2009
    Human Factors in Computing Systems (ACM CHI) (Nominated)
4. IU Trustees Teaching Excellence Award (Won)   2006
5. Student Choice Award (Nominated)   2005
6. Carlton R. Lutterbie English Major of the Year (Won)   1992
7. Phi Beta Kappa (Honor Society) (Inducted)   1992
8. Mortar Board (Honor Society) (Inducted)   1991

Professional History

Consultant   **2000 – present**
- Consulted with Yahoo! Research on user experience evaluation (2009-2010)
- Consulted with One-to-One Interactive on user experience evaluation (2006-08)
- Author, commercial computer books (2001-2008)
- Member, Product Advisory Board, Macromedia, Inc. (2000-2005)

Curriculum Developer and Information Technology Trainer   **2002 – 2004**
IT Training & Education (Indiana University)
- Designed a comprehensive multimedia and graphics curriculum.
- Designed and implemented an editorial management process and system
- High learner evaluations: out of roughly 400 responses, 99.5% rated me Good or Very Good (4 or 5 on a scale from 1-5) in ability to explain material clearly; 98.4% rated me Good or Very Good in ability to answer questions.

Multimedia Instructional Developer   **2000 – 2002**
Financial Management Services (Indiana University)
- Instructional designed and developed interactive Flash simulations to train users of the university accounting system (FIS)
- Designed and programmed the FIS online certification system
- Participated in the design of the multi-tier support and training program for university implementation of PeopleSoft.

Editorial Experience[1]
- Editorial Board Member, *Interacting with Computers* (journal)   2010-present
- Editorial Board Member, *Artifact* (journal)   2009-present
- Editorial Manager, IT Training & Education   2002-2004
- Publications Director, Center for Evaluation and Education Policy   1997-2000
- Assistant Editor, *Yearbook of Comparative and General Literature*   1997
- Assistant Editor, *Taoist Resources* (journal)   1996-1997
- Editor, *Aubade* (literary magazine)   1990-1992

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[1] Some of these items are also listed elsewhere in the CV

Publications

Journal Articles

1. **Bardzell, J.** (Accepted). Interaction Criticism: An Introduction to the Practice. *Interacting With Computers*. [Journal article, ms. length 18,000 words]

2. **Bardzell, J.** and Bardzell, S. (Accepted). Scientific Problems and Common Love Stories: UbiComp's Paradigms of Explanation, Speculation, and Action. Special issue on Science Fiction and Ubiquitous Computing, Bell, G. and Dourish, P., eds. *Journal of Personal and Ubiquitous Computing* (forthcoming, ms. length 15,000 words).

3. Koh, H. and **Bardzell, J.** (2010). Supporting the Experience of Active Reading in the Design of e-Books. *Design Principles and Practices: An International Journal* 4 (2010): 1833-1874.

4. **Bardzell, J.** (2007). Creativity in Amateur Multimedia: Popular Culture, Critical Theory, and HCI. *Human Technology: An Interdisciplinary Journal on Humans in ICT Environments*. Agora Center, University of Jyväskylä, Volume 2 (2): 12-33.

Peer-Reviewed Published Papers

1. **Bardzell, J.**, Bardzell, S., DiSalvo, C., Gaver, B., & Sengers, P. (2012, accepted). The Humanities and/in HCI. *CHI'2012: CHI 2012 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York. [Panel Proposal]

2. **Bardzell, J.**, Nichols, J., Pace, T., & Bardzell, S. (2012, accepted). Come meet me at Ulduar: Progression raiding in World of Warcraft. *Proceedings of CSCW'12*. [Full Paper, Acceptance rate 40%/28%.]

3. Pace, T., **Bardzell, J.**, & Bardzell, S. (2011). Collective creativity: The emergence of World of Warcraft Machinima. *Proceedings of BCS HCI'2011*. [Short Paper]

4. Bardzell, S., Gross, S., Wain, J., Toombs, A., & **Bardzell, J.** (2011). The Significant Screwdriver: Care, Domestic Masculinity, and Interaction Design. *Proceedings of BCS HCI'2011*. [Short Paper]

5. Bardzell, S., Light, A., **Bardzell, J.**, & Blythe, M. (2011). The Second International Symposium on Culture, Creativity, and Interaction Design. *Proceedings of BCS HCI'2011*. [Symposium Proposal]

6. Huang, C.-C., **Bardzell, J.**, Terrell, J. (2011). Can your pet rabbit read your email? A critical analysis of the Nabaztag Rabbit. *Proc. DPPI 2011*. [Full Paper, Acceptance rate: 50%]

7. **Bardzell, J.**, Bardzell, S., Nakamura, L., Nardi, B. Paul, C., & Yee, N. (2011). World of Warcraft as a global artifact. *CHI'2011: CHI 2011 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York. [Panel Proposal]

8. Forlizzi, J., DiSalvo, C., **Bardzell, J.**, Wensveen, S., and Koskinen, I. (2011). Quality Control: A Panel on the Critique and Criticism of Design Research. *CHI'2011: CHI 2011 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York. [Panel Proposal]

9. Bardzell, S., Churchill, E., **Bardzell, J.**, Forlizzi, J., Grinter, B., Tatar, D. Feminism and Interaction Design. (2011). *CHI'2011: CHI 2011 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York. [Workshop Proposal]

10. Bardzell, S., and **Bardzell, J.** (2011). Towards a Feminist HCI Methodology: Social Science, Feminism, and HCI. *Proceedings of CHI'10: World Conference on Human Factors in Computing Systems.* [Full paper, Acceptance rate: 26%]

11. **Bardzell, J.**, and Bardzell, S. (2011). "Pleasure is your birthright": Digitally enabled designer sex toys as a case of third-wave HCI. Proc. of CHI2011. [Full paper, Acceptance rate: 26%]

12. Kannabiran, G., **Bardzell, J.**, and Bardzell, S. (2011). How HCI talks about sexuality: Discursive strategies, blind spots, and opportunities for future research. Proc. of CHI2011. [Full paper, Acceptance rate: 26%]

13. Cook, E., Luther, K., Perkel, D., & **Bardzell, J.** (2011). Roundtable proposal: The creativity agenda in the iSchool context. *Proceedings of iConference 2011*. [Panel proposal]

14. **Bardzell, J.**, Pace, T., Terrell, J. (2010). Virtual Fashion and Avatar Design: A Survey of Consumers and Designers. *Proceedings of the Nordic Conference on Human-Computer Interaction (NordiCHI'10)*, Reykjavík, Iceland. New York: ACM Press. (Acceptance Rate: 31%) [Note/Short Paper].

15. **Bardzell, J.**, Bardzell, S., Bertelsen, O., and Kannabiran, G. (2010). Erotic Life in Human-Computer Interaction. *Proceedings of the Nordic Conference on Human-Computer Interaction (NordiCHI'10)*, Reykjavík, Iceland. New York: ACM Press. [Workshop Proposal].

16. **Bardzell, J.**, Bardzell, S., Blythe, M., and Cockton, G. (2010). The Arts and Design Research in HCI. *Interfaces*. British Computer Society: London. [Editor Reviewed Feature Article].

17. Pace, T., Bardzell, S., and **Bardzell, J.** (2010). The Rogue in the Lovely Black Dress: Intimacy in World of Warcraft. *Proceedings of CHI'10: World Conference on Human Factors in Computing Systems*. ACM: New York. (Acceptance rate: 22%) [Full Paper].

18. Cockton, G., Bardzell, S., Blythe, M., and **Bardzell, J.** (2010). Can we all stand under our umbrella? The Arts and Design Research in HCI. *CHI10: CHI 2010 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York. [Special Interest Group (SIG) Proposal].

19. Blythe, M., McCarthy, J., Light, A., Bardzell, S., Wright, P., **Bardzell, J.**, and Blackwell, A. (2010). Critical Dialogue: Interaction, Experience and Cultural Theory. *Proceedings of CHI'10: World Conference on Human Factors in Computing Systems*. ACM: New York. [Workshop Proposal].

20. Jung, H., Altieri, Y., and **Bardzell, J.** (2010). Computational Objects and Expressive Forms: A Design Case Study. *CHI10: CHI 2010 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York. [Poster/Short Paper].

21. **Bardzell, J.**, Bolter, J., and Löwgren, J. (2010). Interaction Criticism: Three Readings of an Interaction Design, and What They Get Us. *Interactions*. ACM: New York. [Editor Reviewed Magazine Feature].

22. Jung, H., Altieri, Y., and **Bardzell, J.** (2010). SKIN: Design Aesthetic Interactive Surfaces. *Proceedings of Tangible and Embodied Interaction (TEI'10)*, ACM: New York. (Acceptance rate: 34%) [Full Paper].

23. Bardzell, S., **Bardzell, J.**, and Pace, T. (2009). Understanding Affective Interaction: Emotion, Engagement, and Internet Videos. *IEEE International Conference on Affective Computing and Intelligent Interaction* (ACII09), IEEE Computer Society Press. (Acceptance rate: 38%) [Full Paper].

24. Thom-Santelli, J., Cook, E., Luther, K., **Bardzell, J.**, Bruckman, A., and McDonald, D. (2009). Approaching Amateur Workshop. *Proceedings of Conference on Supporting Group Work (Group'09)*. New York: ACM Press. [Workshop Proposal.]

25. **Bardzell, J.** (2009). Interaction Criticism and Aesthetics. *Proceedings of CHI'09: World Conference on Human Factors in Computing Systems*. ACM: New York. (Acceptance rate: 24%) [Nominated for a "Best of CHI" Award] [Full Paper].

26. Blythe, M., and **Bardzell, J.** (2009). Time Vampires. *Interfaces*. British Computer Society: London. [Editor Reviewed Magazine Column].

27. **Bardzell, J.**, Pace, T., Brunetti, L., Huang, Q., Perry, N., & Gim, H. (2009). Emerging Standards in Virtual Fashion: An Analysis of Critical Strategies Used in Virtual Fashion Blogs." *Hawaii International Conference on System Sciences* (HICSS-42), IEEE Computer Society Press. (Acceptance rate: 47%) [Full Paper].

28. Bardzell, S., **Bardzell, J.**, Pace, T., and Reed, K. (2008). Blissfully Productive: Grouping and Cooperation in World of Warcraft Instance Runs. *Proceedings of the ACM Conference on Computer Supported Cooperative Work (CSCW'08)*. New York: ACM Press (Acceptance rate: 23%) [Note/Short Paper].

29. Bardzell, S., Rohall, S., Ark, W., **Bardzell, J.**, Cefkin, M., Cheng, L., Kaplan, J., Nardi, B., Yankelovich, N. (2008). Virtual Worlds, Collaboration, and Workplace Productivity. *Proceedings of the ACM Conference on Computer Supported Cooperative Work (CSCW'08)*. New York: ACM Press. [Workshop Proposal].

30. Blythe, M., **Bardzell, J.**, Bardzell, S., Blackwell, A. (2008). Critical Issues in Interaction Design. Workshop: *BCS Conference on Human-Computer Interaction (HCI 2008)*, Liverpool, UK. British Computer Society. [Workshop Proposal].

31. **Bardzell, J.**, Bardzell, S. (2008). Intimate Interactions: Online Representation and Software of the Self. *Interactions*. ACM: New York. [Editor Reviewed Magazine Feature].

32. **Bardzell, J.**, & Bardzell, S. (2008). Interaction Criticism: A Proposal and Framework for a New Discipline of HCI. *CHI'08: CHI 2008 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York. (Acceptance rate: 27%) [alt.chi].

33. **Bardzell, J.**, Bardzell, S., Pace, T., & Karnell J. (2008). Making User Engagement Visible: A Multimodal Strategy for Interactive Media Experience Research. CHI 2008 Research Landscapes. *CHI'08: CHI 2008 Extended Abstracts on Human Factors in Computing Systems*. ACM: New York. [Poster/Short Paper].

34. **Bardzell, J.**, Bardzell, S., and Odom, W. (2007). Virtual Ethnography and Amateur Multimedia Community Research. Workshop: *Ethnographic Praxis in Industry Conference (EPIC 2007)*, Keystone, CO. [Workshop Proposal].

35. **Bardzell, J.**, Jakobsson, M., Bardzell, S., Pace, T., & Odom, W. (2007). Virtual Worlds and Fraud: Approaching Cybersecurity in Massively Multiplayer Online Games. *Digital Games Research Association (DiGRA) 07*, Tokyo, Japan. [Full Paper.]

36. Bardzell, S., and **Bardzell, J.** (2007). Docile Avatars: Aesthetics, Experience, and Sexual Interaction in Second Life. *Proceedings of the 21st British Computer Society Conference on Human-Computer Interaction (HCI 2007)*, Lancaster, UK. (Acceptance rate: 29%) [Full Paper.]

37. Churchill, E., & **Bardzell, J.** (2007). From HCI to Media Experience: Methodological Implications. *Proceedings of the 21st British Computer Society Conference on Human Computer Interaction (HCI 2007)*, Lancaster, UK. British Computing Society. [Workshop Proposal].

38. **Bardzell, J.**, Bardzell, S., Birchler, C., & Ryan, W. (2007). Double Dribble: Illusionism, Mixed Reality, and the Sports Fan Experience. *Proceedings of the 4th International Conference on Advances in Computer Entertainment Technology (ACE'07)*, Salzburg, Austria. New York: ACM Press. (Acceptance rate: 33%) [Note/Short Paper].

39. Bardzell, S., Wu, V., **Bardzell, J.**, & Quagliara, N. (2007). Transmedial Interactions and Digital Games. Workshop: *Proceedings of the 4th International Conference on Advances in Computer Entertainment Technology (ACE 2007)*, Salzburg, Austria. New York: ACM Press. [Workshop Proposal].

40. **Bardzell, J.**, Bardzell, S., Briggs, C., Makice, K., Ryan, W., & Weldon, M. (2006). Machinima Prototyping: An Approach to Evaluation. *Proceedings of the Nordic Conference on Human-Computer Interaction (NordiCHI'06)*, Oslo, Norway. New York: ACM Press. (Acceptance rate: 15%) [Note/Short Paper].

41. Bardzell, S., **Bardzell, J.**, Ryan W. (2006). Double Dribble: Mixed Reality Game Design for Sports Informatics. *Proceedings of ICEC2006.* International Conference on Entertainment Computing (ICEC), Cambridge, United Kingdom, September 2006. [Poster/Short Paper].

42. **Bardzell, J.**, and Bardzell, S. (2005). Fostering Creativity in Learning Media: Applying Insights Learned From Creative Design Software. *Ed Media 2005 World Conference on Educational Multimedia, Hypermedia & Telecommunications*, Montreal, Canada. (Acceptance rate: 22%) [Full Paper.]

43. Bardzell, S., **Bardzell, J.**, So, H.-J., and Lee, J. (2004). A Model for Integrating Technology and Learning in Public Health Instruction. *Proceedings of the Association for Educational Communications and Technology Annual International Conference*, Chicago, IL. [Full Paper.]

Academic Books

1. **Bardzell, J.** (2008). *Speculative Grammar and Stoic Language Theory in Medieval Allegorical Narrative: From Prudentius to Alan of Lille*. New York: Routledge.

2. St. John, E., Loescher, S.A., & **Bardzell, J.** (2003). *Improving Reading and Literacy in Grades 1-5 : A Resource Guide to Research-Based Programs*. Thousand Oaks, CA: Corwin Press.

Book Chapters

1. **Bardzell, J.** (2011). Machinimatic Realism: Capturing and Presenting the "Real World" of Video Games. Book chapter: *The Machinima Reader*. Ed. H. Lowood and M. Nitsche. Cambridge: MIT Press. (ms. length 10,000 words). [Book Chapter].

2. **Bardzell, J.** (2009, invited). Second Life Avatar Design as Multimedia Authoring. *Man Media Machine (M3): The Virtual*. Hernwall, P. (ed). [Book Chapter].

3. **Bardzell, J.**, & Bardzell, S., and Pace, T. (2008). Virtual Worlds and Real Fraud. In Ramzan, Z., & Jakobsson, M. (Eds.). *Crimeware*. Indianapolis: Wiley. [Book Chapter].

4. **Bardzell, J.**, Blevis, E., & Lim, Y. (2006). Experimental Evaluation of Attacks and Countermeasures. Book Chapter: *Phishing and Countermeasures: Understanding the Increasing Problem of Electronic Identity Theft*. Ed. Markus Jakobsson and Steven Myers. Indianapolis: Wiley Publishing, Inc.: 595-670. [Book Chapter].

5. **Bardzell, J.**, Blevis, E., & Lim, Y. (2006). Human-Centered Design Considerations. Book Chapter: *Phishing and Countermeasures: Understanding the Increasing Problem of Electronic Identity Theft*. Ed. Markus Jakobsson and Steven Myers. Indianapolis: Wiley Publishing, Inc.: 241-76. [Book Chapter].

6. Theobald, N., & **Bardzell, J.** (2000). Introduction and Overview: Balancing Local Control and State Responsibility for K-12 education. *Balancing Local Control and State Responsibility for K-12 Education: 2000 Yearbook of the American Education Finance Association*. Ed. Neil Theobald and Betty Malen. Larchmont, NY: Eye on Education. [Book Chapter].

7. Theobald, N., & **Bardzell, J.** (2000). Achieving a 'Just Balance' Between Local Control of Schools and State Responsibility for K-12 Education: Summary Observations and Research Agendas. *Balancing Local Control and State Responsibility for K-12 Education: 2000 Yearbook of the American Education Finance Association*. Ed. Neil Theobald and Betty Malen. Larchmont, NY: Eye on Education. [Book Chapter].

Non-Peer-Reviewed Publications

1. **Bardzell, J.**, Bardzell, S., Pace, T. (2009). Design Lessons from User Generated Content: An Analysis of User Generated Internet Video and Flash Animations. [White paper, 18p].

2. **Bardzell, J.**, Bardzell, S., Pace, T. (2009). Social Media for Marketing: An Analysis of Digg.com Engagement and User Behavior. [White paper, 17p].

3. **Bardzell, J.**, Bardzell, S., Pace, T. (2008). Emotion, Engagement, and Internet Video. [White paper, 19p].

4. **Bardzell, J.**, Bardzell, S., Pace, T. (2008). Player Engagement and In-Game Advertising. [White paper, 19p].

5. **Bardzell, J.**, Bardzell, S., Pace, T. (2008). Serious Games for Marketing: Learnings from Corporate and Amateur Efforts in Second Life. [White paper, 15p].

6. An, Shunying, **Bardzell, J.**, & Wroblewski, N. (2007). Feed the Dragon Wisely: Designing for Childhood Awareness as a Means of Lifelong Obesity Prevention. In *Proceedings of HCI International 2007*, Lecture Notes in Computer Science L.N.C.S. Springer-Verlag. [Conference Presentation].

7. **Bardzell, J.** (1999). Review of *Epic Traditions in the Contemporary World*, by M. Beissinger, J. Tylus, and S. Wofford (eds.). *Yearbook of Comparative and General Literature* 47 (1999): 190-194. [Book Review].

Technical Books and Policy Reports

1. **Bardzell, J.** and Flynn, B. (2007). *Adobe Dreamweaver CS3 with ASP, ColdFusion, and PHP: Training from the Source*. Berkeley: Adobe Press/Peachpit.

2. Lott, J., **Bardzell, J.**, Freedman, E., Honeycutt, K., & Reinhardt, R. (2006). *Flash 8 Cookbook*. Sebastopol, CA: O'Reilly.

3. Bardzell, S. **Bardzell, J.**, & Flynn, B. (2006). *Macromedia Studio 8: Training From the Source*. Berkeley: Macromedia Press/Peachpit.

4. **Bardzell, J.** (2005). *Macromedia Dreamweaver 8 with ASP, ColdFusion, and PHP: Training From the Source*. Berkeley: Macromedia Press/Peachpit.

5. Bardzell, S, & **Bardzell, J.** (2003). *Mastering Macromedia Contribute*. Indianapolis: Wiley Publishing Inc.

6. **Bardzell, J.** (2003). *Special Edition Using Fireworks MX*. Indianapolis: Que Publishing.

7. **Bardzell, J.** (2003). *Macromedia MX eLearning: Advanced Training From the Source*. Berkeley: Macromedia Press/Peachpit.

8. **Bardzell, J.** (2001). Contributor. *Flash 5 Bible*. Robert Reinhardt and John Warren Lentz. Indianapolis: Hungry Minds.

9. **Bardzell, J.** & Lopuck, L. (2001). *Fireworks 4 Expert Edge*. Berkeley: Osborne/McGraw-Hill.

10. St. John, E., **Bardzell, J.**, & Associates. (2000). *Improving Early Reading and Literacy: A Guide for Developing Research-Based Programs*. Bloomington, IN: Indiana Education Policy Center.

11. St. John, Edward P., & **Bardzell, J.** *Full-Day Kindergarten: Making it Work for Indiana. A Summary Analysis of the Research Literature*. Prepared for the Interim Study Committee on Education Issues, House of Representatives, State of Indiana. 1998.

12. St. John, Edward P., **Bardzell, J.**, Michael, R., Hall, G., Manoil, K., Asker, E., & Clements, M. (1998). *Indiana's Early Literacy Intervention Grant Program: Implementation Study*. Bloomington, IN: Indiana Education Policy Center.

Presentations

Keynote Addresses

1. **Bardzell, J.** (2009). Aesthetic Interaction. *Instructional Systems Technology Conference*, Indiana University, Bloomington, IN.

2. **Bardzell, J.** (2007). Massively Multiplayer Online Learning, Or, Why Can't Blackboard Be More Like Facebook? *Technology in Education*: "Collaboration Through Networking," Princeton, NJ.

3. **Bardzell, J.** (2007). Massively Amateur Culture: Quality, Aesthetics, and Professionalization Online. *Man, Media, Machine: The Virtual '07*, Stockholm, Sweden.

Non-Archival Presentations, Talks, Panels, and Conference Participation

1. Gross, S., Wain, J., Toombs, A., **Bardzell, J.**, & Bardzell, S. (2011). The Significant Screwdriver: A Feminist HCI Design Probe. [Workshop Position Paper].

2. **Bardzell, J.** (2011). The Art and Science of Creativity and IT. School of Informatics Lightning Talk. [Invited Talk.]

3. **Bardzell, J.** (2010). Future Trends/Now in Information Technology and Creative Practice. National Science Foundation and National Endowment for the Arts. [Invited Panelist].

4. **Bardzell, J.** (2010). RE/search: Art, Science, and Information Technology: A joint meeting of the National Science Foundation and the National Endowment for the Arts. Washington, DC. [Invited Workshop Participant.]

5. **Bardzell, J.** (2010). A Philosophy of Science of HCI? *Design Philosophy Dialogue*, Newcastle, UK. [Invited Workshop Position Paper].

6. **Bardzell, J.** (2010). Design Research Methodologies. *Reveal: The Future of Design Conference*, Newcastle, UK. [Invited Panelist].

7. **Bardzell, J.** (2010). *Prototype: Craft in the Future Tense*, Dundee, Scotland. [Participant].

8. **Bardzell, J.** (2010). Machinimatic Realism. *HumLab Colloquium*. Umeä University. [Invited Talk].

9. **Bardzell, J.** (2010). Interaction Criticism: An Introduction to the Practice. *Northumbria University Colloquium*. Northumbria University. [Invited Talk].

10. **Bardzell, J.** (2010). *Thinking Digital Conference*, Newcastle, UK. [Invited Participant.]

11. **Bardzell, J.** (2010). Emotions and Games, *Georgia Tech Gaming Symposium*, Atlanta, GA. [Invited Panelist].

12. **Bardzell, J.** (2010). HCI and the Essay: Taking on "Layers and Layers" of Meaning. Critical Dialogue: Interaction, Experience and Cultural Theory. Workshop: *World Conference on Human Factors in Computing Systems (CHI'2010)*, Atlanta, GA. [Workshop Position Paper].

13. Bardzell, S., and **Bardzell, J.** (2010). Mapping Techno-Sexuality through Feminist Geography: Inscription, Performativity, and Paradoxical Space. Critical Dialogue: Interaction, Experience and Cultural Theory. Workshop: *World Conference on Human Factors in Computing Systems (CHI'2010)*, Atlanta, GA. [Workshop Position Paper].

14. Koh, H., and **Bardzell, J.** (2010). Supporting the Experience of Active Reading in the Design of e-Books. *Design Principles and Practices*, Chicago, IL. [Conference Presentation].

15. **Bardzell, J.** (2010). Interaction Criticism / The Subject of Interaction. *Symposium on Aesthetic Computing and Human-Computer Interaction*, University of North Carolina, Charlotte. [Invited Panelist].

16. **Bardzell, J.** (2010). Digital Media Literacy Beyond The Screen: Computational Crafts, DIY, And Education Working Group, Bloomington, IN. [Invited Participant].

17. **Bardzell, J.** (2010). The Philosophy of Science … And Science Fiction: The Problem of Ubiquitous Computing. Comparative Literature and the Future of the Humanities. Bloomington, IN. [Invited Talk.]

18. **Bardzell, J.** and Churchill, E. (2010). Evaluating User Frustration: Towards a Plan for Yahoo!. *Yahoo! Research*, Santa Clara, CA. [Invited Talk].

19. **Bardzell, J.** & Bardzell, S. (2009). The Design Turn in HCI. Invited Colloquium: *ICTs & Society*, University of Trento. [Invited Talk].

20. **Bardzell, J.**(2009). "Designing for Irrational Behavior." *South by Southwest (SXSW'09).* [Invited Panelist].

21. **Bardzell, J.** (2008). Software of the self: Multimedia authoring tools and amateur creative self expression online." *Infinite Speed, Zero Errors, and Total Memory: Creativity and Desire in the Digital Age*. Indiana University. Bloomington, IN. October 2008. [Invited Panelist.]

22. **Bardzell, J.** (2008). All the World's a (Virtual) Stage. "CSCW and Games Research." *Proceedings of Computer-Supported Cooperative Work (CSCW'08)*. New York: ACM Press. [Invited panelist].

23. **Bardzell, J.**, & Bardzell, S. (2008). The corporate invasion: Why corporate efforts in Second Life have had mixed results. *Proceedings of Computer-Supported Cooperative Work (CSCW'08)*. New York: ACM Press. [Workshop Position Paper].

24. **Bardzell, J.**, & Bardzell, S. (2008). Problems in the Appropriation of Critical Strategies in HCI. Critical Issues in Interaction Design. Workshop: *BCS Conference on Human-Computer Interaction (HCI 2008)*, Liverpool, UK. [Workshop Position Paper].

25. **Bardzell, J.** (2008). Massively Amateur Creativity: From Timelines and Libraries to Cyborg Sitcoms and Pencil Skirts. *Workshop on Creativity and the Programmable, Extensible Web*. Yahoo! Research. Santa Clara, CA. August 2008. [Invited Talk].

26. Blythe, M., & **Bardzell, J.** (2008). HCI, Aesthetics, and Cultural Criticism. *Designing and Evaluating Innovative Interactive Systems: Interdisciplinary and Trans-sectorial Training (COST294-MAUSE Training School)*. Bertinoro, Italy. June, 2008. [Invited Lecturer].

27. **Bardzell, J.**, & Bardzell, S. (2008). "Designerly Ways of Knowing" in HCI. *Designing and Evaluating Innovative Interactive Systems: Interdisciplinary and Trans-sectorial Training (COST294-MAUSE Training School)*. Bertinoro, Italy. June, 2008. [Invited Lecturer].

28. **Bardzell, J.**, Bardzell, S., Pace, T., & Karnell, J. (2008). Making Player Engagement Visible: A Multimodal Strategy for Game Experience Research. Workshop paper: Evaluating User Experience in Games, *ACM World Conference on Human Factors in Computing Systems (CHI'08)*, Florence, Italy. [Workshop Position Paper].

29. **Bardzell, J.**, Bardzell, S., Pace, T., & Karnell, J. (2008). In-Game Advertising. *Massachusetts Innovation and Technology Exchange (MITX)*, Boston, Massachusetts. [Invited Talk].

30. **Bardzell, J.**, Bardzell, S., Pace, T., & Karnell, J. (2007). Serious Games for Marketing: An Analysis of Second Life Corporate Versus User Builds. *Massachusetts Innovation and Technology Exchange (MITX)*, Boston, Massachusetts. [Invited Talk].

31. **Bardzell, J.** (2007). Massively Amateur Creativity: From Timelines and Libraries to Cyborg Sitcoms and Pencil Skirts. *University of Illinois Computer Science Seminar*, Urbana-Champaign, IL. [Invited Talk].

32. **Bardzell, J.** & Stolterman, E. (2007). Developing a "Sensibility for the Particular": Coping with the Scale and Dynamics of Participatory Culture. *Association of Internet Research 8.0*, Vancouver, BC, Canada. [Conference Presentation].

33. **Bardzell, J.** (2007). Massively Amateur Creativity: From Timelines and Libraries to Cyborg Sitcoms and Pencil Skirts. *Informatics Colloquium*, Bloomington, IN. [Invited Talk].

34. Ryan, W., and **Bardzell, J.** (2007). Using Player Breakdown as a Lens for Understanding the Development of Literacy in Video Games. *Games Learning and Society*, Madison, WI. [Conference Presentation].

35. **Bardzell, J.** (2007). Digital Self-Fashioning: Creativity, HCI, and Fashion Design in Second Life. *Media in Transition 5*, Cambridge, MA. [Conference Presentation].

36. Paolillo, J., **Bardzell, J.**, Marci, K., & Karnell, J. (2007). Dissecting Numa Numa: A Critical Analysis of Viral Video Content. *Massachusetts Innovation and Technology Exchange (MITX)*, Boston, Massachusetts. [Invited Talk].

37. **Bardzell, J.** (2007). Amateur Education, User-Created Content, and Internet2. *Internet2*, Washington, D.C. [Invited Talk].

38. **Bardzell, J.** (2006). Get a 'Second Life': Exploring the 3D World. *Massachusetts Innovation and Technology Exchange (MITX)*, Boston, Massachusetts. [Invited Moderator].

39. **Bardzell, J.** (2006). Identity Traveling: The Aesthetics of Self in Second Life. *Trials & Tribulations: Negotiating Research Methods in Cyberspace*, Montreal, Quebec. (Acceptance rate: 56%) [Conference Presentation].

40. **Bardzell, J.** (2006). Emerging Aesthetics in Amateur Multimedia. *Perform.Media*, Bloomington, IN. [Conference Presentation].

41. **Bardzell, J.** (2006). Creativity in Amateur Multimedia: Popular Culture, Critical Theory, and HCI. *Symposium on Culture and Creativity*, *HCI 2006*, London, UK. [Conference Presentation].

42. Bardzell, S., & **Bardzell, J.** (2006). Sex-Interface-Aesthetics: The Docile Avatars and Embodied Pixels of Second Life BDSM. Workshop paper: Sexual Interactions Workshop *ACM World Conference on Human Factors in Computing Systems (CHI'06)*, Montreal, Quebec. [Workshop Position Paper].

43. **Bardzell, J.** (2005). *Meeting of Second Life Educators. Serious Games Summit 2005*, Arlington, VA. [Invited Participant].

44. Paolillo, John and Jeffrey Bardzell. (2005). Humor, Multimedia and the Internet: the 'Numa Numa' Phenomenon. *International Society of Humor Studies*. Youngstown, OH. [Conference Presentation].

45. Bardzell, S., & **Bardzell, J.** (2005). Sport Informatics: Outlining a Research Agenda. Invited talk at *Chengdu Sport University* (Chengdu, PRC). [Invited Talk].

46. Bardzell, S., & **Bardzell, J.** (2005). Sport Informatics: Outlining a Research Agenda. *Shanghai University of Sports* (Shanghai, PRC). [Invited Talk].

47. Bardzell, S., & **Bardzell, J.** (2005). Sport Informatics: Outlining a Research Agenda. *Beijing Sports University* (Beijing, PRC). [Invited Talk].

48. **Bardzell, J.**(2005). *Ludium*. *Center for the Study of Synthetic Worlds*. Bloomington, IN. [Invited Participant].

49. Blevis, E., & **Bardzell, J.** (2004). Design Research. Workshop paper: *Sydney Design Symposium 2004*, Sydney, Australia. [Workshop Position Paper].

50. **Bardzell, J.** & Bardzell, S. (2002). eLearning Project Management: Three Learning Applications Created with Macromedia Flash MX. *Syllabus Conference*, Boston, MA. [Conference Presentation].

51. **Bardzell, J.** & Bardzell, S. (2002). Building Rich Learning Content with Macromedia Flash MX. *WebDevShare Conference*, Bloomington, IN. [Conference Presentation].

52. **Bardzell, J.** (2000). Allegory (or Narrative Ontology) and the Advent of Literacy in the Twelfth Century. *New Jersey College Teachers of English Conference*, Seton Hall, NJ. [Conference Presentation].

53. St. John, E., & **Bardzell, J.** (1998). The Early Literacy Intervention Grant Program Implementation Study. *Briefing for the Visiting Committee*, School of Education, Indiana University, Bloomington, IN. [Invited Participant].

54. St. John, E., Michael, R., Bardzell, J., Manoil, K., Clements, M., & Asker, Eric. (1998). Early-Age Entry, Preschool, and Full-Day Kindergarten: Options for Indiana. *Briefing for the Indiana School Finance Committee*, Indianapolis, IN. [Invited Participant].

Grants Awarded

1. Principal investigator. **Bardzell, J.** and Bardzell. S. (2010). CreativeIT Major: Massively Amateur Creativity. *National Science Foundation*. Grant Number 1002772. (Grant period: 2010-2013). $686,000.

2. Co-Principal Investigator. Bardzell, S. and **Bardzell, J.** (2010). Interaction Design in the areas of Critical and Aesthetic Theory. *Northumbria University*. (Grant period: 2010). $24,000

3. Principal investigator. **Bardzell, J.** and Bardzell, S. (2007). User Engagement Research grant. *One to One Interactive*. (Grant period: 2007-08). $55,000.

Patent

1. Named as an Inventor on a patent application, submitted in 2010 by Yahoo! Inc., based on consulting work I did with the company in 2009-2010 in the area of user experience evaluation.

Teaching

Courses Taught

Semester	Course #	Course Title	Req'd	# studts	Eval: Course (percentile)	Eval: Instructor (percentile)
F11	I542	Foundations of HCI	Y	51	--	--
F10	I542	Foundations of HCI	Y	39	91	90
F10	I590	Interaction Culture		17	87	90
S10	I502	Experience Design	Y	40	88	91
F09	I590	Interaction Culture		21	94	100
F09	I590	Foundations of HCI	Y	38	86	89
S09	I690	Ph.D. Seminar in HCI	Y	6	--	--
S09	I502	Experience Design	Y	39	93	96
F08	I590	Interaction Culture		17	99	100
F08	I300	Human-Computer Interaction	Y	95	37	43
S08	I502	Experience Design	Y	39	90	91
F07	I590	Interaction Culture		20	99	100
S07	I502	Experience Design	Y	30	93	100
F06	I690	Ph.D. Seminar in HCI	Y	8	--	--
F06	I310	Multimedia Arts and Technologies		52	71	63
S06	I502	Prototyping for HCI	Y	25	57	85
F05	I310	Multimedia Arts and Technologies		38	59	65
S05	I310	Multimedia Arts and Technologies		28	71	57
S05	I502	Prototyping for HCI	Y	27	83	98
F04	I310	Multimedia Arts and Technologies		15	84	78

Doctoral Student Advising

Student Name	Major	Degree	Role	Graduation
Roger Henry	Music	D.M.	Reader	12/2009
Andrew Kurtz	Library & Info Science	Ph.D.	Reader	3/2010
Justin Donaldson	Informatics	Ph.D.	Reader	3/2011
Heekyoung Jung	Informatics	Ph.D.	Reader	5/2011

Student Name	Major	Degree	Role	Graduation
David Smith	Women's Studies (York University)	Ph.D.	External	11/2011
Christian Briggs	Informatics	Ph.D.	Reader	5/2012[2]
Tyler Pace	Informatics	Ph.D.	Chair	5/2012
Heather Roinestad	Computer Science	Ph.D.	Reader	5/2012
HyunSeung Koh	Library and Info Science	Ph.D.	Reader	5/2012
Tim Bowman	Library and Info Science	Ph.D.	Reader	5/2012
Daniel Kutz	Library and Info Science	Ph.D.	Reader	5/2012
Rod Myers	Instructional Systems & Technologies	Ph.D.	Reader	5/2013

Graduate Student Formal Advising

Note: In 2008, the program changed the mechanisms for handling Master's Capstone advising, which also decreased the advising there.

Year	Type	# of students
2004	Master's Capstone	3
2005	Master's Capstone	5
	Independent Study	9
2006	Master's Capstone	3
	Independent Study	4
2007	Ph.D. Program	2
	Master's Capstone	6
	Master's Thesis	1
	Independent Study	9
2008	Ph.D. Program	2
	Independent Study	2
2009	Ph.D. Program	2
	Ph.D. Research Rotation	2
	Master's Capstone	1
	Master's Thesis	2
	Independent Study	2
2010	Ph.D. Program	1
	Master's Thesis	1

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[2] This date and all subsequent ones in this table are anticipated graduation dates.

Undergraduate Advising

2011:   Mentor, McNair Scholars Program (for underrepresented and/or first-generation undergraduates)

Service

Journal Editorial Boards

- 2010 – present, Editorial Board, *Interacting with Computers* (Elsevier)
- 2009 – present, Editorial Board, *Artifact*

Conference Program Committee Participation

- 2011-12, Video Showcase Co-Chair, Program Committee, CHI'2012
- 2011-12, Associate Chair, Design Subcommittee, Papers & Notes, CHI'2012
- 2011-12, Associate Chair, Papers and Notes, CSCW'2012
- 2010-11, Program Committee, BCS HCI'2011
- 2010-11, Co-Editor, Panel for Peer-Reviewed Video, ACM *Computers in Entertainment*
- 2010, Program Committee, BCS HCI'2010
- 2009-10, Associate Chair, Design Subcommittee, Papers and Notes Committee, ACM CHI.
- 2009-10, Associate Chair, Papers and Notes Committee, ACM CSCW.
- 2006, Organizing Committee, "Informatics Goes Global: Methods at a Crossing" conference, Bloomington, IN

Peer Reviewing of Manuscript Submissions

Year	Conference/Journal/Book	Number
2005	Book chapter review for 2nd edition of Preece, Rogers, Sharp HCI textbook (internal review from author)	1
2006	ACM CHI	2
	IEEE HICSS	1
	New Media and Society	4
	ACM NordiCHI	8
	Virtual Reality	1
2007	SIGGRAPH	1
	Artifact	1
	Journal on Educational Resources in Computing (JERIC)	1
	BCS HCI 2007	2
2008	National Science Foundation	4
	Ministry of Education (Singapore)	3

Year	Conference/Journal/Book	Number
	Communications of the ACM	1
	ACM CHI (+ alt.chi)	4 (+3)
	Human Technology	1
	Ethnographic Praxis in Industry Conference	2
	Transformative Works	1
	ACM NordiCHI	4
	Westview Press	1
2009	ACM CHI (as 1AC)	9
	ACM CHI (as 2AC)	4
	ACM CSCW (as 1AC)	6
	BCS HCI 2009	1
	International Association of Societies of Design Research (IASDR)	13
	Journal of the American Society for Information Science and Technology	1 (+1)
	MIT Press (Book Proposal)	1
	New Review of Hypermedia and Multimedia	1
	ACM Tangible and Embodied Interaction (TEI)	5
2010	ACM Designing Interactive Systems (DIS)	3
	BCS HCI'2010	4
	Design and Emotion (Conference)	2
	Design Research Society (DRS)	3
	New Media and Society	1
	ACM User Interface Software and Technology (UIST)	1
	Interaction with Computers	2
	ACM CHI Courses	3
	ACM CHI Papers and Notes	9
	ACM Tangible and Embodied Computing (TEI)	2
2011	*Interacting with Computers* (as Editorial Board member)	4
	MIT Press (book proposal)	1
	Palgrave/Macmillan (book proposal)	1
	Continuum (book proposal)	1
	Springer (new journal proposal)	1
	Interacting with Computers (as external reviewer)	2
	BCS HCI'2011 (as external reviewer)	3
	BCS HCI'2011 (as Posters co-chair)	9
	CSCW'2012 (as Associate Chair)	12
	CHI'2012 (as Associate Chair)	9

School Committee Participation

Year	Committee	Role
2004	Graduate Program Committee	Member

Year	Committee	Role
	Faculty Learning Community	Member
2005	Graduate Program Committee	Member
	Diversity Committee	Member
2006	Globalization Committee	Member
	Graduate Program Committee	Member
	Ph.D. Qualifying Exam Subcommittee	Chair
2007	Graduate Program Committee	Member
	Undergraduate Program Committee	Member
2008	Undergraduate Program Committee	Member
	Admissions Committee	Temp. Member[3]
2009	Graduate Program Committee	Member
2010	Graduate Program Committee	Member
2011	Graduate Program Committee	Member
	Tenure and Promotion Committee	Member

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[3] I filled in for a colleague who had a family emergency during the height of the applications process.