

KURT LUTHER

Virginia Tech Research Center-Arlington
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EDUCATION

- 2012–14 Carnegie Mellon University, Pittsburgh, Pa.
Postdoctoral Fellow, Human–Computer Interaction Institute
Co-advisors: Steven Dow and Aniket Kittur
- 2006–12 Georgia Institute of Technology (Georgia Tech), Atlanta, Ga.
Ph.D. in Human-Centered Computing, focus in Social Computing
Dissertation: *Supporting and Transforming Leadership in Online Creative Collaboration*
Committee: Amy Bruckman (advisor), Ellen Yi-Luen Do, Eric Gilbert, Scott Counts (Microsoft Research), and Wendy Kellogg (IBM Research)
- 2002–06 Purdue University, West Lafayette, Ind.
B.S. in Computer Graphics Technology, minor in Art & Design
Graduated with highest distinction and departmental honors

EMPLOYMENT

- 2014–Present Virginia Polytechnic Institute and State University (Virginia Tech), Blacksburg, Va.
Assistant Professor, Department of Computer Science
- 2014–Present Faculty Affiliate, Center for Human-Computer Interaction
- 2015–Present Fellow, Institute for Creativity, Arts, and Technology
- 2016–Present Faculty Affiliate, Department of History
- 2017–Present Faculty Affiliate, Hume Center for National Security and Technology
- Summer 2010 YouTube (Google), San Bruno, Calif.
User Experience Research Intern
- Summer 2009 Newgrounds.com, Glenside, Pa.
Web Development Intern
- Summer 2008 Microsoft Research, Redmond, Wash.
Research Intern, Social Computing Group and VIBE Group
- Summer 2007 IBM T.J. Watson Research Center, Hawthorne, N.Y.
Research Intern, Social Computing Group

AWARDS & HONORS

- 2019 Outstanding Technology Alumni Award, Purdue Polytechnic Institute
- 2018 Outstanding New Assistant Professor Award, Virginia Tech College of Engineering
- 2018 Grand Prize (\$25,000 award), Microsoft Cloud AI Research Challenge
- 2018 Best Poster/Demo Award, AAAI HCOMP 2018
- 2018 Recognition of Service Award (for contributions as CI 2018 Program Co-Chair), ACM
- 2018 Junior Faculty Award, Virginia Tech Institute for Critical Technology and Applied Science
- 2017 Faculty Early Career Development (CAREER) Award, National Science Foundation
- 2017 Notable Paper Award, AAAI HCOMP 2017
- 2016 Distinguished Writing Awards Finalist, Army Historical Foundation
- 2016 XCaliber Award Finalist (for technology-enriched teaching), Virginia Tech TLOS
- 2015 Research Impact in Human–Computer Interaction Award, Virginia Tech Center for HCI
- 2013 Best Paper Award (top 1% of submissions), ACM CSCW 2013
- 2012 Best Paper Honorable Mention Award (top 5% of submissions), ACM CSCW 2012
- 2012 Consortium for the Science of Socio-Technical Systems (NSF-funded research institute)

- 2011 James D. Foley Scholar (\$5,000 award for “overall brilliance and potential impact”), GVU Center at Georgia Tech
- 2009 Golden Mouse Award (for most entertaining video), ACM CHI 2009
- 2006 Barwise Fellowship for Doctoral Studies in Informatics, Indiana University (declined)
- 2006 Perfect 4.0 GPA Recognition Award, Purdue University
- 2002–06 Academic Success Award (\$11,100 merit scholarship), Purdue University

EXTERNAL GRANTS

- 2017–22 Transforming Investigative Science and Practice with Expert-led Crowdsourcing
\$554,628, National Science Foundation IIS-1651969 (CAREER)
+ \$8,000 REU supplement (2018)
PI
- 2016–19 GraphCrowd: Using Crowdsourced Design to Visualize Effects of Environmental Chemicals on Signaling Networks
\$626,159, National Institutes of Health 1UH2CA203768-01 (Big Data to Knowledge)
PI (with PI T.M. Murali)
- 2015–19 Supporting Crowdsourced Sensemaking in Big Data with Dynamic Context Slices
\$500,000, National Science Foundation IIS-1527453 (Cyber-Human Systems)
+ \$16,000 REU supplement (2018)
PI (with Co-PI Chris North)
- 2017–18 The American Soldier Collaborative Digital Archive
\$50,000, National Endowment for the Humanities PW-253766-17 (HCRR)
Co-PI (with PI Ed Gitre and Co-PI Amanda French)
- 2017 Graduate Student Symposium at the 2017 ACM Conference on Creativity & Cognition
\$25,252, National Science Foundation IIS-1723306 (Cyber-Human Systems)
PI
- 2015–17 Mapping the Fourth of July in the American Civil War Era: A Crowdsourced Digital Archive
\$74,224, National Historical Publications and Records Commission DH50013-15
Co-PI (with PI Paul Quigley and Co-PI David Hicks)
- 2014 Crowd-Augmented Search and Sensemaking
\$75,660, Google Faculty Research Award (17% acceptance rate)
Co-PI (with PI Niki Kittur and Co-PI Steven Dow)

INTERNAL GRANTS

- 2018–20 Augmenting Computer Vision with Crowdsourcing to Identify People in Historical and Modern Photographs
\$80,000, Virginia Tech ICTAS Junior Faculty Award (17% acceptance rate)
PI (with Co-PI Paul Quigley)
- 2016 VTArtWorks
\$25,000, Virginia Tech ICAT SEAD Major Initiative
Co-PI (with PI Bob Leonard and Co-PI Andi Ogier)
- 2016 Designing Software and Community Participation for Crowdsourced History Research
\$2,880, Virginia Tech ICAT SEAD Mini-grant
PI (with Co-PIs David Hicks and Paul Quigley)
- 2015 Supporting Community Information Sharing with Mobile Crowdsourcing and Large Display Technologies
\$15,000, Virginia Tech CHCI Seed Grant
Co-PI (with Co-PIs Mike Horning, Andrea Kavanaugh, Manuel Perez, and John Tedesco)

- 2014 Supporting Crowdsourced Sensemaking in Big Data with Context Slices
\$10,000, Virginia Tech ICTAS Seed Grant
PI (with Co-PI Chris North)
- 2014 Supporting Leadership Development and Reflection through Creative Social Computing
\$3,000, Virginia Tech ICAT SEAD Mini-grant
PI (with Co-PIs Nicholas Clegorne and Holly Larson Lesko)

PUBLICATIONS

Note: * indicates a student or postdoc primarily advised/co-advised by Kurt Luther.

- Peer-Reviewed Conference Proceedings A. Bharadwaj*, P. Siangliulue, A. Marcus, and K. Luther. Critter: Augmenting Creative Work with Dynamic Checklists, Automated Quality Assurance, and Contextual Reviewer Feedback. *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2019)*, Glasgow, UK, 2019. (24% acceptance rate)
- V. Mohanty*, D. Thames*, S. Mehta*, and K. Luther. Photo Sleuth: Combining Human Expertise and Face Recognition to Identify Historical Portraits. *Proceedings of the ACM Conference on Intelligent User Interfaces (IUI 2019)*, Los Angeles, CA, USA, 2019. (25% acceptance rate)
- D.P. Singh*, L. Lisle*, T.M. Murali, and K. Luther. CrowdLayout: Crowdsourced Design and Evaluation of Biological Network Visualizations. *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2018)*, Montréal, Canada, 2018. (26% acceptance rate)
- R. Kohler*, J. Purviance*, and K. Luther. Geolocating Images with Crowdsourcing and Diagramming. *Proceedings of the International Joint Conference on Artificial Intelligence (IJCAI 2018)*, Stockholm, Sweden, 2018. (Invited submission)
- R. Kohler*, J. Purviance*, and K. Luther. Supporting Image Geolocation with Diagramming and Crowdsourcing. *Proceedings of the AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2017)*, Québec City, Canada, 2017. (**Notable Paper Award**) (29% acceptance rate)
- A. Yuan, K. Luther, M. Krause, S. Vennix*, S. Dow, and B. Hartmann. Almost an Expert: The Effects of Rubrics and Expertise on Perceived Value of Crowdsourced Design Critiques. *Proceedings of the ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2016)*, San Francisco, Calif., USA, 2016. (25% acceptance rate)
- K. Luther, N. Hahn, S. Dow, and A. Kittur. Crowdlines: Supporting Synthesis of Diverse Information Sources through Crowdsourced Outlines. *Proceedings of the AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2015)*, San Diego, Calif., USA, 2015. (30% acceptance rate)
- K. Luther, J. Tolentino*, W. Wu, A. Pavel, B. Bailey, M. Agrawala, B. Hartmann, and S. Dow. Structuring, Aggregating, and Evaluating Crowdsourced Design Critique. *Proceedings of the ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2015)*, Vancouver, Canada, 2015. (28% acceptance rate)
- J. Cranshaw, K. Luther, P.G. Kelley, and N. Sadeh. Curated City: Capturing Individual Mental Maps Through Social City Guides. *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2014)*, Paris, France, 2014. (23% acceptance rate)
- K. Luther, C. Fiesler, and A. Bruckman. Redistributing Leadership in Online Creative Collaboration. *Proceedings of the ACM Conference on Computer Supported Cooperative Work (CSCW 2013)*, San Antonio, Tx., USA, 2013. (**Best Paper Award**) (36% acceptance rate)
- P. André, M. Bernstein, and K. Luther. Who Gives a Tweet: Evaluating Microblog Content Value. *Proceedings of the ACM Conference on Computer Supported Cooperative Work (CSCW 2012)*, Bellevue, Wash., USA, 2012. (**Best Paper Honorable Mention Award**) (9% acceptance rate for top-tier submissions)

- K. Luther, K. Caine, K. Ziegler*, and A. Bruckman. Why It Works (When It Works): Success Factors in Online Creative Collaboration. *Proceedings of the ACM Conference on Supporting Group Work (GROUP 2010)*, Sanibel Island, Fla., USA, 2010. (36% acceptance rate)
- K. Luther, S. Counts, K.B. Stecher, A. Hoff, and P. Johns. Pathfinder: An Online Collaboration Environment for Citizen Scientists. *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2009)*, Boston, Mass., USA, 2009. (25% acceptance rate)
- B. Magerko, W. Manzoul, M. Riedl, A. Baumer, D. Fuller, K. Luther, and C. Pearce. An Empirical Study of Cognition and Theatrical Improvisation. *Proceedings of the ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA, 2009. (25% acceptance rate)
- K. Luther and A. Bruckman. Leadership in Online Creative Collaboration. *Proceedings of the ACM Conference on Computer Supported Cooperative Work (CSCW 2008)*, San Diego, Calif., USA, 2008. (23% acceptance rate)
- J.B. Ellis, K. Luther, K. Bessiere, and W.A. Kellogg. Games for Virtual Team Building. *Proceedings of the ACM Conference on Designing Interactive Systems (DIS 2008)*, Cape Town, South Africa, 2008. (34% acceptance rate)
- N. Diakopoulos, K. Luther, and I. Essa. Audio Puzzler: Piecing Together Time-Stamped Speech Transcripts with a Puzzle Game. *Proceedings of the ACM Conference on Multimedia (MM 2008)*, Vancouver, Canada, 2008. (18% acceptance rate)
- Y. Kang, J. Stasko, K. Luther, A. Ravi, and Y. Xu. RevisiTour: Enriching the Tourism Experience with User-Generated Content. *Proceedings of the International Conference on Information and Communication Technologies in Tourism (ENTER 2008)*, Innsbruck, Austria, 2008.
- N. Diakopoulos, K. Luther, Y.“E.” Medynskiy, and I. Essa. The Evolution of Authorship in a Remix Society. *Proceedings of the ACM Conference on Hypertext and Hypermedia (HT 2007)*, Manchester, UK, 2007. (34% acceptance rate)
- Peer-Reviewed Journal Articles N.-C. Wang*, D. Hicks, and K. Luther. Exploring Trade-Offs Between Learning and Productivity in Crowdsourced History. *Proceedings of the ACM on Human-Computer Interaction, 2 (CSCW)*, 2018. (26% acceptance rate)
- T. Li*, K. Luther, and C. North. CrowdIA: Solving Mysteries with Crowdsourced Sensemaking. *Proceedings of the ACM on Human-Computer Interaction, 2 (CSCW)*, 2018. (26% acceptance rate)
- M. Sun, J. Zhao, H. Wu, K. Luther, C. North, and N. Ramakrishnan. The Effect of Edge Bundling and Seriation on Sensemaking of Biclusters in Bipartite Graphs. *IEEE Transactions on Visualization and Computer Graphics*, 2018. (3.078 impact factor)
- A. Bharadwaj*, D.P. Singh*, A. Ritz, A.N. Tegge, C.L. Poirel, P. Kraikivski, N. Adames, K. Luther, S. D. Kale, J. Peccoud, J.J. Tyson, and T.M. Murali. GraphSpace: Stimulating Interdisciplinary Collaborations in Network Biology. *Bioinformatics, 33 (19)*, 2017. (7.307 impact factor)
- Peer-Reviewed Extended Abstracts, Posters, Demos, and Videos V. Mohanty*, D. Thames*, and K. Luther. Photo Sleuth: Combining Collective Intelligence and Computer Vision to Identify Historical Portraits. *ACM Conference on Collective Intelligence (CI 2018)*, Zurich, Switzerland, 2018. (32% acceptance rate for oral presentations)
- V. Mohanty*, D. Thames*, and K. Luther. Are 1,000 Features Worth A Picture? Combining Crowdsourcing and Face Recognition to Identify Civil War Soldiers. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2018)*, Zurich, Switzerland, 2018. (**Best Poster/Demo Award**)
- S. Venkatagiri*, J. Thebault-Spieker*, and K. Luther. Verifying Truth from the Ground: Leveraging Human Strengths in the Image Geolocation Process. *Human-Computer Interaction Consortium (HCIC) Conference*, Watsonville, Calif., USA, 2018.

- J.M. Derwin, V.A. Thomas, R.H. Wynne, S.S. Peery, J. Coulston, K. Luther, G. Liknes, and S. Bender. Validating the 2011 and 2016 NLCD Tree Canopy Cover Products using Crowdsourced Interpretations. *American Geophysical Union (AGU) Fall Meeting 2018*, Washington, D.C., USA, 2018.
- A. Bharadwaj*, D. P. Singh*, A. Ritz, A. N. Tegge, C. L. Poirel, P. Kraikivski, N. Adames, K. Luther, S. D. Kale, J. Peccoud, J. J. Tyson, and T. M. Murali. GraphSpace: Stimulating interdisciplinary collaborations in network biology. *25th Conference on Intelligent Systems for Molecular Biology (ISMB 2017)*, Prague, Czech Republic, 2017.
- R. Kohler* and K. Luther. Crowdsourced Image Geolocation as Collective Intelligence. *Collective Intelligence 2017*, New York, N.Y., USA, 2017.
- K. Luther, A. Pavel, W. Wu, J. Tolentino*, M. Agrawala, B. Hartmann, and S. Dow. CrowdCrit: Crowdsourcing and Aggregating Visual Design Critique. *ACM Conference on Computer Supported Cooperative Work (CSCW 2014)*, Baltimore, Md., USA, 2014.
- K. Luther, N. Diakopoulos and A. Bruckman. Edits & Credits: Exploring Integration and Attribution in Online Creative Collaboration. *ACM Conference on Human Factors in Computing Systems (alt.chi 2010)*, Atlanta, Ga., USA, 2010. (Invited submission)
- M. Bernstein, P. André, K. Luther, E.T. Solovey, E.S. Poole, S.A. Paul, S.K. Kane, and J. Grudin. CHIstory. *ACM Conference on Human Factors in Computing Systems (CHI 2009)*, Boston, Mass., USA, 2009. **(Most Entertaining Video Award)**
- K. Luther and A. Bruckman. Flash Collabs: Collaborative Innovation Networks in Online Communities of Animators. *Conference on Collaborative Innovation Networks (COINS 2009)*, Savannah, Ga., USA, 2009.
- K. Luther, K. Ziegler*, K.E. Caine, and A. Bruckman. Predicting Successful Completion of Online Collaborative Animation Projects. *ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA, 2009.
- K. Luther, M. Flaschen*, A. Forte, C. Jordan, and A. Bruckman. Provelt: A New Tool for Supporting Citation in MediaWiki. *International Symposium on Wikis and Open Collaboration (WikiSym 2009)*, Orlando, Fla., USA, 2009.
- Book Chapter A. Bruckman, K. Luther, and C. Fiesler. When Should We Use Real Names in Published Accounts of Internet Research? In *Digital Research Confidential: The Secrets of Studying Behavior Online*, Hargittai, E. and Sandvig, C., eds., Cambridge, Mass.: MIT Press, 2015.
- Magazine Articles K. Luther. Human Computation for Image and Video Analysis. *AI Magazine*, 39 (4), Winter 2018. (Invited submission)
- K. Luther and A. Bruckman. Leadership and Success Factors in Online Creative Collaboration. *IEEE Potentials*, 30 (5), September/October 2011. (Invited submission)
- Author of 18 “Photo Sleuth” columns published in *Military Images* since 2015.
- Workshop Papers T. Li*, A. Shah*, K. Luther, and C. North. Crowdsourcing Intelligence Analysis with Context Slices. *CHI 2018 Workshop on Sensemaking in a Senseless World*, Montréal, Canada, 2018. (21% acceptance rate for full presentations)
- R. Kohler*, J. Purviance*, and K. Luther. GroundTruth: Bringing Together Experts and Crowds for Image Geolocation. *HCOMP 2017 GroupSight Workshop on Human Computation for Image and Video Analysis*, Québec City, Canada, 2017.
- S. Mehta*, C. North, and K. Luther. An Exploratory Study of Human Performance in Image Geolocation Tasks. *HCOMP 2016 GroupSight Workshop on Human Computation for Image and Video Analysis*, Austin, Tx., USA, 2016.

K. Luther, A. Kavanaugh, and M. Horning. Supporting Local News Sharing with Mobile Crowdsourcing and Large Display Technologies. *CSCW 2015 Workshop on Information Technology in City Life*, Vancouver, Canada, 2015.

K. Luther, S. Dow, and A. Kittur. How Can Crowdsourcing Help Individuals Learn? *CSCW 2014 Workshop on Designing Futures for Peer-to-Peer Learning*, Baltimore, Md., USA, 2014.

K. Luther. Fast, Accurate, and Brilliant: Realizing the Potential of Crowdsourcing and Human Computation. *CHI 2011 Workshop on Crowdsourcing and Human Computation*, Vancouver, Canada, 2011.

P. André, m.c. schraefel, A. Dix, R.W. White, M. Bernstein, and K. Luther. Designing for Schadenfreude (or, how to express well-being and see if you're boring people). *CHI 2010 Workshop on Microblogging: What and How Can We Learn From It?*, Atlanta, Ga., USA, 2010.

S. Yardi, K. Luther, N. Diakopoulos, and A. Bruckman. Opening the Black Box: Four Views of Transparency in Remix Culture. *CSCW 2008 Workshop on Tinkering, Tailoring, & Mashing: The Social and Collaborative Practices of the Read-Write Web*, San Diego, Calif., USA, 2008.

J.B. Ellis, K. Luther, K. Bessiere, and W.A. Kellogg. Games for Virtual Team Building. *CSCW 2008 Workshop on Supporting Distributed Team Work*, San Diego, Calif., USA, 2008.

K. Luther and N. Diakopoulos. Distributed Creativity. *C&C 2007 Workshop on Supporting Creative Acts Beyond Dissemination*, Washington, D.C., USA, 2007.

Technical E.J.K. Gitre and K. Luther. The American Soldier Collaborative Digital Archive. White paper for Reports grant PW-253766-17, National Endowment for the Humanities, 2018.

A. Yuan, K. Luther, M. Krause, S. Dow, and B. Hartmann. Worker Expertise and Expert Rubrics in Crowdsourced Design Critique. UCB/EECS-2015-223, University of California, Berkeley, 2015.

W. Wu, K. Luther, A. Pavel, B. Hartmann, S. Dow, and M. Agrawala. CrowdCritic: Strategies for Crowdsourcing Visual Design Critique. UCB/EECS-2013-95, University of California, Berkeley, 2013.

N. Diakopoulos, K. Luther, Y. "E." Medynskiy, and I. Essa. Remixing Authorship: Reconfiguring the Author in Online Video Remix Culture. GIT-IC-07-05, Georgia Institute of Technology, 2007.

OTHER RESEARCH ACTIVITIES

Doctoral CHI 2010 Doctoral Consortium, Atlanta, Ga., USA, 2010 (26% acceptance rate)
Consortia GROUP 2009 Doctoral Consortium, Sanibel Island, Fla., USA, 2009

Research Camps THATCamp: The Humanities and Technology Camp
Virginia Tech, Blacksburg, Va., USA, April 10–11, 2015
Chatham University, Pittsburgh, Pa., USA, October 5–6, 2013
George Mason University, Fairfax, Va., USA, June 7–8, 2013

CrowdCamp: Rapidly Iterating Ideas for Collective Intelligence and Crowdsourcing
HCOMP 2015 Workshop, San Diego, Calif., USA, November 9, 2015
CSCW 2013 Workshop, San Antonio, Tx., USA, February 23–24, 2013
CHI 2012 Workshop, Austin, Tx., USA, May 5–6, 2012

CSST: Summer Research Institute for the Science of Socio-Technical Systems
CSST 2012, Santa Fe, N.M., USA, July 29–August 2, 2012

INVITED PRESENTATIONS

- May 2019 Emerging Scholars Series, American Civil War Museum, Richmond, Va.
April 2019 Dept. of Computer and Information Science, IUPUI, Indianapolis, Ind.
February 2019 DUB (Design, Use, Build) Seminar, University of Washington, Seattle, Wash.
November 2018 Dept. of Computer and Information Sciences, Virginia Military Institute, Lexington, Va.
October 2018 18th Annual Image of War Seminar, Center for Civil War Photography, Alexandria, Va.
July 2018 Keynote Speaker, Stories of War Symposium, Indiana University, Bloomington, Ind.
November 2017 Segal Distinguished Seminar, Northwestern University, Evanston, Ill.
May 2017 HCI Seminar, Stanford University, Stanford, Calif.
April 2017 Crowdsourcing Seminar, Carnegie Mellon University, Pittsburgh, Pa.
November 2016 Nau Center for Civil War History, University of Virginia, Charlottesville, Va.
March 2016 25th Annual Civil War Weekend, Virginia Tech, Blacksburg, Va.
October 2015 HCI Lab, University of Maryland, College Park, Md.
October 2015 Willson Center Digital Humanities Lab, University of Georgia, Athens, Ga.
October 2014 Virginia Center for Civil War Studies, Blacksburg, Va.
March 2014 Dept. of Computer Science, Virginia Tech, Blacksburg, Va.
February 2014 Engineering Design, Penn State University, State College, Pa.
February 2014 Dept. of Computer Science, University of Illinois at Urbana-Champaign, Urbana, Ill.
February 2014 Dept. of Computer Science & Engineering, University of Minnesota, Minneapolis, Minn.
January 2014 Dept. of Media and Information, Michigan State University, East Lansing, Mich.
January 2014 Dept. of Computer Science, University of Colorado Boulder, Boulder, Colo.
November 2013 School of Information, University of Michigan, Ann Arbor, Mich.
September 2013 Crowdsourcing Seminar, Carnegie Mellon University, Pittsburgh, Pa.
April 2012 Google Research, Mountain View, Calif.
April 2012 Dept. of Computer Graphics Technology, Purdue University, West Lafayette, Ind.
March 2012 GVU Center at Georgia Tech, Atlanta, Ga.
March 2012 Social Computing Lab, Carnegie Mellon University, Pittsburgh, Pa.
October 2011 MIT Media Lab, Cambridge, Mass.

PROFESSIONAL SERVICE

- Conference Papers Co-Chair, ACM Creativity & Cognition 2019
Committees Associate Chair (Papers), AAAI HCOMP 2019
Program Co-Chair, ACM Collective Intelligence 2018
Associate Chair (Papers), ACM CSCW 2018 (Online First)
Chair, Virginia Tech Workshop on Designing Socio-Technical Systems of Truth 2018
Program Committee Member and Doctoral Consortium Mentor, AAAI HCOMP 2017
Program Committee Member, Collective Intelligence 2017
Graduate Student Symposium Co-Chair, ACM Creativity & Cognition 2017
Senior Program Committee Member, AAAI ICWSM 2016
Program Committee Member, AAAI HCOMP 2016
Associate Chair (Papers), ACM CSCW 2016
Videos Co-Chair, ACM CHI 2016
Associate Chair (Papers), ACM CSCW 2015
Associate Chair (Papers), ACM Creativity & Cognition 2015
Program Committee Member, AAAI HCOMP 2014 Workshop on Volunteer-Based Crowdsourcing
ACM Student Research/Design Competition Juror, ACM CHI 2014
ACM Student Research/Design Competition Juror, ACM CHI 2013
Associate Chair (Videos), ACM CHI 2013
General Submissions & Late Breaking Juror, ACM SIGGRAPH 2013
Posters Chair, ACM SIGGRAPH 2013
Associate Chair (Videos), ACM CHI 2012

- Associate Chair (Works-in-Progress), ACM CHI 2012
 General Submissions & Late Breaking Juror, ACM SIGGRAPH 2012
 Posters Chair, ACM SIGGRAPH 2012
 Associate Chair (Videos), ACM CHI 2011
 Associate Chair (Works-in-Progress), ACM CHI 2011
 Local Arrangements Co-Chair, ACM Creativity & Cognition 2011
 Graphic Design Chair & Webmaster, ACM CSCW 2011
 Program Committee Member, ACM WikiSym 2011
 Student Volunteers Co-Chair, ACM CHI 2010
 Graphic Design Chair & Webmaster, ACM CSCW 2010
 Presentations Coordinator (Computer Animation Festival), ACM SIGGRAPH 2009
- Journal Editing Lead Guest Editor, Special Issue on Negotiating Truth and Trust in Socio-Technical Systems, *ACM Transactions on Social Computing (TSC)* (2019)
- Workshops & Panels N.-C. Wang*, D. Cline, D. Hicks, K. Luther, K. McPherson, C. Perrier, and P. Quigley. The Design, Development and Implementation of Funded Transdisciplinary Digital History Projects: Illustrative Cases of K-16 Collaboration in Action. *132nd Annual Meeting of the American Historical Association (AHA 2018)*, Washington, D.C., USA, 2018.
- Co-organized D. Gurari, K. Luther, G. Patterson, and S. Branson. GroupSight: The 2nd Workshop on Human Computation for Image and Video Analysis. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2017)*, Québec City, Canada, 2017.
- P. Quigley, K. Luther, D. Hicks, D. Newcomb, and N.-C. Wang*. New Directions for Inquiry: Citizen Student Archivists Crowdsourcing the Past. *96th Annual Conference of the National Council for the Social Studies (NCSS 2016)*, Washington, D.C., USA, 2016.
- D. Hicks, K. Luther, and P. Quigley. Crowdsourcing the History of American Independence Day in Civil War-Era Virginia. *2016 Virginia Forum*, Williamsburg, Va., USA, 2016.
- E. Cook, K. Luther, D. Perkel, and J. Bardzell. The Creativity Agenda in the iSchool Context. *iConference 2011*, Seattle, Wash., USA, 2011.
- J. Thom-Santelli, E. Cook, K. Luther, A. Bruckman, J. Bardzell, and D. McDonald. Approaching “Amateur.” *ACM Conference on Supporting Group Work (GROUP 2010)*, Sanibel Island, Fla., USA, 2010.
- D. Perkel, L. Grant, B. Herr-Stephenson, and K. Luther. Rules of Engagement in Participatory Cultures: Negotiating Feedback, Audiences and Critique in Online Communities. *Conference on Digital Media and Learning (DML 2010)*, La Jolla, Calif., USA, 2010.
- D.A. Shamma, D. Perkel, and K. Luther. Understanding the Creative Conversation: Modeling to Engagement. *ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA, 2009.
- Conference Reviewing Note: † indicates one Excellent Review recognition.
 CHI: 2008, 09, 10, 11, 12, 13, 14††, 15††, 16†, 17, 18†, 19
 Creativity & Cognition: 2007, 09, 13, 17
 CSCW: 2008, 10, 11, 12, 13, 14, 15†, 16†, 18
 DIS: 2017
 MobileHCI: 2017
 SIGGRAPH: 2009, 12, 13
 Ubicomp: 2012
 UIST: 2010, 12, 13, 14
 VAST: 2018

- Journal and Magazine Reviewing *American Behavioral Scientist*
Communications of the ACM
Games and Culture
Human-Computer Interaction
IEEE Computer
ACM Transactions on Computer-Human Interaction (ToCHI)
Transformative Works and Cultures
- Book Reviewing Cambridge University Press (2017)
- Virginia Tech Member, Graduate Program Committee, Dept. of Computer (2018–Present)
Faculty Liaison to External Relations and Communications, Dept. of Computer Science (2018–Present)
Advisory Board Member, VTArtWorks (2015–Present)
Executive Committee, IGEP in Human Centered Design (2016–2018)
Member, Dept. of Computer Science Faculty Search Committee (2015, 2016, 2017)
Member, Space Subcommittee, Creativity & Innovation Strategic Growth Area (2016–17)
Co-Director for Social Informatics, Center for Human-Computer Interaction (2015–16)
- CMU Coordinator, Social Computing Lab Summer REU Program (2013)
- Georgia Tech Member, School of Interactive Computing Faculty Search Committee (2010)
Lab Manager, Electronic Learning Communities Lab (2007–12)
Judge, Undergraduate Research Spring Symposium (2010–11)
Reviewer, President’s Undergraduate Research Awards (2011)
- Other Activities Review Panelist, National Science Foundation (2016, 2017(x2), 2018)
Technical Advisor, *Wisdom of the Crowd* CBS television series (2017)
Technical Advisor, Center for Virtual History, University of Georgia (2011–2015)
Editor-at-Large, *Digital Humanities Now* (2013)

TEACHING

As Instructor of Record at Virginia Tech:

- Fall 2018 CS3744: Introduction to GUI Programming and Graphics (undergraduate, 39 students)
CS5774: User Interface Software (graduate, 23 students)
- Spring 2018 CS3744: Introduction to GUI Programming and Graphics (undergraduate, 92 students)
- Fall 2017 CS6724: Advanced Topics in Human-Computer Interaction (graduate, 8 students)
- Fall 2016 CS3744: Introduction to GUI Programming and Graphics (undergraduate, 57 students)
CS5774: User Interface Software (graduate, 23 students)
- Spring 2016 CS3744: Introduction to GUI Programming and Graphics (undergraduate, 82 students)
- Fall 2015 CS6724: Advanced Topics in Human-Computer Interaction (graduate, 9 students)
- Spring 2015 CS4784: Human-Computer Interaction Capstone (undergraduate, 22 students)
- Fall 2014 CS5774: User Interface Software (graduate, 20 students)
- As Graduate Teaching Assistant at Georgia Tech:
- Spring 2009 CS6470: Design of Online Communities (graduate, 22 students) (Instructor: Amy Bruckman)

ADVISING

- Postdoc Advisee Jacob Thebault-Spieker, Ph.D. Computer Science, University of Minnesota (2018–Present)
- Graduate Thesis Advisees Sukrit Venkatagiri, Ph.D. Computer Science
Vikram Mohanty, Ph.D. Computer Science

Aditya Bharadwaj, Ph.D. Computer Science (Co-advised with T.M. Murali)
 Tianyi Li, Ph.D. Computer Science (Co-advised with Chris North)
 Nai-Ching Wang, Ph.D. Computer Science (Graduated 2019)
 Rachel Kohler, M.S. Computer Science (Graduated 2017)
(William Preston Society Master's Thesis Award [STEM category] for "best original research with potential to benefit all people")
 Divit Singh, M.S. Computer Science (Co-advised with T.M. Murali) (Graduated 2016)

Graduate Thesis Committees MD Momen Bhuiyan, Ph.D. Computer Science
 Yali Bian, Ph.D. Computer Science
 Moeti Masiane, Ph.D. Computer Science
 Daniel Garrison, Ph.D. Computer Science
 Leanna Ireland, Ph.D. Sociology
 Jill Derwin, Ph.D. Forestry and Remote Sensing
 Setor Zilevu, M.S. Computer Science
 Sarang Joshi, M.S. Computer Science (Graduated 2018)
 Michael Stewart, Ph.D. Computer Science (Graduated 2018)
 Andrey Esakia, Ph.D. Computer Science (Graduated 2018)
 Katelyn Brown, M.A. History (Graduated 2018)
 Anamary Leal, Ph.D. Computer Science (Graduated 2017)
 Hannah Roth, M.S. Computer Science (Graduated 2017)
 Daniel Newcomb, M.A. History (Graduated 2017)
(Outstanding CLAHS Master's Student Award)
 Chris Frisina, M.S. Computer Science (Graduated 2016)
 Maoyuan Sun, Ph.D. Computer Science (Graduated 2016)
 Sanchit Chadra, M.S. Computer Science (Graduated 2015)
(Outstanding CS Master's Student Award)
 Nathan Self, M.S. Computer Science (Graduated 2015)
 Jessica Zeitz Self, Ph.D. Computer Science (Graduated 2015)

Undergraduate Research Advisees Puriwat Lahpong, B.S. Computer Science, Virginia Tech (2019–Present)
 Daniel Ocheltree, B.S. Computer Science, Virginia Tech (2019–Present)
 Chris Hurt, B.S. Computer Science, Virginia Tech (2018–Present)
 Chandler Manns, B.S. Computer Science, Virginia Tech (2018–Present)
 Kareem Abdol-Hamid, B.S. Computer Science, Virginia Tech (2018)
 Ben Hinkle, B.S. Computer Science, Virginia Tech (2018)
 Levi Shipley, B.S. Computer Science, Virginia Tech (2018)
 Aliza Camacho, B.A. Computer Science & B.A. Anthropology, Wellesley College (2018)
 Ryan Russell, B.S. Computer and Information Science, Virginia Military Institute (2018)
 Natalie Robinson, B.A. History & B.A. Public Relations, University of Georgia (2018)
 Anne Hoang, B.S. Computer Science, Virginia Tech (2018)
 David Thames, B.S. Computer Science, Virginia Tech (2017–2018)
 Asmita Shah, B.S. Computer Science, Virginia Tech (2017–2018)
 Shahmir Ahmed, B.S. Computer Science, Virginia Tech (2017)
 Liyan Li, B.S. Computer Science, Virginia Tech (2017)
 Caroline Ritchey, B.A. National Security & B.A. History, Virginia Tech (2017)
 Parker Irving, B.S. Computer Science, Virginia Tech (2017)
 Allison Collier, B.S. Computer Science, Virginia Tech (2017)
 Nam Nguyen, B.S. Computer Science, Virginia Tech (2017)
 David Gwizdala, B.S. Computer Engineering, Virginia Tech (2016–17)
 Wenfeng Ren, B.S. Computer Science, Virginia Tech (2016)
 Melanie Trammell, B.S. Computer Science, Virginia Tech (2016)
 Zhizheng (Andy) Chen, B.S. Computer Science, Virginia Tech (2015)
 Amit Dayal, B.S. Computer Science, Virginia Tech (2015)
 Jared Deiner, B.S. Computer Science, Virginia Tech (2015)

Vijay Kuruville, B.S. Computer Science, Virginia Tech (2015)
Edward McEnrue, B.S. Computer Science, Virginia Tech (2015)
Avanti Dabholkar, B.S. Human-Computer Interaction & B.Arch. Architecture, CMU (2013-14)
Bhawna Agarwal, B.Design, Indian Institute of Technology Guwahati (2014)
Jari-lee (Jay) Tolentino, B.S. Informatics & B.A. Studio Art, UC Irvine (2013)

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<https://slate.com/technology/2018/11/civil-war-photo-sleuth-facial-recognition.html>
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