

## Kurt Luther

CONTACT	Virginia Tech Research Center — Arlington 900 N. Glebe Road, Arlington, VA 22203 USA	Email: <a href="mailto:kluther@vt.edu">kluther@vt.edu</a> Web: <a href="http://crowd.cs.vt.edu">http://crowd.cs.vt.edu</a>
RESEARCH INTERESTS	Human-computer interaction (HCI), human-AI collaboration, crowdsourcing, social computing, computer-supported cooperative work (CSCW), human computation, collective intelligence.	
EDUCATION	<b>Georgia Institute of Technology (Georgia Tech)</b> , Atlanta, Ga. Ph.D. in Human-Centered Computing, focus in Social Computing, 2006–2012 Dissertation: <i>Supporting and Transforming Leadership in Online Creative Collaboration</i> Committee: Amy Bruckman (chair), Ellen Do, Eric Gilbert, Scott Counts, Wendy Kellogg <b>Purdue University</b> , West Lafayette, Ind. B.S. in Computer Graphics Technology, minor in Art & Design, 2002–2006	
EXPERIENCE	<b>Virginia Polytechnic Institute and State University (Virginia Tech)</b> , Blacksburg, Va. Associate Professor (with tenure), Department of Computer Science, 2020–Present Faculty Affiliate, Hume Center for National Security and Technology, 2017–Present Faculty Affiliate, Department of History, 2016–Present Fellow, Institute for Creativity, Arts, and Technology, 2015–Present Faculty Affiliate, Center for Human-Computer Interaction, 2014–Present Director, Crowd Intelligence Lab, 2014–Present Assistant Professor, Department of Computer Science, 2014–2020  <b>Military Images Magazine</b> , Arlington, Va. Senior Editor, 2020–Present Contributing Editor, 2014–2020  <b>Carnegie Mellon University</b> , Pittsburgh, Pa. Postdoctoral Fellow, HCI Institute, School of Computer Science, 2012–2014 Co-advisors: Steven Dow and Aniket Kittur  <b>YouTube (Google)</b> , San Bruno, Calif. User Experience Research Intern, Summer 2010  <b>Newgrounds.com</b> , Glenside, Pa. Web Development Intern, Summer 2009  <b>Microsoft Research</b> , Redmond, Wash. Research Intern, Social Computing Group and VIBE Group, Summer 2008  <b>IBM Thomas J. Watson Research Center</b> , Hawthorne, N.Y. Research Intern, Social Computing Group, Summer 2007	
AWARDS & HONORS	Virginia Tech College of Engineering Faculty Fellow (\$15,000 award), 2021–2024 ACM Senior Member, 2020 ACM IUI Best Paper Award (#1 paper of 282 submissions), 2019 AAAI HCOMP Best Poster/Demo Award (#1 poster/demo of 25 submissions), 2019 Purdue Polytechnic Institute Outstanding Technology Alumni Award, 2019 American Civil War Museum Emerging Scholar, 2019 Virginia Tech College of Engineering Outstanding New Assistant Professor Award, 2018 Microsoft Cloud AI Research Challenge Grand Prize (\$25,000 award), 2018 AAAI HCOMP Best Poster/Demo Award (#1 poster/demo of 31 submissions), 2018 Virginia Tech ICTAS Junior Faculty Award (\$80,000 award), 2018 ACM Recognition of Service Award, 2018 National Science Foundation CAREER Award, 2017	

AAAI HCOMP Notable Paper Award (#2 paper of 83 submissions), 2017  
Army Historical Foundation Distinguished Writing Awards Finalist, 2015  
Virginia Tech Center for HCI Research Impact Award, 2015  
ACM CSCW Best Paper Award (top 1% of 390 submissions), 2013  
ACM CSCW Best Paper Honorable Mention Award (top 5% of 415 submissions), 2012  
GVU Center at Georgia Tech James D. Foley Scholar (\$5,000 award), 2011  
ACM CHI Golden Mouse Award (for most entertaining video), 2009  
Purdue University Graduation with Highest Distinction and Departmental Honors, 2006  
Purdue University Perfect 4.0 GPA Recognition Award, 2006  
Purdue University Academic Success Award (\$11,100 merit scholarship), 2002–2006

## FUNDING

### **External Funding (Total: \$2,882,637; Personal share: \$1,449,374)**

Exploring the impact of human-AI collaboration on open source intelligence (OSINT) investigations of social media disinformation. Commonwealth Cyber Initiative H-4Q21-010, Kurt Luther (PI), Aaron Brantly (Co-PI), and David Hicks (Co-PI), 2021–2022. Total: \$65,000.

Experiencing Civil War history through augmented reality: Soldiers, civilians, and the environment at Pamplin Historical Park. National Endowment for the Humanities MD-277054-21 (DPP: Discovery), Paul Quigley (PI), Kurt Luther (Co-PI), et al., 2021–2022. Total: \$30,000.

ASED. Defense Advanced Research Projects Agency, subcontract from University of Southern California, Justus Graham (PI), Kurt Luther (Co-PI), 2020–2022. Total: \$200,000.

The American Soldier in World War II. National Endowment for the Humanities PW-264049-19 (HCRR: Implementation), Edward Gitre (PI), Kurt Luther (Co-PI), et al., 2019–2021. Total: \$349,864.

Transforming investigative science and practice with expert-led crowdsourcing. National Science Foundation IIS-1651969 (CAREER), Kurt Luther (PI), 2017–2022. Total: \$554,628. REU supplements: \$8,000 (2018), \$16,000 (2019).

Threat Beacon. Defense Threat Reduction Agency, subcontract from Virginia Tech Applied Research Corporation, Justus Graham (PI), Kurt Luther (Co-PI), 2020. Total: \$250,850.

GraphCrowd: Using crowdsourced design to visualize effects of environmental chemicals on signaling networks. National Institutes of Health 1UH2CA203768-01 (Big Data to Knowledge), Kurt Luther and T.M. Murali (MPIs; i.e., joint PIs), 2016–2019. Total: \$626,159.

Supporting crowdsourced sensemaking in big data with dynamic context slices. National Science Foundation IIS-1527453 (Cyber-Human Systems), Kurt Luther (PI) and Chris North (Co-PI), 2015–2019. Total: \$500,000. REU supplements: \$16,000 (2018), \$16,000 (2019).

Civil War Photo Sleuth. Microsoft Cloud AI Research Challenge Grand Prize, Kurt Luther (PI), Vikram Mohanty (student), and David Thames (student), 2018. Total: \$25,000.

The American Soldier collaborative digital archive. National Endowment for the Humanities PW-253766-17 (HCRR: Foundations), Edward Gitre (PI), Kurt Luther (Co-PI), and Marc Brodsky (Co-PI), 2017–2018. Total: \$50,000.

Graduate Student Symposium at the 2017 ACM Conference on Creativity & Cognition. National Science Foundation IIS-1723306 (Cyber-Human Systems), Kurt Luther (PI), 2017. Total: \$25,252.

Mapping the Fourth of July in the American Civil War Era: A crowdsourced digital archive. National Historical Publications and Records Commission DH50013-15, Paul Quigley (PI), Kurt Luther (Co-PI), David Hicks (Co-PI), and Andi Ogier (Co-PI), 2015–2017. Total: \$74,224.

Crowd-augmented search and sensemaking. Google Faculty Research Award, Aniket Kittur (PI), Steven Dow (Co-PI), and Kurt Luther (Proposal Team Member), 2014. Total: \$75,660. (115/691 = 16.6% acceptance rate)

**Internal Funding (Total: \$293,491; Personal share: \$199,238)**

Creativity and innovation at the intersection of technology, art, and history. Virginia Tech ICAT Research Leave Augmentation Award, Kurt Luther (PI). 2022. Total: \$70,000.

ISERC Grant. Virginia Tech Integrated Security Destination Area. Aaron Brantly (PI), Kurt Luther (Co-PI), and David Hicks (Co-PI). 2021–2022. Total: \$10,000.

Crowd intelligence software project. Luther and Alice Hamlett Undergraduate Research Scholarship, Yunis Hussein (Student), Kurt Luther (Faculty Advisor). 2021. Total: \$2,000.

Preparing under-represented students for data science careers with open source intelligence training. Virginia Tech Data & Decisions Grant, Kurt Luther (PI), Aaron Brantly (Co-PI), and David Hicks (Co-PI). 2020–2021. Total: \$15,000. (3/12 = 25% acceptance rate)

Augmenting computer vision with crowdsourcing to identify people in historical and modern photographs. Virginia Tech ICTAS Junior Faculty Award, Kurt Luther (PI) and Paul Quigley (Co-PI), 2018–2020. Total: \$80,000. (12/72 = 16.7% acceptance rate)

CAREER Incentive Grant. Virginia Tech College of Engineering, Kurt Luther (PI), 2017–2022. Total: \$40,000.

Equipment Grant. SCHEV, Kurt Luther (PI), 2018. Total: \$6,111.

Incentive Reward Fund. Virginia Tech Department of Computer Science, Kurt Luther (PI), 2017. Total: \$7,000.

VTArtWorks. Virginia Tech ICAT SEAD Major Initiative, Robert Leonard (PI), Kurt Luther (Co-PI), and Andi Ogier (Co-PI), 2016. Total: \$25,000.

Incentive Reward Fund. Virginia Tech Department of Computer Science, Kurt Luther (PI), 2016. Total: \$3,500.

Designing software and community participation for crowdsourced history research. Virginia Tech ICAT SEAD Mini-grant, Kurt Luther (PI), David Hicks (Co-PI), and Paul Quigley (Co-PI), 2016. Total: \$2,880.

Incentive Reward Fund. Virginia Tech Department of Computer Science, Kurt Luther (PI), 2015. Total: \$2,500.

Supporting community information sharing with mobile crowdsourcing and large display technologies. Virginia Tech Center for HCI Seed Grant, Michael Horning, Andrea Kavanaugh, Kurt Luther, Manuel Pérez-Quiñones, and John Tedesco (joint PIs), 2015. Total: ≈\$15,000.

New Assistant Professor Mentoring Grant. Virginia Tech Office of the Executive Vice President and Provost, Kurt Luther (PI), 2015. Total: \$1,500.

Supporting crowdsourced sensemaking in big data with context slices. Virginia Tech ICTAS Seed Grant, Kurt Luther (PI) and Chris North (Co-PI), 2014. Total: \$10,000.

Supporting leadership development and reflection through creative social computing. Virginia Tech ICAT SEAD Mini-grant, Kurt Luther (PI), Nicholas Clegorne (Co-PI), and Holly Larson Lesko (Co-PI), 2014. Total: \$3,000.

**PUBLICATIONS Google Scholar citations: 1408; h-index: 17; i10-index: 26**

*Note:* \* indicates a student or postdoc (co-)advised by Kurt Luther.

**Refereed Journal Articles**

Sukrit Venkatagiri\*, Aakash Gautam, and Kurt Luther. 2021. CrowdSolve: Managing tensions in an expert-led crowdsourced investigation. *Proceedings of the ACM on Human-Computer Interaction* 5, CSCW1: 118:1–118:30.

Vikram Mohanty\*, David Thames\*, Sneha Mehta\*, and [Kurt Luther](#). 2020. Photo Sleuth: Identifying historical portraits with face recognition and crowdsourced human expertise. *ACM Transactions on Interactive Intelligent Systems* 10, 4: 33:1–33:36. (1.630 impact factor) (Invited submission)

Nai-Ching Wang\*, David Hicks, Paul Quigley, and [Kurt Luther](#). 2019. Read-Agree-Predict: A crowdsourced approach to discovering relevant primary sources for historians. *Human Computation* 6, 1: 147–175.

Sukrit Venkatagiri\*, Jacob Thebault-Spieker\*, Rachel Kohler\*, John Purviance\*, Rifat Sabbir Mansur\*, and [Kurt Luther](#). 2019. GroundTruth: Augmenting expert image geolocation with crowdsourcing and shared representations. *Proceedings of the ACM on Human-Computer Interaction* 3, CSCW: 107:1–107:30. (205/658 = 31.2% acceptance rate)

Tianyi Li\*, Chandler J. Manns\*, Chris North, and [Kurt Luther](#). 2019. Dropping the baton? Understanding errors and bottlenecks in a crowdsourced sensemaking pipeline. *Proceedings of the ACM on Human-Computer Interaction* 3, CSCW: 136:1–136:26. (205/658 = 31.2% acceptance rate)

Maoyuan Sun, Jian Zhao, Hao Wu, [Kurt Luther](#), Chris North, and Naren Ramakrishnan. 2019. The effect of edge bundling and seriation on sensemaking of biclusters in bipartite graphs. *IEEE Transactions on Visualization and Computer Graphics* 25, 10: 2983–2998. (4.558 impact factor)

Nai-Ching Wang\*, David Hicks, and [Kurt Luther](#). 2018. Exploring trade-offs between learning and productivity in crowdsourced history. *Proceedings of the ACM on Human-Computer Interaction* 2, CSCW: 178:1–178:24. (289/1107 = 26.1% acceptance rate)

Tianyi Li\*, [Kurt Luther](#), and Chris North. 2018. CrowdIA: Solving mysteries with crowdsourced sensemaking. *Proceedings of the ACM on Human-Computer Interaction* 2, CSCW: 105:1–105:29. (289/1107 = 26.1% acceptance rate)

Aditya Bharadwaj\*, Divit P. Singh\*, Anna Ritz, Allison N. Tegge, Christopher L. Poirel, Pavel Kraikivski, Neil Adames, [Kurt Luther](#), Shiv D. Kale, Jean Peccoud, John J. Tyson, and T. M. Murali. 2017. GraphSpace: stimulating interdisciplinary collaborations in network biology. *Bioinformatics* 33, 19: 3134–3136. (5.610 impact factor)

### Refereed Papers in Conference Proceedings

Tianyi Li\*, Yasmine Belghith\*, Chris North, and [Kurt Luther](#). 2020. CrowdTrace: Visualizing provenance in distributed sensemaking. *Proceedings of the IEEE Visualization Conference (VIS '20)*, 5 pages. (59/164 = 36.0% acceptance rate)

Vikram Mohanty\*, David Thames\*, Sneha Mehta\*, and [Kurt Luther](#). 2020. Supporting historical photo identification with face recognition and crowdsourced human expertise. In *Proceedings of the 29<sup>th</sup> International Joint Conference on Artificial Intelligence (IJCAI '20)*, 4755–4759. (Invited submission)

Vikram Mohanty\*, Kareem Abdol-Hamid\*, Courtney Ebersohl\*, and [Kurt Luther](#). 2019. Second Opinion: Supporting last-mile person identification with crowdsourcing and face recognition. In *Proceedings of the 7<sup>th</sup> AAAI Conference on Human Computation and Crowdsourcing (HCOMP '19)*, 86–96. (22/87 = 25.3% acceptance rate)

Aditya Bharadwaj\*, Pao Siangliulue, Adam Marcus, and [Kurt Luther](#). 2019. Critter: Augmenting creative work with dynamic checklists, automated quality assurance, and contextual reviewer feedback. In *Proceedings of the 37<sup>th</sup> ACM Conference on Human Factors in Computing Systems (CHI '19)*, 539:1–539:12. (705/2960 = 23.8% acceptance rate)

Vikram Mohanty\*, David Thames\*, Sneha Mehta\*, and [Kurt Luther](#). 2019. Photo Sleuth: Combining human expertise and face recognition to identify historical portraits. In *Proceedings of*

the 24<sup>th</sup> ACM Conference on Intelligent User Interfaces (IUI '19), 547–557. (71/282 = 25.2% acceptance rate) (**Best Paper Award**)

Divit P. Singh\*, Lee Lisle\*, T. M. Murali, and Kurt Luther. 2018. CrowdLayout: Crowdsourced design and evaluation of biological network visualizations. In *Proceedings of the 36<sup>th</sup> ACM Conference on Human Factors in Computing Systems* (CHI '18), 232:1–232:14. (666/2592 = 25.7% acceptance rate)

Rachel Kohler\*, John Purviance\*, and Kurt Luther. 2018. Geolocating images with crowdsourcing and diagramming. In *Proceedings of the 27<sup>th</sup> International Joint Conference on Artificial Intelligence* (IJCAI '18), 5299–5303. (Invited submission)

Rachel Kohler\*, John Purviance\*, and Kurt Luther. 2017. Supporting image geolocation with diagramming and crowdsourcing. In *Proceedings of the 5<sup>th</sup> AAAI Conference on Human Computation and Crowdsourcing* (HCOMP '17), 98–107. (24/83 = 28.9% acceptance rate) (**Notable Paper Award**)

Alvin Yuan, Kurt Luther, Markus Krause, Sophie Isabel Vennix\*, Steven P. Dow, and Björn Hartmann. 2016. Almost an expert: The effects of rubrics and expertise on perceived value of crowdsourced design critiques. In *Proceedings of the 19<sup>th</sup> ACM Conference on Computer-Supported Cooperative Work & Social Computing* (CSCW '16), 1005–1017. (142/571 = 24.9% acceptance rate)

Kurt Luther, Nathan Hahn, Steven P. Dow, and Aniket Kittur. 2015. Crowdlines: Supporting synthesis of diverse information sources through crowdsourced outlines. In *Proceedings of the 3<sup>rd</sup> AAAI Conference on Human Computation and Crowdsourcing* (HCOMP '15), 110–119. (21/70 = 30.0% acceptance rate)

Kurt Luther, Jari-Lee Tolentino\*, Wei Wu, Amy Pavel, Brian P. Bailey, Maneesh Agrawala, Björn Hartmann, and Steven P. Dow. 2015. Structuring, aggregating, and evaluating crowdsourced design critique. In *Proceedings of the 18<sup>th</sup> ACM Conference on Computer Supported Cooperative Work & Social Computing* (CSCW '15), 473–485. (165/575 = 28.7% acceptance rate)

Justin B. Cranshaw, Kurt Luther, Patrick Gage Kelley, and Norman Sadeh. 2014. Curated City: Capturing individual city guides through social curation. In *Proceedings of the 32<sup>nd</sup> ACM Conference on Human Factors in Computing Systems* (CHI '14), 3249–3258. (465/2043 = 22.8% acceptance rate)

Kurt Luther, Casey Fiesler, and Amy Bruckman. 2013. Redistributing leadership in online creative collaboration. In *Proceedings of the 16<sup>th</sup> ACM Conference on Computer Supported Cooperative Work* (CSCW '13), 1007–1022. (139/390 = 35.6% acceptance rate) (**Best Paper Award**)

Paul André, Michael Bernstein, and Kurt Luther. 2012. Who Gives a Tweet?: Evaluating microblog content value. In *Proceedings of the 15<sup>th</sup> ACM Conference on Computer Supported Cooperative Work* (CSCW '12), 471–474. (164/415 = 39.5% acceptance rate) (**Best Paper Honorable Mention Award**)

Kurt Luther, Kelly Caine, Kevin Ziegler\*, and Amy Bruckman. 2010. Why it works (when it works): Success factors in online creative collaboration. In *Proceedings of the 16<sup>th</sup> ACM Conference on Supporting Group Work* (GROUP '10), 1–10. (36/101 = 35.6% acceptance rate)

Kurt Luther, Scott Counts, Kristin B. Stecher, Aaron Hoff, and Paul Johns. 2009. Pathfinder: An online collaboration environment for citizen scientists. In *Proceedings of the 27<sup>th</sup> ACM Conference on Human Factors in Computing Systems* (CHI '09), 239–248. (277/1130 = 24.5% acceptance rate)

Brian Magerko, Waleed Manzoul, Mark Riedl, Allan Baumer, Daniel Fuller, Kurt Luther, and Celia Pearce. 2009. An empirical study of cognition and theatrical improvisation. In *Proceedings*

of the 7<sup>th</sup> ACM Conference on Creativity and Cognition (C&C '09), 117–126. (34/137 = 24.8% acceptance rate)

Kurt Luther and Amy Bruckman. 2008. Leadership in online creative collaboration. In *Proceedings of the 12<sup>th</sup> ACM Conference on Computer Supported Cooperative Work (CSCW '08)*, 343–352. (86/370 = 23.2% acceptance rate)

Jason B. Ellis, Kurt Luther, Katherine Bessière, and Wendy A. Kellogg. 2008. Games for virtual team building. In *Proceedings of the 7<sup>th</sup> ACM Conference on Designing Interactive Systems (DIS '08)*, 295–304. (52/152 = 34.2% acceptance rate)

Nicholas Diakopoulos, Kurt Luther, and Irfan Essa. 2008. Audio Puzzler: Piecing together time-stamped speech transcripts with a puzzle game. In *Proceedings of the 16<sup>th</sup> ACM Conference on Multimedia (MM '08)*, 865–868. (80/236 = 33.9% acceptance rate)

Youn-ah Kang, John Stasko, Kurt Luther, Avinash Ravi, and Yan Xu. 2008. RevisiTour: Enriching the tourism experience with user-generated content. In *Proceedings of the International Conference on Information and Communication Technologies in Tourism (ENTER '08)*. 59–69.

Nicholas Diakopoulos, Kurt Luther, Yevgeniy (Eugene) Medynskiy, and Irfan Essa. 2007. The evolution of authorship in a remix society. In *Proceedings of the 18<sup>th</sup> ACM Conference on Hypertext and Hypermedia (HT '07)*, 133–136. (33% acceptance rate)

#### **Lightly Refereed Workshop & Position Papers**

Vikram Mohanty\*, Marx Wang\*, Manisha Kusuma\*, David Thames\*, and Kurt Luther. 2020. Find your twin in history: Exploring ethical design challenges in facial recognition. *CSCW 2020 Workshop on Beyond Checklist Approaches to Ethics in Design*, virtual conference. 6 pages.

Kurt Luther. Solving AI's last-mile problem with crowd-augmented expert work. 2019. *AAAI Fall Symposium on Artificial Intelligence and Work (FSS 2019)*, Arlington, Va., USA. 5 pages. (Invited submission)

Sukrit Venkatagiri\*, Jacob Thebault-Spieker\*, and Kurt Luther. 2019. Designing for coordinated action: Challenges and opportunities of working with experts. *CSCW 2019 Workshop on Mapping the "How" of Collaborative Action*, Austin, Tx., USA. 5 pages.

Aditya Bharadwaj\*, David Gwizdala\*, Yoonjin Kim, Kurt Luther, and T.M. Murali. 2019. Flud: A hybrid crowd-algorithm approach for visualizing biological networks. *CHI 2019 Workshop on Where is the Human? Bridging the Gap Between AI and HCI*, Glasgow, UK. 4 pages.

Tianyi Li\*, Asmita Shah\*, Kurt Luther, and Chris North. 2018. Crowdsourcing intelligence analysis with context slices. *CHI 2018 Workshop on Sensemaking in a Senseless World*, Montréal, Canada. 12 pages. (21% acceptance rate for full presentations)

Sukrit Venkatagiri\*, Jacob Thebault-Spieker\*, Aliza Camacho\*, and Kurt Luther. 2018. Localness and urbanness in geographic crowd work. *CSCW 2018 Workshop on Rural Computing: Beyond Access & Infrastructure*, Jersey City, N.J., USA. 7 pages.

Rachel Kohler\*, John Purviance\*, and Kurt Luther. 2017. GroundTruth: Bringing together experts and crowds for image geolocation. *HCOMP 2017 2<sup>nd</sup> GroupSight Workshop on Human Computation for Image and Video Analysis*, Quebec City, Canada. 4 pages.

Sneha Mehta\*, Chris North, and Kurt Luther. 2016. 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. 4 pages.

Kurt Luther, Andrea Kavanaugh, and Michael Horning. 2015. Supporting local news sharing with mobile crowdsourcing and large display technologies. *CSCW 2015 Workshop on Information Technology in City Life*, Vancouver, Canada. 2 pages.

Kurt Luther, Steven Dow, and Aniket Kittur. 2014. How can crowdsourcing help individuals learn? *CSCW 2014 Workshop on Designing Futures for Peer-to-Peer Learning*, Baltimore, Md., USA. 4 pages.

Kurt Luther. 2011. Fast, accurate, and brilliant: Realizing the potential of crowdsourcing and human computation. *CHI 2011 Workshop on Crowdsourcing and Human Computation*, Vancouver, Canada. 4 pages.

Paul André, m.c. schraefel, Alan Dix, Ryen W. White, Michael Bernstein, and Kurt Luther. 2010. 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. 4 pages.

Sarita Yardi, Kurt Luther, Nicholas Diakopoulos, and Amy Bruckman. 2008. 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. 4 pages.

Jason B. Ellis, Kurt Luther, Katherine Bessiere, and Wendy A. Kellogg. 2008. Games for virtual team building. *CSCW 2008 Workshop on Supporting Distributed Team Work*, San Diego, Calif., USA. 10 pages.

Kurt Luther and Nicholas Diakopoulos. Distributed creativity. 2007. *C&C 2007 Workshop on Supporting Creative Acts Beyond Dissemination*, Washington, D.C., USA. 6 pages.

#### **Lightly Refereed Conference Papers (demos, posters, videos, extended abstracts, etc.)**

Sukrit Venkatagiri\*, Jacob Thebault-Spieker\*, Sarwat Kazmi\*, Efua Akonor\*, and Kurt Luther. 2019. It's QuizTime: A study of online verification practices on Twitter. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2019)*, Stevenson, Wash., USA. (Poster)

Jacob Thebault-Spieker\*, Sukrit Venkatagiri\*, David Mitchell\*, Chris Hurt\*, and Kurt Luther. 2019. PairWise: Mitigating political bias in crowdsourced content moderation. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2019)*, Stevenson, Wash., USA. (Demo, Poster) (**Best Poster/Demo Award**)

Aditya Bharadwaj\*, David Gwizdala\*, Yoonjin Kim, Kurt Luther, and T.M. Murali. 2019. Flud: A hybrid crowd-algorithm approach for visualizing biological networks. *BioVis COSI at ISMB 2019*, Basel, Switzerland. (Talk, Poster)

Jill M. Derwin, Valerie A. Thomas, Randolph H. Wynne, S. Seth Peery, John Coulston, Kurt Luther, Greg Liknes, and Stacie Bender. 2019. Validating the national-scale remote sensing models using crowdsourced observations. *21<sup>st</sup> William T. Pecora Memorial Remote Sensing Symposium (Pecora 21) and 38<sup>th</sup> International Symposium on Remote Sensing of Environment (ISRSE-38)*, Baltimore, Md., USA. (Talk)

Vikram Mohanty\*, David Thames\*, and Kurt Luther. 2018. 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. (Demo, Poster) (**Best Poster/Demo Award**)

Vikram Mohanty\*, David Thames\*, and Kurt Luther. 2018. Photo Sleuth: Combining collective intelligence and computer vision to identify historical portraits. *ACM Conference on Collective Intelligence (CI 2018)*, Zurich, Switzerland. (Talk) (32% acceptance rate for oral presentations)

Sukrit Venkatagiri\*, Jacob Thebault-Spieker\*, and Kurt Luther. 2018. Verifying truth from the ground: Leveraging human strengths in the image geolocation process. *Human-Computer Interaction Consortium (HCIC 2018) Conference*, Watsonville, Calif., USA. (Poster)

Jill M. Derwin, Valerie A. Thomas, Randolph H. Wynne, S. Seth Peery, John Coulston, Kurt Luther, Greg Liknes, and Stacie Bender. 2018. Validating the 2011 and 2016 NLCD Tree Canopy

Cover products using crowdsourced interpretations. *American Geophysical Union (AGU) Fall Meeting 2018*, Washington, D.C., USA. (Poster)

Aditya Bharadwaj\*, Divit P. Singh\*, Anna Ritz, Alison N. Tegge, Christopher L. Poirel, Pavel Kraikovski, Neil Adames, Kurt Luther, Shiv D. Kale, Jean Peccoud, John J. Tyson, and T. M. Murali. 2017. GraphSpace: Stimulating interdisciplinary collaborations in network biology. *BOSC COSI at ISMB 2017*, Prague, Czech Republic. (Talk)

Rachel Kohler\* and Kurt Luther. 2017. Crowdsourced image geolocation as collective intelligence. *Collective Intelligence 2017*, New York, N.Y., USA. (Poster)

Kurt Luther, Amy Pavel, Wei Wu, Jari-lee Tolentino\*, Maneesh Agrawala, Björn Hartmann, and Steven P. Dow. 2014. CrowdCrit: Crowdsourcing and aggregating visual design critique. *ACM Conference on Computer Supported Cooperative Work (CSCW 2014)*, Baltimore, Md., USA. (Demo)

Kurt Luther, Nicholas Diakopoulos and Amy Bruckman. 2010. Edits & credits: Exploring integration and attribution in online creative collaboration. *ACM Conference on Human Factors in Computing Systems (alt.chi 2010)*, Atlanta, Ga., USA. (Talk) (Invited submission)

Michael Bernstein, Paul André, Kurt Luther, Erin Treacy Solovey, Erika S. Poole, Sharoda A. Paul, Shaun K. Kane, and Jonathan Grudin. 2009. CHistory. *ACM Conference on Human Factors in Computing Systems (CHI 2009)*, Boston, Mass., USA. (Video) (**Most Entertaining Video Award**)

Kurt Luther and Amy Bruckman. 2009. Flash collabs: Collaborative innovation networks in online communities of animators. *Conference on Collaborative Innovation Networks (COINS 2009)*, Savannah, Ga., USA. (Talk)

Kurt Luther, Kevin Ziegler\*, Kelly E. Caine, and Amy Bruckman. 2009. Predicting successful completion of online collaborative animation projects. *ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA. (Poster)

Kurt Luther, Matthew Flaschen\*, Andrea Forte, Christopher Jordan, and Amy Bruckman. 2009. Provelt: A new tool for supporting citation in MediaWiki. *International Symposium on Wikis and Open Collaboration (WikiSym 2009)*, Orlando, Fla., USA. (Demo)

### **Book Chapter**

Amy Bruckman, Kurt Luther, and Casey Fiesler. 2015. When should we use real names in published accounts of internet research? In *Digital Research Confidential: The Secrets of Studying Behavior Online*, Eszter Hargittai and Christian Sandvig (eds.). MIT Press, Cambridge, Mass., USA, 243–258.

### **Magazine Articles**

Author of 25 “Photo Sleuth” articles published in *Military Images* (2015–Present). Indexed on JSTOR: <https://www.jstor.org/journal/militaryimages>

Kurt Luther. Human computation for image and video analysis. 2018. *AI Magazine* 39, 4: 67–68. (Invited submission)

Kurt Luther and Amy Bruckman. 2011. Leadership and success factors in online creative collaboration. *IEEE Potentials* 30, 5: 27–32. (Invited submission)

### **Technical Reports**

Edward J.K. Gitre and Kurt Luther. 2018. The American Soldier collaborative digital archive. White paper for grant PW-253766-17, National Endowment for the Humanities. 34 pages.



Alvin Yuan, [Kurt Luther](#), Marcus Krause, Steven P. Dow, and Björn Hartmann. 2015. Worker expertise and expert rubrics in crowdsourced design critique. UCB/EECS-2015-223, University of California, Berkeley. 14 pages.

Wei Wu, [Kurt Luther](#), Amy Pavel, Björn Hartmann, Steven P. Dow, and Maneesh Agrawala. 2013. CrowdCritic: Strategies for crowdsourcing visual design critique. UCB/EECS-2013-95, University of California, Berkeley. 36 pages.

Nicholas Diakopoulos, [Kurt Luther](#), Yevgeniy “Eugene” Medynskiy, and Irfan Essa. 2007. Remixing authorship: Reconfiguring the author in online video remix culture. GIT-IC-07-05, Georgia Institute of Technology. 10 pages.

### **Other Publication**

[Kurt Luther](#), Andrea Kavanaugh, Jacob Thebault-Spieker, and Judd Antin. 2020. Introduction to the special issue on negotiating truth and trust in socio-technical systems. *ACM Transactions on Social Computing* 3, 1: 1:1–1:2.

### OTHER RESEARCH ACTIVITIES

### **Workshops & Panels Co-Organized**

Aaron Brantly, Charles Clancy, Chad Levinson, and [Kurt Luther](#). 2019. Social computing and its impact on intelligence. *Emerging Trends: New Tools, Threats, and Thinking*, Arlington, Va., USA.

Nai-Ching Wang\*, David Cline, David Hicks, [Kurt Luther](#), Kelly McPherson, Craig Perrier, and Paul Quigley. 2018. The design, development and implementation of funded transdisciplinary digital history projects: Illustrative cases of K-16 collaboration in action. *132<sup>nd</sup> Annual Meeting of the American Historical Association (AHA 2018)*, Washington, D.C., USA.

Danna Gurari, [Kurt Luther](#), Geneviève Patterson, and Steve Branson. 2017. GroupSight: The 2<sup>nd</sup> workshop on human computation for image and video analysis. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2017)*, Québec City, Canada.

Paul Quigley, [Kurt Luther](#), David Hicks, Daniel Newcomb, and Nai-Ching Wang\*. 2016. New directions for inquiry: Citizen student archivists crowdsourcing the past. *96<sup>th</sup> Annual Conference of the National Council for the Social Studies (NCSS 2016)*, Washington, D.C., USA.

David Hicks, [Kurt Luther](#), and Paul Quigley. 2016. Crowdsourcing the history of American Independence Day in Civil War-era Virginia. *2016 Virginia Forum*, Williamsburg, Va., USA.

Eric Cook, [Kurt Luther](#), Dan Perkel, and Jeff Bardzell. 2011. The creativity agenda in the iSchool context. *iConference 2011*, Seattle, Wash., USA.

Jenn Thom-Santelli, Eric Cook, [Kurt Luther](#), Amy Bruckman, Jeff Bardzell, and David McDonald. 2010. Approaching “amateur.” *ACM Conference on Supporting Group Work (GROUP 2010)*, Sanibel Island, Fla., USA.

Dan Perkel, Lyndsay Grant, Becky Herr-Stephenson, and [Kurt Luther](#). 2010. 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.

David Ayman Shamma, Dan Perkel, and [Kurt Luther](#). 2009. Understanding the creative conversation: Modeling to engagement. *ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA.

### **Doctoral Consortia**

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

## Research Camps

Agile Research University

Northwestern University, Evanston, Ill., USA, November 27–29, 2017

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

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

INVITED  
TALKS

29<sup>th</sup> Annual Civil War Weekend, Virginia Tech, 2021

4<sup>th</sup> IEEE Workshop on Human-in-the-Loop Methods and Future of Work in BigData, 2020

ACM SIGGRAPH Frontiers Talks, 2020

AAAI Fall Symposium on Artificial Intelligence and Work, 2019

CASCI Speaker Series, University of Maryland College Park, 2019

The Washington Post, 2019

Machine Learning + Libraries Summit, Library of Congress, 2019

Emerging Scholars Series, American Civil War Museum, 2019

Dept. of Computer and Information Science, IUPUI, 2019

DUB (Design, Use, Build) Seminar, University of Washington, 2019

Dept. of Computer and Information Sciences, Virginia Military Institute, 2018

Bellingcat Open Source Investigation Workshop, 2018

18<sup>th</sup> Annual Image of War Seminar, Center for Civil War Photography, 2018

War Stories: Symposium on Conflict and Civic Engagement, Indiana University, 2018

Segal Distinguished Seminar, Northwestern University, 2017

HCI Seminar, Stanford University, 2017

Crowdsourcing Seminar, Carnegie Mellon University, 2017

Nau Center for Civil War History, University of Virginia, 2016

25<sup>th</sup> Annual Civil War Weekend, Virginia Tech, 2016

HCI Lab, University of Maryland College Park, 2015

Willson Center Digital Humanities Lab, University of Georgia, 2015

Virginia Center for Civil War Studies, Virginia Tech, 2014

Dept. of Computer Science, Virginia Tech, 2014

Engineering Design, Penn State University, 2014

Dept. of Computer Science, University of Illinois at Urbana–Champaign, 2014

Dept. of Computer Science & Engineering, University of Minnesota, 2014

Dept. of Media and Information, Michigan State University, 2014

Dept. of Computer Science, University of Colorado Boulder, 2014

School of Information, University of Michigan, 2013

Crowdsourcing Seminar, Carnegie Mellon University, 2013

Google Research, 2012

Dept. of Computer Graphics Technology, Purdue University, 2012

GVU Center at Georgia Tech, 2012

Social Computing Lab, Carnegie Mellon University, 2012

MIT Media Lab, 2011

TEACHING

**As Instructor of Record at Virginia Tech**

CS3744: Introduction to GUI Programming and Graphics (undergraduate)

Spring 2016 (81 students); Theme: Social Media

Fall 2016 (57 students); Theme: Social Media

Spring 2018 (101 students); Theme: Digital History

Fall 2018 (42 students [all remote]); Theme: Social News and Misinformation

Fall 2019 (65 students [all remote]); Theme: Social News and Misinformation

CS4784: Human-Computer Interaction Capstone (undergraduate)

Spring 2015 (21 students); Theme: Social Computing and Creativity

CS4984/CS5984/PSCI4984: Open Source Intelligence Lab (undergraduate/graduate)

Spring 2021 (45 students [all remote]); Theme: Dis- and Misinformation

CS5774: User Interface Software (graduate)

Fall 2014 (20 students); Theme: Social Media

Fall 2016 (23 students); Theme: Social Media

Fall 2018 (23 students [hybrid; 16 remote]); Theme: Social News and Misinformation

Fall 2020 (26 students [all remote]); Theme: Social News and Misinformation

Fall 2021 (TBD students); Theme: TBD

CS6724: Advanced Topics in Human-Computer Interaction (graduate)

Fall 2015 (9 students); Theme: Crowdsourcing and Human Computation

Fall 2017 (8 students); Theme: Investigative Technologies in Society

Spring 2020 (19 students); Theme: Human-AI Interaction

**As Graduate Teaching Assistant at Georgia Tech**

CS6470: Design of Online Communities (graduate)

Spring 2009 (22 students); Instructor: Amy Bruckman

ADVISING &  
MENTORING

**Postdoctoral Associate**

Jacob Thebault-Spieker, 2018–2020

First employment: Assistant Professor, University of Wisconsin–Madison

HCOMP Best Demo Award, 2019

Participant, NSF CSST Summer Research Institute, 2019

**Research Associates**

Jing Cui, Software Engineer, 2018 (Co-supervised with T. M. Murali)

Peter Hauck, Senior Research Scientist, 2017

**Graduate Thesis Advisees**

Vikram Mohanty, Ph.D. Computer Science, Virginia Tech

Expected graduation: Summer 2022

Research Intern, VSCO, 2021

IUI Best Paper Award, 2019

Data Science Intern, Dataminr, 2019

HCOMP Best Demo Award, 2018

Sukrit Venkatagiri, Ph.D. Computer Science, Virginia Tech

Expected graduation: Summer 2022

UX Research Intern, Facebook, 2021

Research Intern, Microsoft Research, 2020

HCOMP Best Demo Award, 2019

Graduate Fellow, Rita Allen Foundation Misinformation Solutions Forum, 2018

Xavier Pleimling, Ph.D. Computer Science, Virginia Tech  
Expected graduation: Spring 2025

Anirban Mukhopadhyay, Ph.D. Computer Science, Virginia Tech  
Expected graduation: Fall 2025

Manisha Kusuma, M.S. Computer Science, Virginia Tech  
Expected graduation: Fall 2021

Yasmine Belghith, M.S. Computer Science, Virginia Tech  
Graduated in 2021  
First employment: Human-Centered Computing Ph.D. Student, Georgia Tech

Liling Yuan, M.S. Computer Science, Virginia Tech  
Graduated in 2021  
First employment: Software Engineer, Microsoft

Aditya Bharadwaj, Ph.D. Computer Science, Virginia Tech (Co-advised with T.M. Murali)  
Graduated in 2020  
First employment: Research Scientist, B12  
Participant, HCOMP Doctoral Consortium, 2019  
Research Intern, B12, 2018

Tianyi Li, Ph.D. Computer Science, Virginia Tech (Co-advised with Chris North)  
Graduated in 2020  
First employment: Assistant Professor, Loyola University Chicago  
Participant, CSCW Doctoral Consortium, 2019  
Research Intern, Microsoft Research, 2019

Nai-Ching Wang, Ph.D. Computer Science, Virginia Tech  
Graduated in 2018  
First employment: Software Engineer, Akuna Capital  
Participant, HCOMP Doctoral Consortium, 2016  
Finalist, CHI Student Research Competition, 2016

Rachel Kohler, M.S. Computer Science, Virginia Tech  
Graduated in 2017  
First employment: Software Engineer, BNSF Railway  
William Preston Society Master's Thesis Award (STEM category), 2017

Divit Singh, M.S. Computer Science, Virginia Tech (Co-advised with T.M. Murali)  
Graduated in 2016  
First employment: Software Engineer, Bloomberg

#### **Graduate Thesis Committees**

Md Tahsin Tausif, Ph.D. Computer Science, Virginia Tech

Zhen Guo, Ph.D. Computer Science, Virginia Tech

Amber Aftab, Ph.D. Computer Science, Virginia Tech

Donghan Hu, Ph.D. Computer Science, Virginia Tech

Akshita Jha, Ph.D. Computer Science, Virginia Tech

MD Momen Bhuiyan, Ph.D. Computer Science, Virginia Tech

Daniel Garrison, Ph.D. Computer Science, Virginia Tech

Jill Derwin, Ph.D. Forestry and Remote Sensing, Virginia Tech

Leanna Ireland, Ph.D. Sociology, Virginia Tech (Graduated 2021)

Juliet Clark, M.S. Computer Science, Virginia Tech (Graduated 2021)

Arul Thilleeban Sagayam, M.S. Computer Science, Virginia Tech (Graduated 2021)

Sushmethaa Muhundan, M.S. Computer Science (Graduated 2021)

Moeti Masiane, Ph.D. Computer Science, Virginia Tech (Graduated 2020)

Zijian Xu, M.S. Computer Science, Virginia Tech (Graduated 2020)  
Setor Zilevu, M.S. Computer Science, Virginia Tech (Graduated 2019)  
Sarang Joshi, M.S. Computer Science, Virginia Tech (Graduated 2018)  
Michael Stewart, Ph.D. Computer Science, Virginia Tech (Graduated 2018)  
Andrey Esakia, Ph.D. Computer Science, Virginia Tech (Graduated 2018)  
Katelyn Brown, M.A. History, Virginia Tech (Graduated 2018)  
Anamary Leal, Ph.D. Computer Science, Virginia Tech (Graduated 2017)  
Hannah Roth, M.S. Computer Science, Virginia Tech (Graduated 2017)  
Daniel Newcomb, M.A. History, Virginia Tech (Graduated 2017)  
Chris Frisina, M.S. Computer Science, Virginia Tech (Graduated 2016)  
Maoyuan Sun, Ph.D. Computer Science, Virginia Tech (Graduated 2016)  
Sanchit Chandra, M.S. Computer Science, Virginia Tech (Graduated 2015)  
Nathan Self, M.S. Computer Science, Virginia Tech (Graduated 2015)  
Jessica Zeitz Self, Ph.D. Computer Science, Virginia Tech (Graduated 2016)

### **Undergraduate Research Advisees**

Sai Krishna Yeshala, B.S. Computer Science, Virginia Tech, 2021  
Boyuan (Marx) Wang, B.S. Data-Centric Computing, Virginia Tech, 2020  
Xavier Pleimling, B.S. Computer Science & B.S. Mathematics, Virginia Tech, 2020  
Paul Blackburn, B.S. Computer Science, Virginia Tech, 2020  
Chanaka Perera, B.S. Computer Science, Virginia Tech, 2020  
Efua Akonor, B.S. Computer Science, Wellesley College, 2019  
Sarwat Kazmi, B.S. Information Science & B.A. Government & Politics, U. Maryland, 2019  
David Mitchell, B.S. Computer Science, UIUC, 2019  
Puriwat Lahpong, B.S. Computer Science, Virginia Tech, 2019  
Daniel Ocheltree, B.S. Computer Science, Virginia Tech, 2019  
Chris Hurt, B.S. Computer Science, Virginia Tech, 2018–2019  
Chandler Manns, B.S. Computer Science, Virginia Tech, 2018–2019  
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  
Liyang 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, 2016–2017  
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 Kuruvilla, B.S. Computer Science, Virginia Tech, 2015  
Edward McEnrue, B.S. Computer Science, Virginia Tech, 2015  
Avanti Dabholkar, B.S. HCI & B.Arch. Architecture, CMU, 2013–2014

Bhawna Agarwal, B.Design, Indian Institute of Technology Guwahati, 2014  
Jari-lee (Jay) Tolentino, B.S. Informatics & B.A. Studio Art, UC Irvine, 2013

PROFESSIONAL SERVICE **Conference Organizing Committees**

(General and Program) Co-Chair, AAAI HCOMP 2021  
Demos Co-Chair, ACM CSCW 2021  
Papers Co-Chair and Best Paper Committee Chair, ACM C&C 2019  
Program Co-Chair, ACM CI 2018  
Chair, Virginia Tech Workshop on Designing Socio-Technical Systems of Truth, 2018  
Graduate Student Symposium Co-Chair, ACM C&C 2017  
Doctoral Consortium Mentor, AAAI HCOMP 2017  
Videos Co-Chair, ACM CHI 2016  
Posters Coordinator, ACM SIGGRAPH 2013  
Posters Coordinator, ACM SIGGRAPH 2012  
Local Arrangements Co-Chair, ACM C&C 2011  
Graphic Design Chair & Webmaster, ACM CSCW 2011  
Student Volunteers Co-Chair, ACM CHI 2010  
Graphic Design Chair & Webmaster, ACM CSCW 2010  
Presentations Coordinator, Computer Animation Festival, ACM SIGGRAPH 2009

**Technical Program Committees**

Associate Chair (Papers), ACM CHI 2021  
Associate Chair (Papers), ACM CSCW 2020  
Associate Chair (Papers), ACM CHI 2020  
Associate Chair (Papers) and Best Paper Committee Member, AAAI HCOMP 2019  
Program Committee Member, Conference on Truth and Trust Online (TTO) 2019  
Associate Chair (Papers), ACM CSCW 2018 [Online First]  
Program Committee Member, ACM CI 2017  
Program Committee Member, AAAI HCOMP 2017  
Associate Chair (Papers), ACM CSCW 2016  
Program Committee Member, AAAI HCOMP 2016  
Senior Program Committee Member, AAAI ICWSM 2016  
Associate Chair (Papers), ACM C&C 2015  
Associate Chair (Papers), ACM CSCW 2015  
ACM Student Research/Design Competition Juror, ACM CHI 2014  
PC Member, Workshop on Volunteer-Based Crowdsourcing, AAAI HCOMP 2014  
ACM Student Research/Design Competition Juror, ACM CHI 2013  
Associate Chair (Videos), ACM CHI 2013  
General Submissions & Late Breaking Juror, ACM SIGGRAPH 2013  
Associate Chair (Videos), ACM CHI 2012  
General Submissions & Late Breaking Juror, ACM SIGGRAPH 2012  
Associate Chair (Works-in-Progress), ACM CHI 2012  
Associate Chair (Videos), ACM CHI 2011  
Associate Chair (Works-in-Progress), ACM CHI 2011  
Program Committee Member, WikiSym 2011

**Journal Associate Editor**

Lead Guest Editor, Special Issue on Negotiating Truth and Trust in Socio-Technical Systems,  
*ACM Transactions on Social Computing*, 2020

**Conference External Reviewer**

*Note:* † indicates one Excellent Review recognition.

CHI: 2008, 2009, 10, 11, 12, 13, 14††, 15††, 16†, 17, 18†, 19  
C&C: 2007, 09, 13, 17  
CSCW: 2008, 10, 11, 12, 13, 14, 15†, 16†, 18, 19, 21  
DIS: 2017  
MobileHCI: 2017  
SIGGRAPH: 2009, 12, 13  
UbiComp: 2012  
UIST: 2010, 12, 13, 14  
VAST: 2018

### **Journal or Magazine Reviewer**

*ACM Journal on Computing and Cultural Heritage*  
*ACM Transactions on Computer–Human Interaction*  
*ACM Transactions on Interactive Intelligent Systems*  
*American Behavioral Scientist*  
*Communications of the ACM*  
*Games and Culture*  
*Human–Computer Interaction*  
*IEEE Computer*  
*Transformative Works and Cultures*

### **Book Proposal Reviewer**

Oxford University Press, 2019  
Cambridge University Press, 2017

### **Grant Advisory Board Member**

City Faces: Visual culture and social structure in Stockholm, 1880-1930. Swedish Research Council, Rebecka Lennartsson (PI), SEK 12,091,000 (≈\$1,440,000), 2021–2026.  
VTArtWorks. Doris Duke Charitable Foundation, Robert Leonard (PI), \$222,824, 2015–2020.

### **Virginia Tech**

Executive Committee Member, Center for Human-Computer Interaction, 2020–Present  
Faculty Affiliate, Tech for Humanity Initiative, 2019–Present  
Faculty Affiliate; Information, Trust, and Society Initiative; 2018–Present  
Member, Graduate Program Committee, Dept. of Computer Science, 2018–Present  
Faculty Affiliate, Human-Centered Design Ph.D. Program, 2015–Present  
Member, Personnel Committee, Dept. of Computer Science, 2020  
Member, Dept. of History Faculty Search Committee, 2020  
Member, Ph.D. Qualifier Exam Committee (HCI Area), Dept. of Computer Science, 2018  
Executive Committee Member, Human-Centered Design Ph.D. Program, 2016–2018  
Member, Dept. of Computer Science Faculty Search Committee, 2016, 2017, 2018  
Member, Space Subcommittee, Creativity & Innovation SGA, 2016–2017  
Associate Director for Social Informatics, Center for Human-Computer Interaction, 2015–2016

### **Carnegie Mellon University**

Coordinator, Social Computing Lab Summer REU Program, 2013

### **Georgia Tech**

Lab Manager, Electronic Learning Communities Lab, 2007–2012  
Reviewer, President’s Undergraduate Research Awards, 2011  
Member, School of Interactive Computing Faculty Search Committee, 2010  
Judge, Undergraduate Research Spring Symposium, 2010–2011

## Other Service

Review Panelist, National Science Foundation, 2016, 2017(×2), 2018, 2019, 2021  
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

## Professional Memberships

Member, Association for the Advancement of Artificial Intelligence (AAAI)  
Senior Member, Association for Computing Machinery (ACM)  
Member, Society of Civil War Historians

## SELECTED MEDIA COVERAGE

*The HISTORY Channel: History's Greatest Mysteries*: “The Escape of John Wilkes Booth,” 2020  
<https://www.history.com/shows/historys-greatest-mysteries/season-1/episode-4>

*PolitiFact*: No evidence Joe Biden’s great-grandfather was Confederate soldier, enslaved people, 2020  
<https://www.politifact.com/factchecks/2020/jun/26/viral-image/no-evidence-joe-bidens-great-grandfather-was-confe/>

*Snopes*: Did Joe Biden’s Great-Grandfather Own Slaves? 2020  
<https://www.snopes.com/fact-check/joe-biden-slaves-great-grandfather/>

*TIME*: How Artificial Intelligence is Helping Identify Thousands of Unknown Civil War Soldiers, 2019  
<https://time.com/5749059/civil-war-photos/>

*NPR*: Satchmo In His Adolescence: 1915 Film Clip May Show Young Louis Armstrong, 2019  
<https://www.npr.org/2019/06/22/732675892/satchmo-in-his-adolescence-1915-film-clip-may-show-young-louis-armstrong>

*Smithsonian*: The Computer Scientist Who Wants to Put a Name to Every Face in Civil War Photographs, 2019  
<https://www.smithsonianmag.com/innovation/computer-scientist-who-wants-to-put-name-to-every-face-in-civil-war-photographs-180971754/>

*Popular Mechanics*: AI Could Help You Identify Civil War Vets in Your Family Tree, 2019  
<https://www.popularmechanics.com/military/a26625006/civil-war-photo-sleuth-search/>

*Fox News*: AI could help identify Civil War veterans in your family, 2019  
<https://www.foxnews.com/tech/ai-could-help-identify-civil-war-veterans-in-your-family>

*Slate*: Who’s behind that beard? Historians are using facial recognition software to identify people in Civil War photographs, 2018  
<https://slate.com/technology/2018/11/civil-war-photo-sleuth-facial-recognition.html>

*Fast Company*: Online sleuths are using face recognition to identify Civil War soldiers in old photographs, 2018  
<https://www.fastcompany.com/90275255/online-sleuths-are-using-face-recognition-to-identify-civil-war-soldiers-in-old-photographs>

*IEEE Spectrum*: How to Run a Successful Mobile Crowdsourcing Project, 2016  
<http://spectrum.ieee.org/at-work/innovation/how-to-run-a-successful-mobile-crowdsourcing-project>

*Science*: The Power of Crowds, 2016  
<http://science.sciencemag.org/content/351/6268/32>

*Harvard Business Review*: What Makes a Great Tweet, 2012  
<http://hbr.org/2012/05/what-makes-a-great-tweet/ar/1>



*TIME*: Cool It With the Hashtags: How to Not Be Extremely Annoying on Twitter, 2012  
<http://newsfeed.time.com/2012/02/04/cool-it-with-the-hashtags-how-to-not-be-extremely-annoying-on-twitter/>

*The Atlantic*: Be Better at Twitter: The Definitive, Data-Driven Guide, 2012  
<https://www.theatlantic.com/technology/archive/2012/01/be-better-at-twitter-the-definitive-data-driven-guide/252273/>

CNN: 4 Online Services to Satisfy Your Vanity, 2011  
[http://www.cnn.com/2011/TECH/social.media/01/12/vanity.netiquette/index.html?eref=ib\\_technology](http://www.cnn.com/2011/TECH/social.media/01/12/vanity.netiquette/index.html?eref=ib_technology)