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EDUCATION

MFA in Design and Technology **Parsons School of Design, New York, NY, 2012**

- Graduate Dean's Scholarship

BBA in Information & Operations Technology **The College of William and Mary, Williamsburg, VA, 2003**

- Minor in Computer Science
- Magna Cum Laude
- Beta Gamma Sigma business honors society
- Semester at Sea, global study abroad semester, Fall 2001

PROFESSIONAL EXPERIENCE

Academic Appointments

| | | |
|---------------------|---|----------------|
| Assistant Professor | DePaul University College of Computing and Digital Media School of Design | 2021 – present |
| Assistant Professor | University of Miami, School of Communication Department of Cinema and Interactive Media | 2013 – 2020 |
| Lecturer | University of Miami, School of Communication Department of Journalism & Media Management | 2012 – 2013 |
| Teaching Fellow | The New School, Parsons School of Design | Summer 2011 |
| Research Assistant | The New School, Parsons School of Design | 2011 – 2012 |
| Design Fellow | The New School, Parsons School of Design and Open Society Foundations | Summer 2010 |

Non-Academic

Academic and Systems Manager, The New School for Social Research **September 2007 – August 2011**

- Created reports on curricular/faculty performance using Banner, Brio, Access, SQL, Excel

- Managed course scheduling and assisted in curriculum planning for social science graduate programs

JET Program, Assistant Language Teacher
August 2005 – July 2007

- Taught English at public Japanese junior high schools including international and special-needs students in Kitakyushu, Japan

Accenture, Business Consultant
May 2003 – July 2005

- Conducted functional design and application development for large federal and state government and private-sector clients including Department of Defense, NYC 311 and Hertz
- Developed reporting modules in Siebel Customer Relationship Management (CRM)
- Conducted performance, resource, communication, and client relations management
- Served as a representative on Accenture's Government Advisory Committee

CREATIVE PROJECTS

Poor Not Guilty

Global movement to decriminalize petty offenses
September 2019 – present

- Initiative launched after an international Petty Offenses workshop session held in September 2019 at the University of Miami with creation of #PoorNotGuilty hashtag
- Working with human rights advocates and lawyers as part of a global movement to create collective awareness and promotion of international efforts to decriminalize petty offenses through online advocacy
- Designing interactive advocacy experiences to promote decriminalization with the Human Rights Clinic at University of Miami's School of Law

Game producer and lead game designer
Dwell, poverty simulation game
August 2015 – 2020

- Collaborated with University of Miami's School of Nursing and Health Services (SoNHS) nursing faculty to design a tabletop game with the goal of increasing nursing students' awareness of poverty issues their patients face
- Co-inventor in the process with support of UInnovation office to establish company in order to support commercialization of product
- Publication on game's effective influence on students' attitudes toward the poor and health disparities (Public Health Nursing, 2021)
- Funded by 2017 Center for Communication, Culture, and Change grant (\$5,000)

Creator and producer
Immigration Games (Amiguía Americana)
January 2014 – present

- Integrating “Make a Move” (“Toma El Paso”) detention-release game into [Immigrant Children’s Affirmative Network \(ICAN\)](#)’s curriculum with Undocumented Unaccompanied Immigration Minors (UUIMs) at His House in Miami Gardens, FL, in Spring 2014
- Developing additional education resources for Undocumented Unaccompanied Immigration Minors (UUIMs) through own Amiguia Americana initiative
- Led workshop series, organized by the Field Innovation Team, with shelter staff at St. PJ’s Children’s House in San Antonio, TX, teaching them how to use and adapt game-based resources for enhanced engagement, connection, communication, and impact on the lives of UUIMs staying at St. PJ’s.

Lead game designer and producer

Echo Earth Experience

January 2017 – May 2018

- An experimental virtual reality experience created in Unity for Samsung Gear VR and Oculus simulating how marine mammals like the beluga whale use echolocation to navigate underwater
- Conceived and prototyped with University of Miami Interactive Media students and other locals from the Miami game community during 2017 “Waves” themed Global Game Jam
- Incubated project through NERDLab to refine VR game with fully interactive tutorial
- One of 48 projects selected for inclusion and exhibited in the [ACCelerate Creativity and Innovation Festival](#) at the Smithsonian National Museum of American History in Washington, D.C., October 13-15, 2017

Co-producer and design team lead

Geomuse app to navigate the Public Sculpture Program at the U

September 2018 – present

- Interdisciplinary collaboration with Dr. Diana Ter-Ghazaryan (Geography/GIS faculty) on a geolocative application called GeoMuse to bring more visibility to the university’s Public Sculpture Program
- Co-principal investigator, 2018 Andrew W. Mellon CREATE Grants Program internal grant with University of Miami Libraries and Lowe Art Museum (\$4,500)
- Featured in Museum Next [article](#) (January 2021)

Principal investigator and designer

A Roadmap to Opportunity

March 2019 - present

- Formative research of an online interactive decision support tool for refugee and immigrant adolescents seeking education and career pursuits in the U.S.
- Interdisciplinary research with Dr. Dina Birman, University of Miami’s School of Education and Human Development
- Principal investigator, UM Institute for Advanced Study of the Americas’ faculty grant (\$2,500)

Lead interaction designer

Stiltsville VR

September 2018 – March 2019

- Designer for immersive experience to at least virtually preserve and bring awareness to Stiltsville, seven homes built on stilts in Biscayne Bay with a colorful history and uncertain future that is particularly vulnerable to sea-level rise and natural hazards
- Proof of concept prototype exhibited at FilmGate Interactive festival, December 2018
- In collaboration with FilmGate Miami and funded by a 2017 Knight Foundation Arts Challenge grant (\$75,000 awarded to FilmGate Miami and that has been matched for a total \$150,000 including in-kind)

Interaction design team lead and web application designer
Firefighter Personal Exposure Reporter (PER) web application
September 2015 – June 2018

- Member of application design and development team who was responsible for the user interface design of the personal exposure reporting (PER) web app
- In partnership with Miami-Dade Fire Rescue and Palm Beach County Fire Rescue Departments and part of a greater Sylvester Comprehensive Cancer Center's Firefighter Cancer Initiative supported by funding from the state of Florida.
- Phase 1 from July 2015 – June 2016 (total grant = \$965,000, sub-grant = \$74,602)
- Phase 2 from July 2016 – June 2017 and Phase 3 from July 2017 – June 2018 (total grant = \$2,465,000, sub-grant = \$257,133)

Lead designer and producer
Ghana Water reporting app
October 2016 – December 2017

- Led design and development of a high-fidelity interactive prototype created in collaboration with and for Ghana Water Company Limited (GWCL) in order to test its usability with GWCL customers and collect feedback on the viability of using such an app to crowdsource water service quality data across Accra
- Led team of graduate students who tested how the prototype aligned with the abilities, habits, and communication customs of Accra residents and Ghana Water Company Limited (GWCL) customers and staff
- Principal investigator on "Determining Effective Strategies for Crowdsourcing Neighborhood Water Quality Data", 2016-17 Provost Research Award, University of Miami (\$16,066)

Game designer and consultant
Open Society Foundations' Sexual Health and Rights Project
February 2012 – January 2017

- Designed [*Cops and Rubbers*](#) advocacy game and supporting materials
- Game launched at 2012 International AIDS Conference to accompany OSF's Criminalizing Condoms report and available in English and Russian
- Funded study on the effectiveness of Cops and Rubbers and measuring attitudes of community activists towards creative activism tools funded by OSF for 2015-17 (\$24,160)

Co-game designer
Don Grey Café mobile game
January 2016 – December 2016

- Advergame promoting local Miami women-founded Lemon City Tea company and originally conceived during the 2016 “Ritual” themed Global Game Jam
- 2016 Horizon Interactive Award, Gold for Mobile Apps: Game | [Link](#)
- 2017 Communicator Award, Award of Distinction | [Link](#)

Creative director, project manager, and lead designer
Web-based platform for Department of Community Service (DOCS)
September 2014 – February 2016

- Designing a web-based platform to communicate UM’s unique community service program with other medical schools interested in adopting a similar program
- Responsible for the project management, information architecture, user experience, and implementation of a web solution that promotes the benefits and considerations for adapting UM’s DOCS model to serve their institution and local community’s needs
- 2015 Horizon Interactive Awards, [Gold](#) for Responsive/Mobile site
- 2015 Horizon Interactive Awards, [Silver](#) for University/School site
- 2016 Communicator Awards, Award of Distinction for Websites [Award of Distinction for Websites](#) – Charitable Organizations / Non-Profit
- 2016 W³ Award from the Academy of Interactive & Visual Arts, [Silver](#) for Charitable Organizations / Non-Profit
- 2016 Davey Award, [Silver](#) for Charitable Organizations / Non-Profit for “Dissemination the DOCS Model” website

Co-researcher, game designer, and graphic designer
Por Nuestras Calles (“Through Our Streets”)
October 2014 – June 2015

- Co-designed Por Nuestras Calles, a role-playing tabletop game that focuses on making players aware of the signs and methods of reporting commercial sexual exploitation of children (CSEC)
- Based on formative research and interviews with the national police, national service organizations, community organizations, and youth in Colombia
- Executed graphic design for game components and packaging informed by research and stakeholder input
- In collaboration with Colombian National Police’s Directorate of Protection and Special Services (DIPRO)
- Co-principal investigator on 2014-15 Interdisciplinary Research Groups grant, Miami Consortium for Latin American and Caribbean Studies (\$10,000)

Game designer and graphic designer
Vanity, tabletop game promoting tanning bed avoidance
November 2013

- Funded by Ottawa Hospital division of Dermatology at the Ottawa Hospital and the University of Ottawa and the Canadian Dermatology Association
- Partnered with dermatology content experts Sophia Colantonio MD, MPH and Jennifer Beecker MD, FRCPC, FAAD, CCFP(EM)

- Co-designed tabletop game teaching youth about skin cancer and advocating tanning bed avoidance

User interface and information designer

IQUEST data management system for Ghana Water Company Limited (GWCL)

Summer 2013

- Strategized user experience and designed user interface for Improving Quality of Urban Water Service by Engaging SMS Technology (IQUEST), a project for Ghana Water Company Limited (GWCL) for crowd-sourcing water quality data through SMS
- Designed the IQUEST management dashboard, SMS instruction set, and promotional print materials

User interface designer

ROC United

December 2012

- Strategized user experience and designed interface for mobile app version of [ROC United ethical dining guide](#)
- Available on Apple's App Store and for Android on Google Play

Lead game designer and consultant

World Bank's Social Protection department with Tanzania Social Action Fund (TASAF)

July 2012 - November 2012

- Winner of 2012 World Bank Human Development Network's KnowLympics Innovation award
- Commissioned by the World Bank's Social Protection department to design a communication game resource for the Tanzania Social Action Fund (TASAF), the largest social protection agency in East Africa
- Spent two weeks in Dar Es Salaam, Tanzania, working with the TASAF team to adapt original game for the rural farming context and training district staff as a pilot for subsequent national training
- "[Uwezeshaji kaya kuhimili](#)" game slated for use as a national training tool and field communication resource throughout rural Tanzania targeting 13 million Tanzanian villagers

PUBLICATIONS

Books and Monographs Published

Book Chapters

Carcioppolo, N., Wendorf, J., & **Tran, L.** (2015). Serious games, health, and organizing. In T. R. Harrison & E. A. Williams (Eds.), *Organizations, communication, and health* (pp. 240-257). New York: Routledge.

Juried or Refereed Journal Articles or Exhibitions

Peer Reviewed Conference Proceedings (* awarded)

- * McFarlane, S. J., **Tran, L.** (2016, October). *An Evaluation of Games for Advocacy in Health and Human Rights*. In proceedings of Meaningful Play Conference ([Top 6 Paper Award](#)). Michigan State University, East Lansing, MI, USA. | [Link](#)

Wendorf Muhamad, J., **Tran, L.**, Villar, M. (2016, October). *Participatory research and design across disciplines: Collaborative team processes and the development of a game-based commercial sexual exploitation of children prevention tool*. In proceedings of Meaningful Play. East Lansing, MI. | [Link](#)

Wendorf, J., **Tran, L.**, Villar, M. (2015, November). Participatory Research and Experiential Learning Opportunities: The Use and Development of Creative Methodologies in the Prevention of Commercial Sexual Exploitation of Children in Colombia. Paper accepted to 101th Annual National Communication Association Conference. Las Vegas, Nevada.

Stoler, J., Ewing, C., Appiah Otoo, R., **Tran, L.**, Adu, N.T.B., Nyoagbe, M., Nunoo, D.N.O. (2015, July). Tapping customers: A spatially explicit, open-source platform for crowdsourcing water service data in Ghana. Proceedings of the 38th WEDC International Conference: Water, Sanitation and Hygiene Services Beyond 2015: Improving Access and Sustainability, Loughborough, UK. | [Link](#)

Tran, L., Lang, K., Carcioppolo, N., & Beyea, D. (2014, June). Role-Taking as an Advocacy Strategy for Policy Reform: A Comparative Analysis of Presentation Modes in Evoking Empathy and a Willingness to Act. Proceedings at Games, Learning & Society (GLS) Conference, Madison, WI.

Wendorf, J., & **Tran, L.** (2014, April). Experiential role play: data games for social change in Colombia. Paper presented at Society of Latin American Studies, London, UK.

Tran, L. (2013, August). Cops & Rubbers: A game promoting advocacy and empathy in support of public health and human rights of sex workers. Paper presented at Digital Games Research Association (DiGRA), Atlanta, GA. | [Link](#)

Tran, L. (2013, March). Cops & Rubbers: A game promoting advocacy and empathy. Proceedings at Popular Culture Association/American Culture Association, Washington, D.C. | [Link](#)

Exhibit Catalogue

Grace, L., **Tran, L.**, & Ewing, C. (2019, August). Miami @ Play 2018, exhibition catalogue, December 1 - December 6, 2018, in collaboration with FilmGate Interactive Festival. Miami, FL. ISBN: 978-0-359-85219-2. | [Link](#)

Peer Reviewed Posters

Schaefer, A. N., Sabet, R. F., **Tran, L.**, Gutman, L., Marques, D. S., Becker Herbst, R., & Aldarondo, E. (2016, September). "The immigrant children's affirmative network and the role of university-community partnerships." Poster presented at the National Latina/o Psychological Association. Orlando, FL.

Schaefer, A. N., Sabet, R. F., **Tran, L.**, Gutman, L., Marques, D. S., Becker Herbst, R., & Aldarondo, E. (2016, August). "The immigrant children's affirmative network and the role of university-community partnerships." Poster presented at the American Psychological Association's Annual Convention. Denver, CO.

Melillo, A., Papatomas, D., Habashi, A., **Tran, L.**, Gandolfi, T., Kjeldsen, K., Brackman, G., Alawa, N., Roth, E., Taggart, A., O'Connell, M., Deshpande, A., & Mechaber, A. J. (2015, November). University of Miami Miller School of Medicine (UMMSM) Department of Community Service (C): sharing our model with medical schools to improve and expand

service learning. Poster accepted to Association of American Medical Colleges' Medical Education Meeting, Baltimore, MD.

Tran, L., Carcioppolo, N., Colantonio, S., Ewing, C., Lang, K., Beyea, D., & Beecker, J. (2014, June). The empty comfort of vanity: assessing the effectiveness of an interactive game to increase skin cancer prevention outcomes. Poster presented at Games, Learning & Society (GLS) Conference, Madison, WI.

Tran, L. (2013, June). Safety Nets Simplified: Simulated Decision-Making in Volatile Developing Economies. Poster presented at Games+Learning+Society (GLS) Conference, Madison, WI.

Tran, L. (2012, June). Gaming the System: Reforming communication and legal literacy through gameplay. Poster presented at Games+Learning+Society (GLS) Conference, Madison, WI.

Presentation and Panels

Workshops, Invited

Javier, L., Miller, C.K., **Tran, L.**, & Xu, J. (2021, Winter). "Made in Asian/America" workshop with Asian game creators and moderated by Christopher Patterson and Tara Fickle, University of British Columbia, Vancouver, Canada (conducted virtually).

Tran, L. (2015, September). Games for decision-making and planning. Workshop at American Planning Association, Florida Chapter, Hollywood, FL. | [Schedule](#) | [Link](#)

Ratinam, M., & **Tran, L.** (2013, August). Design and Games Workshop. Interactive workshops at the Caribbean Broadcasters Union (CBU) annual meeting on "The Business of Broadcasting in the Digital Age", Georgetown, Guyana. | [Link](#)

Tran, L. & Ewing, C. (2013, Spring). Game design. Workshop at The LAB Miami, Miami, FL.

Presentations, Invited

Ewing, C., & **Tran, L.** (2016, May). Jumping on the Game Bandwagon: Top Mistakes and How to Avoid Them. Presentation at Hacks/Hackers Connect: A Launchpad Event for News-Media Entrepreneurs, Miami-Dade College's Idea Center, Miami, FL. | [Link](#)

Tran, L. (2015, July). Humanitarian Games for International Social Impact: Guiding Principles for Collaboration and Design of Culturally-Competent Interactive Interventions. Presentation at Serious Play Conference, Pittsburgh, PA.

Tran, L., & Fluharty, S. (2012, April). Presentation and game demonstration of *Make a Move* to immigration advocates/specialists. Invited session co-facilitator at On Their Own: Protecting the Rights of Immigrant Children. | [Link](#)

Presentations, Peer Reviewed

Suarez-Morales, L., Formoso, D., Fernandez, M., Vallejo, M., Aldarondo, E., & **Tran, L.** (2019, October). Broken Systems, Resilient Beings: What Every Psychologist Should Know About Unaccompanied Immigrant Minors and How to Respond to their Needs. Presentation at the National Latina/o Psychological Association. Miami, FL. | [Link](#)

Tran, L. (2018, May). Echo Earth: A VR Simulation Case Study with Students Outside the Classroom. Juried presentation at EDUCAUSE Learning Initiative (ELI) community's eXtended Reality (XR): How AR, VR, and MR Are Extending Learning Opportunities event. | [Link](#)

Tran, L. (2015, October). Digital advocacy for the millennial generation: collaborative classroom partnerships that advocate for positive social change. Presentation at International Digital Media and Arts Association, Johnson City, TN.

Tran, L. (2013, November). Mechanics & Outcomes. Presentation at International Digital Media and Arts Association, Laguna, CA.

Ewing, C., **Tran, L.**, & Stoler, J. (2013, November). IQUEST: Designing a web-based decision support system to improve water management in a developing urban city. Presentation at International Digital Media and Arts Association, Laguna, CA.

Tran, L., & Ewing C. (2013, June). Win Win: Models for Creating a Social Impact Game on a Budget. Presentation at Games for Change (G4C), New York, NY. | [Conference](#) | [Presentation](#)

Ratinam, M., **Tran, L.**, & Norskov, B. (2013, June). Magnitude: Developing Strategies for Managing Disaster Threats. Presentation at Games for Change (G4C), New York, NY. | [Conference](#) | [Presentation](#)

Ewing, C., **Tran, L.**, & Fanelli, K. (2013, June). Building a Gameful Classroom. Presentation at Games, Learning & Society (GLS)'s Playful Learning Summit, Madison, WI.

Panel, Invited

Albrecht, J., Eisenhauer, E., Romanoski, S., **Tran, L.** & Miles, S. (2020, Summer). Invited panelist on "Design Research and Practices for Hazards and Disasters" at 2020 Natural Hazards Workshop, virtual event hosted by University of Colorado Boulder's Natural Hazards Center. | [Link](#)

Tran, L. (2019, September). Creative Campaigning to Address Petty Offenses. Moderator, Petty Offenses Symposium Coral Gables, FL. | [Link](#)

Tran, L. (2018, December). Using Playful Technology for Social Change. Panelist / moderator, FilmGate Interactive, Miami, FL. | [Link](#)

Tran, L. (2017, February). Designing for AR/MR. Panel moderator, FilmGate Interactive, Coral Gables, FL.

Tran, L. (2015, March). Grow 2.0: Advancing the Small-Scale Farmer. Panel moderator for Clinton Global Initiative University meeting, Coral Gables, FL. | [Link](#)

Tran, L., LeMaster, G., Stein, A. (2011, May). Academic perspective. Panelist at U.S. State Department's TechATState quarterly technology series' Serious Games event, Washington, D.C. | [Link](#)

Panel, Peer Reviewed

Tran, L. & McFarlane, S. (2018, April). "Vuk'uzenzele: How South African Sex Workers Are Protesting Against Unjust Law Enforcement." Presented at 88th Southern States

Communication Association Convention. Nashville, TN. Panel Title: Hashtags, Hayseeds, Harlots, and Habermas: A Multiperspectival Approach to Activism.

Tran, L. (2015, November). "SCRUM techniques to improve communication and task management on collaborative projects." Presented at 101th Annual National Communication Association Conference. Las Vegas, Nevada. Panel Title: Scrum: Embracing Opportunities for New Teaching Strategies for Managing Teams.

Tran, L. (2015, November). "Researching the Impact of Meeples: Does Communication Got Game?" Presented at 101th Annual National Communication Association Conference. Las Vegas, Nevada. Panel Title: Considerations for the Design and Cultural Creation of Social Impact Games.

Tran, L. (2015, November). "Great Creative/Pedagogical Ideas in Theatre, Film and New Multi-Media: Artists and Educators Share Successful Ideas for Teaching, Directing, Designing, Performing, Writing, Administering, Conducting Research, and Publishing." Presented at 101th Annual National Communication Association Conference. Las Vegas, Nevada. Panel Title: Techniques to Educate Future Generations of Systems-Thinkers and Creative Problem-Solvers.

Tran, L. (2014, November). "Toma el Paso: An exploration of experiential game play for unaccompanied immigrant minors in the U.S." Presented at 100th Annual National Communication Association Conference. Chicago, Illinois. Panel Title: Creative Methodologies Among Hyper-Vulnerable Latina/os.

Tran, L., Villar, M., & Wendorf, J. (2014, November). "Por Estas Calles" ("Through These Streets"). Presented at 100th Annual National Communication Association Conference. Chicago, Illinois. Panel Title: Creative Methodologies Among Hyper-Vulnerable Latina/os.

Tran, L. (2014, November). Creative Methodologies Among Hyper-Vulnerable Latina/os. Panel chair for 100th Annual National Communication Association Conference, Latino/Latina Communication Studies Division.

Tran, L. (2011, September). Seeds to Soil. Panelist at Culture Lab Newcastle's Connected Communities symposium, Newcastle, UK.

Art and Design: Exhibits, Showcases, and Catalogues

Exhibitions Curated

- **2018: Miami @ Play**, a co-curated collection of independent games organized with Lindsay Grace and Clay Ewing and in partnership with FilmGate Miami: Miami, FL, MiamiPlay.org | [Archival publication](#)
- **2014: ACM SIGGRAPH Digital Arts Community (DAC)**, invited co-curator and nominating committee member for the online exhibition "Aesthetics of Gameplay" sponsored by DAC | gameartshow.siggraph.org/gas

Exhibition, Peer Review (blind)

Tran, L., Sanko & J. Salani, D. (2018, October). *Dwell*. Game exhibited at Meaningful Play, East Lansing, MI. | [Link](#)

Tran, L., & Ewing, C. (2018, October). *Eradicate*. Game exhibited at Meaningful Play, East Lansing, MI. | [Link](#)

Tran, L., Wendorf Muhamad, J., & Villar, M. (2017, May). *Por Nuestras Calles*. Game exhibited at Making and Doing exhibition at International Communication Association, San Diego, CA. | [Link](#)

Tran, L., Wendorf Muhamad, J., & Villar, M. (2016, October). *Por Nuestras Calles*. Game exhibited at Meaningful Play, East Lansing, MI. | [Link](#)

Tran, L. (2016, May). *Cops and Rubbers: a digital game*. Game exhibited at International Symposium on Electronic Arts (ISEA), Hong Kong.

Tran, L. (2014, October). *Cops and Rubbers*. Game exhibited at Meaningful Play, East Lansing, MI. | [Link](#) | [PDF](#)

Tran, L., & Ewing, C. (2014, October). *Humans vs. Mosquitoes: The card game*. Game exhibited at Meaningful Play, East Lansing, MI. | [Link](#) | [PDF](#)

Tran, L., & Ewing, C. (2014, October). *Vanity*. Game exhibited at Meaningful Play, East Lansing, MI. | [Link](#) | [PDF](#)

Exhibition, Peer Review (non-blind)

Tran, L. (2013, June). *Cops and Rubbers*. Game exhibited at Allied Media Conference's Imagining a Better Future Through Play exhibition, Detroit, MI. | [Link](#)

Exhibition, Invited

National exhibitions

Tran, L. (2018, October). *Toma el Paso*. Game exhibited at Canisius College's Border Initiative exhibition, Buffalo, NY. | [Link](#)

Tran, L., Norskov, B., Jackson, M., & Dykast, H. (2012, March.) *Magnitude*. Game exhibited at U.N. Rio+20, New York, NY.

Tran, L., Heino, T., Angel Jaramillo, L., Guzman Fierro, J., Yip, H., & Magasrevy, R. (2017, October). *Echo Earth Experience*. Game demo at Oceana Headquarters, Washington, D.C.

Local exhibitions

Guzman Fierro, J., **Tran, L., & Ewing, C.** (2018, December). *Stiltsville VR*. Exhibition of prototype of virtual reality visit to iconic Stiltsville, FilmGate Interactive XR Portal, Miami, FL. | [Festival](#) | [VR Portal](#)

Tran, L., Heino, T., Angel Jaramillo, L., Guzman Fierro, J., Yip, H., & Magasrevy, R. (2017, August). *Echo Earth Experience*. Game selected for exhibition at [LATE at Frost Science: SEEING 003](#), Frost Museum of Science, Miami, FL.

Tran, L., Heino, T., Angel Jaramillo, L., Guzman Fierro, J., Yip, H., & Magasrevy, R. (2017, May). *Echo Earth Experience*. Game selected for Faculty Learning Showcase, Coral Gables, FL.

Tran, L., Heino, T., Angel Jaramillo, L., Guzman Fierro, J., Yip, H., & Magasrevy, R. (2017, May). *Echo Earth Experience*. Game demo at Interactive Media Showcase, Coral Gables, FL.

Tran, L., & Ewing, C. (2017, March). *Humans vs. Mosquitoes: The card game*. Game selected for Piecing Together a Changing Planet exhibit, Coral Gables, FL.

Tran, L. (2016, February). *Cops and Rubbers*. Game exhibited at FilmGate Interactive exhibition, Miami, FL.

Ewing, C., & **Tran, L.** (2016, February). *A Midsummer Night's Tea (Don Grey Café)*. Game exhibited at FilmGate Interactive exhibition, Miami, FL.

Exhibition, Juried (non-blind)

International exhibitions

Tran, L., Sanko & J. Salani, D. (2019, January). *Dwell*. Game exhibited at International Meeting for Simulation in Healthcare conference in the SimVentor's Games Arcade, San Antonio, TX.

Tran, L. (2016, June). *Cops and Rubbers*. Game exhibited at International Communication Association Game Studies division pre-conference, Tokyo, Japan. | [Link](#)

Tran, L. (2016, June). *Toma el Paso*. Game exhibited at International Communication Association Game Studies division pre-conference, Tokyo, Japan. | [Link](#)

National exhibitions

Tran, L., Heino, T., Angel Jaramillo, L., Guzman Fierro, J., Yip, H., & Magasrevy, R. (2017, October). *Echo Earth Experience*. Game selected for [ACCelerate Creativity & Innovation Festival](#), Smithsonian National Museum of American History, Washington, D.C.

Tran, L., & Ewing, C. (2012, November). *Humans vs. Mosquitoes: The card game*. Game exhibited at SOMArts, San Francisco, CA. | [Link](#)

Tran, L., & Ewing, C. (2012, November). *Humans vs. Mosquitoes: The field game*. Game exhibited at Come Out and Play, San Francisco, CA. | [Link](#)

Tran, L., & Ewing, C. (2012, September). *Humans vs. Mosquitoes: The field game*. Game exhibited at DC Games, Washington, D.C. | [Link](#)

Honors and Awards

2019 **International Serious Play Awards**, *Dwell* board game Bronze award (Health care category), Orlando, FL, USA | [Link](#)

2019 **International Serious Play Awards**, *Eradicate!* board game Bronze award (Games for Good category), Orlando, FL, USA | [Link](#)

2019 **International Meeting for Simulation in Healthcare**, SimVentors Showcase and Games Arcade. Runner-up award in the Best in Show, Academic Games category for *Dwell*. San Antonio, TX, USA

2017 **Communicator Award**, Award of Distinction for *Don Grey Café* mobile game | [Link](#)

- 2016 Horizon Interactive Award**, Gold for Mobile Apps: Game for *Don Grey Café* | [Link](#)
- 2016 Meaningful Play Conference**, Top 6 Paper Award (with McFarlane, S.) | [Link](#)
- 2016 Communicator Awards**, [Award of Distinction for Websites](#) – Charitable Organizations / Non-Profit for “Dissemination the DOCS Model” website
- 2016 W³ Award from the Academy of Interactive & Visual Arts**, [Silver](#) for Charitable Organizations / Non-Profit for “Dissemination the DOCS Model” website
- 2016 Davey Award**, Silver for Charitable Organizations / Non-Profit for “Dissemination the DOCS Model” website
- 2015 Horizon Interactive Award**, [Gold](#) for Responsive/Mobile site for “Dissemination the DOCS Model” website
- 2015 Horizon Interactive Award**, [Silver](#) for University/School site for “Dissemination the DOCS Model” website
- 2014 Meaningful Play Conference**, Michigan State University. Best overall non-digital game for *Cops and Rubbers*. East Lansing, MI, USA
- 2014 Global Game Jam at Florida International University’s Game Developers Guild**. Best overall game and best Candyjam game for [Extreme Candy Photo Bomb Scavenger Memory Saga](#). Miami, FL, USA | [Link](#)
- 2012 World Bank KnowLympics Innovation Award** for Uwezeshaji Kaya Kuhimili. Washington, D.C., USA
- 2012 Games+Learning+Society** “Most Shockingly Unexpected Findings” attendees’ choice award for poster on “Gaming the System: Reforming communication and legal literacy through gameplay”

PROFESSIONAL

Funded Research and Projects Performed

External Funding

Principal Investigator

Research Grant

Foundation to Promote Open Society

January 2015 – January 2017

\$24,160

- Conducted both training and evaluation of *Cops and Rubbers: A Serious Game as an Advocacy Strategy for Policy Reform* with Open Society Foundations’ partner organizations in Cape Town, South Africa, including Sex Workers Education & Advocacy Taskforce (SWEAT), on their attitudes towards using games as an advocacy strategy.

Principal Investigator

Environmental small grants program

Invoking the Pause

April 2014 – October 2014

\$7,000

- Funded for “Games for the Caribbean Climate” workshop in Barbados to explore games and interactivity to communicate climate risk in the Caribbean region

- In collaboration with the Red Cross Caribbean Disaster Risk Management Reference Center (CADRIM) and in partnership with the Red Cross Red Crescent Climate Centre

Principal Investigator

**Graduate Student Research Grant in Climate Risk Management
CDKN/START**

June 2012 – December 2012

\$3,000

- Supplemental grant for work with Tanzania Social Action Fund (TASAF) on climate change adaptation and social safety net program game project in Dar Es Salaam, Tanzania

Personnel for Personal Exposure Record App sub-award

**Firefighters Cancer Research grant, State of Florida (phase 2 and 3)
Sylvester Comprehensive Cancer Center**

Summer 2016 – Summer 2018

\$257,133 *

- User interface designer / design consultant for firefighter personal exposure record app
- * Multiple sub-award total: \$257,133; total grant amount: \$2,465,000

Co-Investigator for Personal Exposure Record App sub-award

**Firefighters Cancer Research grant, State of Florida (phase 1)
Sylvester Comprehensive Cancer Center**

Summer 2015 – Summer 2016

\$74,602 *

- User interface designer for firefighter personal exposure record app
- * Sub-award amount: \$74,602; total grant amount: \$965,000

Internal Funding

Principal Investigator

Faculty Grant

Institute for Advanced Study of the Americas, University of Miami

March 2019 – May 2020

\$2,500

- Formative research for design of “Roadmap to Opportunity” an interactive decision support tool for refugee and immigrant adolescents seeking education and career pursuits in the U.S.

Co-Principal Investigator

2017-18 Interdisciplinary Pilot Funding

Center for Communication, Culture, and Change, University of Miami

Summer 2017 – December 2018

\$5,000

- To finalize the design and implementation of *Dwell*, a tabletop poverty simulation game created in collaboration between School of Communication and School of Nursing and Health Studies faculty with the aim to evaluate changes in attitudes toward poverty subsequent to playing the game
- To pilot test potential educational impacts of playing *Dwell* starting in Fall 2018 ahead of a full-scale launch

Principal Investigator

2016-17 Provost Research Award

**Office of the Provost, University of Miami
Summer 2016 – Summer 2017**

\$16,066

- Received Social Sciences award for “Improving Quality of Urban Water Service by Engaging SMS Technology (IQUEST): determining effective strategies for crowdsourcing neighborhood water service data via SMS in Ghana” to determine effective methods residential municipal water customers in Accra, Ghana, to accurately and regularly submit water quality access reports via mobile phones.

**Principal Investigator
Research/Creative Support and Service grant
University of Miami School of Communication
April 2015 – March 2016**

\$5,000

- Funded for “If Only: Breaking down communication barriers through social and hypothetical gameplay” to develop a social-impact party game “What Would You Do” (“Que Harías”) to assist immigrant children in coping with everyday situations through the identification and discussion of appropriate and inappropriate behaviors and reactions

**Personnel
Disseminating the Department of Community Service (DOCS) Model
Mitchell Wolfson, Sr. Foundation
October 2015 – May 2016**

\$10,000

- Lead designer on online decision support tool to communicate University of Miami Miller School of Medicine’s unique community service program with other medical schools interested in adopting a similar program

**Co-Principal Investigator
Interdisciplinary Research Groups
Miami Consortium for Latin American and Caribbean Studies
May 2014 – May 2015**

\$10,000

- Conducting “Por Estas Calles” (“Through These Streets” in Spanish) formative research in Colombia and development of a role-taking game called *Por Nuestras Calles* to raise awareness amongst adults in Colombia about commercial sexual exploitation of children (CSEC), signs of CSEC, and recommended methods for reporting potential cases of CSEC
- In collaboration with Colombian National Police’s Directorate of Protection and Special Services (DIPRO)

**Principal Investigator
Research/Creative Support and Service grant
University of Miami School of Communication
June 2014 – March 2014**

\$5,000

- Funded to develop a role-taking game “Por Nuestras Calles” to help children in Colombia at risk for sexual exploitation and the adults that interact with them to think about the possible consequences of certain decisions

**Principal Investigator
New Challenge seed funding grant
The New School
June 2012 – June 2016**

\$10,000

- Funded for AmigoLegal Games (now known as Amiguía Americana) to create and disseminate interactive resources for undocumented immigrant children

Other Funding Received

2016 Faculty Learning Community (FLC) Fellow Office of the Provost, University of Miami

\$1,500

- Engaged with other FLC fellows to increase knowledge about teaching, to increase motivation to pursue innovation, and to become more scholarly in teaching approaches with a concentration on information, communication and technology literacy concepts (ICT) and how to teach them and incorporate them into coursework.

2015-16 Faculty Fellow

Department of Housing and Residential Life, University of Miami

\$1,500

- Served as an academic advocate and mentor for undergraduate students in Pearson Residential College.
- Worked closely with Residential Faculty and Housing and Residential Life staff to increase faculty-student engagement in the Residential College and contribute to the development of an intentional intellectual community in the Residential Colleges.

2014-15 Engaged Faculty Fellow

Office of Civic and Community Engagement, University of Miami

\$2,500

- Developed a civic engagement class “Social Impact Games” where students are connected with local nonprofit/community-based organizations in order to create game-based interventions or campaigns for use by the organization and/or its benefactors

2013-14 Faculty Development Travel Award

Center for Latin American Studies, University of Miami

\$600

- Awarded grant to attend Society of Latin American Studies conference in London UK and present “Experiential role play: data games for social change in Colombia” on Visual research, creative methodologies and the position of the subject: possibilities and limitations of creative experiences panel

Professional Honorary Organizations

- International Communication Association, 2017-18
- Broadcasting Educators Association, 2016-17
- National Communication Association, 2014-16
- International Digital Media and Arts Association, 2013-14, 2015-16
- Digital Games Research Association, 2013-14

Other Professional Activities

- **[Program Committee for Foundation of Digital Games 2019](#)**
Reviewed paper submissions for 2019 conference's game design and development track
- **Reviewer for National Communication Association (NCA), Spring 2016**
Game Studies division
- **Organizer of 'Canes Interactive at FilmGate Interactive 2016**
Organized showcase of 20 Interactive Media projects at Deauville Hotel
- **Reviewer for Games+Learning+Society, Spring 2015**
Conference reviewer for [GLS 11](#)
- **National Day of Civic Hacking hosted by Code for America, LAB Miami, Summer 2015**
User experience and interface designer for "Take Shelter" emergency preparedness app
- **Lincoln Lab's Reforming Education Hackathon, VentureHive, October 2013**
Invited guest mentor for Miami hackathon and advisor to first place project "Projectiv"
| [Press](#) | [Link](#)
- **PayPal BattleHack Hackathon, The LAB Miami, August 2013**
Co-designed iOS mobile game that visualizes and adds physicality to donating to education causes posted on DonorsChoose.org through PayPal
- **Red Cross Red Crescent Climate Centre [Young Scholar](#), 2011-2012**
Designing games for humanitarian outreach and education about climate change and public health

TEACHING

Courses Taught (* created as new course)

DePaul University

| | | |
|---------|-------------------|-------------|
| GAM 550 | Incubation Studio | Winter 2021 |
|---------|-------------------|-------------|

University of Miami

| | | |
|---------|---|--|
| CIM 211 | Intro to Interaction Design | Spring 2018, Spring 2019 |
| CIM 471 | Social Impact Games * | Fall 2018 |
| CIM 310 | Intro to Game Design | Spring 2017, Spring 2018, Fall 2019 |
| CIM 310 | Intro to Game Design (<i>civic engagement section</i>) * | Fall 2016, Spring 2016 |
| CIM 643 | Designing Innovation (<i>formerly Intro to Systems</i>) * | Fall 2015, Fall 2016, Fall 2018, Fall 2019 |

| | | |
|---------|---|------------------------|
| CMP 111 | WebLab | Spring 2015 |
| CMP 591 | CoLab with World Wildlife Fund * | Fall 2014 |
| CMP 543 | Intro to Systems: Designing for Interactivity * | Fall 2014 |
| CMP 543 | Interaction Design * | Fall 2013 |
| CVJ 341 | Web Design | Spring 2013, Fall 2013 |
| CVJ 106 | Multimedia Design | Fall 2012, Spring 2013 |

Thesis and Dissertation Advising/Post-doctoral Student Supervision

Dissertation Committee Member

- Lauren Gutman, PhD in Counseling Psychology
photo voice project to promote “Understanding the Experiences of Commercially Sexually Exploited Children” (Summer 2017)

Capstone Faculty Advisor (role enacted in Spring 2019)

- Laura Miller, Outstanding Graduate Student, MFA in Interactive Media Class of 2020
Series of mini-games on consent (Spring 2020)
- Carolina Diaz, Outstanding Graduate Student, MFA in Interactive Media Class of 2019
Scribe podcast note taking iOS app (Spring 2019)

Thesis Committee Member

- Caridad Tabares, MA in Multimedia Journalism
documentary, infographics, and website on “Separation of Church and Hate” (Fall 2013)
- Xi Zhao, MA in Multimedia Journalism
infographics and website “The Swine Influenza-H1N1 Project” (Fall 2013)
- Natasha Dorsainvil, MA in Multimedia Journalism
interface prototype for “Tap Tap!” Haitian language app for children (Spring 2013)

SERVICE

University Committee and Administrative Responsibilities

DePaul University: 2021 – present

| | | |
|--|--|----------------|
| Committee Member | Game Design Program Committee (PC-GAM) | 2021 – present |
| Committee Member | School of Design Curriculum Committee | 2021 – present |
| Co-Director (NERDLab) | New Experience Research & Design Lab | 2021 – present |

University of Miami: 2012 - 2020

| | | |
|--------------------------------|---|-------------|
| Senior Residential Faculty | Office of the Provost | 2019 – 2020 |
| Committee Member | School of Communication's Global Engagement Taskforce (GET) | 2019 – 2020 |
| Co-Director | New Experience Research & Design Lab (NERDLab) | 2017 – 2020 |
| Member | Center for Communication, Culture, and Change (4C) | 2014 – 2020 |
| Member | COMmunication for Prevention And Screening (COMPAS) lab | 2015 – 2020 |
| Interactive Curriculum Advisor | Challenging Racism and Empowering Communities through Ethnocultural Research (CRECER) lab | 2015 – 2020 |
| Committee Member | Interactive Media curriculum committee | 2012 – 2020 |
| Committee Member | Interactive Media admissions committee | 2013 – 2020 |
| Associate Residential Faculty | Office of the Provost | 2016 – 2019 |
| Committee Member | Faculty Senate Committee on Women and Minorities (renamed Equity and Inclusion Committee) | 2015 – 2018 |
| Fellow | Faculty Learning Community, Office of the Provost | 2016 – 2016 |
| Faculty Fellow | Office of the Provost | 2015 – 2016 |
| Member | Medical Social Sciences & Humanities working group | 2015 – 2016 |
| Engaged Faculty Fellow | Office of Civic Engagement | 2014 – 2015 |
| Committee Member | Scholarship committee, School of Communication | 2012 – 2013 |

Community Activities

Tran, L. (2020, Fall). Mentored 11th grade students at Cristo Rey San Jose Jesuit High School as a virtual alternative to corporate work study. Met with students for 1 hour almost every week over the course of 4 months and discussed and coached them on professional skills like public speaking, presenting, networking, interviewing, and perseverance.

Tran, L., Ter-Ghazaryan, D., Butler, M., Swanson, B., & Larson, C. (2020, Fall). GeoMuseUM: Geolocate App of Campus Public Sculptures used to Sculpt Innovative Curriculum and Music. Presentation at University of Miami's Academic Technology's Faculty Showcase, Coral Gables, FL. | [Link](#)

- Sanko, J., Salani, D., & **Tran, L.** (2019, Fall). Dwell: A Table-top Poverty Simulation Game. Demonstration at University of Miami's Academic Technology's Faculty Showcase, Coral Gables, FL. | [Link](#)
- Tran, L.** (2019, Spring). Invited leader and mentor, University of Miami. Whitley Women's Leadership Symposium.
- Tran, L.** (2019, Spring). Designing for Social Innovation and Impact. Presentation at School of Education and Human Development Research Brown Bag Series, University of Miami, Coral Gables, FL.
- Tran, L.**, Sanko, J., Salani, D., & Matsuda, Y. (2018, Spring). Dwell: An Interactive Tabletop Simulation Game Teaching How Poverty Impacts Health and Healthcare Access. Presentation at School of Communication Center for Communication, Culture, and Change Annual Research Day, University of Miami, Coral Gables, FL.
- Tran, L.** & Ewing, C. (2018, Spring). Design & Technology: Preparing for thesis and future professional opportunities. Invited Guest Presenter, Major Studio 2 with Professor Cynthia Lawson. Parsons School of Design.
- Tran, L.** (2018, Spring). Interactive Media, STEAM, and Marketability. Guest Presentation, University of Miami. Code Art Miami.
- Tran, L.** (2018, Fall). Games and creative forms of advocacy. Guest Lecturer, University of Miami. School of Law, Human Rights Clinic. Caroline Bettinger-Lopez and Tamar Ezer.
- Tran, L.** (2017, Spring). Design Thinking: Applying a human-centered approach to research and innovation. Led learning circle at University of Miami's Academic Technology's Faculty Learning Showcase, Coral Gables, FL.
- Tran, L.** (2017, Spring). Transformational and Human Centered Design: Designing for Social Impact. Presentation at School of Communication Research Brown Bag Series, University of Miami, Coral Gables, FL. | [Link](#)
- Tran, L.** (2016, Spring). Miami Institute for the Americas (MIA) and Tinker Field Research Grants. Reviewer for graduate student applications, University of Miami. Miami Institute for the Americas (MIA).
- Tran, L.** & Ewing, C. (2016, Spring). Interactive Media & South Florida. Guest Presentation, University of Miami. Citizens Board.
- Tran, L.** & Ewing, C. (2016, Spring). Interactive Media & South Florida. Guest Presentation, University of Miami. Citizens Board.
- Tran, L.** (2016, Spring). "Creating Connections: Celebrating New DOCS Initiatives with Julio Frenk", the launch event for the Miller School of Medicine's "Disseminating the Department of Community Service (DOCS) model" website and U-DOCS initiative. Featured Speaker, University of Miami, Gusman Hall.
- Tran, L.** (2015, Fall). Facilitated "U Stand Out" game recognizing uniqueness amongst Women in IT. Women in IT (and co-sponsored by University of Miami's Center for Computational Studies and Toppel Career Center).

- Tran, L.** (2015, Fall). Guest judge for "I'm Not Gonna Move to L.A." November 2015 event. FilmGate Miami. | [Link](#)
- Tran, L.** (2015, Fall). Design Thinking Colloquium. Breakout workshop table facilitator for healthcare design thinking activity, University of Miami's School of Architecture. | [Link](#)
- Tran, L.** (2015, Fall). Cops and Rubbers: emotions and gameplay. Game demonstration with guest scholar Dr. Robin Nabi, University of Miami's Center for Communication Culture and Change. | [Link](#)
- Tran, L.** (2015, Fall). Women In Tech Careers: Make a living, have a life. Co-organizer and ice breaker game facilitator for career event, University of Miami's Center for Computational Science and Toppel Career Center. | [Link](#)
- Ewing, C. & **Tran, L.** (2015, Fall). Games for new product development workshop. Guest Lecturer, University of Miami. New Product Development MKT648. Joseph Johnson.
- Tran, L.** (2015, Fall.) Social impact games and advocacy. Guest Lecturer, University of Miami. The Literature of Incarceration ENG306. Joshua Schriftman.
- Ewing, C., & **Tran, L.** (2015, Summer). Games and Design. Invited Presenter, Network of Indian Professionals. Skill Development and Career Day, Lauderhill, FL.
- Tran, L.** (2015, Spring). Cops and Rubbers: Games for Social Change. Invited Presenter, University of Miami. Women's & Gender Studies "Gender & Sexuality in Cyberspace" series.
- Tran, L.** (2015, Spring). Community mentor for Learn+Do+Share design workshops with Florida youth. FilmGate Interactive. | [Link](#)
- Tran, L.** (2014, Fall). Toma el Paso. Guest Lecturer, University of Miami. Literary Themes and Topics ENG210. Donette Francis.
- Tran, L.** (2014, Fall). Cops and Rubbers. Invited Presenter, University of Miami. STRIVE service and leadership housing community.
- Ewing, C. & **Tran, L.** (2014, Fall). Games for social change demonstration. Guest Lecturer, University of Miami. Special Topics in Communication COM609. Jyotika Ramaprasad.
- Ewing, C. & **Tran, L.** (2014, Fall). Games for new product development workshop. Guest Lecturer, University of Miami. New Product Development MKT648. Joseph Johnson.
- Tran, L.** & Ewing, C. (2014, Summer). Games for new product development workshop. Guest Lecturer, University of Miami. New Product Development MKT648. Joseph Johnson.
- Tran, L.** (2014, Spring). Setting expectations for your New Challenge. Invited Speaker, The New School. Social innovation workshop. The New Challenge.
- Ewing, C. & **Tran, L.** (2014, Spring). Games for visualizing complexity workshop. Invited Presenter, University of Miami. SEEDS Visualization Workshop. Abess Center.
- Seelig, M. & **Tran, L.** (2014, Spring). Social Media and Technology: Possibilities and Limitations. Invited Presenter, University of Miami. ACC Leadership Symposium. | [Press](#) | [Link](#)
- Ewing, C. & **Tran, L.** (2014, Spring). Level design workshop. Invited Presenter, Homestead, FL. Geeki Girl. | [Link](#)

Tran, L. & Ewing, C. (2014, Spring). Game design workshop. Invited Presenter, Homestead, FL. Geeki Girl. | [Link](#)

Tran, L. (2014, Spring). Activism Games. Invited Presenter, University of Miami. Social Justice Week's ActivisUM.

Ewing, C. & **Tran, L.** (2013, Fall). Games for social change demonstration. Guest Lecturer, University of Miami. Special Topics in Communication COM609. Jyotika Ramaprasad.

Ewing, C. & **Tran, L.** (2012, Fall). Games for social change demonstration. Guest Lecturer, University of Miami. Special Topics in Communication COM609. Jyotika Ramaprasad.